

GUIDANCE FOR ADULTS AT SUMMER CAMP

I. OBJECTIVES

As usual, we have three goals for the week. Everyone has fun, no one gets hurt, and nothing gets damaged. Don't be afraid to play with the Scouts; try to do what you can to make the week fun for them. On the other hand, we need to do everything possible to keep the experience safe. It's also important to keep on the lookout for Scouts picking on other Scouts or doing other kinds of hurtful things. Finally, we want to make sure our Scouts leave the camp better than they found it, and that none of our troop equipment or personal property gets damaged.

II. THINGS ALL ADULTS CAN HELP WITH

- A. **JUNIOR LEADERSHIP** - One of the most important parts of the Scouting program is leadership. The troop is organized with junior leaders who have specific responsibilities. As adults, we want to educate, help, and provide backup for older Scouts trying to do their leadership jobs. Mentoring and guiding the junior leaders is great, but try to avoid stepping on their toes. If everything is perfect we won't need to do anything. But guess what, things aren't perfect, and there'll be plenty for us to do.
- B. **REVIEW FOR ADVANCEMENT** - During the week, Scouts will be working on advancement. If any of them complete all the requirements for a rank advancement, they'll need a Scoutmaster's conference and review board. Encourage them to sign up for Scoutmaster's conferences early. Hopefully we'll need some of you to sit on review boards.
- C. **ADULT TRAINING OPPORTUNITIES** - The camp usually offers training sessions for adults. Examples of these are:
 - 1. Safe Swim Defense - Required to allow you to supervise swimming such as on our outing at summer camp.
 - 2. Safety Afloat - Required to allow you to supervise boating such as our troop boating at summer camp, and our annual canoe trip.
 - 3. Basic Scout Skills - Classes are being offered for adults on basic first aid, knot tying, etc.
- D. **CAMP ACTIVITIES** - All adults will need to help our troop participate in troop and camp-wide activities. The major ones are:
 - 1. Opening Campfire - Plan to go, bring a poncho to sit on, encourage participation in songs and cheers, help keep order.
 - 2. Troop Boating - Supervise hike to and from lake, supervise boating.
 - 3. Outpost Hike - See details below.
 - 4. Vespers - Non sectarian observance of "Duty to God." Troop 541 always has 100% participation, sit with Scouts, keep order.
 - 5. Troop Campfire - (Thursday Night) Help patrols prepare skits in advance, join in the singing, some adults will go for pizza.
- E. **CAMP SERVICE PROJECTS** - We'll be doing a troop service project. Help out and encourage the Scouts to do their part.

III. ONE ADULT CAN HELP YOUNGER SCOUTS WITH ADVANCEMENT:

Preparation:

- 1. Familiarize yourself with requirements for Tenderfoot, Second Class, and First Class in the Scout Handbook.
- 2. Review the Troop's advancement process including use of the scribe's book, Scoutmaster's conferences, and progress reviews.

3. Get a list of the campers who are not yet first class and work with the Instructors and ASPLs to help them advance.
4. Find out which Troop Guides and Instructors will be available to help you at camp. One of your goals is to get these junior leaders working with the younger Scouts.

First Day at Camp:

1. Go over their advancement needs with each of the Scouts who are not yet First Class. Help them decide what they're going to work on at camp. In addition to these needs each will typically work on about two merit badges in camp.
2. Schedule times during the week when you, the Guides, and the Instructors will work on advancement with these Scouts. Get this marked on the troop's posted daily schedule.

Through the Week:

1. Mentor and guide the Instructors and Guides to help them setup necessary advancement class time.
2. If any of the Scouts have the chance to complete all the requirements for a rank, be sure their PL or Guide helps them schedule a Scoutmaster's conference and progress review with the scribe. It's not necessary to wait until every requirement has been completed to schedule the review.
3. If you are leaving mid-week, pass on what you are doing and where all the kids are to the person taking over for you.

Friday:

1. Friday is too late to discover problems. You need to keep track of how the Scouts are doing all week long. Nevertheless, there will be a big push to clean up requirements on Friday. Help make sure this happens.
2. Sit in as a member of the progress review board Friday evening.

IV. ONE ADULT CAN SUPPORT SCOUTS WORKING ON MERIT BADGES

Preparation:

1. Read through the list of merit badges and our comments from the website.
2. Look over the requirements for these badges online
3. Merit badge classes are conducted by the camp, but the Scouts often need to do work on their own time, or need to do extra practice.

First Day in Camp:

1. Help the Scribe ensure accuracy of sign-ups by reviewing blue cards and spreadsheets with him.

Through the Week:

1. Ensure PL's and Guides are working with their Scouts to help them with merit badges. Gather help from other adults as needed.
2. An adult will be assigned to help out with each program area in camp. You can help manage the overall list and gather feedback from these adults.
3. The scribe should interview everyone on Tuesday and Thursday to ask them how their badges are going and try to identify problems. Help him with this. Try to figure out which Scouts aren't making good progress and give them some one on one help. We don't want any disappointed Scouts at the end of the week.
4. If any of the Scouts have the chance to complete all the requirements for a rank, help them schedule a Scoutmaster's conference and progress review with the scribe.

Friday:

1. Friday is too late to discover problems. You need to keep track of how the Scouts are doing all week long. Nevertheless, there will be a big push to clean up requirements on Friday. Help make sure this happens.
2. Make sure all Scouts who have completed rank advancement are scheduled for reviews.
3. Sit in as a member of the progress review board Friday evening.

V. ONE ADULT CAN PAY ATTENTION TO CAMPSITE MAINTENANCE:

First Day in Camp

1. When we arrive at the campsite, our staff host will take the Senior Patrol Leader (SPL) through the site and inspect all the tents and equipment for damage. This needs to be reviewed with the SPL later. We need to be sure that no damaged equipment was overlooked in the inspection, and that everything we're supposed to have is on the site.
3. Tools, brooms, and some supplies are available at the camp quartermaster. This, however, has very limited open hours. Help ensure the ASPL's and Quartermasters manage to get the needed equipment.

Through the Week:

1. Every morning we must rush to clean up the campsite. The Patrol Leader's lead this routine. One patrol will be responsible for cleaning the latrine. Everyone must make their beds, straighten their tents, roll up their tent flaps, and pick up litter. Wet clothes must be on lines which are not attached to tents, flies, or tent ropes. The site must be kept in pristine condition until the Commissioner comes to inspect us and score the site.
2. Litter is never acceptable in the campsite. You can help us make sure each patrol has a litter bag up and keeps their area clean.
4. Work with the ASPLs to make sure a camp project is carried out.
5. If you are leaving mid-week, pass on what you are doing to the person taking over for you.

Saturday:

1. Help with the morning cleanup as usual.
2. Make sure all equipment that was taken from the quartermaster gets returned.

VI. SOMEONE NEEDS TO PAY SPECIAL ATTENTION TO THE OUTPOST HIKE

Preparation:

1. Know what the troop's schedule for the hike.
2. One of the ASPL's will be responsible for arranging hiking crews. Help guide him through this process.

Through the Week:

1. Our off site meal must be ordered from the dining hall 24 hours before we go. Make sure the SPL gets a meal order form, the junior leaders decide which meal to order, and the ASPL turns in the form 24 hours in advance.
2. On the morning of our departure each patrol QM should get the necessary tents from the Troop QM's. Help ensure the QM's have accurate records of sign-outs.
3. At noon on our departure day, each patrol leader should be working with his Scouts to get them packed. He should be paying special attention to first year campers. When packs are ready, they should be set out by the picnic tables where they will be ready to go.
4. Make sure the ASPL takes a few Scouts to pick up the food at the dining hall after lunch. Get them to divide the food into small packages. Load these packages into Scout's backpacks.
5. After the packs are ready the Scouts should secure their tents and the site against the possibility of rain while we're gone. This should all be done before the first group leaves at 2:00.

6. We'll have groups leaving at 2:00, 3:30, and 5:00. You'll go with the first group.
7. Once the first group arrives at the swimming spot, you can start following the Safe Swim Defense plan:
 - a. You or another trained adult must be there watching at all times
 - b. Get some older Scouts to carefully inspect the swimming area for deep spots, strong currents, and sunken debris. Establish rules and communicate them to the Scouts.
 - c. Identify someone (it can be a Scout) with training to be a lifeguard.
 - d. Identify someone to work with you as lookout. Station yourselves where you have a good view of the entire area. You should have a whistle.
 - e. If we have beginners or non-swimmers identify a safe area for them.
 - f. Use the buddy system. Set aside a flat area and use one shoe per person as a buddy tag. The count of pairs of shoes and pairs of Scouts should always match exactly. Buddies are each other's lifeguards. They must stay together and pay attention to their buddy. Explain this to them and enforce it. When you blow the whistle and count to three they should be standing with their hands held together above their heads. They stay this way until you count pairs of Scouts and confirm the count matches the shoes.
 - g. Blow the buddy whistle often. You want to establish discipline by catching people who aren't together and making them sit out for ten minutes.
9. Keep the swim going until the last group joins in.
10. After the swim food must be distributed.
11. Wake up will be early. We need to take down the site, clean the area, and hit the trail. Our goal is to be back to camp for breakfast at 7:30.

VII. ONE PERSON NEEDS TO WORRY ABOUT TROOP EQUIPMENT

Preparation:

1. Review the condition and necessary equipment with the committee person in charge of equipment.

As We Depart:

1. Work with the QM and adult QM mentor to get the gear loaded.
2. A detailed list of necessary gear is given to the QM and available on the Troop website.

First Day In Camp:

1. Work with the QM to get the equipment unloaded.
2. Help setup necessary propane lanterns and the adult area (stove, etc).
3. The bulletin board, clock, thermometer, and white board need to be set up in a central location.
4. A flag should be raised on the site's flag pole.
5. Other equipment should be stored in an accessible location, but where it won't get rained on, damaged, or lost.

Through The Week:

1. Help mentor the QM. He needs to track the gear, maintain storage and work with his team to accomplish tasks.
2. Help the QM gather and check as much equipment as possible on Friday to make sure all has been returned.
3. On Saturday the propane will need to be taken down, and all equipment should be checked before it is loaded for our return.

VIII. SOMEONE CAN HELP THE ASPL WITH THE COUNCIL TROOP AWARD

The Council Troop Award is earned by a troop by doing a list of requirements during the week in camp. An Assistant Senior Patrol Leader (ASPL) is in charge of this effort. It involves service projects, campsite

cleanliness, and advancement. The list is pretty long to get done in a week, and requires a lot of focus by the ASPL.

IX. EVERYONE SHOULD TRY TO PLAY WITH THE SCOUTS

Our primary objective is for everyone to have fun. Encourage the Scouts to take advantage of the pool, archery range, handicraft opportunities etc. Try to start football games, frisbee, a chess tournament, or anything else you can think of that will get the Scouts out of their tents and doing something enjoyable. Woodcarving and leatherwork in the site can be great for the kids. If you have talent in these areas we'd love to have you share it.