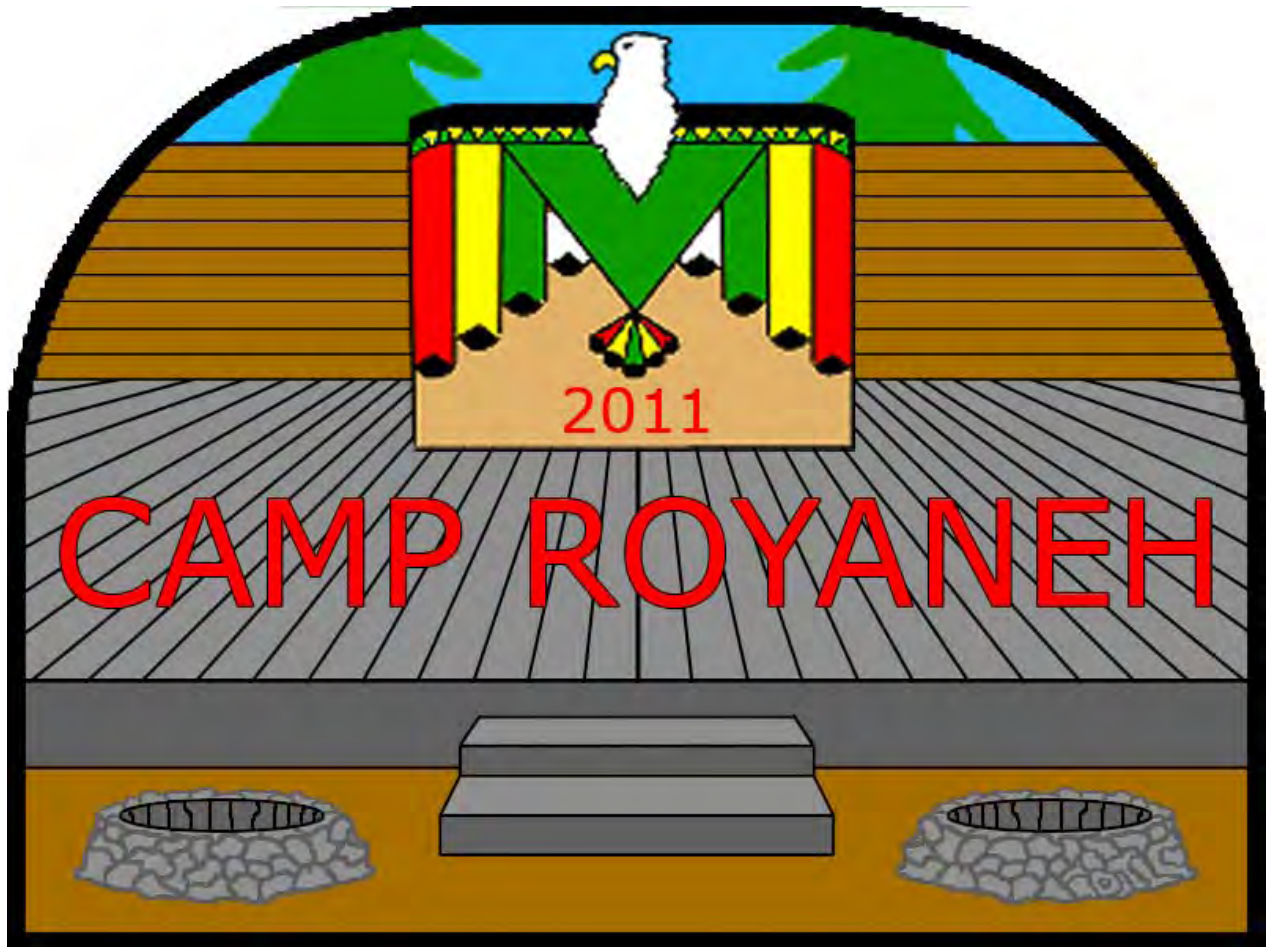


# HAVE FUN IN THE SUN



## AT CAMP ROYANEH!

### 86 years of Scouting History

**2011 CAMP ROYANEH LEADER'S GUIDE**

SAN FRANCISCO BAY AREA COUNCIL

BOY SCOUTS OF AMERICA

## **A Quick Guide to What's New in 2011**

As we embark on our 86<sup>th</sup> year of "Fun in the Sun" at Camp Royaneh we have made a few changes that we hope will provide you, Mr. or Ms. Scoutmaster and more importantly your boys, a stronger program than before. Please take a look at the quick summary of the new items this year but don't forget to look through the entire guide or to call me if you have any questions.

**This year we will be continuing the canoeing program.**

Three Cheers!

Jeff Howard

Camp Director

[jeffh\\_royaneh@yahoo.com](mailto:jeffh_royaneh@yahoo.com)

- This year we are making every effort to "Go Green" which means we will not have paper or Styrofoam cups for coffee. You will need to bring your own coffee mugs or purchase one in the Trading Post.



Rules for acceptance and participation in the programs of the San Francisco Bay Area Council, Boy Scouts of America, are the same for everyone without regard to race, color, national origin, age, sex or handicap.

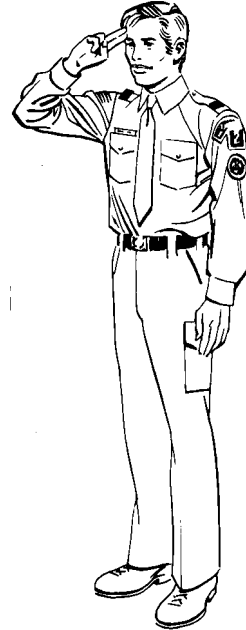
### **The Scoutmaster**

*There isn't any pay for you, you serve without reward,  
The boys who tramp the fields with you but little could afford.  
And yet your pay is far richer than those who toil for gold,  
For in a dozen different ways your service shall be told.*

*You'll read it in the faces of a Troop of growing boys,  
You'll read it in the pleasure of a dozen manly joys,  
And down the distant future you will surely read it then,  
Emblazoned thru the service of a band of loyal men.*

*Five years of willing labor and of brothering a Troop,  
Five years of trudging highways, with the Indian cry and whoop,  
Five years of campfires burning, not alone for pleasure's sake,  
But the future generation which the boys are soon to make.*

*They have no gold to give you, but when age comes on to you  
They'll give you back the splendid things you taught them how to do  
They'll give you rich contentment and a thrill of honest pride  
And you'll see the nation prosper, and you'll all be satisfied.*



### **Order of the Arrow**

The Order of the Arrow is a National Brotherhood of Honor Campers. The Achewon Nimat Lodge of the San Francisco Bay Area Council sponsors weekly ceremonies at camp aimed at strengthening the ties of brotherhood within the Order. On a day to be determined, OA members will be encouraged to wear their OA sashes all day long, to show the spirit of Brotherhood.

**San Francisco Bay Area Council, BSA  
Youth Leadership Training Center  
1001 Davis Street  
San Leandro, CA 94577-1514  
Ph: 510-577-9218 Fx: 510-577-9002  
[www.sfbac.org](http://www.sfbac.org) [camping@sfbac.org](mailto:camping@sfbac.org)**

Spring 2011



Dear Unit Leader:

The San Francisco Bay Area Council is proud to offer two great summer camp experiences for your unit to choose from. Whether you have decided to attend the beautiful redwood setting of Camp Royaneh or wonderful Wente Scout Reservation in the foothills of Mendocino County, this guide was prepared to help each camp leader make the most out of their unit's summer camp experience.

As a Council we pride ourselves on the high quality of the camp programs we provide. At each camp a well-trained and enthusiastic staff is awaiting the arrival of your Scouts and is eager to assist each troop in developing its own program. You are still in charge of your unit, and your units program should reflect the needs and desires of your Scouts. After all, no one knows them better than you.

Your task as Unit Leader is to compress many years worth of adventure into one week of camp. With unique and unparalleled programs, experienced handpicked staffs and an emphasis on customer service, both camps offer you the best scouting environment you could ask for in a summer camp. Come to camp expecting and demanding a great time.

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

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

Thank you.

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Chairman  
Council Camping Committee

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**[www.sfbac.org](http://www.sfbac.org)**

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## Customer Service

Year after year the camps and staffs of the San Francisco Bay Area Council continue to receive praise for their accommodating nature and energy. We work hard every year to recruit and develop a camp staff that will continue the tradition of excellence, great customer service, and complete dedication to our units. Our “never say no” attitude is the reason troops from all over the Western United States are letting us provide them with their summer camp experience.

## Nationally Accredited Camps

Camp Royaneh and Wente Scout Reservation are nationally accredited by the Boy Scouts of America. Visited annually by a knowledgeable team trained in camping standards by the National Council of the Boy Scouts of America, our camps maintain a top rating for their facilities, programs, and staff.



## Provisional Campers

Provisional camping is a regular summer camping experience for individual Scouts who are unable to attend camp with their own troop, or would like to spend an extra week at camp. A Provisional Camper application can be found in the appendix of this guide or on the forms page of our Council website at [www.sfbac.org](http://www.sfbac.org).

Every effort will be made to match each Provisional Scout with a troop prior to their arrival in camp. It is recommended that these Scouts contact the unit and try to visit at least one troop meeting before going to camp to familiarize themselves with the Scouts and the leaders. Contact the SFBAC Camping Department for more information. The Scout's family or troop is responsible for transportation to and from camp.

## Sibling Policy and Family Vacation Camp

Due to liability considerations and a lack of appropriate facilities the San Francisco Bay Area Council enforces the policy that children or siblings of registered participants are not to attend.

Family Vacation Camp is a great alternative for your family to experience our great camps away from regular Scout camp operations. Aquatics, horses, hiking, shooting and just plain enjoying the great outdoors are all part of the Family Camp programs.

Family Vacation Camp at Camp Royaneh is held over Labor Day Weekend

You can view more information on line at [www.sfbac.org](http://www.sfbac.org) or call the camping department at (510) 577-9218.

## **Role of the Camp Leader**

The Scoutmaster is the most important person in camp. You are with your troop 52 weeks a year and know your Scouts better than anyone else. It is your responsibility to see that your troop has a long-term summer camp experience. However, the troop's program cannot be contingent upon the availability of any one leader. If you are not available to lead the troop during their long-term camp experience, it must take place anyhow. Your troop committee must see to it that there are always two strong adult leaders for your troop at camp.

You may not think of yourself as a method, yet your role as friend, coach, and counselor to Scouts is one of the most valuable parts of the program. In his quest for adulthood, every boy needs contact with adults he can look up to. Living, breathing men and women provide models of what adulthood is to them. Boys copy whatever models are available to them. Not all of these are really good models. What you do and who you are may be worth more than a thousand lectures and sermons.

The unit, at camp, should include its regular year round leadership staff. Each patrol functions best when it is under its own leadership. The troop is run by the Senior Patrol Leader. He is the key Junior Leader in your unit. He should be well-trained to carry out his camp responsibilities and will be invited to serve on the camp Senior Patrol Leader Council. The camp staff will be helpful in the support of your leadership regardless of its experience. The success of your camp program should not be measured in terms of the number of merit badges earned. Success should be measured by the extent to which your troop has learned to stand on its own two feet, to use boy leaders, to train its own instructors in Scouting skills, to acquire new interests that stimulate program in the ensuing year and to strengthen the individual Scout.

The skills that your troop leadership brings to camp, combined with those of our highly skilled staff, will ensure that the Scouts of your troop have a top-notch experience. You are encouraged to make full use of these leadership resources for the benefit of your troop.

One of the most enjoyable experiences at camp for a Scoutmaster is getting acquainted with the other Scoutmasters in camp and sharing ideas and experiences with each of them. There will be plenty of opportunity for formal and informal gatherings, sharing ideas and experiences, competitions, and fellowship among Scoutmasters in camp. Your Camp Commissioner will let you know about the scheduled events. Being friendly will help you seek out the informal gatherings.

## **Leadership Requirements**

Each unit must provide its own registered leadership. The Boy Scouts of America requires a minimum of two adult leaders to be in camp with their units at all times. One leader must be registered and one leader in camp must be at least 21 years old and assistants must be at least 18 years of age.

It is extremely important that each Scout has a quality experience and this is more likely to

happen when full-time leaders are in camp. Although it is difficult at times for an adult to take a full week off to attend camp, to do otherwise is very hard on your Scouts in attendance. A great deal of time is spent explaining the camp program and operation when a unit is rotating leadership. The Scouts suffer when new leaders do not know what to expect.



Mature leadership is not only important, but also vital to the success of a unit's stay in camp.

If your unit's leaders lack the necessary maturity to safely lead a troop, your unit may be asked to replace its leaders at camp or to leave.

In the case of small units, it may be possible for the Council to "pair" you up with another small unit in order to pool leadership. Contact the Council Camping Department for more information. The Council also provides Provisional Camping opportunities for those youth that are unable to attend camp with their own unit. Contact the Council Camping Department for more information about Provisional Camping.

## **Youth Protection**

Youth protection at camp is an important issue and the San Francisco Bay Area Council takes it very seriously. In accordance with National Youth Protection Policy we have instituted the following Council policies:

- Adults must maintain two-deep leadership in camp at all times
- Adults must respect the privacy of youth members
- Youth and leaders may not share sleeping facilities at any time (unless it is your own child)
- Leaders should only use the single-stall showers located in each camp.

If private issues between a youth and an adult must be dealt with, two adults must be present during the conference, health check or other event. Please see the Camp Administration if you or your unit need assistance or advice in this area.

## Planning Your Camp Adventure

Your unit's program can be tailor made to meet your troop's needs. This will be done in conference with your Camp Commissioner while you are at camp. To facilitate the customization of your camp program, you should bring the advancement record of each scout to camp with you. The experience level of your Scouts and leaders will be important considerations in building your camp program. The camp staff is there to help you make your individualized camp program work.

It is never too soon to begin to plan the week of adventure your troop will have at Camp. Keep in mind that a great part of any adventure is the anticipation brought by planning. Start with a single idea. Don't worry about the bits and pieces; those can be fit in after your arrival at camp. Perhaps your theme idea will center on the biggest good turn the camp has ever experienced. Perhaps it will relate to the aquatic merit badges, center around horsemanship skills, or maybe hiking and mountain climbing are your troops main interests. Here are some guidelines to follow when you are planning your troop camp program:

**Ask the Scouts what they want to do at camp** - Share a list of suggested camp activities with the Scouts. Get them excited about going to camp. Find out what the Scouts would like to do together as a unit, as a patrol, with a friend, or on their own.

**Determine your units advancement needs** - Update your individual advancement records and have each scout set a personal advancement goal for his week at camp. Different badges and activities are appropriate for different Scouts. See what suits your boys best.

**Set your unit objectives for camp** - List the accomplishments that you hope to achieve with the unit at camp. Your plan should lead you toward achieving your goals.

**Meet with the Unit Committee** - Sketch out a program for the troop's week at camp. Discuss your objectives and build the accomplishment of those goals into the program. Get the support of the committee behind you. Have the committee help you draft a list of activities for the program, then use that list to give the Scouts a voice in the planning process.

**Attend the Unit Leader Orientation Meeting** - Key camp staff will be on hand to help prepare your unit for a super summer camp experience. The meeting is on Saturday, March 19<sup>th</sup> at 10AM.

**Plan for camp routine** - Camp program also includes and allows time for camp housekeeping, set up, clean up, and inspections. Learning to live and work together can be a very important part of Scouting's purpose.

**Plan for Unit programs** - Be sure to leave time for the activities your unit would like to do together including free swims, hikes, trail rides and unit shoots.

**Hold ceremonies for recognition** - This should be an important part of your program. A Friday evening camp court of honor, or a daily recognition at unit meetings give an instant but important recognition.

**Don't be afraid to let the Scouts make mistakes** - After all, mistakes are the seeds that germinate success.

## **A Good Troop Program Is:**

**Boy Planned** - Planning the troop's summer camp program can be a part of the growth process of Scouting if the Scouts themselves are involved in the planning through the Troop Leader's Council. The TLC, with guidance from the Scoutmaster, should see that the troop program reflects the individual goals of the various troop members as well as the collective aims of the troop.

**Balanced** - Experience has shown that the best program at camp is the one that offers a healthy balance between recreation and advancement, free time and structured activity, group events and individual pursuits. Each Scout should be allowed to enjoy his surroundings, pursue his interests and build friendships.

**Individualized** - A successful camp program reflects the different ages, ranks and skill levels of the troop. While it is good for the troop to conduct some activities during your session at camp, you should also allow sufficient time in your program for eating, sleeping, and clean up.

**Flexible** - Remember that there are at least a dozen other troops planning a program that involves the staff and facilities at the same time that your troop will be using them. The majority of the time the camp's capacity is great enough to meet the demand, but sometimes it is necessary for one or more troops to rearrange a part of their program to enable staff to serve them properly. Please be prepared for this possibility and have enough flexibility built into your program so that you may accommodate changes.

## **The Buddy System**

Scouts are encouraged to use the Buddy System for all activities in camp. Scoutmasters should devise a check-in plan so that you can account for your Scouts at all times. It is required for swimming, boating, on the trails, as well as during merit badge classes. The camp staff will make announcements during the week reminding Scouts to use the Buddy System. Adult leaders are encouraged to do the same.

## **Five Types of Program**

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

**Boy** - Merit Badge programs and advancement opportunities are designed to help the Scout meet his own personal advancement goals.

**Buddy** - Scouts should always travel in at least a group of two, so certain activities have been planned during the week which will encourage buddy pairs to work and have fun together.

**Patrol** - Baden-Powell once said that the patrol was the secret for the success of Scouting. One job of the summer camp is to strengthen patrols, and events are planned throughout the week to do just that.

**Troop** - Troops will also have the opportunity to compete and work with each other in demonstrating their unit pride and troop skill.

**Total Camp Experience** - There's a chance to work with other troops and to make a contribution to the total camp experience through activities such as campwide games, intertroop campfires, Scout Vespers, outpost and much more.

### **Suggestions for Scoutmasters**

If you want a rule enforced, be immediate, consistent and definite.

If you have a problem with scouts from another unit, turn the problem over to their Scoutmaster. Contact your Camp Commissioner if you need help with this.

Monitor your Scout's advancement.

Keep a copy of each Scout's program.

Spot check attendance and progress.

Observe the quality of advancement.

Assist younger scouts with advancement.

Become acquainted with the staff. Please direct any suggestions to the Area Director, the Program Director or the Camp Director.

Conduct a personal inspection of each Scout's gear within 24 hours of arrival, if not prior to leaving for camp. Make a mental inventory. Hold or label any valuables. Use the Safety Deposit Box in the Camp Office if necessary. Fireworks should be turned in for disposal.

Confiscate weapons or possible weapons

### **Over-Programming**

In recent years program offerings at camp have become quite diverse. As it now stands, no single Scout could ever come to camp and take part in every activity in one week. We offer such diversity of programs in order to make camp more interesting, exciting and fun for those Scouts who return year after year. Just like Disneyland, you have to go back several times to experience every exciting activity.

The members of your troop are not obligated to take part in any of the programs camp offers. You also are not obligated to take part in all the programs either. Scout leaders are often tempted to accomplish this great feat. It is impossible! Do not attempt it!!

Remember, while you might think that summer camp is the world's greatest place to earn merit badges and pick up camping skills, sometimes Scouts just like to catch frogs, and ride horses. They grow and learn from these activities just as much as they do from learning first aid. Remember what it was like when you were a youth?

## Rest

Adequate sleep can be the key to a great week at camp. Each person needs a certain number of hours of sleep each night. The Scoutmaster should see that the camp is quiet from 10:00 PM until 7:00 AM to permit those who wish the chance to get at least 8 hours of rest.

Some individuals may also need a rest period during the day. Leaders should be sensitive to that fact and provide opportunities for such periods, if necessary. Too often campers don't take the time to sit and enjoy the beauty of the camp surrounding them.

## Planning Tools at Camp

Need Help? Have a question you need answered? Need a new program idea for your troop? Not sure where to go? Check the following list of Camp Program Planning Tools and Resources. They are all available at camp for you to make use of in order to make your stay as enjoyable as possible.

- Camp Leader's Guide
- Camp Commissioner Staff
- Camp Leader's Daily Roundtables
- First Night Pie and Coffee
- Other Troop Leaders in Camp
- Camp Library and Resource Center
- Flag Ceremonies and Assemblies
- Any Available Camp Staff Member
- The Camp Administration

## The Camp Commissioner



The Camp Commissioner is at camp to help your troop. Commissioners are the front linestaff of the summer camp team. Your Camp Commissioner will meet with you daily to see how things are going, follow up on any problems, and in general, help out wherever and whenever possible. The Commissioner Staff is your troops first source to check for answers. Your Commissioner knows what is going on and will get your questions answered so that your Scouts can enjoy the best camp can offer.

Each troop will have a Commissioner assigned to them for support throughout the week. They will be your primary program and communications link. The Commissioner staff will:

Help you design a week's well-rounded program to meet your troop's specific needs.  
Help your troop and its patrols to sign up for activities.

Help you understand the camp's program and how to take advantage of its features and solve problems.

Help you secure campsite equipment.

Assist your troop in Scout skill instruction.

Develop the leadership skills of your Patrol Leader and Senior Patrol Leader.

Help arrange inter-troop activities such as campfires, games, etc.

Work with adult leaders to resolve any problems that may arise during the week.

Help and encourage troop and patrol spirit through development of flags, yells, and songs.

## **Experience Tells Us...**

There is no teacher like experience. Here are a few thoughts on how to get the most out of summer camp, taken from the comments and observations made by Scoutmasters and Staff over the past few years. We are looking forward to hearing your suggestions for improvement on our great camp programs-all we ask is that they are constructive.

**Summer camp is not a merit badge mill** where you pay a fee and get badges automatically. Instead, camp offers merit badges as one portion of the overall program.

**For first year campers**, generally speaking, the Baden Powell Program (at Royaneh) and the Eagle Trail Program (at Wente) is a great way to start a camp experience. In addition to these programs, some easier merit badges can be suggested.

**Be aware of which badges require the most skill**, as well as those requiring a great deal of physical endurance and written work. Examples of these are: Environmental Science, Lifesaving, Horsemanship, Archery, Rifle Shooting, Shotgun Shooting and Pottery.

**Merit badge work at camp can be made easier** by the Scout if he does some advance work at home. Camp is not an ideal place for Scouts to complete written work. The prepared Scout comes to camp with all the written work done already. Obtaining the merit badge pamphlet and at least knowing the requirements is a great place to start.

**Make sure your Scouts are trying something new** this year at camp and get a well-rounded experience. Don't forget to schedule some rest time too! That's right, rest. Too often Scouts don't take the time to sit back and enjoy the beauty Mother Nature has to offer. This goes for Scoutmasters as well.

**You should come to camp prepared!** Have patrols already organized. Work on ideas as patrols and have the patrol leaders represent the group at camp. Come with some of your activities planned.

**Make your campsite the heart of the camp.** Your campsite is your home for the week, so work at making it more comfortable. Try using banners and flags to dress it up.

**Be spirited.** Top troops show spirit. The troop that comes to camp with spirit, challenges the rest of the camp to come alive. Bring your troop cheer

to camp and show everyone that you're number one.

**Be flexible.** Each week, more than 300 Scouts attend camp. While the staff is there to meet everyone's needs, sometimes patience is its own reward.

**Communicate.** Let us know how you are doing, what you need, and how we can help meet your needs. We are always ready and willing to assist you in any way we can.

## Unit Timetable

By now your unit should have completed its basic plans for camp. Your camp reservation is in and you have selected your camp leadership. This checklist should be helpful from here on in:

### As Soon As Possible:

- Choose the week you wish to attend camp. Stake-A-Claim.
- Be aware of the Camp Fee Payment Schedule and the Council Camping Refund Policy!
- Schedule a parents' night to promote and explain summer camp.
- Talk with Webelos who will graduate into your troop about going to camp.
- Provide Campership information for Scouts in need.
- Provide Provisional Camper information for Scouts unable to attend camp with your troop.

**March 19:** Attend the Camp Leader's Orientation meeting.

### Two Months Before Departure:

- Unit leaders and the troop committee should review this guide.
- Obtain commitments from other adult leaders to assist at camp.
- Secure individual commitments for camp from each Scout and his family.
- Supply each Scout with a personal equipment list.
- The unit leader should begin the program-planning process for camp.
- Start travel plans.
- Review advancement needs.
- Review equipment needs.
- Provide medical forms to all Scouts and leaders attending camp.
- Check the merit badge requirements that must be completed prior to camp.
- Communicate with the Council regarding any changes to your planned camp attendance.

### Four Weeks Before Final Departure:

- By June 1 or July 1** depending on the session you are attending, submit the balance of fees due to the Council Office along with a unit roster of youth and adults attending camp.
- Scribe and unit leader complete camp roster sheets.
- Check to see if all medical examinations have been completed and are properly signed.
- Parent signatures must be updated annually.
- Confirmation of fees due or paid through Council Office.
- Submit a tour permit request and be prepared to show a copy of the approved permit during the administrative check-in process at camp.
- Check on final transportation arrangements.
- Review suggested personal equipment checklist.
- Inventory the advancement records for each Scout.
- Counsel the Scouts on their personal goals for fun and advancement.

### **3 Weeks Before Departure:**

Hold final Troop Leader's Council

Unit committee meets to tie up loose ends: transportation, troop equipment, etc.

Have unit rosters completed and send a copy to the Youth Leadership Training Center, Medicals are current and completed, signed by parents (good for one year only), and doctors (good for 36 months for participants under 40 and 12 months otherwise.)

Distribute parent information including address, emergency phone number and travel plans.

Notify Camp Administration of Monday or Saturday arrivals.

Notify Camp Administration of Special Dietary Needs.

## **Arrival Day Schedule**

Troops should plan to arrive at camp as a group between 12:00 p.m. and 1:00 p.m. Check-in will not begin until 1:00 p.m. Below are some suggestions to make your arrival a little smoother.

Bring this Camp Leader's Guide with you for reference during the week.

Hold a personal equipment inspection of each Scout's gear and belongings prior to departure.

Have 3 copies of your completed troop roster of Scouts and leaders ready upon arrival.

Have completed medicals and consent forms organized. Be sure each medical is completely filled out and signed in all appropriate places.

Bring any receipts of fees paid prior to camp and any camperships along with a check to pay the balance of camp fees due.

Bring a second check to secure your camp reservation for next year.

## **Monday/Saturday Arriving Troops**

For those troops that are restricted from arriving on Sunday due to religious beliefs we will take every step to accommodate your needs. The alternate arrival times are Monday morning before breakfast or Saturday evening after 5 pm. Check in will take place on Sunday or Monday as necessary. Please contact the Camping Department to make these arrangements and call the Camp Office by the Monday prior to your expected arrival.

For those units arriving Saturday, please bear in mind that the camp staff is enjoying a much deserved day off and camp is closed. Troop activity is restricted to your campsite. Please do not let your Scout wander in camp. Please do not arrive in camp expecting a fully functioning camp. Meals are not provided by the camp Saturday evening or Sunday morning so plan accordingly. (Your first camp meal is Sunday dinner).

## **Tour Permit**

Units in camp must follow their councils police for tour permits. Permits are processed through YOUR Local Council Office and must be presented at check-in. Once presented, the Tour Permit should be kept in the possession of the adult leader in charge. An application for a Tour Permit is located at [www.sfbac.org](http://www.sfbac.org).

Please do not wait to apply for your tour permit until the Friday before you leave .... The Council staff are unable to process tour permits on less than 24 hour notice. The tour permit itself recommends a two week lead time for turning in your request.

## Suggested Items Checklist

### Clothing

- Scout Uniform
- Jacket/Sweater
- Rain Poncho/Raingear
- T-shirts (4 or more)
- Underwear (for 6 days)
- Hiking Boots( with heavy socks)
- Tennis Shoes
- Socks
- Swim Trunks
- Pajamas
- Hat or Visor
- Handkerchief
- Watch

### Camp Necessities

- Sleeping Bag
- Backpack
- Flashlight with fresh batteries

### For the Patrol and/or Troop

- Patrol/Troop Flags and Poles
- Patrol/Troop Library
- Patrol Boxes
- Bulletin Board Push Pins
- Clothesline and Pins
- Lanterns
- Troop Advancement Records

### Items to Leave at Home

- Pets
- Sheath Knives
- Fireworks
- Tobacco
- Ammunition
- Firearms
- Radios/Tape Decks
- Hatchets
- Underage Siblings
- Electronic Games
- Alcohol and Drugs

### Lost Property

Prior to coming to camp, Scouts should be encouraged to clearly mark all personal items with their name and troop number for easy identification. Should a Scout inadvertently bring a valuable item, it can be locked inside the Camp Office. Each camp has a Lost and Found located in the Administration Area. Describe your lost valuables to the Camp Administration to retrieve them. The San Francisco Bay Area Council is not responsible for lost or stolen items at camp.

### Toilet Kit

- Toothbrush
- Toothpaste
- Comb/Brush
- Hand Soap
- Kleenex
- Bath Towel
- Beach Towel
- Insect Repellent
- Sun Block/Chapstick

### Other Items

- Cot/Air Mattress/Groundcloth
- Musical Instrument (no radios)
- Sunglasses
- Fishing Gear
- Camera with Film
- Compass
- Spending Money

### Merit Badge Items

- Scout Handbook
- Pen/Pencil/Notebook
- Unfinished Partials
- Merit Badge Pamphlets

### Don't Forget

- Camp Medical Forms

## Male and Female Sleeping Facilities

Male and female leaders must have separate sleeping facilities. Married couples may share the same quarters if appropriate facilities are available.

Male and female youth participants will not share the same sleeping facility.

## Leaving Camp

All units must check-out at the Camp Office before leaving camp on Saturday. Leaders who leave camp at any time during the week must inform the Camp Director or the Camp Office and sign-out on the sheet outside the Camp Office and sign-in upon their return to camp.

## Early Release of Campers

For the safety of all Scouts attending our camps, it is the policy of the San Francisco Bay Area Council to follow these procedures in the event of a camper needing to leave camp earlier than the rest of their Unit:

1. Units must complete the Camper Early Release Form (located in the appendix of this guide) prior to their Scouts departure for camp. Scouts will not be released without this form being completed and turned in.
2. The Unit Leader must notify the Camp Administration of all Scouts intending to leave early **at check-in Sunday afternoon** and turn in the Camper Early Release Form.
3. Person(s) (including parents) providing early transportation out of camp must check-in at the camp office upon arrival, and before proceeding to the campsite, to provide identification. Identification will be compared against the information provided on the Camper Early Release Form. A camp staff member will accompany them to the unit campsite.
4. Before leaving camp, the Scout **must** check-out at the camp office with the Camp Administration. The unit leader **must** be present at this time as well.

In an emergency, and on a case-by-case basis, these procedures can be suspended by mutual agreement of the Camp Director and the adult leadership team of the boys troop. If such an emergency is declared, adult leaders from the boys troop will be solely responsible for verifying that the boy is leaving with an approved adult and for the safe transportation of the youth. In an extreme emergency, adult camp personnel may be appointed to transport the youth. The San Francisco Bay Area Council, BSA will not be responsible for Scouts leaving camp on an emergency basis, regardless of who transports the boy.

## Emergency Procedures

On your first day in camp, the standard emergency procedures are explained to the troop leaders as well as the Scouts. In the event of an emergency, notify a member of the camp staff immediately. Please do not attempt to deal with the emergency yourself, regardless of the situation. If the situation seems at all dangerous, as in the event of a wildfire, the priority is to evacuate all Scouts and leaders from the immediate area. For all emergency assembly purposes, a siren will be sounded, the fire bell will be rung, and Scouts and leaders should report immediately to the assembly area to await further instructions.

When your troop arrives at the assembly area, take a headcount. A key member of the staff will ask for a troop roll call. If anyone is missing, camp staff or appropriate emergency personnel will affect a search.

## Vehicles/Parking

To protect the health and safety of the campers and conserve camp property, Council policy states that personal vehicles are not to be used on the in-camp service roads. A parking lot is provided near the main area of the camp for leaders and visitors to park their vehicles. Scoutmasters should stop in this lot and Scouts should pack in all personal gear from this point. Parking in campsites is not permitted. Don't forget to back your vehicle in when parking for evacuation purposes. Please remember that our camps are fragile environments and keep your vehicle on camp roads at all times.



All vehicles should remain in the camp central parking lot throughout the week unless you are exiting or entering camp via the main road. Any adults wishing to leave camp during the week should make sure the other troop leader's in your troop know where you are going and when you will return. Leaders leaving camp at any time need to check out and in at the Camp Office. For emergency purposes, the Camp Administration must be able to ascertain the whereabouts of each and every Scout and Scout leader.

## Health Officer

Camp Royaneh and Wente Scout Reservation both provide a qualified Health Officer on duty at all times. The Health Officer is located in the Health Office in the Camp Administration building. The camps have made arrangements with a local clinic nearby and have access to an ambulance service and the hospital in the event of an emergency.

## Health Lodge

The Health Officer oversees a well-equipped Health Lodge. Most minor accidents and illnesses are easily handled by the Health Officer. All accidents and illnesses should be reported to the Health Officer immediately. Minor cuts not reported become difficult to treat later. For those who should not be moved from the accident scene, a stretcher and first aid crew will be dispatched. Night calls after 10 PM should be restricted to urgent situations.

## Medicals

All Scouts and adults attending resident camp at least one night are required to have a current and complete BSA Annual Health and Medical Record. If you do not have a current BSA Annual Health and Medical Record you may not attend camp. There are no exceptions to this rule. It is recommended that you bring photocopies of these forms to camp and that the Unit keeps the originals. These forms can be found in the appendix of this guide and at [www.sfbac.org](http://www.sfbac.org).

In instances where medical evaluation is against religious beliefs, the requirement for medical examination forms can be waived. This requires written statements from the camper's parent or guardian and church officials that a medical examination is a violation of religious belief.

The Annual Health and Medical Record authorizes:

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

The Boy Scouts of America require that all youth and adult members have annual medical evaluations by a certified and licensed health-care provider. This form must be signed annually by the participant, their parent or guardian in case of a minor, and by a certified and licensed health-care provider.

## Medical Re-check

All Scouts and Scout leaders will go through a medical re-check with camp personnel upon arrival. All Scouts who bring prescription medication to camp must also have a Medication Information Form for Summer Camp completed for each prescription and ready to give to the camp medical officer or designee during the medical check in process. Having this information is a requirement of the National Council, BSA and will help us process the medical re-check on Sunday more efficiently. Not having this information will delay the participation of Scouts in camp until we can get the completed form faxed to camp.

## Medication

Boy Scout national policy states:

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

All medications taken at camp should be listed on the Annual Health and Medical Record and need to be available during the health screening. Lockers for Unit use will be provided in the camp Health Lodge. Each unit will be provided with a locker in the Health Lodge. The unit leader will be the combination to the locker. Adult unit leadership will be responsible for seeing that the Scouts needing medication in their unit take the necessary medications at appropriate times in correct doses. Medications must be recorded in the provided log. This log must be left in the locker at the end of the week.

## Uniforming

We encourage units to wear their full uniforms during any chapel services and request all Scouts be in full uniform for all evening assemblies and dinners. A more relaxed "ready for a fun day" uniform such as scout pants/shorts, scout socks, and a troop or camp t-shirt is acceptable attire for morning assemblies and throughout the day. Troops are encouraged to set a uniform policy that their troop can adhere to before camp begins. Many units display their pride with unit shirts or hats. Scouting attire is recommended at all times and swimsuits are not acceptable at meals.



## Visitors

Visitor accommodations ARE NOT AVAILABLE AT CAMP. Parents should be aware that their son is busy with the camp experience. Family and visitors are always welcome. Visitors are responsible for meals which may be purchased at the Camp Office. The camp is open to registered members of the Boy Scouts of America. For the safety of younger siblings and the integrity of the camp program, siblings may not stay in camp.

We require all visitors to check-in at the Camp Office. Breakfast is \$6.00, Lunch is \$6.00, and Dinner is \$8.00 per person or \$15.00 for all three. Due to the large numbers of Scouts attending Camp each week, it is becoming increasingly difficult to order food and supplies correctly. Please notify the Camp Office at least 48 hours in advance if you wish to purchase a meal(s).

## Camp Conduct

One of the often-told Scoutmaster Minutes deals with how a camp is just like a city. Cities have roads, camps have trails. Cities have homes, camps have tents. Where a city has a lot of laws, at a Scout camp, we have just one:

### **The Scout Law!**

The 12 points of the Scout Law guide our camps. All campers and staff conduct is judged by how it measures up against these guidelines. At camp we cannot tolerate and will not permit activities that do not meet the criteria of the standards set forth in the Scout Law.

We ask for your cooperation and understanding as adults in helping us maintain a high standard of personal behavior. We can do no less.

## Banking

A safe deposit box is available for your unit's use through the camp office. We recommend that each unit acquire a box to use as a Unit bank. This not only assures that all Unit funds are safe, but also allows Unit Leaders to ensure that Scouts manage their money wisely.

**The SFBAC is not responsible for lost or stolen items.**

## Health and Safety Rules

- Personal firearms or ammunition, including Archery equipment are not allowed in camp.
- Closed toed shoes are required throughout camp.
- No flames of any kind are allowed in a tent or outside a designated fire ring at any time.
- Fireworks are prohibited by county law in both of our camps.
- Pets of any kind are not permitted at camp.
- Non-prescription drugs and alcohol have no place in camp and are prohibited.
- Initiations and/or hazing are strictly forbidden by BSA National Policy.
- Red flags are used to warn Scouts of potentially dangerous areas, usually around firing ranges.
- Rope-Swings are not allowed in camp.

## Fire Safety

Fires are permitted only in the campfire ring in the troop campsite and should never be left unattended. Proper means of extinguishing fires should be on hand at all times. Each campsite is furnished with a bucket and shovel or rake. In case of extreme fire danger the California Department of Forestry may temporarily suspend our campfire permit.

Wildfires in camp should be reported directly to the camp office so that an alarm may be sounded. A fire drill will take place within your first 24 hours at camp. Liquid or propane fueled stoves or lanterns are to be operated only under direct adult supervision. Any large quantity of fuel must be stored with the Camp Ranger.

Fortunately, we can control the appearance of most wildfires. Wente is a very hot and dry tinderbox during the summer. Extreme caution must be taken whenever an open flame is involved. Please be sure that all lanterns used are of approved status and that campfires are not left unattended.

## **Firearms/Fireworks**

Personal firearms and ammunition are prohibited in camp. BSA national standards, as well as insurance requirements, prohibit their presence on the property. They may not be used on our ranges in camp. Due to new regulations and an extension of state law, personal archery equipment is also not allowed.

Fireworks of any sort are illegal and strictly prohibited in camp. Possession of fireworks will be grounds for immediate dismissal from camp property and could result in criminal prosecution.

## **Smoking**

To promote Scouting's aim of physical fitness among its participants as well as to insure the protection and safe use of Council properties, the San Francisco Bay Area Council requires all Adult leaders who smoke cigarettes or pipes to do so only in designated smoking areas and are required to set the proper example by refraining from smoking in the presence of Scouts. The camp administration will let you know where the designated smoking areas in each camp are located.

The National Council, BSA prohibits the use of alcoholic beverages and controlled substances at encampments or activities on property owned and/or operated by the BSA or at any activity involving the participation of youth members.

## **Camperships**

The San Francisco Bay Area Council believes that each Scout should be given every opportunity to attend camp. Camperships can help cover part of the cost of a week at camp (Royaneh or Wente) for members of the San Francisco Bay Area Council only. Campership Applications should be submitted by early May or as soon as possible. Scouts who are applying for camperships should pay at least the \$100.00 deposit. It is not necessary to pay the remaining balance until the family is notified regarding the amount of their campership. If the campership is not approved you may ask for a full refund.

Council notification of funding is not received until June. Although this can be an inconvenience for the unit trying to settle their camp fees, it is necessary that we wait until this notification is final to approve any camperships.

It is suggested that Troops set up a payment plan so that Scouts begin to pay next year's camp fees as soon as this season is complete. In this way they will be more able to provide their camp fee. Scout should also participate in any fundraiser the troop is holding in order to provide their camp fees and the necessary supplies they will need.

## **Physically Challenged Scouts**

Campsite facilities are available for use by physically challenged persons. Please check with the Camping Department of the San Francisco Bay Area Council prior to camp as to the availability and accessibility of the facilities.

## **Camp Staff and CIT's**

Both Camp Royaneh and Wente Scout Reservation are always seeking qualified applicants for both paid and volunteer staff positions. Older Scouts and Scouters are encouraged to apply as well. The minimum age requirement for employment at summer camp is 16. A Counselor in Training program exists for Scouts who are 15 years old to acquaint them with the camp staff procedures for future hiring when they turn 16.

The application process and interviews for Camp Staff are ongoing. Interested individuals should contact the San Francisco Bay Area Council or Camp Administration for more details and an application. A Camp Staff Application may be found in the appendix of this guide or at [www.sfbac.org](http://www.sfbac.org). Scouts can also sign up at camp to be notified of staff hiring for future years. See the Camp Administration to get on the mailing list.

## **A Scout is Reverent**

The Scout Law emphasizes that a Scout is Reverent. Whenever possible, a Camp Chaplain will be conducting a non-denominational vesper service during the week. All Scouts and leaders are welcome and encouraged to attend.

## **Leader Opportunities**

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

## **Merit Badge Philosophy**

To earn a merit badge at camp, a Scout must complete the requirements of that badge nothing more, nothing less. A merit badge is recognition for what a Scout has done. The responsibility for completing requirements lies solely with the Scout. This may seem harsh to some, however, the merit badge program was designed to help Scouts become familiar with their world and stimulate interest in new areas. Furthermore, the program was designed to get Scouts out to meet new people and gain a working knowledge of a given subject.

Whenever a camp awards a merit badge to a Scout who can not demonstrate knowledge in that subject, we betray the Scout and the program. The receiving of the badge certifies the Scout's knowledge. Signing off the application for First Aid Merit Badge implies a Scout knows how to splint a broken bone and can confidently do so in an emergency situation. Thus, we feel that requirements are just that: Requirements. This philosophy is better for the Scout and your troop in the long run.

Don't misunderstand our philosophy. A Scout must demonstrate the required knowledge to earn the badge, but we will give him every opportunity to satisfy the requirements he needs.

Due to stringent merit badge requirements we recommend that the average Scout sign-up for 2 to 4 merit badges, depending on the individual. This should give him plenty of opportunities to earn the merit badge and take part in the other program offerings of the camp.

## **Partials Policy**

It is the policy of the National Council of the Boy Scouts of America that there is no time limit (other than the Scout's 18<sup>th</sup> birthday) on a Scout completing a merit badge after receiving a partial. Both camps will honor partials regardless of date or location that requirements were completed. Counselors will ask Scouts to review requirements already signed off to ensure that they are able to properly complete the merit badge. It is necessary for Scouts to bring the merit badge partial to camp.

## **Camp Advancement**

Any Boy Scout may earn any merit badge at any time. Scouts don't need to have had a rank advancement to be eligible. However, if you, as the Scout Leader, do not feel the Scout is ready to tackle certain badges, it is your responsibility to counsel the Scout to seek other opportunities. It is our experience that Scouts who jump into badges that they are not ready for tend to become frustrated and are more likely to fall away from Scouting.

The steps that all Scouts should follow to earn merit badges in or out of camp are as follows:

**Pick a Subject:** Talk to your Scouts about their interests. Have them read the requirements of the merit badges you think might interest them. Have them pick one to earn and give your adult leader's approval. Find out which requirements can be started at home, before arrival at camp.

**Sign-Up for that Merit Badge:** After arriving in camp, sign up for that merit badge. Meet the staff member who is counseling the badge, and ask any questions you might have.

**Show Your Stuff:** Attend the scheduled merit badge sessions. When you go, take along the things you have done to meet the requirements. The counselor may ask you to demonstrate a few times to make sure you know your stuff and can do the things required to earn the badge. Most counselors will want to meet with you several times during the week. A lot depends on how prepared you are.

**Get the Badge:** When the counselor is satisfied that you have met all of the requirements, he or she will check off on their records that you have done so. Signed blue cards for your merit badge will be available Saturday morning.

## **Advancement Records**

Counselors keep a record of requirement completion. Counselors sign off on "blue cards" for completed merit badges. If a Scout does not complete all of the requirements of the badge or activity, the counselor will issue a merit badge "partial." Blue cards and partials are distributed to the Scoutmasters on Saturday morning. Should there be any questions regarding a badge or requirement for a Scout, the merit badge counselors will be readily available Saturday morning after breakfast in their areas to answer any questions, or to make up missed requirements.

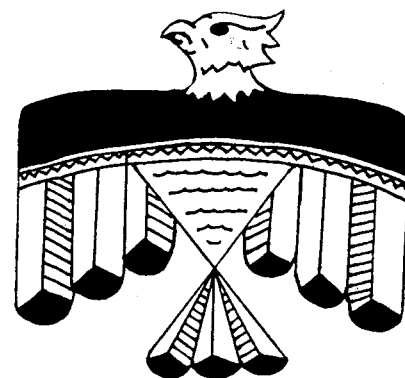
Right after breakfast on Saturday the Area Directors will be available in their areas. This is the last opportunity for Scouts to meet with the staff and ask any questions that could help your Scouts earn their merit badges before they go home. Program areas will close when scouts stop coming to give the staff time to clean camp before their day off so counsel your Scouts to give themselves plenty of time to meet those last second requirements. This is not a good time to start a merit badge.

# Camp Royaneh History

Camp Royaneh was founded in 1925 by Raymond O. Hansen to provide a safe yet exciting experience for Scouts from San Francisco. In the time since its beginning it has welcomed over 100,000 Scouts and Scouters from all over the United States as well as Japan, England and other nations.

The camp's success is largely due to a tradition of excellence which has singled it out as one of the oldest and most widely attended Scout Camps West of the Mississippi.

Royaneh's greatest asset is its setting. With a wide variety of plant and animal life, ranging from deep redwood forests to lush meadows spotted with oaks, its natural beauty is certainly impressive. Add facilities and an experienced, patient staff that enable Scouts to experience a wide variety of programs and you have a great summer for your unit.



Camp Royaneh is located along the Austin Creek on what was once the Watson Ranch. Raymond O. Hansen who was the first Camp Director bought the property and moved the "San Francisco Scout Training Camp" from its site nearer the town of Cazadero to its present location in 1925 and named it Camp Royaneh. In the early years, Camp Royaneh was for Scouts from the city of San Francisco only. Boys would sign up individually for camp and would take the ferry and a series of trains to the Watson and later Royaneh train station where every Scout would hike up the hill to camp.

Camp Royaneh thrived through the years and has seen its share of memorable characters including the likes of Ralph Benson, Powder River Joe, Uncle Ed Dike, and Bob Anino. Each one of these men and many others have left their mark on Camp Royaneh. Today you will find that Camp Royaneh is a place where a tradition of excellence has been maintained for over 85 years. From its early founders to its current dedicated staff Camp Royaneh has welcomed countless Scouts and Scouters.

## Check-In Procedures

Plan to Arrive between 12:00 p.m. and 1:00 p.m.

Please do not arrive before 12:00 p.m. as we will not be able to provide your troop with the service it deserves.

### Upon Arrival:

You will be greeted in the parking lot by a Staff Guide. Please be prepared to have your boys walk from the parking area to their campsite.

Your Staff Guide will lead you to your campsite.

One adult leader should report to the Camp Office to give a final exact count of boys and leaders attending camp.

A time to complete paperwork will be scheduled by the Business Manager.

One vehicle only will be allowed to drop off troop gear to your campsite where road access is available.

### Setting Up Your Site

Be sure an adult is present to inspect your campsite and guide Scouts in individual sleeping assignments. There will be a checklist to complete with your staff guide to ensure the campsite is in proper condition upon your arrival.

If you are sharing the site with another troop, be sure to consider them when choosing which cabins or tents to occupy. In some instances, cabins will be preassigned.

Boys and leaders should change into swimsuits and closed-toe shoes.

Each Scout's individual camp program must be finalized before camp tour.

### Camp Orientation Tour

This tour takes between 1 and a half and 3 hours. The sooner your troop starts the better off they will be.

Swim checks and medical re-checks. **Bring Medical Forms with you.**

Dining Hall Orientation and table assignment.

Merit badge sign-ups will take place in program areas.

During sign-ups Scouts will sign their name on the sheet for the merit badges they choose.

Changes can be made Sunday night during open time.

### Troop Leader Orientation

4:00 p.m. SM Meeting at in Amphitheater

7:00 p.m. SPL Meeting in the Chief's Room

### Sunday Evening Programs

7:00 p.m. Program areas will be open for any sign-up adjustments

Free Swim

Open Archery, Rifle & Shotgun

Totin'Chip (for the first 12) and Firem'n Chit

8:30 p.m. Opening Campfire in the Amphitheater

## **Your Campsite**

Your campsite will be the heart of your troop's experience at Camp Royaneh. Depending on the site that you have chosen, you may have Patrol-size cabins, 2-man tents, or a combination of the two. The campsite should also contain the following items to make your stay more pleasant:

- A picnic table
- A flag pole
- A bulletin board
- A campfire ring
- Fire tools

Most campsites also have either a Kybo or portable bathroom facility. Those with a Kybo should also be equipped with a hose to clean the Kybo. The portable toilets will be serviced by their provider weekly.

## **Campsite Maintenance**

Regular day to day cleaning and maintenance of the troop campsite is the responsibility of the troop. The campsite should be kept free of litter and other garbage and the latrine should be cleaned daily. Cleaning supplies, garbage bags, and toilet paper are available from the Camp Office. If repairs to the Campsite are needed notify the Camp Office which will dispatch the Ranger to take care of any problems.

## **Troop Checkout**

Each troop should be checked out by 10:00 a.m. Please send a troop member to the Camp Office when your troop is packed and the following list is complete. A staff member will return with you to check your site. Be sure some Scouts remain in the site with you to help with any final details:

- All cabins and/or tents are swept out and free of trash.
- All trash is placed in dumpster behind dining hall.
- In tent sites, all tent flaps are down. Tents and poles are free from damage.
- Broom and shovel are next to fire pit.
- 2 fire buckets are filled with water.
- All equipment checked out has been returned.
- Latrine is swept and washed out, paper is stocked.

Tents, poles and other campsite equipment will be checked for damage. Your troop will be charged for damaged equipment. The Camp Director has the final say on damage. After your site is checked, bring the check-out form to the office for final check-out.

## **Don't forget to:**

- Turn in evaluations
- Stake-A-Claim for next year.
- Double-check troop mailbox.
- Pick up medical forms, medication and patches from the Camp Office.

## Bugle Calls

The camp uses bugle calls to announce various camp-wide events such as meals and assemblies. The daily bugle calls are as follows:

7:00 AM Reveille  
7:30 AM Waiter Call  
7:45 AM Morning Colors  
12:30 PM Waiter Call  
12:45 PM Lunch  
5:30 PM Waiter Call  
5:45 PM Retreat  
9:45 PM Call to Quarters  
9:55 PM Tattoo  
10:00 PM Taps



## Trash Removal



Units are responsible for bringing garbage to the large dumpster behind the Dining Hall. It is recommended that this is done daily (evening time is ideal) to keep members of the camp wildlife community from taking the opportunity to scatter this trash throughout the campsite. Recycling bins are located throughout Camp Royaneh and their use is encouraged.

## Campwide Clean-up

During the week your troop will be asked to participate in a campwide clean-up effort. Your troop may also be assigned one day to help with the clean-up of common shower and restroom facilities.

## Camp Courtesies

- o Please remember that quiet hours are observed between Taps and Reveille or 10:00 pm and 7:00 am.
- o Please remind your Scouts that other troops' campsites are off limits unless they are invited.
- o The main showerhouse and pool house are very near to campsites. Scouts should not be in the showerhouse after taps. Both facilities have separate rooms for youth and adults.
- o If your troop allows radios, tape decks, video games, etc. please confine them to the tent/shelter area.
- o In the Dining Hall, remain standing for grace and be sure to seat one leader at each table to ensure order. Waiters should wait for instructions before beginning to clear the table.
- o Troop yells and songs are very strongly encouraged at lunch and dinner only.
- o Please wait until the bell has sounded before you begin.
- o Leave all pipes and valves alone.

## Honor Box

A large metal box to the right of the Trading Post with the words "Honor Box" on it is the camp Lost and Found. Place clothing or other items in this box. Any items of value — knives, watches, etc. should be turned in to the Camp Office for safekeeping. Make sure Scouts have name and address in all of their clothes and equipment.



## Chief's Room

This room has been set aside for adult leaders and adult staff members only. Leaders may gather here in the evening for informal meetings and relaxation. The Chief's Room is also the setting for our daily leader roundtables. There is also open wireless internet access at admin, we recommend that leaders take advantage of it in the chief's room. There are also electrical outlets in the Chief's room that may be used to charge electrical devices.

The Order of the Arrow dedicated this room to the late beloved naturalist Uncle Ed Dike who made famous the expression "Have Fun in the Sun at Camp Royaneh!" It is also an informal museum of Royaneh history and leaders are encouraged to bring Scouts in for a look at the many photos and displays.

## Trading Post

The Trading Post serves as a general store providing a variety of refreshments as well as general camp equipment, t-shirts, fountain drinks and camp souvenirs. Scoutmasters may want to provide leadership to Scouts to assure that purchases are reasonable. The Trading Post is available after meals and during program time. The Trading Post accepts Cash, Checks and Credit Cards.

## Administration Building

The Administration Building is home to the Camp Office, Chief's Room, Trading Post, Health Lodge, Safe Deposit Boxes, Mail and Program Office.

## Telephone/Fax/Mail

The camp phone is available for camp business and emergencies only.

Phone: (707) 632-5291

Fax: (707) 632-5070

An internet phone is available for all other outgoing calls. This phone is located in the commissioner's office. Scouts may use this phone only with an adult present. All calls should be limited to a maximum of ten minutes. **The phone is free, but we recommend that calls be limited to as few as possible. There is limited cell coverage in camp. Scouts should be encouraged to leave cell phones at home as they are a distraction from the camp setting. Adults should use cell phones only when not in the presence of scouts.**



Incoming mail may be picked up each day in the Chief's Room by an Adult Leader or your SPL. Outgoing mail should be placed in the slot in the administration building. Mail to Scouts from home should be addressed as follows:

Scouts Name & Troop #  
Camp Royaneh  
P.O. Box 39  
Cazadero, CA 95421-0039

Don't forget to include a return address on all mail and packages in case it misses your Scout's stay in camp. (It is suggested you send mail before Scout leaves for camp).

## Troop Meetings and Campfires



During the week your troop is encouraged to hold meetings to convey announcements, check merit badge progress, and take care of troop business. 9:00 a.m., 1:30 p.m., or 6:30 p.m. are good times to get your Scouts together. Don't forget that your SPL should lead these meetings. Many troops will assemble before meals or campwide events and then walk over as a unit.

Monday and Wednesday evenings are designated as troop campfire nights. Be sure your boy leaders have prepared the campfire in advance or it will surely flop. If you need assistance, see the Program Director or a Commissioner, or invite some staff members. Troops are required to have some kind of activity during this time to keep your Scouts from interfering with another troop's plans.

## Religious Services

A "Scouts Own" service is conducted each Sunday morning. If you are interested in this service or would like to help, contact the Camp Commissioner. A Catholic mass is held each Sunday in Cazadero. Troops requiring specific denominational services may invite their religious leader to camp to aid them in this.

## Spirit Troop

To encourage excellence in troop participation, and to promote Scout Spirit, we have developed the Spirit Troop of the Day program. The Spirit Troop of the Day will take possession of the coveted Spirit Stick and will lead the camp in flag ceremonies and grace at meals on the day they are chosen.

The Spirit Troop of the Day is awarded to the Troop which receives the highest rating in several categories. A Troop can only receive the award once during their week at camp.

### Criterion for Judgment:

**Appearance** — Are the members of the Troop consistently sharp in their troop's Uniform. Are the leaders uniformed?

**Spirit** — Are there yells in the dining hall? Do the Scouts show Scout spirit?

**Campsite** — Is the site neat and tidy? Are the cabins and tents kept in order?

**Sportsmanship** — Is the Troop participating in campwide events and activities? Do they act in a Scoutlike manner?

## **The Scoutmaster's Role in Camp**

Yes, Mr. or Ms. Scoutmaster, you are the most important person in camp. You are with your troop 52 weeks of the year and know your Scouts better than anyone else. Our staff's first and greatest responsibility is assisting you to accomplish what you came to camp to accomplish - strengthening your troop. To make your job easier we've compiled the following information on day to day camp life and passed on some suggestions which were borrowed from some successful Scoutmasters.

## **Lending A Hand**

The staff is here to help you - but there are times we need your help as well. Please feel free to offer any assistance. Below are a few ways you can help:

Drivers are needed to help transport Scouts on the 3 field trips listed below.

1. Oceanography and Nature merit badges to the Coast, Wednesday between 11:00 am and 2:00 pm.
2. Forestry merit badge to the Sawmill in Cazadero, Wednesday from 2:00 to 3:30 pm.
3. Geology merit badge to the Quarry, Wednesday from 3:30 to 5:00 pm.

Drivers are also needed to help transport Scouts on the 3 Canoeing field trips to Johnson's Beach in Guerneville on Thursday. There is a field trip at 11:00-12:30, 1:30-3:00 and 3:30-5:00.

## Programs for Leaders

**Blanket Shoot:** For all adult leaders. Friday at 7:00 pm. Bring a craft that you have made and test your skill on the Black Powder Range.

**Scoutmaster Shotgun shoot:** Thursday at 7:00 pm at the Shotgun range. One adult per Troop please

**Scout/Scoutmaster Archery Shoot:** Thursday at 3:30 pm one scout and one adult leader get to represent your troop in our campwide competition

**Scout/Scoutmaster Rifle Competition:** Wednesday at 3:30 pm. One Scout and one adult leader get to represent your troop in this campwide competition.

**Scoutmaster C.O.P.E.:** A definite don't miss. Sign up on Sunday during Check-in with the C.O.P.E. Director. You will not believe some of the things that you are capable of accomplishing. there is a week-long course from 9:30-11:00 daily.

**Scoutmaster Swim:** A chance to cool off without every kid in your Troop trying to dunk you. Drop by the pool after free swim at 5:00 pm.

**Uncle Stan's Social:** Monday night after taps we provide a chance for all adult leaders to get together after their first full day in camp to socialize and meet one another. Special treats for all leaders.

**Roundtables:** Join our commissioner staff everyday at 11:00 am for informal discussions and training topics. We cover a variety of subjects that even the experienced Scouter will find helpful. We ask that at least one leader from each troop attend the announcements portion of the roundtables.

**Camp Royaneh's prestigious pewter awards program:** One of the unique aspects of camp Royaneh is that we encourage adult leader participation in program! In many of our program areas we have awards for you the adult leaders! Earn the Scoutcraft Award, Order of the Rattlesnake, High Loop Nature trail, Mountain Man award, Daniel Boone Award and many more!

**Trainings:** Throughout your week at Camp Royaneh we will provide many training opportunities for you the adult leaders.

11:00 am Daily Roundtables in the Chief's Room

7:00 pm on Monday is Safe Swim Defense and Safety Afloat. These are both dry courses and are offered at the pool

## AN OLD TIMER'S CHEST FOR CAMP ROYANEH

Compiled by Larry Teshara, Commissioner

Remember to bring ...	For...
Wire coat hangers	Scouts to hang up uniforms
Wind up clock	That constantly asked question
Marking pens & paper	Signs, duty rosters, etc.
Small chalkboard & chalk	The message board
Thumb tacks	That bulletin board
Clipboard, paper clips	Keeping those notes organized
Cellophane tape	Mounting leaves, etc. for MBs
Duct tape	Fixing almost anything
Binder paper	Scouts' merit badges
Manila folders	Organizing paperwork
Kleenex	That constant demand
Hammer and nails	Those unexpected repairs
Wooden matches	For fires and lights
Flashlight battery, bulb	The often needed & not available items
Emergency info	For all Scouts, just in case
Merit Badge Library	For your Scouts merit badge work.
	If you don't have one, start one this summer. Buy back books from Scouts for use next year

Add to this "Wish List..."

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### Keeping On Top of Things

Every day is a busy day at Camp Royaneh. We use a system of bugle calls (listed earlier) to announce starting times of events, as well as Reveille and Taps. Meals are at 8:00 a.m., 12:45 p.m. and 6:00 p.m. Troops will be dismissed from morning and evening colors to the dining hall, but are responsible for getting themselves there for lunch. Use the weekly program schedule to keep track of when things are happening. Announcements at flag ceremonies as well as the Bell Board (in front of office) are a help too.

## Camp Royaneh Program Overview

Camp Royaneh offers a unique merit badge program. Merit badges meet generally for an hour and a half a day for five days (Monday - Friday). Scouts learn in an interactive teaching environment with the same group of Scouts and Counselor throughout the week.

We attempt to make the merit badge both fun and exciting. An inspired Scout can earn two to four merit badges in a week. Many Scoutmasters prefer Scouts in their troop, especially the younger ones, to have an open session to explore all areas and activities in camp. There is plenty of time for a Scout to get what he wants out of Camp Royaneh.

We encourage Scout leaders to drop in on any of the merit badge sessions and lend a hand. Please remember that it is best to give any corrections or suggestions to the counselor after the session has ended.

There are various campwide events throughout the week, when everything stops for the entire unit to come and participate as a group. Two evenings a week are devoted exclusively to troop development. Troop campfires are an excellent time for Scouts to spend time with staff outside of merit badge counseling. Planning campfires and practicing troop yells is encouraged before camp. A troop yell will come in handy in the Dining Hall.

## Merit Badge Session Limitations

We want to give all Scouts a fair chance to participate in those badges which, because of facilities or safety, are limited. For these badges the staff will take the names of all Scouts who meet the qualifications and hold a lottery with age and rank as the primary determinant to fill the spots. Names picked will be posted in Bob's Bend by dinner on Sunday. Program areas will be open after dinner for adjustments.

Following is a list of badges, size limitations and qualifications:

### Royaneh Institute of Knowledge

Entrepreneurship/ Salesmanship

- No first year scouts

Theater, Public Speaking,

- Need to be first class and above.

<b><u>Badge/Session</u></b>	<b><u>#Scouts per session</u></b>	<b><u>Qualifications</u></b>
Woodcarving MB	12 Scouts	Older Scout priority
Leatherwork MB	15 Scouts	Older Scout priority
Art MB	15 Scouts	Older Scout priority
Rifle MB	16 Scouts	Older Scout priority
Archery MB	16 Scouts	Older Scout priority
Shotgun MB	8 Scouts	13 years of age or older
Cooking MB	15 Scouts	Older Scout priority
Project C.O.P.E.	8-12 Scouts	13 1/2 years or older
Communications MB	15 Scouts	13 1/2 years or older
Cit in the Nation	25 Scouts	Completed the 8th Grade
Cinematography	10 Scouts	14 years or older
Horsemanship MB	based on # of horses	13 years of age or older and 5 ft
Advanced Horsemanship	based on # of horses	14 or older and has earned

## Camp Royaneh Merit Badge List

<b>Merit Badge</b>	<b>Difficulty</b>	<b>Pre-Requisites / Notes</b>	<b>Cost</b>
Advanced Horsemanship	Difficult	14 and earned Horsemanship MB	\$15.00
American Heritage	Difficult	See Below	\$5.00
Archaeology	Moderate		
Archery	Difficult	Able to pull back 25 lb bow	\$5.00
Art	Moderate		\$7.00
Basketry	Easy	Done in free time only	\$5-\$10
Camping	Moderate	Requirements 9a, 9b	
Canoeing	Difficult	Must be a Swimmer	\$10
Cinematography	Moderate		
Citizenship in the Nation	Difficult	Completed the 8th Grade	
Communications	Difficult	Requirement 5; third year scouts and older	
Cooking	Difficult	Takes up two class periods	
Emergency Preparedness	Difficult	Requirement 8b	
Entrepreneurship	Moderate		
Environmental Science	Difficult		
First Aid	Moderate	CPR certification recommended	
Fish and Wildlife Management	Easy		
Forestry	Moderate		
Geology	Moderate		
Horsemanship	Difficult	13 and 5 feet or taller	\$10.00
Indian Lore	Moderate		\$5.00
Leatherwork	Easy		\$5-\$10
Lifesaving	Difficult	Requirement 1; CPR recommended	
Mammal Study	Moderate		
Nature	Moderate		
Oceanography	Moderate		
Orienteering	Moderate		
Pioneering	Moderate		
Plant Science	Moderate		
Public Speaking	Easy		
Reptile Study	Easy		
Rifle Shooting	Difficult		\$15.00
Salesmanship	Moderate		
Shotgun Shooting	Difficult	13 years and older; 100+ pounds	\$15.00
Soil and Water Conservation	Moderate		
Swimming	Moderate	Requirement 3; Pass Swimmers test	
Theater	Easy		
Weather	Moderate		
Wilderness Survival	Moderate	Overnight outpost required	
Woodcarving	Moderate	13 Years and older Totin' Chip required	\$5.00-\$10.00

Requirements listed in bold are those that cannot be completed at camp.

American Heritage Merit Badge - Read about one of the following: Jedidiah Smith, James Beckworth, John Fremont, John Sutter or Kit Carson.

## Baden Powell Program



### Advancement Program for first year Campers

This program is designed to offer first year campers an opportunity to work toward the goal of First Class while still experiencing all aspects of Camp Royaneh's program.

Scouts may/can work toward a rank in 1 of 2 ways:

1. Attend the session which pertains to the rank you are working on if you have to started or have most of the requirements to fulfill.
2. Attend the skill session in the afternoon if you only have a few requirements to complete a rank.

Scouts are also encouraged to use the staff during free time as a tour guide to the different programs at Camp Royaneh.

### Baden Powell Schedule

9:30-11:00	Tenderfoot First Class
11:00-12:30	Second Class First Class
2:00-3:30	Tenderfoot Second Class
3:30-5:00	Skills Session
7:00-8:15	Skills Session



The Skills Session will address specific topics on specific days, but Scouts may also attend and work on whatever requirements they choose.

### Baden Powell Program Features



Tenderfoot Scoutmaster Dinner - Tuesday night Scoutmasters are invited to a special dinner prepared by Scouts in their troop who are working on their Tenderfoot rank.

There is a special campfire on Monday for first year campers only. This campfire takes place at 7:45 and will not interfere with scouts attending their troop campfires. This is open to all First Year Campers regardless of whether or not they have participated in the Baden Powell program that week.

## Aquatics Program

### Aquatics Program Features:

#### Canoeing Merit Badge

We are happy to bring canoeing merit badge back to Camp Royaneh after 20 years of its absence. This is now the second year of the canoeing program's new operation, and we hope to expand it in the future. The merit badge includes a trip to the Russian River on Thursday during class time, and for that reason the class includes a \$10 fee.

#### Safe Swim Defense and Safety Afloat

All Scoutmasters should attend this short informational class. It is a requirement for troop swims or other troop aquatics activities. You don't have to get wet! It is offered on Monday at 2:30pm on the Pool Deck.

#### Mile Swim

Offered Wednesday and Friday Mornings at 6:00 am

#### Snorkeling BSA

Tuesday and Thursday at 7:00 pm.

#### Aquatics Schedule

9:30-11:00	Swimming Merit Badge Swim Instruction
11:00-12:30	<b>Canoeing Merit Badge</b> Swimming Merit Badge Lifesaving Merit Badge Swim Instruction
2:00-3:30	Swimming and Water Rescue (Adults Only) <b>Canoeing Merit Badge</b> Swimming Merit Badge Lifesaving Merit Badge Paddlecraft Safety (Thursday and Friday) (Adults)
3:30-5:00	<b>Canoeing Merit Badge</b> Free Swim
7-8pm	Big Splash (Friday) Monday- Free Swim Tuesday- Snorkeling Thursday - Snorkeling Friday- MB Make Up
Early Morning	T – Polar Bear – 630am W – Mile Swim – 6am Th – Polar Bear – 630am F – Mile Swim – 6am



**Please Note:** We cannot promise to offer CPR certification. It is strongly encouraged

you get certified prior to camp and bring your card with you.

## Scoutcraft Program

### Scoutcraft Program Features:

#### Cooking MB

Scouts MUST sign up for both 11:00 and 3:30 in order to complete the entire badge at Camp.

#### Scoutcraft Award

Complete a Short Orienteering Course, help erect a Pioneering Project, Tie the 8 basic Scout knots and assist in Teaching Totin' Chip. Consult with the Scoutcraft Staff for more information.

#### Totin' Chip

Every evening but Wednesday the first 12 Scouts will learn the basic knife, bow saw and axe safety skills in Totin' Chip. Totin' Chip is also offered as part of the Baden Powell program.




#### Firem'n Chit

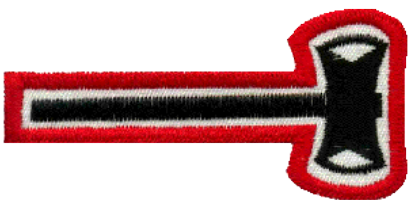
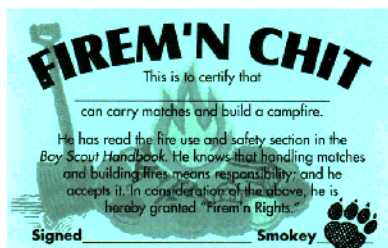
Every evening but Wednesday Designed to teach basic fire building skills to Scouts and leaders.

#### Paul Bunyan Woodsman Award

An advanced axemanship course that requires 5 nights to complete. For older Scouts who want to learn more advanced woodsman skills using larger 3/4 axes. Long pants, boots, and Totin' Chip are required. It Starts on Sunday and lasts all week.

### Scoutcraft Schedule

9:30-11:00	Emergency Prep MB Pioneering Merit Badge Orienteering Merit Badge First Aid Merit Badge	
11:00-12:30	Emergency Preparedness Merit Badge Cooking MB First Aid Merit Badge	
2:00-3:30	Emergency Preparedness Merit Badge First Aid Merit Badge Pioneering Merit Badge	
3:30-5:00	Camping Merit Badge Cooking Merit Badge First Aid Merit Badge	
7:00-8:15	Totin' Chip (S, M,T,Th,F) Firem'n Chit (S, M,T,Th,F) Paul Bunyan (S, M, T, TH, F must attend ALL sessions)	



## Handicraft Program



### Handicraft Program Features

#### Handyman of the Day

Scouts who complete any handicraft project can turn it in to be judged. Winners receive an impressive custom-made "Handyman of the Day" award the next day at colors. Projects are returned after judging.

#### Handicraft Schedule

9:30-11:00	Leatherwork Merit Badge
11:00-12:30	Art Merit Badge and Cinematography Merit Badge
2:00-3:30	Woodcarving Merit badge
3:30-5:00	Open Handicraft
7:00-8:15	Open Handicraft

Handicraft Program Limitations:

**Leatherwork Merit Badge:** Great badge for everyone.

**Cinematography Merit Badge:** recommended for Older Scouts as this badge requires a strict time table be followed in order to fulfill all the requirements during the course of the week.

**Art Merit Badge:** designed for second year scouts and above and teaches different techniques and styles of art.

**Woodcarving Merit Badge:** Recommended for second or third year campers.

## Green Bar Grove Program

The symbol of the Green Bar has always been a symbol of leadership in scouting. At Camp Royaneh we have developed a special area for older boys who are working toward the rank of Eagle Scout. This program area will be staffed with older, more experienced staffers who have expertise in the areas of study that will be covered. These badges will fill first with Scouts who have achieved the Life Scout rank. **An age limit of 13 years and older AND having completed the 8th Grade will be strictly enforced. These programs should be taken by those Scouts who have completed all other merit badge options.**

### Green Bar Grove Schedule:

9:30 - 11:00	Citizenship in the Nation Merit Badge
11:00 - 12:30	Communications Merit Badge
2:00- 3:30	Citizenship in the Nation Merit Badge
3:30 - 5:00	Communications Merit Badge



## Royaneh Institute of Knowledge

In our effort to better serve you and your unit we have added a new program area designed at helping your scouts become more extroverted and to spice up your troop outings and campfires. This area focuses on getting your scouts comfortable with being in front of an audience. Though these badges are not limited by age and size please remind your scouts these badges will require time outside of merit badge session to complete therefore you should encourage older boys who have "done everything at camp" to take these badges and urge younger scouts to work on other badges more suited for their age.

9:30 – 11:00	Entrepreneurship and Public Speaking
11:00 – 12:30	Theater
2:00- 3:30	Public Speaking and Salesmanship
3:30 - 5:00	Entrepreneurship

# Nature Program

## Nature Program Features:

### The Nature Glen

Take a self-guided tour of the Glen during program time to experience live reptiles and amphibians, fascinating models and informative displays.

### Cairn Boot Award

Scattered throughout Camp Royaneh's forest are 24 mounds of rock with coffee cans in the center. Grab a map from the admin building, hike all the cairns, write your name on the pad of paper in the box, and then get your scoutmaster to sign a note saying you have done them all. Place the note in the box in the admin building. Play fair, because the Nature Staff checks the cairns every night, against the list in the box. People who finish the Cairn Trail will receive a cairn boot; pick up trash along the trail, and receive the coveted green cairn boot.

### Jack Laws Nature Trail

A self-guided tour of camp featuring a look at the myriad of plants and trees at Camp Royaneh. Guidebooks are available at the Trading Post or may be checked out at the Nature Glen.

### Upper Loop Nature Trail

Like the Cairn Trail, except there are no cairns, rather posts detailing interesting nature sights. There is a guidebook available from the Trading post to check out, or purchase. All who complete the hike will receive a pewter oak leaf.

### Leave No Trace/Ecology Night

For adult leaders, Tuesday is Leave No Trace Training and ecology conservation award awareness night. Learn how to help your troop achieve Leave No Trace excellence, and about the Hornaday and other conservation awards.

### Order of the Rattlesnake

Gourmet Royaneh, Campwide public service announcements, and other fun activities await those who feel they are worthy of being Inducted into the order of the rattlesnake, the Nature Glen's highest honor.

### Critter of the Week

Bring in an animal you have caught, and the nature staff will record it. Coolest critter at the end of the week receives a great nature prize. Mammals, birds, poisonous reptiles (i.e. rattlesnakes), and dead things are not allowed. Everything else is fair game.



## **Nature Schedule**

9:30 - 11:00	Weather Merit Badge Fwammals (Fish & Wildlife Management and Mammals) Merit Badge Environmental Science Merit Badge
11:00-12:30	Oceanography Merit Badge Nature Merit Badge
2:00-3:30	Forestry Merit Badge Environmental Science Merit Badge Plant Science Merit Badge
3:30-5:00	Soil and Water Conservation Merit Badge Geology Merit Badge Reptile and Amphibian Study
7:00 -8:00	Order of the Rattlesnake Adult Leader Glen Events
10:00	Open Stargazing

## **Adult Leader Events**

Every Night in the Glen we have a special Glen event designed just for you, the adult leader. Some of the events will include a Leave No Trace training and a basic understanding of the astrology of our summer skies. There will also be a few surprises along the way so make sure to check it out.

## **Open Nature**

Scouts with partials in nature badges are encouraged to complete them at the Nature Glen during the 7:00-8:15 period. This is a time to complete badges that were started prior to camp, not a time to begin new ones. Bird Study, Astronomy and Energy merit badge partials may also be completed in the Nature Glen, but keep in mind that some of the requirements can not be completed at camp.

**Weather, Forestry, Mammals, Fish & Wildlife, Soil & Water, Plant Science, Environmental Science.**

## Shooting Sports Programs

### Open Rifle Shoot



Using the .22 rifles scouts will have an opportunity to shoot for the first time, practice for the merit badge or just hone their skills.

### Scout and Scoutmaster Competition

One scout and one scoutmaster from each troop are invited up to the range to shoot for their troop. The finest shooters in camp will be presented with awards at Friday's campfire.

### Open Shotgun Shoot

Every evening the range will be open for all scouts over 13 and all scoutmasters. Tickets must be purchased at the trading post before coming to the range.

### Open Archery Shoot

Instruction and target shooting at 20 yards is available for all ages at the range. This is the perfect time for first year scouts to shoot for the first time. Open shoot often features imaginative archery games. All scouts and leaders must use camp Royaneh's archery equipment. Any personal equipment should not be brought to camp.

### Archery Competitions

Weekly competition will be held for both Scouts and leaders. Each troop should send its best scout and leader to compete against the other troops. Top archers will be presented with an award at Friday's closing campfire.

### Shooting Sports Schedule

9:30-11:00	Rifle Shooting Merit Badge Shotgun Shooting Merit Badge Archery Merit Badge
11:00-12:30	Rifle Shooting Merit Badge Archery Merit Badge
2:00-3:30	Rifle Shooting Merit Badge Archery Merit Badge
3:30-5:00	Shotgun Shooting Merit Badge Open Shoots -- Rifle, Archery
7:00-8:30	Open Shoots -- Rifle, Shotgun, Archery

### Rifle & Shotgun Merit Badges

**\$15.00 includes  
as many targets as  
needed to qualify**

**Archery Merit Badge  
\$5.00 includes  
supplies To make  
Your Arrow**



# Mountain Man Program

## Mountain Man Program Features

### Black Powder Rifle

Pour in the powder, pack the .45 caliber ball and test your skill with a muzzleloader like the ones used throughout the Old West. (By BSA policy, Scouts must be 13 or older to fire the muzzleloaders). Younger Scouts with interest are urged to come and learn the procedures and safety rules of shooting. The range features 1/2" plate steel winging targets as well as more traditional targets. Tickets are available at the Trading Post.

### Tomahawk Throwing

All Scouts are encouraged to come up and try their hand at throwing the 'hawks in the traditional trapper style.



### Open Crafts

This is a time for Scouts in the Indian Lore badge, or those just interested in learning more about Native American crafts to come up and learn this age old art. Everyone is welcome.

### Scoutmaster Lunch

Adult leaders are invited to come to the Mountain Man area at 12:45 on Tuesday to enjoy a Dutch oven gourmet meal with the Mountain Men. Fun for all adults!

### Scoutmaster Blanket Shoot

All Scoutmasters should come up to the range for this special competition. To participate you need to bring a craft you have made. It can be any type of craft, neckerchief slide, patch, etc. All crafts are placed on a blanket. A single elimination shoot-off will decide the winner. The winner gets first pick of the crafts and everyone gets a prize.

### Mountain Man Award

For the serious Mountain Maniac. To earn this prestigious award see the Mountain Men during free time.

### Mountain Man Schedule

9:30-11:00	Indian Lore Merit Badge American Heritage Merit Badge
11:00-12:30	Indian Lore Merit Badge Wilderness Survival Merit Badge
2:00-3:30	Wilderness Survival Merit Badge Indian Lore Merit Badge Archaeology Merit Badge
3:30-5:00	Crafts, 'Hawk Throw, Black Powder
7:00-8:15	Crafts, Black Powder, 'Hawk Throw

## Diamond R Corral

### Diamond R Corral Program Features

**Advanced Horsemanship** — Reserved for the real cowboys of the camp, this class begins where the merit badge left off. Scouts practice skills learned in Horsemanship and get plenty of riding too. The cost is \$15.00. Class Meets Mon-Thurs. 2-330. Prerequisite: Horsemanship Merit Badge



**Trail Rides** — A fantastic, relaxing, but exciting way to see the beautiful diversity of Camp Royaneh. One hour trail rides in the afternoon are \$12.00. The evening 1 1/2 hour trail rides are just \$15.00 at the Trading Post. Sign up early because space is limited. Remember to wear long pants, and Happy Trails. **All rides are sold the day of the ride except outpost and breakfast rides. Trading Post will only sell one ride per person and you must purchase your own ride.**

**Movie Afternoon** — On Monday at 3:30 in the barn, we will be showing a western movie in the barn. Feel free to come down and watch.

**Outpost Ride** - The Corral staff runs an exciting outpost ride to a remote corner of Camp Royaneh - Lost Ridge. It begins at 5:00 PM on Tuesday with a two hour ride followed by a Chuck Wagon dinner and a night under the stars. In the morning a one hour ride will get riders back to camp for breakfast. Cost is \$30.00.

**Mountain Man Breakfast Ride**— Thursday mornings a one and a half hour ride will depart at dawn for those that appreciate the best part of the day. Watch the world wake up around you, then join us for an outdoor breakfast prepared by the Mountain Men. You'll need a jacket and maybe even gloves for this one. Cost is \$20.00.

**Dinner Ride**— Thursday Evening Scouts are invited to sign up to join the Corral Staff for a real western cookout. Meet at the barn and head out for an special ride which ends with a special western style meal. Cost is \$20.



**Horseman Merit Badge:** This merit badge meets every morning for three hours from 9:30- 12:30. The riding instruction Scouts receive is only a small part of this unique badge. Care and feeding, grooming, and especially safety are an integral part of the badge. Scouts must be at least 13 years old and a minimum of 5 feet tall to take this badge. Class size will be limited and will vary with the number of horses in the herd. The cost of the Merit Badge is \$10.00

### Corral Schedule (Times subject to change)

9:30-12:30	Horseman Merit Badge
2:00 -3:30	Advanced Horsemanship (M-Th)
3:30-5:00	1 Hour Trail Ride (M,.W, F)
7:00-8:30	Evening Ride (M,F)
9:00pm	Night Ride (M)

Note: Riders for any of the Corral classes or Trail Rides are required to wear Long Pants and closed toed shoes.

## Project C.O.P.E.

The **Challenging Outdoor Personal Experience** is a program designed to promote teamwork, self-confidence and the development of problem solving skills. Scouts (and a special Scoutmaster team) can work together to overcome a variety of personal challenges. Scouts of all ages can build self-esteem in one of the following C.O.P.E. programs:

### C.O.P.E.

For Scouts over 13 1/2 this week-long course begins with challenging initiative games, progresses through low course events and culminates in high course events which challenge Scouts to overcome personal fears.

### High C.O.P.E.

This program is reserved for Scouts 15 1/2 and older or who have taken C.O.P.E. before. This week-long course begins where Advanced C.O.P.E. left off and challenges them on all new events.

### Troop C.O.P.E.

Troops are encouraged to sign up during the evenings to have some or all of their scouts participate in a group cope activity. They will play cope games and go through some low events. This is by request only and will take place on Monday and Tuesday.

### Junior Cope

Younger scouts who can not take C.O.P.E. as a class can still participate in Junior C.O.P.E. on Thursday and Friday. They will participate in low events and play cope games.

### C.O.P.E. Schedule

9:30-11:00	Adult Leader C.O.P.E.
11:00-12:30	High C.O.P.E.
2:00-3:30	Project C.O.P.E.
3:30-5:00	Project C.O.P.E.
7:00-8:00	Troop C.O.P.E. / Junior C.O.P.E

Each person who participates in Project C.O.P.E. will receive an award celebrating his or her participation.

PROJECT  
COPE



CLIP INTO  
ADVENTURE

## Trail of the Thunderbird

A program designed to ensure that every Scout gets the most he can out of the Royaneh program. Scouts participate in this program by doing activities in a variety of program areas.

The participation requirements become more difficult as the Scouts get older. A Scout who completes the requirements for his year will be awarded a special neckerchief. Scouts can only earn this prestigious award once a year. First year Scouts who have completed all first year requirements will be recognized at a special first year campfire Thursday night. All other Scouts will be recognized at the closing campfire Friday night. Scouts who earn the award should also stop by the Trading Post to pick up a certificate and sign the permanent scroll of Thunderbird Trail recipients. Scoutmasters will be asked to stop by the Trading Post and reimburse the camp for the award's cost, as he would for a merit badge or other emblem. Cost is \$7.00.

### FIRST YEAR

#### DO SEVEN OF THE FOLLOWING:

1. Take a swim check
2. Make a handicraft project
3. Earn Totin' Chip
4. Make a Mountain Man craft
5. Shoot Archery
6. Shoot at the Rifle Range
7. Go on a trail ride
8. Be a waiter
9. Earn Swimming MB or go to swim instruction
11. Attend 1st year Nature activity
12. Work on a rank at Baden Powell

### SECOND YEAR

#### DO SEVEN OF THE FOLLOWING:

1. Take a swim check
2. Earn Firem'n Chit
3. Throw a tomahawk
4. Help feed at the Nature Glen
5. Shoot Archery
6. Groom, feed and water a horse
7. Shoot for score at the Rifle Range
8. Be a waiter
9. Pick up 20 pieces of litter and bring to trading post
10. Demonstrate the 8 basic knots to the Scoutcraft staff

### THIRD YEAR

#### DO SEVEN OF THE FOLLOWING:

1. Take a swim check
2. Be a waiter
3. Take part in a Scoutcraft project
4. Feed horses morning and night or help with barn chores
5. Make some loom beadwork
6. Earn Rifle or Archery Merit Badge
7. Help with a Conservation Project
8. Participate in C.O.P.E.
9. Help a Scout with 1st Class skills

### FOURTH YEAR

#### DO SEVEN OF THE FOLLOWING

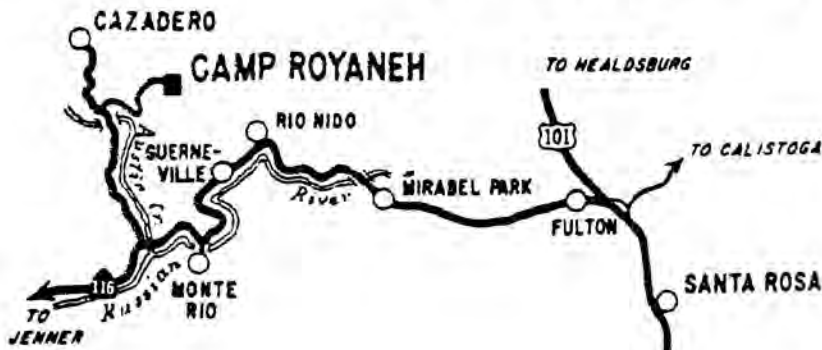
1. Take a swim check
2. Be a waiter
3. Complete a Cairn Hike
4. Earn Horsemanship MB, or go on an outpost or breakfast ride
5. Shoot black powder
6. Shoot a shotgun
7. Earn Paul Bunyan Award or help raise a pioneering project
8. Help lead a troop campfire
9. Participate in C.O.P.E.

#### COMPLETE THE FOLLOWING

#### MANDATORY ITEM:

Complete a service project given by the Program Director or Commissioner

# CAMP ROYANEH

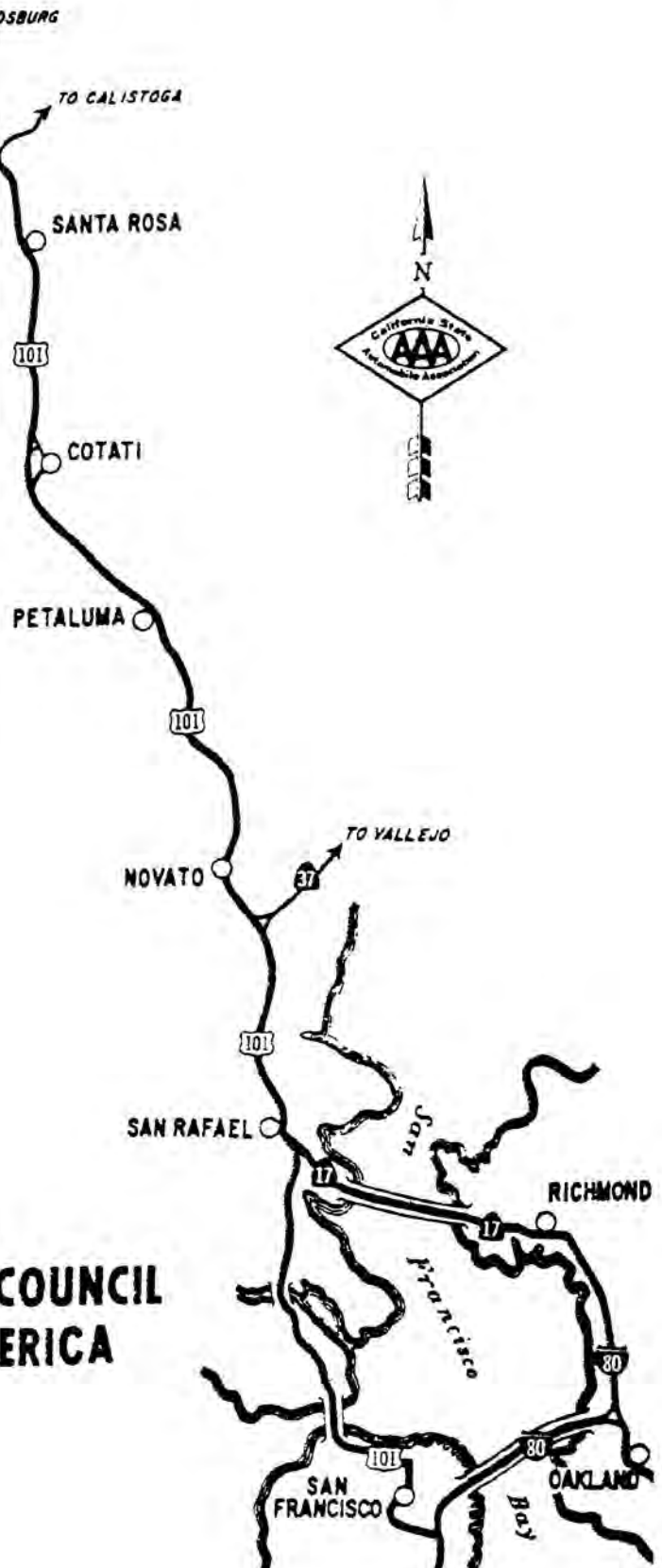


Located about 10 miles NW of Guerneville. Take River Road (Russian River Resort exit), north of Santa Rosa on Hwy 101, through Guerneville, Monte Rio to Cazadero. Hwy (approx. 22 miles), In Guerneville, River Road becomes Hwy 116. Turn right on Cazadero Hwy, go north approx. 4 mi. to camp sign, turn right to entrance to camp. Follow this paved/dirt road approx. 1 ¼ mi. to center of camp.

**Camp Ranger:**  
**Scott Griswold**  
**Camp Royaneh**  
**P O Box 39**

**Cazadero CA 95421-0039**  
**(707) 632-5291**

Make all Camp  
 Reservations  
 Through the  
 Council at  
**(510) 577-9000**

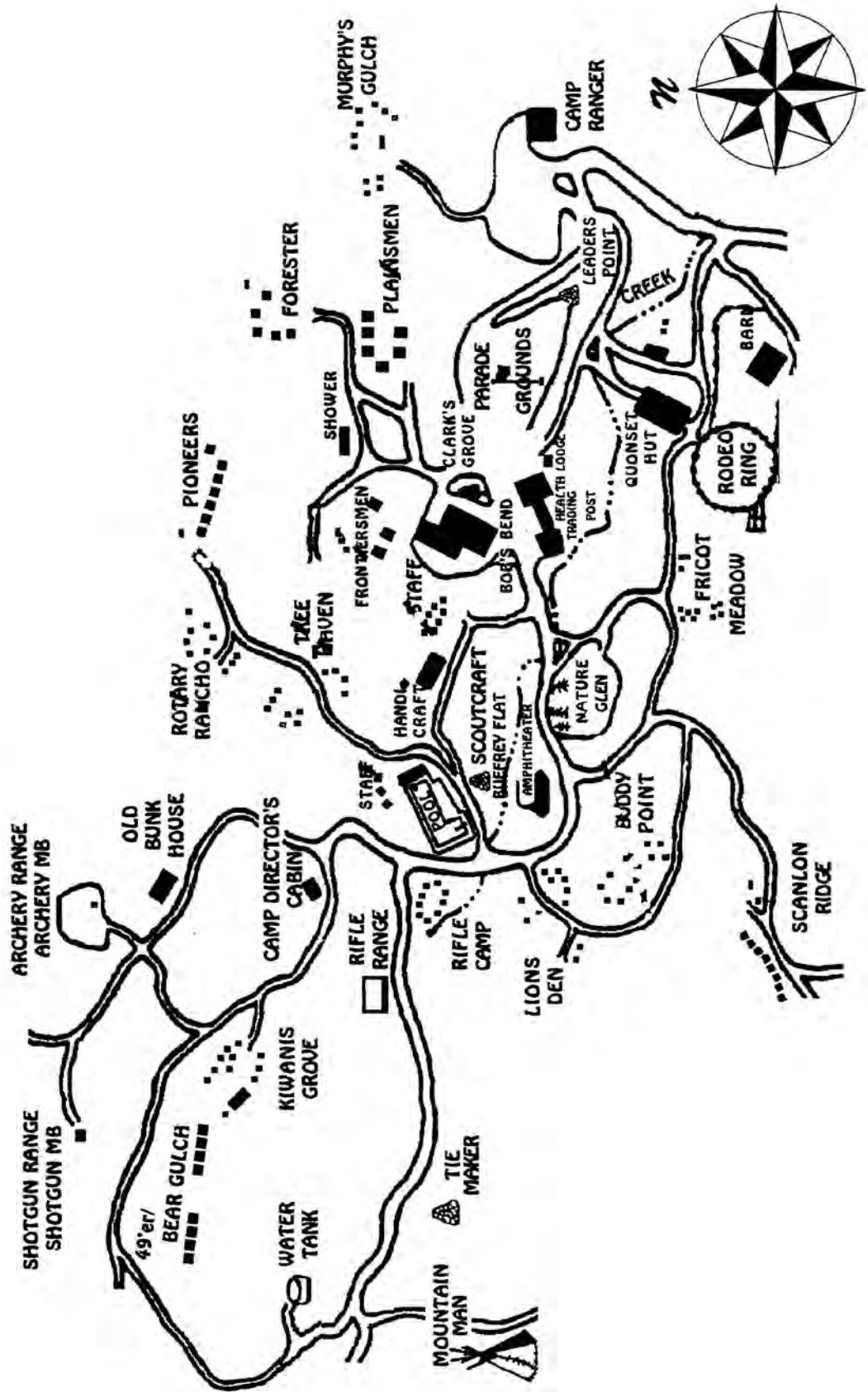


**SAN FRANCISCO BAY AREA COUNCIL**  
**BOY SCOUTS OF AMERICA**

PREPARED BY  
 CALIFORNIA STATE  
 AUTOMOBILE ASSOCIATION

# CAMP RIYANEH

SAN FRANCISCO BAY AREA COUNCIL  
BOY SCOUTS OF AMERICA



CALIFORNIA PENAL CODE SECTION

S 12035, 12036, 12101: Furnishing Firearms to Minors under 18 without permission of parent. – Every person who furnishes or youth that posses any firearm, air gun, or gas-operated gun, designed to fire a bullet, pellet, or metal projectile, and ammunition to any minor under the age of 18 years, without the express or implied permission of the parent or legal guardian of the minor, is guilty of a misdemeanor.

I give my permission for \_\_\_\_\_ to use firearms and ammunition as described above.

Signed: \_\_\_\_\_ Date: \_\_\_\_\_

CALIFORNIA PENAL CODE SECTION

S 12035, 12036, 12101: Furnishing Firearms to Minors under 18 without permission of parent. – Every person who furnishes or youth that posses any firearm, air gun, or gas-operated gun, designed to fire a bullet, pellet, or metal projectile, and ammunition to any minor under the age of 18 years, without the express or implied permission of the parent or legal guardian of the minor, is guilty of a misdemeanor.

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I give my permission for \_\_\_\_\_ to use firearms and ammunition as described above.

Signed: \_\_\_\_\_ Date: \_\_\_\_\_

# FINAL CAMP ROSTER

Due in office two weeks prior to arrival in camp

<input type="checkbox"/> Camp Royaneh <input type="checkbox"/> Wente Scout Reservation Session Start Date: _____	Unit No: _____ Council: _____ District: _____
--	---

**ADULT LEADERSHIP** (Minimum of two adult leaders in camp at all times)  
 Please circle which days each leader will be in camp

1.	All S M T W T F S	6.	All S M T W T F S
2.	All S M T W T F S	7.	All S M T W T F S
3.	All S M T W T F S	8.	All S M T W T F S
4.	All S M T W T F S	9.	All S M T W T F S
5.	All S M T W T F S	10.	All S M T W T F S

**SCOUTS** (Alphabetical order is preferred)

1.	21.
2.	22.
3.	23.
4.	24.
5.	25.
6.	26.
7.	27.
8.	28.
9.	29.
10.	30.
11.	31.
12.	32.
13.	33.
14.	34.
15.	35.
16.	36.
17.	37.
18.	38.
19.	39.
20.	40.

**Mail/Fax to arrive at Council by the Friday of two weeks prior to your week of camp. F: 510-577-9002**  
 San Francisco Bay Area Council, Boy Scouts of America, 1001 Davis Street, San Leandro CA 94577-1514

Date Submitted:

## Camp Royaneh 2011

TIME	ACTIVITY	MERIT BADGES	MERIT BADGES	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY
6:00 - 7:30	REVEILLE					6:30 Polar Bear	6:00 Mile Swim	6:30 Polar Bear Breakfast Ride
7:00-7:30	MORNING COLORS							
7:45-8:00	BREAKFAST							
8:00-8:30	CAMPSITE CLEANUP							
8:30-9:30	CAMPSITE CLEANUP							
9:30-11:00	First Class Tenderfoot Scoutmaster C.O.P.E.	American Heritage Archery Cit. in Nation Emerg Prep Entrepreneurship Envi. Science First Aid Fwammals Indian Lore Leatherwork	Orienteering Pioneering Public Speaking Rifle Shotgun Swimming Weather					
11:00-12:30	First Class Second Class Swin Instruction High COPE Swimming and Water Rescue	Archery Art Canoeing Communications Cooking Emerg prep First Aid Indian Lore Lifesaving	Nature Oceanography Rifle Swimming Theater Wild Survival				Oceanography & Nature Field Trip Until 2	Canoeing Field Trip
12:45	LUNCH		CONTINUED ... Horsemanship				SM Lunch	
1:15-2:00	REST						In Amphitheater	
2:00-3:30	Second Class Tenderfoot Swin Instruction Project C.O.P.E.	Adv. Horsemanship Archaeology Archery Canoeing Cit in Nation Envi Science First Aid Forestry Indian Lore	Lifesaving Pioneering Plant Science Public Speaking Rifle Salesmanship Swimming Wild Survival Woodcarving	12:00 Checkin Swin Checks & Camp Tours	Trail Ride 3:30-4:30		Trail Ride 3:30-4:30 Geology	Canoeing Field Trip Paddlecraft Safety
3:30-5:00	Open Handicraft Archery/Rifle Open BP Skills Session Min Man Open Free Swim Project C.O.P.E. Black Powder	Camping Communications Canoeing Cooking Entrepreneurship First Aid Geology	Reptile & Amphibian Shotgun Soil & H2O Cons	4:00 S.M. Mtg In Amphitheater			Trail Ride 3:30-4:30 Geology	Archery Comp. Canoeing Field Trip Rifle Comp.
5:00-5:45	PREP FOR DINNER					Outpost Ride		Dinner Ride
5:45	RETREAT							
6:00-6:30	DINNER							BBQ DINNER
7:00-8:15	Archery/Rifle Open Shotgun Open Handicraft Open BP Skills Session Min Man Open Black Powder	Ord. Of Rattlesnake Troop C.O.P.E.		7:00 SPL Mtg in Chief's Room Open Program	Totin/Chip Firem'n Chit Evening Trail Ride 7:45 BP Campfire 9:00 Night Ride	Totin Chip Firem'n Chit	GLADIATORS	Firem'n Chit Shotgun Comp.
8:45-9:45	EVENING PROGRAM			OPENING CAMPFIRE	TROOP CAMPFIRES	COMPETITION NIGHT	TROOP CAMPFIRES Wild Surv	TROOP SKIT NITE
9:45 - 10:00	CALL TO QUARTERS				SM SOCIAL		Outpost	
10:00	TAPS	Open Stargazing						

## Instructions for filing Stake-A-Claim:

**Each individual troop attending camp must file a separate Stake-A-Claim.**

1. This form and deposit must be turned in during camp or received in the Council Office by Aug. 31, 2011 to receive priority campsite assignment (see #3 below).
2. Deposit is **\$250** per week, per campsite, per unit. **Deposits are non-refundable and non-transferrable.**
3. On Sept. 1, 2011 units will be placed in campsites using the following procedures:
  - A. Priority will be given to units requesting same campsite and week # they had in 2011.
  - B. Units who attended camp in 2011, but wish a different week or different campsite will be assigned depending on availability.
  - C. Units who attended camp in 2011 but wish to switch SFBAC camps will be assigned depending on availability
  - D. Units who were not at camp in 2011 will be assigned depending on availability.
4. Units submitting applications after August 31, 2011 will be assigned subject to availability.
5. Units will receive a confirmation of their reservation by November 2011.

## **CAMPSITE MAXIMUMS:**

### Royaneh Campsite Maximums

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

### Wente Campsite Maximums

18 Big Dipper  
34 Wishbone  
42 Sailor's Rest  
26 Sky High  
30 Madrone  
22 Moss Shadows  
28 Sunrise Ridge  
22 Little Dipper  
20 Trail's End  
20 Sleepy Hollow  
50 Oak Flats  
50 Turkey's Roost  
50 12 O'clock High  
12 Dimond

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

- *NO 2011 Deposits will be rolled over.*
- *New 2012 Stake-A-Claim forms must be accompanied by \$250 deposit per week, per campsite, per Unit.*
- *Reservations for 2012 season will not be processed unless accompanied by deposit.*
- *Council Camping Refund Policy applies, A copy can be requested from the Program Dept at 510-577-9218.*

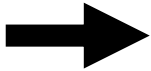
**Updated fee schedules will be sent early November.  
Make all checks payable to *BOY SCOUTS OF AMERICA*.**

# 2012 RESIDENT CAMP "STAKE A CLAIM" RESERVATION

Unit # \_\_\_\_\_  
 District \_\_\_\_\_  
 Council [ ] SFBAC [ ] Other \_\_\_\_\_

**PLEASE,  
 READ THE  
 INFORMATION  
 ON THE BACK  
 OF THIS FORM  
 CAREFULLY.**

Int: \_\_\_\_\_



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

Name \_\_\_\_\_  
 Position in Troop \_\_\_\_\_  
 Address \_\_\_\_\_  
 City \_\_\_\_\_  
 Zip \_\_\_\_\_

Name \_\_\_\_\_  
 Position in Troop \_\_\_\_\_  
 Address \_\_\_\_\_  
 City \_\_\_\_\_  
 Zip \_\_\_\_\_

**E-mail Address**

**E-mail Address**

\_\_\_\_\_

Home Phone (\_\_\_\_\_) \_\_\_\_\_

Work Phone (\_\_\_\_\_) \_\_\_\_\_

Cell (\_\_\_\_\_) \_\_\_\_\_

Fax (\_\_\_\_\_) \_\_\_\_\_

\_\_\_\_\_

Home Phone (\_\_\_\_\_) \_\_\_\_\_

Work Phone (\_\_\_\_\_) \_\_\_\_\_

Cell (\_\_\_\_\_) \_\_\_\_\_

Fax (\_\_\_\_\_) \_\_\_\_\_

Sunday to Saturday	CAMP ROYANEH	WENTE SCOUT RESERVATION
June 17 to June 23	( ) Week 1	( ) Week 1
June 24 to June 30	( ) Week 2	( ) Week 2
July 1 to July 7	( ) Week 3	( ) Week 3
July 8 to 14	( ) Week 4	( ) Week 4
July 15 to 21	( ) Week 5	( ) Week 5
July 22 to 28	( ) Week 6	( ) Week 6
July 29 to August 4		( ) Week 7
August 5 to 11		( ) Week 8

Special Arrival Needs: \_\_\_\_\_ **CAMPSITE 1<sup>st</sup> Choice** \_\_\_\_\_ \*

Wente Only: FOOD PLAN [ ] Cafeteria [ ] Cook in campsite **CAMPSITE 2<sup>nd</sup> Choice:** \_\_\_\_\_ \*

**PROJECTED ATTENDANCE:**      Scouts \_\_\_\_\_ Adults \_\_\_\_\_

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