



Camp Workcoeman
Connecticut Rivers Council
Boy Scouts of America

2010 Summer Camp Information Guide for Provisional Campers



www.campworkcoeman.org

Camp Workcoeman Provisional Camper Guide



Camp Workcoeman is located on beautiful West Hill Lake in New Hartord, Connecticut. Established in 1924, it is one of the oldest continuously operated Scout camps in the country. For 85 years, thousands of Scouts and leaders have had unforgettable Scouting experiences at Camp Workcoeman. This fine tradition of Scouting continues today.



The Camp Workcoeman Staff is chosen by a Camp Director with 30 years experience. The staff is highly skilled and trained with all key staff trained by the Boy Scouts of America at their National Camping Schools.

The Summer Camp Program at Camp Workcoeman contains valuable opportunities of skill, advancement and FUN and are available to every troop and Scout. Use this program guide to become informed of the camp procedures and policies and for all Scouts and parents.

Camp Workcoeman Provisional Camper Guide

Summary of Important Times and Information

2010 Camp Schedule:

Week 1- July 4-10

Week 2 - July 11-17

Week 3 - July 18-24

Week 4 - July 25-31

Week 5 - Aug. 1-7 (Trail to Eagle Week)

Week 6 - Aug.8-14



Arrival Info - Sunday:

- **Scout Arrival Time - 2 P.M.**

Be sure to have the following upon arrival:

- Completed and signed Medical Form
- *Bar-B-Que & Troop Photo Form*

Bar-B-Que - \$8.00 for adults and \$5.00 for children

Photo - \$10

Departure Info - Saturday:

- **Court of Honor - 11:15 A.M.**

All blue MB Cards will be distributed at this time

- **Family Bar-B-Que or Departure - 12:00 noon**

Sunday Check-in Procedures

NOT BEFORE 2:00 P.M.

1. **IMMEDIATELY UPON ARRIVAL** check in at the Parade Ground Pavilion. You will be greeted and told what your campsite will be.
2. In your campsite your Scoutmaster will greet you and collect all bar-b-que and photo money. Your troop will check-in with the camp nurse at a designated time. Be sure that the medical form is signed and dated including any written orders required for medications. Be sure that all needed medications have been given to the Health Officer.

***A Health Screening Sheet must be completed for every Scout upon arrival. The form is included in this guide. You will receive buddy tag once the sheet is submitted.*

Sunday After Check-in

5:40 *Parade Ground for Camp-wide Retreat and Staff Introductions*

6:00 *Dinner*

AFTER DINNER....



7:30 **Camp Orientation** - A review of Aquatic and Shooting Sports procedures and General Camp Rules will be given at specific locations to be announced. A **Merit Badge Sign-Up Session** will be held outside the Dining Hall for any late changes. Merit badge books will be on sale in the Trading Post.

8:30 **Opening Campfire hosted by the Camp Staff**

Camp Medical Form Information

Who Needs a Completed Medical Form?

- All Scouts and adults **MUST** have a medical examination, dated 12 months *prior to arrival at camp* and signed by a licensed physician.
- Those adult leaders staying less than 24 hours do not need to have a physical examination. However a medical form with completed Immunization Record and Health History Sections must be submitted to the Health Officer upon arrival at camp. *Leaders using this option cannot stay overnight or participate in rigorous activities.*

Check the following items BEFORE submitting all Medical Forms:

- a. **IMMUNIZATION SECTION**, with latest tetanus date.
- b. **THE FRONT PAGE OF THE FORM CONTAINING ALL DEMOGRAPHIC AND CONTACT INFORMATION MUST BE COMPLETED EACH YEAR**
Any medications currently being taken must also be listed.
Be sure that all personal information, **including emergency phone numbers and insurance information is current and accurate**. If parents will be away while the Scout is at camp, be sure a person who can make decisions for the child is listed. **It is recommended to include a copy of both sides of your insurance card.**

c. **ALL MEDICATIONS, INCLUDING OVER-THE-COUNTER, REQUIRE WRITTEN DOCTOR'S ORDERS**

The written orders can be the same one used in schools or download a form from www.campworkcoeman.org. All medications must be in original pharmacy containers and must be given to the Health Officer during your assigned medical check-in time. This includes any non-prescription medications such as Claritin or vitamins. Be sure that Scouts bring only the quantity of medication required for the time they will be at camp. Inhalers, with a pharmacy label, and appropriate orders to carry and self-administer may be carried by the camper after they are logged in by the camp Health Officer.

**** No medications maybe kept by, or administered to Scouts by an adult leader. The Camp Health Officer is the only designated person to dispense medications.**

- d. A school physical form is acceptable BUT a BSA form with the Health History and Personal Information sections (first page) must be completed and signed by a parent or guardian. School forms do not have the "Consent to Treat" portion that the BSA form has. Use the BSA form as a cover for the school physical.

- e. **Upon arrival, all Scouts and leaders must fill out a medical survey. The survey form is found in the "Camp Forms" section of this manual. These surveys are to be turned in to the Health Officers during your Sunday medical check-in. You will be given a time for your Sunday check-in with the Health Officers. Failure to follow this procedure will negatively effect the check-in schedule of all troops in camp.**



The Health Lodge is located in the Fred Bailey Center.

SCOUTS WITH SPECIAL NEEDS...

The Scouting program as well as an experience at Camp Workcoeman is for everyone. Please tell the Camp Director if any of your Scouts have any special needs. We will make every attempt to provide any assistance that is necessary.

General Camp Information

Mail

Mail is received at camp and distributed daily. Outgoing mail is brought to the post office on a daily basis too. Stamps are available in the Trading Post. Incoming mail should be addressed as follows:

Camp Workcoeman
169 Camp Workcoeman Road
New Hartford, CT 06057
Scout's Name _____ Troop # _____
Campsite _____



Parking

No vehicles may be taken into campsites, program areas or on camp roads. Parking will be in designated areas only. No passengers are ever to ride in the back of trucks.

Check-in/Check-out and Visitor Procedures

Anyone arriving or departing camp after Sunday check-in MUST sign in or out at the Camp Office. This includes all visitors and parents. Any Scouts leaving camp during the week for any reason must sign out in the camp office. Scouts cannot leave camp without a parent or guardian unless a special release form is completed and signed by a parent on Sunday arrival.

Wrist Bands

All campers, leaders, staff and visitors must wear a wrist band. Visitors must check-in at the camp office to obtain a wrist band.

Lanterns, Stoves and Fuels

Stoves and lanterns using liquid and propane fuels are permitted provided they are used in compliance with BSA policy as detailed in the "Guide to Safe Scouting". Scouts or youth visitors under the age of 18 may not fuel or refuel any stoves or lanterns.

No candles, lanterns or other flames are permitted in tents at any time!

Disciplinary Policy

The Scout Oath and Law are the elements of proper conduct in camp. Parents and Scouts should be aware that those who display severe misconduct will be removed from camp. The following actions will result in a Scout's immediate removal from camp: vandalism, theft, fighting, injury or harm to another (excluding accidents), leaving camp property without permission, and use or possession of alcohol, tobacco, drugs or fireworks.

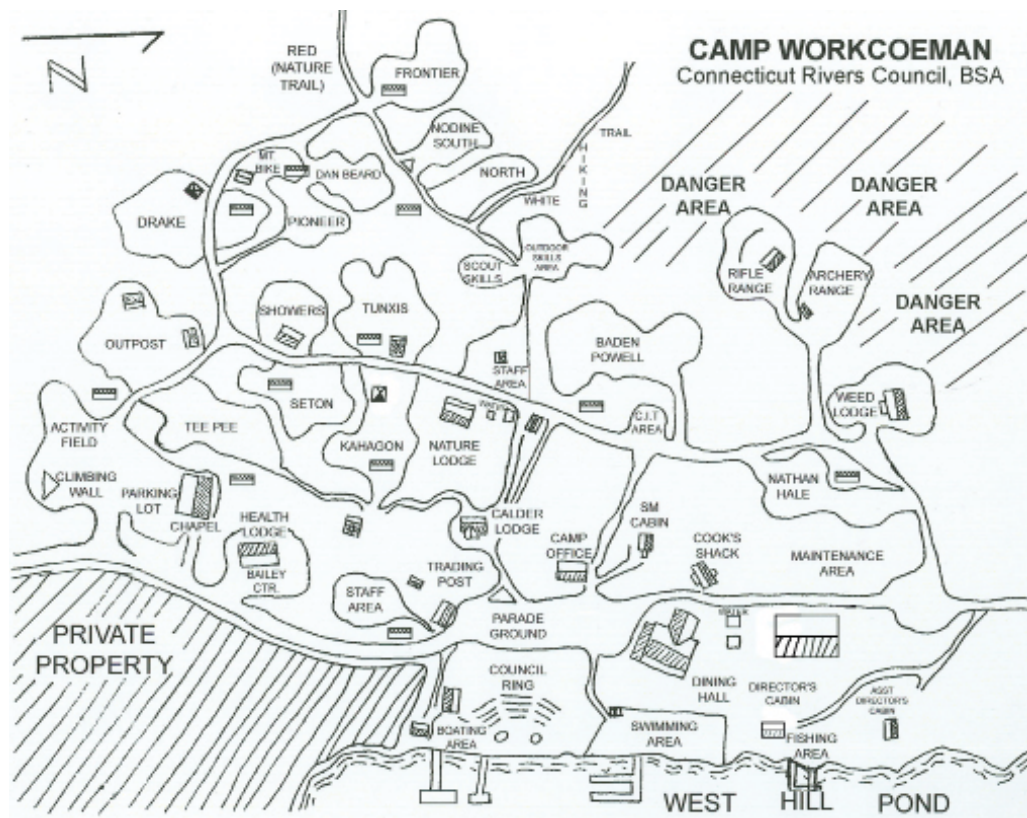
Dining Hall Conduct

Every table in the dining hall should have **at least one adult sitting with the Scouts**. Adults ensure proper table manners, safety and Scout-like behavior.

Directions to Camp Workcoeman

Camp Workcoeman is located off West Hill Road in Winsted. From the south (Middletown, Waterbury, etc.) take Route 8 North to the Pinewoods Road Exit 46. Take a right at the end of the exit ramp past the Cornucopia Banquet Hall to the intersection of Route 183. Go left on Route 183 and take the next right onto West Hill Road. Follow the signs to Camp Workcoeman from there.

From the Hartford area, follow Route 44 to Winsted. Go left onto Route 183 and take a left onto West Hill Road. Follow the signs to Camp Workcoeman from there.



Saturday is Family Day at Camp Workcoeman

Parents are invited to arrive early at camp. The fun starts at approximately **9:30 AM** with a “**SKILL MILL.**” This event consists of a variety of competitive Scout skill, field sports and shooting sports events and takes place at various locations around camp.

COURT OF HONOR and FAMILY BAR-B-QUE

A Campwide Court of Honor & Awards Presentation will be conducted in the council ring and begins at **11:00**. Advancement and other awards, some goofy, as well as the CLASS “A” TROOP will be presented at this time.

Our Family Bar-B-Que will follow in the Dining Hall for all Scouts, leaders, parents and visitors with reservations. **Serving time is approximately 12:00 noon.** Reservations are required for all visitors. Be sure to submit your “BAR-B-QUE RESERVATIONS FORM” found in the back of this manual. The cost for family and visitors is \$8 for adults and \$5 for children ten and under.

The Trading Post is open all morning for Scout badges like Mile Swim, Life Guard BSA and more and any other goodies that you’ve had your eyes on all week.



CHECK - OUT PROCEDURE

- Your scoutmaster will distribute merit badge cards after the Court of Honor.
- Please be sure to check out with your scoutmaster *with your parents.*
- Parents can pick up medications at the Health Lodge.

Remember, blue merit badge cards cannot be obtained before the Court of Honor

What to Bring to Camp

CLOTHING AND BEDDING

complete Scout uniform

comfortable hiking shoes
extra shorts or pants and shirts

daily change of underwear
daily change of socks
sleeping bag or 3 warm blankets
handkerchiefs

swim suit
rain suit
pajamas
sweater and/or jacket
sneakers
pillow
sheet or mattress cover

PERSONAL EQUIPMENT

tooth brush and paste
hand towels
beach towels
wash cloth
comb, brush, mirror
soap and shampoo

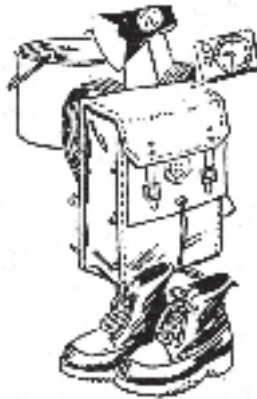
NOT TO FORGET!

flashlight with extra batteries
Scout Handbook
merit badge pamphlets
pen, pencil, pad, money

OPTIONAL

camera
insect repellent (non-aerosol)
mess kit & canteen
fishing tackle
sewing kit

PLEASE LEAVE HOME: sheath knives, SWAT knives, iPods, radios, comic books, walkmans, game boys, cd players, tvs, **cell phones**, laptops, and any clothing with Joe Camel, Jack Daniels, and similar inappropriate items.



LOST AND FOUND articles are kept at the trading post or at the waterfront. Inquiries should be made at these locations. Valuables and money should be kept locked. Camp Workcoeman is not responsible for lost property. Remember, *a Scout is Trustworthy.*



The Merit Badge Program

It is suggested that Scouts who have not attained the First Class rank limit themselves to 1 or 2 of the easier merit badges and concentrate on finishing their Scout rank requirements. A great way to work on advancement is to utilize the “**Scout Skills Program.**” Younger Scouts are strongly encouraged to take Swimming Merit Badge. Earning it opens the door to many challenging aquatic opportunities.

A limit of 3 merit badges is recommended for Scouts First Class and above, especially if difficult badges are being attempted. If the advancement load of a Scout is too heavy, an otherwise fun week becomes one of disappointment.

Some merit badges offered at camp may have prerequisites while others require double time sessions for completions at camp. The following information should be considered when making merit badge selections:

It is important for leaders to review and approve merit badge selections made by the Scouts. **Badges such as Rifle and Shotgun Shooting have more rigorous requirements and are not recommended for younger Scouts.**

MERIT BADGES REQUIRING A DOUBLE SESSION:

Lifesaving

Small-Boat Sailing

Environmental Science
For Scouts age 13 and under

MERIT BADGE PREREQUISITE REQUIREMENTS:

Art- #4 Bird Study- #7 Astronomy- #5,6,9 Athletics- #3 Insect Study- #4, 5, 7

Camping- #8d, 9a, 9b Personal Fitness- #7, 8 Sports- #3, 4 Reptile & Amphibian Study- #8

RIFLE SHOOTING AND SHOTGUN SHOOTING - recommended for older Scouts, rigorous qualification requirements.

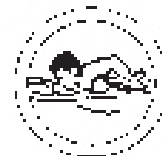
SWIMMING - Scouts must bring with them a long sleeve shirt and long pants (no jeans) to be used to complete requirement 4.

MERIT BADGE LIST

The following merit badge list suggests the difficulty levels appropriate for a Scout's years at camp. (E) indicates an Eagle required badge.

AQUATICS - All merit badge classes and activities meet at the waterfront.

	1st Year Camper	2nd Year Camper	Veteran Camper
Swimming (E)	X	X	X
Lifesaving (E) double period			X
Rowing		X	X
Canoeing			X
Small Boat Sailing double period			X
Lifeguard B.S.A. <i>Must be at least 14 years old and have already earned lifesaving merit badge.</i> 14+			



ECOLOGY/CONSERVATION - All merit badge classes meet at the Henry Griffin Nature Lodge.

	1st Year Camper	2nd Year Camper	Veteran Camper
Environmental Science (E)			X
double period			
Fish and Wildlife Management		X	X
Geology		X	X
Mammal Study	X	X	X
Weather	X	X	X
Forestry		X	X
Nature	X	X	X
Soil & Water Cons.		X	X
Astronomy		X	X
Insect Study			X
Reptile & Amphibian Study			X
Bird Study			X
Oceanography			X
Fishing	X		X
Plant Science.....			X



SHOOTING SPORTS & FIELD SPORTS

*Rifle and Shotgun Shooting Merit Badges are **NOT** recommended for younger Scouts.*

	1st Year Camper	2nd Year Camper	Veteran Camper
Archery		X	X
Rifle Shooting			X
Shotgun Shooting			X
Personal Fitness(E)		X	X
Athletics	X	X	X
Sports	X	X	X
Climbing			X



MERIT BADGE LIST CONTINUED....

HANDICRAFT - Merit Badges meet in the Crafts Chapel. Projects may require additional materials which can be purchased in the trading post.

	1st Year Camper	2nd Year Camper	Veteran Camper
Basketry	X	X	X
Woodcarving		X	X
Leatherwork	X	X	X
Art	X	X	X
Indian Lore		X	X
Metal Work			X
Space Exploration	X	X	X



SCOUTCRAFT - Merit Badges meet at the Sturge Shields Campcraft area at the beginning of the Red Trail

	1st Year Camper	2nd Year Camper	Veteran Camper
Camping (E)			X
Cooking		X	X
Pioneering		X	X
Wilderness Survival			X
Orienteering	X	X	X



OTHERS - Locations to be disclosed depending on time and sign-ups

First Aid (E)	X
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Discovery Cluster Badges are intended for veteran scouts and require time beyond merit badge sessions. See information sheet found in this guide.



Merit Badge Time Schedule

Merit badge instruction is held during morning periods and by special arrangement during Siesta

Program Area	9:15	10:15	11:15	Siesta
Ecology/ Conservation All meet at <i>Henry Griffin Nature Lodge</i>	Oceanography Soil & Water Conservation Environmental Science (for Scouts 14+) Environmental Science - Double Session (for Scouts age 13 and younger)	Fish & Wildlife Management Geology Plant Science	Forestry Nature Weather	Astronomy (8pm) Bird Study Mammal Study Reptile & Amphibian Study Insect Study Fishing
Scoutcraft All badges meet at the <i>Sturge Shields Camp Craft Area</i>	Camping Pioneering Orienteering	Camping Pioneering Wilderness Survival	Camping Cooking Wilderness Survival	<i>*Cooking MB - Scouts are required to prepare their lunch in Scoutcraft each day.</i>
Aquatics All meet at the Waterfront	Canoeing Swimming Lifesaving - Double Session Lifeguard BSA - Must attend all 3 periods as well as additional time	Canoeing Swimming Small Boat Sailing - Double Session	Rowing Swimming	Snorkling, BSA Kayaking BSA
Shooting Sports All meet at the Shooting Ranges	Rifle Shooting Archery	Rifle Shooting Archery	Shotgun Shooting Archery	
Field Sports All meet at the Activities Field	Athletics Personal Fitness	Athletics Sports	Personal Fitness Sports	
Handicraft All meet at Chapel	Leatherwork Woodcarving	Basketry Woodcarving	Leatherwork Metalwork	Art Indian Lore Space Exploration
Others		Climbing First Aid (Meets in the Dining Hall)	Climbing	Project COPE M-Th 1:30-3:30

All merit badge times are subject to change due to staff and equipment limitations. Any changes will be disclosed at your program planning session.

For up-to-date information, contact Program Director: Tom Leisten at tleisten@campworkcoeman.org

The Scout Skills Program

The Scout Skills Program is designed to help a new Scout attain advancement in his first year at camp. It addresses the Campcraft requirements needed for the Tenderfoot, Second Class, and First Class ranks. He will also have the opportunity to complete a merit badge as part of the Scout Skills Program.

A Scout can take any of the three weeklong sessions in combination with merit badges, or the full program, whichever suits his individual needs. The first weeklong session (9:15) will focus on Tenderfoot Scout Skills; the second weeklong session (10:15) will address Second Class Scout Skills, and the third weeklong session will revolve around First Class Scout Skills.



The afternoon times are open to any Scout who would like to participate. The Monday siesta session will be held at the waterfront and enable a scout to complete swimming requirements for both the First and Second Class Rank. The Wood Tools period on Wednesday will give him the opportunity to learn proper care and use of a pocket knife, hand axe, and saw. If he does so in a safe manner he will be given the chance to earn his Totin' Chip. Also available to any Scouts who wish to participate is a five mile hike, which satisfies Second Class hiking requirements. Scouts will depart before lunch on Thursday and eat on the trail.

Scout Skills Program Schedule

	TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Tenderfoot Scout Skills	9:15	First Aid	Ropework	Merit Badge Work	Merit Badge Work	Review
Second Class Scout Skills	10:15	First Aid	Compass Skills	Service Project	Nature	Review
First Class Scout Skills	11:15	First Aid	Ropework	Pioneering	Nature	Review
	Siesta	Swimming	Troop Pictures	Wood Tools	Five Mile Hike	Open For Review

A completion form will be issued for each Scout with the troops completed merit badge cards. The form will list all of the requirements worked on during the week and the Scouts skill proficiency. Please be sure that you receive this form and verify with Scouts that the requirements were completed.

Program Area Highlights

Waterfront - The waterfront at Camp Workcoeman is the finest in the council! It has all the facilities for the best aquatic programs. The camp's fleet of boats and canoes includes many varieties of sail boats for beginners and experts. West Hill Pond is also a great place to try your hand at sailing and kayaking. The swimming opportunities are superb, offering a world of water fun and knowledge always under the utmost safety. Mile Swim, Snorkeling BSA, Kayaking BSA, and Life Guard BSA are among the special awards instructed by our trained aquatic staff.



Ecology/Conservation....Camp Workcoeman is the location of the Henry Griffin Nature Lodge. It is the center of the outdoor laboratory for all of it's programs, an excellent demonstration area and example of wilderness management. Many displays and activities let Scouts experience the need for nature and conservation. Come see all of the live exhibits in the Nature Lodge.

Shooting and Field Sports.... This is the camp's center for fitness development. Activities are inter-troop, patrol and individually centered. Our basketball court is a real hit. Rifle and shotgun shooting are always popular activities. Muzzle loading rifle shooting is a great part of the Shawtown Wilderness Trek for older Scouts.



Scoutcraft....The Sturge Shields Scoutcraft area offers patrols and troops a wide variety of programs, each of which seeks to encourage self-reliance, resourcefulness to develop skill sets, and foster an appreciation of the outdoors, while having fun. The Scoutcraft Staff offers some unique awards such as the Paul Bunyan Award and specialized training for troop leaders such as Trek Safely. Scoutcraft encompasses the Stuge B. Shields Campcraft Area and the Scout Skills Area, both of which are located at the start of the Red Trail. The Scout Skills Area gives boys the opportunity to learn the skills that are at the core of the Scouting program. The Campcraft area provides many demonstrations which show Scouts the techniques of camping, ranging from hiking to advanced survival.



Handicraft....The Handicraft Area offers a choice of formal or informal programs for those Scouts who just like to try their hand at a specific craft. The Trading Post carries a large variety of craft supplies, in addition to the materials on hand in the Handicraft Lodge. You are always welcome to bring your own supplies and finished work to show others.



Climbing and Rappelling.... This 3 sided, 32' tall rock climbing wall for Scouts who want to test their strength and ability. "The Wall" is located at the Activities Field where Scouts are shown the proper use of technical climbing equipment, including climbing harnesses, ropes and belay devices.

Special Programs and Events

“The Spirit Stick”

The Spirit Stick is awarded every evening to the troop that shows the most spirit in camp. Winners of the Spirit Stick earn a right and a responsibility for the troop. The “*right*” is to be the first troop dismissed out of the dining hall after meals. The “*responsibility*” is that the troop must affix a **small** totem to the Spirit Stick which indicates they earned the stick for the day.

Shawtown Wilderness Trek

A challenging opportunity for older Scouts. It all happens in the back woods of Camp Workcoeman where Scouts will complete special tasks that test their skills in survival, pioneering and teamwork. The trek leads to the Shawtown Wilderness Area where all will spend the night learning about the Shawtown folklore. While there, Scouts will also try their hand at muzzle loading rifles. All Scouts who successfully complete the program will be awarded a special Wilderness Trek patch reserved only for them. Scouts depart Thursday after lunch and return Friday before Polar Bear swim.

Barbour Bike Trek

This is a challenging 25 mile overnight bike trek to Camp Barbour - a wilderness camp in Northwest Connecticut. Your evening meal will be a cooking demonstration created by an experienced “Camp Chef.” A “Leave No Trace” camping experience follows. This is a great program for the veteran camper. The trek departs Wednesday morning and returns Thursday after breakfast.

Discover Scuba

Camp Workcoeman is entering new waters. Every Wednesday PADI certified instructors from Pan Aqua Diving Company will come to camp and offer a full Discover Scuba course. The weekly course is open to Scouts and leaders age 13 and over and requires an extra fee of \$50 per-participant. Any one interested should sign up early as space is limited. Wednesday 2 pm.

Huck Finn Tube Ride

Your troop can arrange for a tubing trip down the Farmington River through Satan’s Kingdom, a great way to spend a hot summer afternoon! Reservations **must** be made in advance at your Tuesday planning meeting. Transportation to and from the river is up to the troop. An additional fee and a completed parental permission form is required for all youth participants. This form can be obtained by going to the following web site - www.farmingtonrivertubing.com. As this is considered an individual troop activity, a Tour Permit must be submitted. This can be done at the Camp Office.

Farmington River Kayak Trip

This trip on the Farmington River is a fun activity, especially for those working on Kayaking BSA. It’s a great way to use your kayaking skills. Scouts must be 13 years old and a blue tag swimmer. Scouts depart Thursday after lunch and return prior to dinner.

Buckskin Tomahawk Throw

Directly from Shawtown; this fun activity tests your ability to learn a special buckskin skill. This activity is offered by the Scoutcraft Staff during troop activity periods and during the 4 o’clock free period.

Weekly Contests

Camp Workcoeman Fishing Derby - Each week a camp-wide fishing derby will be held. Scouts should have their fish measured at the waterfront. We encourage catch and release. The Scout that catches the biggest fish will be presented a prize.

Sailing Regatta Race - This will take place on beautiful West Hill Pond during each week of the camp season. Each troop is eligible to enter one (2 man) team on a first come, first serve basis. A special award will be presented at the Saturday Court of Honor to the winning skipper and first mate.



Water Polo Tournament - Held during the Wednesday *Campwide Activities* session, all troops are invited to assemble a team to compete in this action-packed competition.

Shooting Tournaments - Each week archery and rifle shooting tournaments are scheduled for all the camp "Sharp Shooters." Various times are scheduled throughout the week.

Scavenger Hunt - You never know what you can find at Camp Workcoeman! The hunt runs all week and is coordinated by the Nature Lodge. A special ribbon is presented to the winner.

Your Troop can be a CLASS "A" TROOP!

This troop activity is an opportunity for all troops to work toward earning a Class "A" status. All troops completing the requirements will earn this distinction and will be listed on a special "Class A Honor Board". They will also be recognized at the Court of honor, where they will receive a ribbon and plaque.

During the week, any troop that meets the standard of 225 total points in various camp-wide activities will have the distinction of being named a Camp Workcoeman Class "A" Troop. Those campwide activities are as follows:

1. Daily Campsite Visitation results
2. Flag Ceremony Appearance
3. Veteran Camper Awards
4. The Nature Scavenger Hunt
5. The Scoutmaster Shoot-off
6. Horseshoe Competition
7. The Spirit Stick
8. Corn-Shucking Contest
9. Mystery Contest
10. Campwide Game



A detailed scoring system will be provided for each troop at camp. Remember that every troop can be a Class "A" Troop, so let's make this a memorable week!!!

Order of the Arrow...

OA members are encouraged to bring their sashes with them to camp and wear them on OA day. An OA service project will be conducted and all members are asked to participate. This can be used for credit on the Veteran Camper Award. Brotherhood Ceremonies will also be conducted each week for those Ordeal members wishing to advance their OA membership. A special crackerbarel is planned for Order of the Arrow members on Wednesday at 9 PM in the campfire circle. This is a great time to share lodge and chapter customs or otherwise socialize with OA members.





Veteran Camper Award

Camp Workcoeman, Connecticut Rivers Council, BSA

Each Scout Responsible For Securing Staff Signatures

COMPLETED SHEETS DUE AT CAMP OFFICE BY 2 PM, FRIDAY

Note....Revised requirements for 2010



Scout: _____ Troop: _____ Camp Site: _____

1st Week - Hiker

Have completed at least 10 requirements for TF, 2nd and/ or 1st Class Ranks **SM:** _____

Classify as a red tag swimmer **Aquatic Staff:** _____

Complete a camp service/conservation project (1 hour) **Project Director:** _____

Be an active member of your troop and patrol **SM:** _____

2nd Week - Camper

Complete at least 20 requirements for TF, 2nd and/or 1st Class Ranks **SM:** _____

Classify as a blue tag swimmer **Aquatic Staff:** _____

*Complete 3-hours in camp service/conservation projects **Project Director:** _____

Be an active member of troop and patrol **SM:** _____

3rd Week - Pioneer

Complete the 1st Class Rank (up to Board of Review) **SM:** _____

Earn Swimming and 1 other Aquatic merit badge **Aquatic Staff: _____

*Complete 5-hours in a camp service/conservation projects **Project Director:** _____

Hold a leadership position during camp **SM:** _____

4th Week - Frontiersman

Earn Cooking, Camping, and 3 other camp Merit Badges **SM:** _____

Earn Swimming and 2 other Aquatic Merit Badges **SM: _____

*Complete 8-hours in camp service/conservation projects **Project Director:** _____

Participate in at least one older boy activity in camp **Program Director:** _____

(Discover SCUBA, Shawtown, COPE, Kayak BSA)

5th Week- Indian Chief

Complete the Star Scout Rank **SM:** _____

Assist staff with instruction for 5 Merit Badge sessions **Program Director:** _____

Demonstrate satisfactory leadership during a troop or patrol camp project **SM:** _____

Participate in one in-camp training course **Staff Trainer:** _____

(Leave No Trace, Safe Swim/Safety Afloat, Trek Safety, Climb on Safely, BSA lifeguard)

*Service time is cumulative

**Alternate requirements for swimming related requirements for third and fourth week camper:

3rd week: Earn Sports MB and 1 other sports/shooting sports Merit Badge **SM:** _____

4th week: Earn Sports MB and 2 other sports/shooting sports Merit Badges **SM:** _____

Workcoeman Scout Reservation

Boy Scout of America



Program Schedule

Troop # _____
 Campsite _____

All Periods 45 min	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Set Times
9:15	Time Off For Staff	Merit Badge Instruction					Skill Mill	Reveille 7:15 Morning Colors 7:45 Breakfast 8:00 Lunch 12:30 Dinner 6:00
10:15	Staff Meeting 12:00	Merit Badge Instruction					Campwide Court of Honor 11:00 AM	Walters: 7:45, 12:15 and 5:45
11:15	Check-In: Health Check Swim Test	Merit Badge Instruction					Bar-B-Q 12:00 Noon	Health Corp, Campsite Clean-up 8:30
2:15	SM Meeting 4 p.m. <small>(in the Dining Hall)</small>	Camp-wide Game					Siesta 1:15 - 2:00	
3:15	Camp Orientation MB Sign-up	Campwide Activities Night					COPE Mon.-Thur. 1:30-3:30	
7:00	Opening Campfire	Campwide Activities Night					4:00 Daily General Swim & Boating Open Rifle & Archery Shoot Open Climbing Wall <small>(Mon & Wed only)</small>	
8:00	Scoutmaster Roundtable	Camp wide Campfire					FlatRetreat 5:45 Taps 9:30	

Camp Related Forms



- *Medical Form*
- *Camper Release Form*
- *Medical Screening Questionnaire*
- *Off Camp Activity Permission Form*
- *Medication Order Form*

Camp Workcoeman Off-Camp Activity Permission Form

I _____, as Parent/Guardian of
Scout _____, give permission
to take part in the kayak or canoe trips on the Farmington River or
bike trek sponsored by Camp Workcoeman (date)_____.

_____SIGNATURE

Camp Workcoeman Off-Camp Activity Permission Form

I _____, as Parent/Guardian of
Scout _____, give permission
to take part in the kayak or canoe trips on the Farmington River or
bike trek sponsored by Camp Workcoeman (date)_____.

_____SIGNATURE

Parent/Guardian Authorization for Camper Release/Departure from Camp Facilities

All campers that must leave the camp property, to return at a later time or day, must have this form completed in advance by a parent or guardian. This notice must be submitted to the camp office at time of initial check-in at the camp.

This notice must include the following: day, date, and time of personal event, indicating nature of activity; anticipated required departure and return to the camp facility; name, relationship, phone number, and address of individual authorized to pick up and transport camper. **Positive ID will be required for the individual authorized to pick up and transport camper.**

Please complete the below requested information for the camper, answer all questions and affix parent or guardian signature as authorization.

Camper Name _____ D.O.B. _____

Camp _____ Program _____ Unit# _____

is authorized to leave the scheduled camp to participate in the following personal activity event.

Activity/Event _____ Day _____ Date _____

Time of Departure _____ Time of Return _____

The following individuals are authorized to pick up my camper. (please include your own name.)

1. Name _____ Relationship _____
Address _____ City/Town/State _____

2. Name _____ Relationship _____
Address _____ City/Town/State _____

3. Name _____ Relationship _____
Address _____ City/Town/State _____

Parent/Guardian Signature _____ Date _____

MEDICAL SCREENING QUESTIONNAIRE

This form must be completed by a ALL Scouts and leaders on the day of arrival at camp. It is to comply with BSA National Camping Standards. Please have the forms completed and bring them with you at your designated check-in time with the Camp Nurse.

SCOUT'S NAME _____

TROOP _____ SITE _____

Please ask the scout named above the following questions. This must be done by someone 21 years or older. If any question is positive, briefly describe under the proper question.

- | | YES | NO |
|--|-------|-------|
| 1. <u>Any visit to a doctor or clinic since the last exam?</u> | _____ | _____ |
| 2. <u>Any recent illness, injury, rash, or allergic reaction?</u> | _____ | _____ |
| 3. <u>Any ongoing treatment or medication not handed into the nurse?</u> | _____ | _____ |
| 4. <u>Any medication taken 30 days prior to camp, that you are not on now?</u> | _____ | _____ |
| 5. <u>Do you feel fine and do they look fine at present?</u> | _____ | _____ |

Adult Signature

Date

Print Name

This form is to be completed by the Scout and your troop leader at the time of your arrival at camp. Please be sure to bring it with you to camp.

Camp Health Exam for Campers, Staff and Adults

ALL campers, leaders and staff in attendance MUST have physical exams completed within the last 12 months.

TO BE COMPLETED BY THE SPECIFIED MEDICAL PRACTITIONER:

Name _____ Date of Birth ____/____/____ Date of Exam ____/____/____

____ May participate in all camp activities
 ____ May participate except for: _____

Medical information pertinent to routine care and emergencies: _____

Blood Pressure: ____/____ Pulse: _____ Height: _____ Weight: _____

Is this individual taking prescription or over-the-counter medications? Yes No _____
If yes, please attach Authorization for Administration of Medication by Camp Personnel if not listed under Standing Orders, page 1.

Does this individual have allergies? Yes No Explain: _____
Please attach allergy treatment plan for severe allergies requiring medications

Does the individual require a special diet? Yes No Explain: _____

Does the individual have special needs? Yes No Explain: _____

This camper/staff is up-to-date on all the following routine childhood immunizations currently recommended by the American Academy of Pediatrics and National Advisory Committee on Immunization Practices:

	Yes	No	Had Disease		Yes	No	Had Disease
Measles				Hepatitis B			
Mumps				Diphtheria			
Rubella				Pertussis			
Chickenpox				Polio			
Tetanus *Date _____							

Comments _____

Print name of medical care provider: _____

Medical care provider's address: _____
Street *City* *State* *Zip*

Doctor's Stamp

Signature of Physician, APRN or PA

Date signed

(_____) Telephone Number

Authorization for the Administration of Medication by Camp Personnel

In Connecticut, licensed Camps administering medications to children shall comply with all requirements regarding the Administration of Medications described in the CT State Statutes and Regulations. Parents/guardians requesting medication administration to their child from camp staff shall provide the program with appropriate written authorization(s) and the medication before any medications are administered. Medications must be in the original container and labeled with the child's name, name of medication, directions for medication's administration, and date of the prescription. All unused medication will be destroyed within one week following the camper's departure at the end of camp.

Authorized Prescriber's Order (Physician, Dentist, Physician Assistant, Advanced Practice Registered Nurse):

Name of Child _____ Date of Birth ____/____/____ Today's Date ____/____/____

Medication Name _____ Controlled Drug? Yes ___ No ___

Dosage _____ Route _____ Time of Administration _____

Specific Instructions for Medication Administration _____

Medication Administration: Start Date ____/____/____ Stop Date ____/____/____

Relevant Side Effects of Medication _____

Plan of Management for Side Effects _____

Known Food or Drug Allergies: Yes ___ No ___ Reactions to? Yes ___ No ___ Interactions with? Yes ___ No ___

If "yes" to any of the above, please explain _____

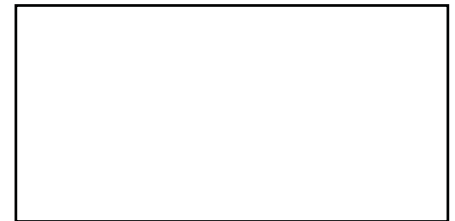
*This medication is an emergency medication and NOT a controlled substance, and the camper is authorized to carry and self-administer the above prescribed medication: Yes ___ No ___

Prescriber's Name _____

Prescriber's Address _____

Phone Number (____) _____ Fax Number (____) _____

Prescriber's Signature _____



Use for Prescriber's Stamp

Parent/Guardian Authorization:

- I request that medication be administered to my child as described and directed above, and agree to provide the camp with the medication according to CT State Regulations described above, in a quantity appropriate for my child's stay at camp.
- If applicable, I authorize my child to carry and self-administer the above-prescribed **emergency** medication. Yes ___ No ___

Parent/guardian

Signature _____ Relationship to Child _____ Date ____/____/____

Camper Agreement (only for emergency medications to be self-carried and administered):

- I have been trained and understand how and when to use my medications. I accept the responsibility to carry my medication with me at all times, to not share it with anyone else, and to inform the camp health staff when I have used it.

Camper Signature _____

Signature of Camp Personnel receiving Written Authorization and Medication _____

Title/Position _____ Date ____/____/____

Photo & Bar-B-Que Reservation Form

Name _____ Troop _____

Address _____ Phone _____

Please reserve the following:

Qty. _____ Troop Photograph(s) @ \$10.00 each _____

_____ Adult Bar-b-que tickets @ \$8.00 each _____

_____ Child Bar-b-que tickets @ \$5.00 each _____
(Age 10 and under)

Total amount paid _____

Make checks payable to: **Connecticut Rivers Council**

- Photos will be delivered to camp before departure.
- Bar-b-que tickets will be available from the Scoutmaster on Saturday morning