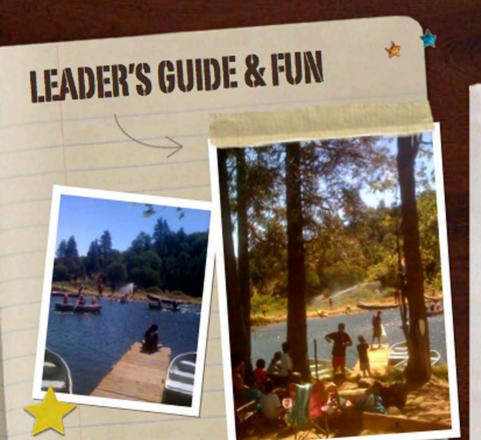
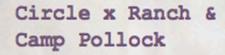
# **Forest Lawn Scout Reservation**



The summer of 2014: Getting ready for fun and adventure!



Los Angeles Area Council, Boy Scouts of America

My Life







## IN THE BEGINNING

Deep in the hills on the banks called Sheep Creek an almost unbelievable story was being unfolded. A water shaft was being cut into the bowels of the earth almost 100 feet through fractured granite. The shafts reached over 461 feet east and 421 feet west. At the same time a large steam plant working 24 hours a day was built on the valley floor located just in front of the Big Horn General Store today. While timber was needed for the water shafts the lumber industry in itself prospered and narrow gauge rails ran all along what is now the Lake Arrowhead Scout Camps. At its peak time, it was one of the largest and finest lumbering operations in the west with its mill and headquarters located where the camp administration building now stand.

The years 1949-50 were busy. It was these years that the first acres of Scout property were acquired – 160 beautiful acres. On July 1, 1950 Camp Big Horn opened for business and William C. "Bill" Smith became first Camp Director. In 1953, Everett "Van" Vinzant, the second Resident Director, was the first person to bring hot water into the Big Horn Valley. In 1954 pack mules were used for Outpost camping run by Big Horn Wranglers including the legendary "Old Timer", Uncle Mike Gredell, an old prospector and explorer who joined the staff and Nippo Strongheart, a full blooded American Indian and Chief of the Northern Pacific Area Tribe who pitched his teepee and became the hub of colorful days and nights.

Even as the first years at Arrowhead had been filled with challenge and achievement, so were the years ahead comprised an era of progress and expansion. Cedar Camp (now Camp Pollock) was started in 1952. From 1960 through 1965 the Arrowhead Camp continued to grow. After an Air Force plane crashed and burned the original site for Alder Camp, a new site was located upstream of Camp Big Horn along Sheep Creek and was designated as Camp Pepperdine. Firebird Lake was also built during this period. In the years that followed, more land was acquired and Northrop Family Camp was developed as well. Today, Forest Lawn Scout Reservation boasts over 2,000 acres of prime Scouting territory in which young men can experience a wide variety of programs such as horse back riding, rappelling and climbing, C.O.P.E. and, of course, a diverse Merit Badge program. It is in the image of this fine past that has culminated in what we are today that we find the example that will guide our footsteps as we continue to serve the needs of our youth, one Scout at a time.

Excerpts from: High Adventure The Lake Arrowhead Story

# Forest Lawn Scout Reservation

## Welcome to Summer Camp 2014

Our Leaders' Pre camp Meetings are: May 3, 2014 at 10am and May 19,2014 at 7pm

Dear Scout Leader,

<u>Please be aware that this is a living document and as such is subject to change. Changes, if any, will be announced on our Website and by email to units registered for Summer Camp.</u>

We regretfully announce that our plans to offer the new Cooking and Sustainability Merit Badges have fallen through. We apologize for the inconvenience.

However, we are pleased to say that the *Forest Lawn Scout Reservation Adventure* continues. You will see many of your favorite camp staffers back for another season! *Camp Pollock* opens in 2014 as a fully independent Boy Scout Camp! Imagine the fun has *now* doubled! You can choose to camp at our venerable *Circle X Ranch at Big Horn* or at our sparkling new *Camp Pollock*. Be among the first to visit our newest program feature in Camp Pollock: our brand new *Museum and Nature Center* which is located in the Harvey Price Administration Building in Camp Pollock. Visit Brogan's Corrals at our Equestrian Center, our Observatory/Scout Tech Center, our Pathfinder Program at its new location, and Health Lodge all conveniently situated between both camps. We invite you to zip across Firebird Lake on our double zip lines, or ply the waters in one of our new kayaks, or take a horseback ride along the scenic ridgeline of our Scout Reservation, or even take a dip in our new full-sized swimming pool at *Camp Pollock's Aquatics Center*. Did I hear someone ask about *Camp Pepperdine*? Yes the growing demand has spread to our third camp on our Reservation. The Pepperdine pool is being renovated and long range plans are underfoot to reopen *Camp Pepperdine* in the near future.

Our Outpost Camps have created great excitement. We proudly announce our newest Outpost Camp this season: COPE/Climbing Outpost featuring High and Low *COPE* courses, natural rock climbing and rappelling, safety procedures and knot tying. Or you can sample the John Wayne Outpost featuring Black Powder, Flint Knapping, Forging, Raft Building, Dutch Oven Cooking, Night Hiking, and Hatchet Throwing; our Cowboy Outpost features a Paint Ball Arcade, Roping, Branding, an evening BBQ, Horseback Riding, Low COPE, and Campfire Tales.. Check out the great activities of all our Outpost camps in this *Leader's Guide*.

Forest Lawn is well known for its wide array of Merit Badge offerings. Please note that some of our Merit Badges have requirements that must be met prior to or after your week at camp. Upon registering your unit for summer camp please leave us an email address so that we can update your Troop regarding any changes that may occur. All Merit Badge requirements are detailed in this guide. Please keep in mind that <u>summer camp is also a time to enjoy the outdoors</u>. We urge you to take full advantage of our free time activities.

The purpose of this *Guide* is to help you, your Scouts, and your committee prepare for your Troop's Summer Camp experience. This guide will help you and your Troop plan your week at camp.

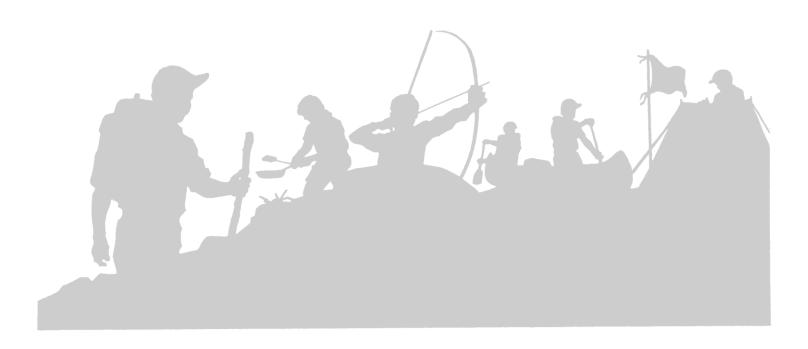
Join us as we continue to blaze new trails. See you in camp.

Rick Gennawey Council Camping Chairman Keith V. Lund Reservation Director Chris Morales
Director of Camping

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- A. CAMP MAPS
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#### RATES AND DATES

LAAC Unit Fee: \$395.00 Out of Council Fee: \$415.00

The 2014 Forest Lawn Scout Reservation fee is \$395.00. For units not registered in the Los Angeles Area Council, the fee is \$415.00.

Below are our <u>2014 Boy Scout</u> session dates: (Circle X Ranch will be open for Weeks 1 through 8 and Camp Pollock for Weeks 1 through 4 and Weeks 6 through 8.)

#### Circle X Ranch at Big Horn and Camp Pollock:

Week 1	<b>June 15 – June 21</b>	Week 2	<b>June 22 – June 28</b>
Week 3	<b>June 29 – July 5</b>	Week 4	<b>July 6 – July 12</b>
Week 5	<b>July 13– July 19</b>	Week 6	<b>July 20 – July 26</b>
Week 7	July 27 – August 2	Week 8	August 3 – August 9

Where: Forest Lawn Scout Reservation

29485 Hook Creek Road Cedar Glen, CA 92321

Camp Office: 909-337-2121 Camp Fax: 909-337-9182

Adult Leadership plays a pivotal role in determining the success in the development of our most precious resource, the youth we serve. <u>Forest Lawn Scout Reservation allows one free adult for the first ten</u> youth brought to camp.. Additional adults will be charged \$230.00.

## **Payment Schedule**

Deposit: \$100 due with submission of FLSR Reservation form. Second Payment - \$100 per camper due on February 21, 2014. Third Payment - additional \$100 per camper due on April 25, 2014. Final Payment And Roster - due 30 days prior to summer camp session.

## **Refund Policy**

Refunds will be considered on the following basis:

- 1. All but \$75.00 per camper is refundable provided written notification is received at the Council Service Center at least 4 weeks prior to your camp arrival date.
- 2. All but \$150.00 per camper is refundable provided written notification is received at the Council Service Center at least 2 weeks prior to your camp arrival date.
- 3. No refunds will be made for cancellations within 2 weeks of your camp arrival date. This will include any "no-shows" or campers who leave during the week for any reason.

Extenuating circumstances will be taken into consideration on a "case by case" basis. Please note that name changes can be made.

## II. TIMETABLE FOR TROOP PREPARATION FOR SUMMER CAMP

Preparing for camp requires prior planning. As the unit leader, YOU are the most important link in this preparation. It is essential that this timetable be followed to provide your youth with the Scouting memories that will last a lifetime. The following timetable/checklist is designed to guide you, your Patrol Leader's Council, and your Troop Committee in pre-camp planning.

## \* IMMEDIATE ACTION REQUIRED\*

	Verify that your Troop has reserved a space during the desired week of camp and be sure to include an estimate of the number of Scouts/Adults attending with your unit. Notify the Camping Department - (213) 413-4400, ext. 344, of any changes of problems.
	Call a meeting of the Troop Committee to discuss Summer Camp plans.
	Recruit a minimum of two adult leaders.
	Develop a camp sign-up and a budget plan to assist Scouts in obtaining their Summer Camp fees. Don't overlook money-earning projects, such as Popcorn Sales, to assist your Scouts in earning their way to camp.
	Review the 2014 FLSR Leader's Guide
	Schedule a Parent's Night.
	Schedule a camp promotion night and invite a camping department representative to come to your unit meeting to answer any questions you may have about Forest Lawn Scout Reservation programs.
	Obtain the proper medical form from the Camping Department. Please note that the
	BSA requires annual physicals for Scouts and Adults. (A reproducible medical
	form is in the Appendix of this guide.)
RY	21 <sup>st</sup> *
	Individual commitments for camp are secured from each Scout. (EVERY SCOUT DESERVES A WEEK AT SUMMER CAMP)

#### \* BY FEBRUAR

- ☐ Committee checks with the parents of Scouts not signed-up.
- ☐ Parent's Night Meeting with all parents/guardians:
  - Camp Program outlined
  - Transportation needs outlined
  - Extra leadership needs explained
  - Equipment needs issue each Scout a personal equipment list which is contained in this guidebook
  - Finance Needs
  - Medical Forms distributed and a physical exam meeting is scheduled if resources are available through the unit.
  - All appropriate Permission slips are distributed to the parents/guardians.
- ☐ Patrol Leader's Council (PLC) begins planning process
  - PLC reviews the Leader's Guide.
  - Each Scout gives the PLC his ideas for the program.
  - Patrol and Troop needs and desires determined and discussed.
  - Forms included in the Leader's Guide reviewed carefully.
- ☐ Make First Payment of \$100 per camper to Council Office

*RV	MΔ	RCH	21st*
DI			41

	<ul> <li>PLC holds a Camp planning meeting</li> <li>Plan final camp program considering the needs of the individual Scouts, Patrols, and the Troop.</li> <li>Fill out ALL forms.</li> <li>Review Troop/Patrol/ individual Scouts equipment needs.</li> <li>Troop Committee reviews Camp Leadership, transportation, and equipment.</li> <li>Camp Leadership reviews Adult Program Opportunities in the Leader's Guide.</li> <li>Youth begin to familiarize themselves with the Merit Badges they plan to participate in; the sooner the pre-registration form is sent to the council office or online or online registration is completed, the better chance the Scouts have of getting their first choice of Merit Badges</li> </ul>
*BY APRIL 25th	k
	Additional \$100.00 payment per Camper due to the Council Office.  Remind all Scouts of Dates, equipment needs, arrangements, departure times and places.  Scoutmaster, or Troop Advancement Chairman, or assigned Troop Leader, meets with the individual Scouts to counsel them on advancement requirements that must be completed prior to their arrival in camp.
*BY MAY 16th	
	Make final arrangements for: equipment needs, departure times, and places. File your Tour Permit with your local Council Service Center.
*ONE MONTH P	RIOR TO ARRIVAL AT CAMP*
	Make final payment of any outstanding balances to the Council Office and remit Youth and Adult Rosters.  Send TROOP MERIT BADGE PREREGISTRATION FORM to the council office or register online. Online access will be granted once all fees are paid in full.
*TWO WEEKS P	Plan final camp program considering the needs of the individual Scouts, Patrols, and the Troop.  Fill out ALL forms.  Review Troop/Patrol/ individual Scouts equipment needs. Proop Committee reviews Camp Leadership, transportation, and equipment. Proop Committee reviews Camp Leadership, transportation, and equipment. Proop Committee reviews Camp Leadership, transportation, and equipment. Proop Committee reviews Adult Program Opportunities in the Leader's Guide. Provided From the pre-registration form is sent to the council office or online or online egistration is completed, the better chance the Scouts have of getting their first thoice of Merit Badges  Additional \$100.00 payment per Camper due to the Council Office. Remind all Scouts of Dates, equipment needs, arrangements, departure times and places. Scoutmaster, or Troop Advancement Chairman, or assigned Troop Leader, meets with the individual Scouts to counsel them on advancement requirements that must be completed prior to their arrival in camp.  Make final arrangements for: equipment needs, departure times, and places. File your Tour Permit with your local Council Service Center.  HOR TO ARRIVAL AT CAMP*  Make final payment of any outstanding balances to the Council Office and remit youth and Adult Rosters. Property of the general payment of the council office or register online. Online access will be granted once all fees are paid in full.  HOR TO DEPARTURE FOR CAMP*  Debtain an estimate of visitors who will visit Scouts during the week, and turn in to the Camp Business Director during check-in. Secure all camp fees, in full, before departing for camp. Secure all appropriate Permission Slips for youth who will be attending Camp. Fill out Camp Registration Roster Sheet completely, and turn it in to the Camp upon crivial.
	Obtain an estimate of visitors who will visit Scouts during the week, and turn in to the Camp Business Director during check-in.  Secure all camp fees, in full, before departing for camp.  Secure all Medical forms for Scouts and Leaders who will be attending Camp.  Secure all appropriate Permission Slips for youth who will be attending camp.  Fill out Camp Registration Roster Sheet completely, and turn it in to the Camp upon arrival.  Make an extra set of copies of everything you are being requested to submit.  Review with all Scouts and Leaders attending Camp the SUNDAY SCHEDULE
_	FOR YOUR WEEK AT CAMP.

## III. UPON YOUR ARRIVAL

Guide: Upon your arrival, a Troop Friend will be assigned to your unit to serve as your guide throughout your week. Your Troop Friend will assist your unit in making your stay a success. Please plan to arrive between 1:00 and 3:00 p.m. on Sunday.

**Reception Area:** Your troop friend will assist you and your unit to the reception area. The entire unit will checkin with one of the camp management directors. <u>Please bring two copies of your troop roster</u> and a copy of all medical forms for each camper. Every Scout and Leader will have to go through medical re-checks at this time. All individuals will receive at least one armband. These bands must be worn at all times in camp.

Permission Slips: All Permission Slips will be turned in at this time. (At the end of the week, each unit will be given a copy of the "Week in Review" slide show if every person in camp, youth and adult, has turned in a properly completed and signed Talent Release Form. If one individual in camp does not turn in that form, no slide shows can be given out to anyone. Thanks for your help and cooperation.)

**Campsite:** This will be your home for a week so make your Patrol Assignments, check your tents and have your scouts get ready for medical rechecks and swim checks.

**Advancement Goals:** Counsel Scouts on advancement goals in preparation for merit badge sign-ups, hold a greenbar meeting to work out a tentative program for the week and especially for Monday in preparation for the Sunday roundtable. Brief your troop on the first day's schedule and camp rules.

**Orientation Plans:** Certain key activities must take place on Sunday. The most important is the medical recheck. Also important is the swim check for all boys and the orientation hike. Your guide will work with you in mapping out the orientation schedule.

**Medical Recheck:** Every person who attends camp must have a medical recheck upon arrival. The doctor or medical person will recheck each person's medical form. Bring all medication with you to the Medical recheck table. **There will be no provisions for medical examinations at camp.** 

**Swim Check:** Every person who wishes to take part in any aquatic activities any time during the week must take a swim test to determine his/her ability.

**Orientation Hike:** Knowing where you are can be critical. This hike acquaints you with the boundaries, activity areas, hazardous locations and historic sites. Your own hike is planned based upon the Troop's familiarity with camp.

#### Arrival Day's Schedule

- 4:00 SPL / SM Meeting
- 5:45 Scouts assemble on parade ground for Flag retreat ceremonies.
- 6:00 Dinner
- 7:00 Scout's Own
- 7:30 Merit Badge Midway
- 8:30 Opening Camp Fire
- 10:00 Taps (lights out).

## IV. CAMP LEADERSHIP







## **Camp Leadership:**

It is the policy of the Boy Scouts of America that trips and outings may never be lead by only one adult. At least two adult leaders, one of whom must be 21 years of age or older, are required for all outings. The other adult must be at least 18 years of age, or older.

## **Camp Scoutmaster:**

Each Troop must be under the leadership of an adult (over 21) preferably the registered Scoutmaster. If the Scoutmaster is unable to attend full-time, the Troop Committee should name a "Camp Scoutmaster." The "Camp Scoutmaster" works with the Patrol Leaders' Council through the Senior Patrol Leader in developing and scheduling the Troop's program. He assigns and coordinates all responsibility for all adult leadership.

#### **Senior Patrol Leader:**

The Senior Patrol Leader (SPL) should lead the Troop with the guidance of the Scoutmaster, or "Camp Scoutmaster," through the weekly program. If your Troop's SPL is unable to attend, your Troop should select a "Camp SPL." Each Troop's SPL is a part of the Camp's Senior Patrol Leader's Council, which meets with the Program Director to plan and coordinate camp-wide activities.

#### **Patrol Leaders' Council:**

Lord Baden Powell said that the patrol method is not one way to run a Troop, but it is the ONLY way to run a Troop. With this in mind, patrols are encouraged to stay together at camp under the leadership of their Patrol Leader. If this is impossible, a Troop should organize "Camp Patrols" of 5 to 8 Scouts, with a designated Patrol Leader. Throughout the week at camp, your Troop's Patrol Leader's Council should meet regularly to guide the Troop's program. The Program Director is available each week to assist your Troop in using the Patrol Method.

#### **Youth Protection:**

Adult leaders who have not completed Youth Protection Training will be offered the opportunity to fulfill this requirement while in camp.

## **Camp Staff:**

A Staff of outstanding Scouts and Scouters has been assembled to assist each Troop in obtaining the maximum program opportunities available at Camp. These Staff Members have a variety of Scouting skills, special abilities, and knowledge that may be tapped as a resource for scheduled or free-time assistance by an individual Scout, Patrol, or Troop. If there are any questions or concerns please contact the camp Program Director.

## **GENERAL INFORMATION**

## **Telephone:**

There is a telephone in camp for business purposes and *emergencies only*. This phone number is (909) 337-2121.

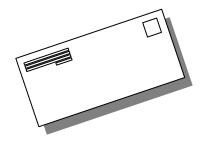


Incoming calls for campers will be accepted on the business phone, and a message will be relayed to the Troop Leader. It may take awhile for the message to get to the Troop Leader, please be patient. The business/emergency phone cannot be tied up for personal calls.

## **Mailing Address:**

To write to camp please follow this format to insure that all correspondence is received:

Scouts' Name Troop Number Camp Name Forest Lawn Scout Reservation P.O. Box 8 Cedar Glen, CA 92321





## **Trading Post**

Forest Lawn Scout Reservation maintains a well stocked Trading Post and concession stand to serve you in making your stay more enjoyable. There is a full compliment of snacks and Scouting items such as patches, handicraft kits, and camping gear to enhance your Scout's summer experience. Daily hours will be posted.

#### **Uniforms:**

Uniforms are an important aspect of Scout camp. Please make sure your Scouts bring their complete uniform to camp. Have your Scouts in full uniform for evening flag retreat and dinner each day. Through the day, encourage them to wear Scout shorts and either a Unit t-shirt or other Scout t-shirt. Scouts are not required to wear the full uniform during the day or at breakfast and/or lunch. Unit leaders should check for complete uniforms. Please note that National Policy does NOT permit the wearing of camouflaged uniforms. This policy will be enforced!



## **Dining Halls**

All meals are served cafeteria-style. Each unit will sign up to participate in cleanup. Sign ups will be made on Sunday during check-in. An adult will need to be with the Scouts during their dining hall duty. All campers are reminded that a Scout is clean, and should be mindful of not leaving a mess behind them in the Dining Hall.

#### **Talent Release Forms:**

At the end of the week, each unit will be given a copy of the "Week in Review" slide show if every person in camp, youth and adult, has turned in a properly completed and signed Talent Release Form. If one individual in camp does not turn in that form, no slide shows can be given out to anyone. Thanks for your help and cooperation.

## **Camp Patch:**

As part of the Camp fee, a distinctive camp patch will be presented to each Scout who attends camp. The patches will be given to the Unit leader prior to the unit's departure on Saturday.

## **Equipment Damage Charges:**

Each Scout and Unit is responsible for taking care of the camp equipment that has been assigned for use.

Units will be charged for damaged equipment using the following scale:

COT	S

Mattress replacement	\$70.00
Mattress cover replacement	\$50.00
Metal Bed replacement	\$250.00
<u>TENTS</u>	
Rips and tears per INCH	\$25.00
Writing on canvas per PANEL	\$150.00
Tent replacement	\$600.00
<u>OTHER</u>	
Discharge of fire extinguisher	<b>\$75.00</b>
Garden hose replacement	\$20.00
Tent platform, board replacement by individual case	\$225.00

## **Transportation**



Each Unit is responsible for transporting their Scouts to and from camp. Cars must be parked in the camp parking lots. Due to U.S. Forest Service guidelines, all vehicles must be backed in. Arrival at camp is advised to be as close to 1:00p.m. as possible on Sunday, unless other arrangements have been made prior to arrival. Units are asked to depart no later than 10:00a.m.on Saturday.

B.S.A. policy requires that NO passengers be transported in truck beds or trailers.

Motorcycles are not permitted in the camp area.



## Visitors

There are no facilities for overnight accommodations of visitors, but parents and friends are always welcomed at camp. All visitors must check in at the main Camp Administration Building. A parking lot is provided near the Administration Building for leaders and visitors who drive vehicles.

Only camp vehicles are permitted beyond the parking lot on the camp service roads.

## **Guest Meals**

At times a parent or visitor may decide to stay in camp a little longer – or at times when a leadership changeover takes place during the week – an extra meal may be

involved. Guest meals are available and need to be purchased in advance at either of the Camp Trading Posts, or at the Camp Administration Building (Breakfast - \$6.00; Lunch - \$8.00; and Dinner \$9.00.)

## **Medical Forms**

Anyone attending Summer Camp (youth and adults) must have the appropriate National Office Medical Form signed by a licensed medical practitioner prior to his or her arrival in Camp. These forms may be obtained at your local council office or online. (This form is also in the appendix of this guide). The new BSA regulations require that medicals must be done annually. Scouts and Scouters must have these forms with them when they check into camp, or they will not be allowed to participate in any camp activity until a physical is turned into the Camp Medical Officer. There are no arrangements available for physicals to be done at camp.



## **Natural Wildlife**

Camp abounds with natural wildlife, including deer, birds, bears, and other creatures. For this reason we do not allow any pets from home to be brought into camp. We also ask that you not take any wildlife home with you. While most rattlesnakes and reptiles are anxious to elude people that come into their territory, great caution and

care should be taken to avoid them while in camp. If you find any rattlesnakes or other reptiles in camp, please leave them alone and notify a Camp Staff Member immediately.

## **Campership Guidelines**

Camperships are available *only* for Los Angeles Area Council Long Term Resident Camps and for Los Angeles Area Council Scouts. Please call the Council Camping Services Department for applications.

All campership applications must be filled out completely, and then reviewed and signed by your Unit Leader and your District Executive. Please pay attention to the deadline for turning in campership applications, which is located on the application form itself. If you need more information, please contact the Camping Department at the Council Office, at 213-413-4400, ext. 344.



## VI.

## **HEALTH AND SAFETY**



The Health Lodge is staffed 24 hours a day by persons trained to handle minor accidents or illnesses. All injuries, regardless of the extent, must be reported as soon as possible to the Camp Health Officer. Special arrangements for the treatment of more serious cases have been made with the local hospital. In the event such treatment is required, the camper's parents will be notified by telephone giving the nature of the emergency. Their desires concerning further treatment will be followed. If the parents of any Scout will not be home during the week he is in camp, the Unit Leader is asked to please find out where they, or a secondary contact, can be reached. The Unit Leader is asked to note this information on the individual's medical form.

Anyone attending Summer Camp (youth and adults) must have the appropriate National Office Medical Form signed by a licensed medical practitioner prior to his or her arrival in Camp. These forms may be obtained at your local council office, online or in the appendix of this guide. Scouts and Scouters must have these forms with them when they check into camp, or they will not be allowed to participate in any camp activity until a physical is turned into the Camp Medical Officer. There are no arrangements available for physicals to be done at camp. Camp Medical forms from previous years are not kept on file.

At the medical screening given each camper and leader upon his arrival in camp, the camp reserves the right to refuse admittance or involvement in any activity to any individual, who, in the opinion of the examining officer and the Camp Director, has developed any physical or medical situation which could present a hazard to the individual or other individuals.

All National B.S.A. policies regarding the dispensation and use of prescription drugs will be followed while at camp.

One of the greatest dangers to a successful camp experience is fatigue. Therefore Unit Leaders are asked to insist that all participants, including leaders, get plenty of rest. We also ask the Unit Leaders enforce the rest periods with a quiet activity in camp. Please make sure everyone is drinking plenty of water, and please assist the Staff by enforcing the Taps and Reveille hours.

Each Scout and Scouter will be issued a Buddy Tag during the check-in procedures at camp on Sunday, unless such activity is restricted. No aquatics participation will be allowed without a swim check. Aquatics facilities are for the use of registered campers only. The use of these facilities by visitors or guests is not allowed.

#### VII. RULES AND REGULATIONS

#### **Fires**

#### NO OPEN FLAMES IN ANY TENT – NO EXCEPTIONS!

State, county, and federal agencies prohibit the use of fireworks in camp, and, therefore, fireworks are not allowed in camp for any reason. Fire pits *may not* be constructed in patrol or camp sites. U.S. Forest Service guidelines will be followed for any fire built in camp.



## Fire and Emergency Alarms

When the alarm sounds, <u>all campers</u> are instructed to immediately stop what they are doing and to walk quickly to the appropriate camp assembly area. Leaders will take a head count and inform the staff leadership of the status of their unit. If any evacuation is necessary, participants will be given the appropriate instructions. An emergency drill will take place within the first 24 hours of your arrival at camp.

## **Tour Plans**

Your local council prior to your arrival in camp must approve a Tour Plan following all National and Local guidelines. Los Angeles Area Council units <u>do not</u> need to file a Tour Plan.



## Bicycles and skates

Personal bicycles, roller skates, skateboards, roller blades, "heelies", and scooters are not allowed in camp.

## **Camp Staff Living Areas**

The Camp Staff live in designated Camp Staff areas. Scouts and Scouters should be instructed to respect these areas, and are not allowed in these areas at any time. We ask for your help in enforcing this policy. If anything, or anyone, is needed from the designated Camp Staff areas, please contact the Camp Director or office personnel in the camp office and your request will be handled promptly.



## **Smoking**

The Board of Directors of the Los Angeles Area Council has designated Forest Lawn Scout Reservation as a smoke free facility. We ask that all individuals in camp respect and observe this policy.

## Firearms, Ammunition, Bows, Arrows, and other Weapons

Personal rifles, firearms, bows, arrows, and other weapons are not allowed in camp. Only those supplied by the camp are permitted, and only in the approved and designated areas.

## Alcohol, Illegal Drugs, and/or Stimulants:

The use of alcohol, illegal drugs and/or stimulants on Boy Scout property has long been prohibited. This policy will be strictly enforced for all who use our camp facility. We will cooperate with all local, state, and federal agencies, and abide by all local, state, and federal laws in these matters.

## **Liquid Fuels:**

All liquid fuels, including but not limited to: kerosene, gasoline, diesel, Coleman fuel, and etc, are not allowed in camp. The only approved fuel at Forest Lawn Scout Reservation is propane. For safety reasons, leaders are asked not to allow youth to light lanterns. Empty canisters should be taken home and disposed of properly. These canisters can explode when heated, and, therefore, should never be put in fires or trashcans. *Under no circumstances shall flames of any kind be carried into, or used in, tents.* 

#### A Scout is Clean:

You are expected to keep your campsite, latrine, washstand, and the camp shower facility clean. If they need any special maintenance, please report it immediately to the Camp Commissioner. We will see to it as soon as possible. Please see the Camp Commissioner if you need toilet tissue. We appreciate your cooperation.

## **Taps/Quiet Hours:**

Taps occurs at 10:00p.m. All campers are expected to be in their campsites by that time. Unit led and supervised activities such as night hikes, astronomy, etc., are the exception. Reveille occurs at 6:30a.m.

## **Shower and Restroom Facilities**

Private showers and restrooms are located at the Swimming Pool area. Our private shower and restroom facility is designed to follow Youth Protection Guidelines. Unit leaders are asked to regulate the use of the latrines in the campsites to ensure that the Youth Protection Guidelines are being followed in the campsite.

#### **Kitchen Area:**

The kitchen area is off limits for all except the Food Staff personnel. If anything is needed from the kitchen, please contact our Business Manager.

## **The Outdoor Code:**

All participants are asked to live by the Outdoor Code. Please don't cut down, or hack into, live trees. They will become infected, and/or die. Please be sure that your Scouts and Leaders know and understand the importance of caring for Nature as well as camp property.



## VIII. WHAT TO BRING

#### **Scouts:**

Clothing

**Toilet Articles** 

Full Scout Uniform

Toothbrush and Toothpaste

Sleeping Bag or Sheets and Blanket

**Swimsuit** 

Rugged Pants (Jeans)

T-Shirts (3minimum)

Raincoat or Poncho

Deodorant

**Pillow** 

Wash Cloth and Towel

Tennis Shoes, Boots, and or Moccasins

Socks (6 pair)

Underwear (6 pair)

Comb and/or Brush

Order of the Arrow Sash if a member

Any appropriate medications

\*\*Open toe shoes can only be worn in Shower & Aquatics areas

## **Items you may want to bring:**

Flashlight with fresh batteries

Pocket Knife (Not Sheath Knife)

**Spending Money** 

Personal First Aid Kit

Drinking Cup/Water Bottle/Canteen

Camera and Film

Sunglasses

Compass

Sunscreen

**Bug Repellant** 

## **Advancement Supplies:**

Scout Handbook

Notebook with paper

Pens and Pencils

Merit Badge Pamphlets

Completed Merit Badge work

## **Patrols:**

Patrol Flag

Patrol Leader's Handbook

Patrol Logbook

Skit and song ideas with supplies

## **Troops:**

American and Troop Flag

Alarm Clock (Battery Powered)

Program Reference Material

**Advancement Records** 

First Aid Kit

Troop Locker for valuables

**Religious Materials** 

Merit Badge Library

Extra Rope and Twine (Pioneering)

Pioneering Poles

## **Do NOT bring!:**

Hunting and Sheath Knives

Electronic Devices (iPods, MP3 players,

video game players etc.)

**Fireworks** 

Firearms, Bows, Arrows, and

Ammunition

Any light device with a flame intended

for personal or in-tent use

**Laser Pointers** 

Axes

## **Note:**

Only battery powered lights are allowed in tents.

No flames, candles, or fueled lanterns are to be used in tents.

Please note: The Camp or the Council are not responsible for any damage, loss or theft of personal items.

## IX. ADVANCEMENT IN CAMP

Advancement in camp is the same as it is at home. Advancement is the responsibility of the unit.

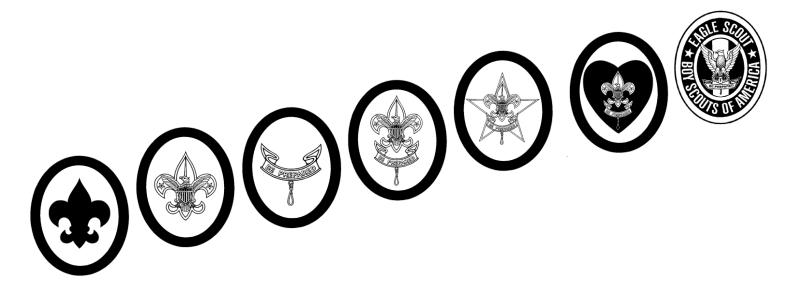
To have a successful experience in the merit badge program, your Scouts must begin immediately on Monday, and stick with the program the entire week. Many merit badges can be completed during the camping session. However, others have requirements for observations, tests, record keeping, or time requirements, which must be completed over an extended period. In these cases, complete all, or as many as possible, of these requirements prior to arrival in camp. Please have the scouts bring certificates of completion, or proof of completion, from their counselor, so they might have the opportunity to complete the remaining requirements in camp.

To aid your Scouts in earning their merit badges, we offer the following suggestions, which may assist you in your planning for camp:

Don't allow over-scheduling. We set no limit on the number of badges a youth can work on, or earn, but sometimes their goals are greater than their abilities. Besides, Scouts are in camp for a lot of things other than badges. They shouldn't miss out on other opportunities. You know their capabilities, so guide them in setting obtainable goals.

See to it that your Scouts have reviewed the badges that they are attempting at camp. See to it that they are familiar with the requirements and the skills involved with each badge they are attempting. Make sure they have completed any requirements that must be done before arriving in camp. Ensure they have any certificates of completion with them for work that has been finished prior to camp.

Ultimately the awarding of a Merit Badge is the responsibility of the Scoutmaster. If you have any question as to whether the Scout fully earned the badge, please see his instructor. If you still have questions, please notify the Program Director immediately, so these problems can be resolved before your unit leaves camp.



## X. SCOUT PROGRAM OPPORTUNITIES

The following is a description of *Circle X Ranch* and *Camp Pollock* program areas. There is something for everyone, from first-time campers to "old-pros." Scouts should have a great experience.

## **General Notes About Merit Badges**

Merit Badges at camp operate on a period system. Five periods occur in a day. Scouts will follow the same schedule all day Monday through Thursday. Most Merit Badges last one period, while some badges last two periods. The Pathfinder Program lasts all five periods Monday through Thursday and Friday morning.

Scouts are encouraged to make a schedule that fills all five periods with Merit Badges or activities. However, this is left to the discretion of the Scout and his Scoutmaster. Some Scouts may want to spend some time sitting on a log, relaxing, and enjoying some quality time in the great outdoors.

"Free Time" is a specified period of time that takes place from 4:20-5:20 Monday through Thursday after all Merit Badges sessions. During Free Time the Scout is free to use this time to complete Merit Badge work he may have missed, or he can participate in different camp activities. Merit Badge counselors will be available to assist Scouts during Free Time. Activities that take place during Free Time include free swim, free shoot, and free climbing. During this time Scouts can also stop by the open Merit Badge sessions of Handicraft, go to Outdoor Skills to earn their Totin' Chip, or walk to Pathfinder (Trail to First Class Program) to work on a rank requirements. Since some Scouts enjoy making their own program during this time, some suggested activities are: hiking, exploration, conservation projects, field sports, or just "getting to know nature."

Scouts are encouraged to make an appointment time with their counselor to meet during Free Time to work on a badge. It is the Scout's responsibility to make up any missed work due to other camp activities. If you have any problems, please contact the Program Director immediately.

Most Merit Badges will take the full week to earn the badge, with the exception of some Handicraft Badges. Upon the completion of those Handicraft badges, Scouts will be able to start another Handicraft Merit badge. See the Handicraft section of this book.

Merit Badge sessions are not held on Friday, as the day is full of fun and games. However, from 10:30a.m. to 11:30a.m. last minute work can be handed in as all counselors will be in their area.

If you have any questions regarding Merit Badges please talk to that counselor or see the Area Director over that badge. Counselors are flexible and willing to help. If you have any difficulties, please see our Program Director.

## AQUATICS AREA

Swimming Pool: One of the most frequented areas of camp, the swimming pool is the location of Swimming and Lifesaving Merit Badges. Also available are two periods of instructional swimming; special emphasis is placed on assistance to non-swimmers and beginners. The mile swim may be earned by an individual who is classified as a "Swimmer," and makes all of the required practices leading up to the participation in the actual Mile Swim. In order to receive the mile swim award, participant must attend the Monday, Tuesday, and Wednesday sessions. The Polar Bear program is offered Monday, Tuesday, and Wednesday morning. A distinctive patch is given to participants who participate in every session during the week. Snorkeling B.S.A. is a program offered during the day, and participants will learn the basics of snorkeling. It is not a merit badge program. Free Time recreation swim is available in the afternoon.

#### Before taking any of the following badges/activities, please be aware of the following requirements:

**Swimming Merit Badge:** Must pass the Swimmer Test.

**Lifesaving Merit Badge:** Swimming Merit Badge required. Must pass the Swimmer Test.

**Mile Swim:** Must pass the Swimmer Test. Must attend Mile Swim practices held on

Monday and Tuesday evenings. Mile Swim will begin at 7:00p.m. on

Wednesday. Available to adult participants.

**Instructional Swim:** All Scouts who do not pass the swim test are encouraged to take

instructional swim. Instructional swim will be offered Monday through Thursday, and any Scouts wanting to re-test may do so at this time.

**Snorkeling B.S.A.:** Must pass the Swimmer Test. BSA Patch available in Trading Post.

Polar Bear: Must pass the Swimmer Test. Starts at 6:00a.m. on Monday, Tuesday, and

Wednesday. Participants must make every session to receive the patch. (There will be a make up session for those on conflicting Overnights.)

Available to adult participants.

**Free Time Activities :** The pool will be open daily at Free time for all Scouts to participate. Scouts

must meet the swimming requirements to participate in aquatics activities. Everyone must take the swim test, and have a buddy tag to participate.

There will be no Free Time activities on Friday.

Firebird Lake:

Canoeing Merit Badge: Swimming Merit Badge required. Must pass BSA Swimmer Test.

Canoeing Merit Badge is subject to Firebird Lake being opened.

**Kayaking Merit Badge:** Must pass the BSA Swimmer Test.

## OUTDOOR SKILLS AREA

The Outdoor Skills Area, also known as the Scoutcraft Area, provides Scouts with the opportunity to learn the outdoor skills of camping, pioneering, wilderness survival, orienteering, and first aid to name just a few.

The ability of Scouts to tie knots and lashings, pitch a tent, cook a cobbler, build a tower, ford a stream, follow a map over rugged terrain, identify and enjoy edible plants, treat a snake bite, scout a trail for animal signs, or enjoy a night under the stars is in desperate need of strengthening in today's society.

The Outdoor Skill Area, through a combination of merit badges, short seminars, spare time skill sessions, exhibits, hikes, and overnight excursions, hopes to accomplish the goal of providing Scouts and Scouters with the skills necessary to enjoy the great outdoors.

During Free Time counselors will be available at Outdoor skills to help Scouts on their merit badges, as well as offer instruction on Totin' Chip, Firem'n Chit, the Paul Bunyan Woodsman Award, and CPR proficiency.

#### Before taking any of the following badges/activities, please be aware of the following requirements:

**Crime Prevention Merit Badge:** Recommended for any Scout.

**Communications Merit Badge:** For older scouts. Complete Req. #5 and #8 prior to camp

**Emergency Preparedness Merit Badge:** 

Must have completed First Aid Merit Badge. Must bring material to

make Emergency Kit. Complete Req. #1 and #8abc

**Fire Safety Merit Badge:** Recommended for any Scout. Requirement #11 should be done prior

to camp.

**First Aid Merit Badge:** Must bring materials to make a first aid kit to camp.

Geocaching Merit Badge: Recommended for Scouts who are familiar with map, compass and

orienteering.

**Orienteering Merit Badge:** Recommended for older Scouts, suggested First Class Rank or

higher. Must bring canteen and compass to camp.

Pioneering Merit Badge: Knowledge of knots important. Recommended for older Scouts

**Safety Merit Badge:** Recommended for any Scout.

Wilderness Survival Merit Badge: Items for requirement #5 must be brought to camp.

## Ecology/Conservation Area

The Ecology/Conservation Area has become of special interest to us all as a result of our increased environmental awareness, and the realization that the resources of our planet are limited. Instruction in this field at camp is strengthened by the variety of macro and micro ecosystems that exist around camp. The "classroom" facilities are unlimited.

In order to gain the most from the Merit Badge programs offered in the Ecology/Conservation Area, Scouts are encouraged to study the Merit Badge subjects prior to arrival at camp.

Other special opportunities will be offered in the Ecology/Conservation Area during Free Time for individual Scouts, patrols, and/or Units. These include a Nature Trail, conservation projects, tracking, and nature photography, just to name a few. If you need any information regarding conservation projects, or would like more information about a particular aspect of nature, be sure to see the Ecology/Conservation Director. He will be happy to assist you.

#### Before taking any of the following badges/activities, please be aware of the following requirements:

**Astronomy Merit Badge:** Recommended for any Scout.

**Aviation Merit Badge:** Recommended for any Scout. Requirement #4 must be done prior to camp.

**Bird Study Merit Badge:** Recommended for any Scout.

**Environmental Science Merit Badge:** 

Plan for out of class field observation. Requires a written report.

Requirement #3e must be done prior to camp.

Fish and Wildlife Management:

Recommended for any Scout. Requirements #5 & #7 must be completed

prior to camp.

Forestry Merit Badge: Recommended for any Scout.

Geology Merit Badge: Recommended for any Scout.

Insect Study Merit Badge: Recommended for any Scout.

Mammal Study Merit Badge:

Recommended that Scouts start requirement #4 prior to camp.

**Nature Merit Badge:** Requirements #4 should be started prior to camp

Reptile and Amphibian Study Merit Badge:

Requirement #8 should be completed prior to camp.

**Soil & Water Conservation Merit Badge:** 

Recommended for any Scout.

**Space Exploration Merit Badge:** 

Recommended for any Scout.

**Weather Merit Badge:** Recommended for any Scout.













## Handicraft Area

Many Scouts enjoy learning to make things with their hands. The completion of a basket, a carved neckerchief slide, a leather belt, or a piece of pottery can develop a great deal of confidence and enthusiasm in a Scout.

The camp Handicraft Staff is available to help Scouts who would like to work on all of the various Merit Badges offered in this area. It is possible for a Scout to complete Basketry, Woodcarving, Leatherwork, Art, and Pottery Merit Badges rather quickly. In that case, the Scout is encouraged to work on another Handicraft Badge in that same session.

The Handicraft Area will offer open merit badge sessions during Free Time for the badges that are marked in the chart below. While Scouts are welcome to stop by and participate in these merit badges, as they like, the earlier in the week that the Scouts start on the merit badge, the better chance the Scout has of achieving the badge. Handicraft items will be on sale in the Trading Post. If a Unit Leader has a specialty in any Handicraft activity, please let the Handicraft Director know. We would be happy to utilize your abilities and talents.

#### Before taking any of the following badges/activities, please be aware of the following requirements:

**Art Merit Badge:** Recommended for any Scout.

Basketry Merit Badge: Recommended for any Scout. Camper may need to purchase supplies from

Trading Post.

**Composite Merit Badge:** Recommended for any Scout. Supplies in Trading Post

**Indian Lore Merit Badge:** Recommended for any Scout.

Leatherwork Merit Badge: Recommended for any Scout. Camper may need to purchase supplies from

Trading Post.

**Metalwork Merit Badge:** Recommended for any Scout. Supplies available at the Trading Post.

**Photography Merit Badge:** MUST BRING A DIGITAL CAMERA TO CAMP.

**Pottery Merit Badge:** Recommended for any Scout.

Pulp and Paper Merit Badge:

Recommended for any Scout. Requirement #9 must be completed prior to

camp.

**Sculpture Merit Badge:** Recommended for any Scout.

Woodcarving Merit Badge: Must have Totin Chip. Camper may need to purchase supplies from Trading

Post.

#### The approximate costs of craft kits for Handicraft Merit Badges are as follows:

Basketry Merit Badge: \$30.00 Woodcarving Merit Badge: \$15.00 Leatherwork Merit Badge: \$20.00 Indian Lore Merit Badge: \$25.00 Metalwork Merit Badge: \$6.00 Composite Merit Badge: \$10.00

Please remember that these are approximate prices. Actual prices will depend on which kit the

Scout chooses.

## Pathfinder Program

Trail to First Class

FLSR's Pathfinder Program is an all day program designed for the First Year Scout who is working on his *Trail to First Class* requirements. This exciting program is tailored to individual abilities and the readiness level of each participant. Our Pathfinder Program offerings have been embellished to give Scouts an opportunity to earn Merit Badges while working on the *Trail to First Class*.

Participants in the Pathfinder Program can complete many of the requirements needed to advance up to First Class, as well as earn some merit badges. Please remember: **PATHFINDER IS AN ALL DAY PROGRAM.** Scouts must participate in this program from first through fifth periods.

In addition to working on *Trail to First Class* requirements, Scouts will have an opportunity to work on the Swimming Merit Badge (or Instructional Swim depending on their skill level), the First Aid Merit Badge, the Cooking Merit Badge, and the Wilderness Survival Merit Badge. Our course content includes map and compass, knife and ax, basic knots, Totin' Chip, Firem'n Chit, The Outdoor Code and the identification of poisonous plants and reptiles. Scouts in the Pathfinder Program are also urged to work on Handicraft Merit Badges during free time.

The Patrol Method is used and taught in our Pathfinder Program. This program will encompass all five periods of the day.

Trail to First Class requirements covered in our Pathfinder Program include:

Tenderfoot: 4a, 4b, 4c, 5, 6, 7, 8, 9, 11, 12a, 12b

Second Class: 1a, 1b, 2, 3c, 3d, 3e, 3f, 3g, 5, 6, 7a, 7b, 7c

First Class: 1, 2, 4a, 4b, 4c, 4d, 6, 7a, 7b, 8a, 8b, 8c, 8d, 9a, 9b, 9c, 11

Adult help is always welcomed at our Pathfinder Area.

The Pathfinder participants will receive a patch upon completion. Additionally Scouts will have the opportunity to earn the Pathfinder Overnighter and the Pathfinder Service patches by participating in those events. Scouts who want to complete the Wilderness Survival Merit Badge must do the Thursday Overnighter in a self made shelter.

During Free Time any Scout can come to the Pathfinder area to work on a specific requirement needed to advance to First Class.









## Shooting Sports Area

Archery is becoming one of our nation's fastest growing sports. Scouts will have the opportunity to complete the Archery Merit Badge; however, extra time is often required for practice. Scouts may wish to drop by the range during Free Time to shoot for fun or practice for the merit badge. Most scouts will find it necessary to attend free shoot to qualify for the merit badge.

Our .22 caliber Rifle Range provides Scouts with an opportunity to learn gun safety and to enjoy target shooting. The Rifle Shooting Merit Badge has a limited class size.

The Shotgun Shooting Merit Badge will be offered at camp this summer. While there will not be any Free Time shooting at the Shotgun Range, the range may be open for Scouts to qualify for the merit badge class only during Free Time. Shotgun is also a very limited class size. Due to the distance from the main area of camp, please allow ample travel time for the class.

#### Before taking any of the following badges/activities, please be aware of the following requirements:

#### **Archery Merit Badge:**

Recommended for older Scouts. Double period session. Limited class size.

#### **Rifle Shooting Merit Badge:**

Recommended for older Scouts. Extremely difficult to qualify. Double period session and limited class size.

#### **Shotgun Shooting Merit Badge:**

Recommended for older Scouts. Extremely difficult to qualify. Small class size.

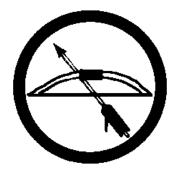
#### **Free Time Archery Shoot:**

Recommended for any Scout. There will be no free shooting on Friday.

#### **Free Time Rifle Shoot:**

Recommended for any Scout. There will be no free shooting on Friday. There is a small fee for free shoot. Tickets can be purchased in the Trading Post. Tickets are 10 shots for \$1.00







## Peter Pitchess Equestrian Center at Brogan's Corrals

The horse area at camp has been one of our most popular areas. Horsemanship Merit Badge is a double period class. Scouts taking the merit badge will be required to help feed and care for the horses during the week. The Rough Rider's overnighter should not be missed. The overnighter will take place on Mondays, Tuesdays and Thursdays. Participants will depart at 4:00p.m. on the day of the outing and return to camp the next morning for breakfast. See the Horse Director for additional horseback riding times.

For the safety of the horses, the horse director has the right to set a weight limit for participants of the merit badge class, the horse overnighter, and any horse rides. Participants of horse activities should also bring long pants and sturdy shoes (boots are preferable.) Due to B.S.A. policy, helmets will be provided, and all Scouts and Adults are required to wear them.

#### Before taking any of the following badges/activities, please be aware of the following requirements:

## **Horsemanship Merit Badge:**

Recommended for any Scout. Limited class size depending on the number of horses available. There are some out of class assignments that must be completed with this merit badge.

## Brogan's Corral Rough Rider's Horseback Overnighter:

Recommended for any Scout. There is a \$20 fee for this program. This is a Tuesday, or Thursday activity. Participant will be limited due to the number of horses available. A limited number of adult spots may be available.



## High Adventure Area

The High Adventure Area at Circle X Ranch at Big Horn and Camp Pollock is one of the most exciting areas in camp. This area has been especially designed to appeal to older Scouts, while still offering a few activities for younger Scouts. Past participants will find a revamped program with new activities added to high adventure.

#### **Outpost Site Features:**

*John Wayne:* Forging, Knife Throwing, Black powder Rifle, Shelter Construction *Logger's Jamboree:* Tree Climbing, High COPE, Cabin Building, Two Man Sawing, Caber Toss

COPE/Climbing: Safety procedures, knot tying. High and Low COPE courses, rock climbing

Cowboy: Roping, Branding, BBQ, Horsemanship, Campfire Tales, Paint Ball Arcade

Outposts: Our Outposts are open to First Class Scouts 13 years of age and older. Offered on an individual level, each Outpost starts about 2:00 pm following lunch and runs until 11:00 am the next day. A Scout can easily complete one Outpost during the week as well as participating in Merit Badge classes. This program offers a taste of the high adventure activates and Arrowhead Trek.

<u>C.O.P.E.</u>: This activity, which stands for Challenging Outdoor Personal Experience, is one of the most exciting programs in the Boy Scouts of America. Individuals, thirteen years of age or older, may experience a five day program that includes the intriguing initiative games, the team building exercises of the Low C.O.P.E. area, the thrilling High C.O.P.E. course, and over the lake Zip Line. Scouts must sign up for the morning C.O.P.E. session. While COPE will take the place of merit badges during their weeklong session, COPE is the ultimate activity offered at camp. Troops are encouraged to see the C.O.P.E. Director to schedule Troop C.O.P.E. Activities during the afternoons.

<u>Climbing Wall:</u> Two climbing merit badge sessions will be offered during the day. Scouts taking Climbing Merit Badge will need to attend some climbs outside of the class. Free climb will be offered on Friday afternoon.

<u>Overnighters:</u> These programs are open to all Scouts. They depart before dinner and return before breakfast the next day. Astronomy, Wilderness Survival, Lewis and Clark, and Brogan's Corral (Horses) are overnight experiences. Some of these are in conjunction with a Merit Badge class. Our Overnighters feature training in Dutch Oven Cooking and activities specific to the Overnighter area.

#### **Overnight Program Features:**

Lewis and Clark Overnighter: Hike to Firebird Lake, Canoeing, Rowing and Kayaking, Under the Stars Roughrider Overnighter: Horseback Trek to Brogan's Corral, Dutch Oven Desert, Under the Stars Astronomy Overnighter: Hike to our Astronomy Tower, Dutch Oven Desert, Under the Stars

## XI. MERIT BADGE REGISTRATION

<u>Please note that the following three pages are under reconstruction.</u> Most of our Merit Badge offerings will remain intact. We will be adding a few new ones and removing a few others. Reconstruction will be completed in the first quarter of 2014.

We will be utilizing an online Merit Badge pre camp registration program that will become available in mid May. Your Troop will have access to this program once all of your camp fees are paid in full.

You will find a list of all our Merit Badges with difficulty rating and pre requisites on the following two pages.

Merit Badge	Area	Difficulty	Periods	Pre -	Notes
		(10 Being Highest)		reqs.	
Archery	Archery Range	10	1 & 2, 4 & 5	NONE	Recommended for older scouts
Art	Handicraft	1	Free Time	NONE	Free Time only
Astronomy	Nature	6	2	NONE	Must attend Astronomy Overnighter
Aviation	Nature	7	1, 3, 4	4	
Basketry	Handicraft	4	1,5	NONE	Bring about \$30 for basket kits. Kits may be purchased in the trading post
Bird Study	Nature	6	Free Time	NONE	Time out of class may be needed to complete a birding notebook
Canoeing	Firebird Lake	7	4	NONE	Have a back-up planned. Class may be cancelled if water level is too low
Chess	In Front of Trading Post	7	4, 5	NONE	Recommended for scouts with prior chess knowledge
Climbing	Climbing Wall	10	2 & 3, 4 & 5	NONE	Recommended for older scouts
Communications	Outdoor Skills	8	1, 4, 5	5, 8	Eagle Required
Composite Materials	Handicraft	6	2	4	Bring about \$10 for kits. Kits may be purchased in the trading post
Crime Prevention	Outdoor Skills	5	1	2, 7	
Emergency Preparedness	Outdoor Skills	9	1, 3, 5	1, 8abc	<b>Eagle Required.</b> Must have the First Aid merit badge.
Environmental Science	Nature	9	1, 2, 3	3e	Eagle Required. Recommended for older scouts

Merit Badge	Area	Difficulty (10 Being Highest)	Periods	Pre - reqs.	Notes
Finger Printing	Handicraft	2	Free Time	NONE	
Fire Safety	Outdoor Skills	5	4	11	Visiting a fire station is required. A trip to a fire station may be arranged.
First Aid	Outdoor Skills	8	2, 3, 4, 5	NONE	Eagle Required.
Fishing	Firebird Lake	7	Free Time	NONE	If Scout has completed Req. 9 please bring written verification
Fish & Wildlife Management	Nature	6	Free Time	5, 7	
Forestry	Nature	6	5	NONE	Bring paper to prepare a field notebook
Geocaching	Outdoor Skills	7	2		Recommended for Scouts with Map, Compass and Orienteering skills
Geology	Nature	5	3	NONE	
Golf	Golf Course	9	Free Time	NONE	Recommended for Scouts with prior Golf knowledge.
Horsemanship	Horse Corral	9	1 & 2, 4 & 5	NONE	Recommended for older scouts
Indian Lore	Handicraft	4	5	NONE	Bring about \$25 for kits. Kits may be purchased in the trading post
Insect Study	Nature	6	Free Time	7	Bring paper for a field notebook
Kayaking	Lakefront	9	5	NONE	Must Pass BSA Swimmer Test
Leatherwork	Handicraft	4	1, 3	NONE	Bring about \$20 for kits. Kits may be purchased in the trading post
Lifesaving	Pool	10	1 & 2	NONE	Eagle Required. Must have Swimming merit badge
Mammal Study	Nature	3	1, 2	4	
Metalwork	Handicraft	7	2, 4	NONE	Bring about \$5 for materials. Kits may be bought in the trading post
Nature	Nature	3	4	4	Requirement #4 should be started prior to coming to amp
Orienteering	Outdoor Skills	7	4	NONE	Recommended for older scouts. Scouts should bring a compass
Photography	Handicraft	4	4	NONE	Scouts must bring a digital camera
Pioneering	Outdoor	7	5	NONE	Scouts should be proficient in

	Skills				basic rope skills
Merit Badge	Area	Difficulty (10 Being Highest)	Periods	Pre - reqs.	Notes
Pottery	Handicraft	4	1, 3, 5	NONE	Scouts should wear work clothes while working with clay
Pulp and Paper	Handicraft	3	Free Time	7	Scouts must show proof of visit in requirement 7
Radio	Nature	6	1,3,4		
Reptile and Amphibian Study	Nature	5	Free Time	8, 9a or 9b	Scouts must show proof of caring for a reptile
Rifle Shooting	Rifle Range	10	1 & 2, 4 & 5	NONE	Recommended for older scouts
Safety	Outdoor Skills	4	1	1	
Sculpture	Handicraft	5	2, 4	NONE	
Shotgun Shooting	Shotgun Range	10	2, 3, 4, 5	NONE	Recommended for older scouts
Soil and Water Conservation	Nature	6	5	7	
Space Exploration	Nature	7	1, 3, 4	NONE	
Swimming	Pool	9	3, 4, 5	NONE	<b>Eagle Required.</b> Must bring a pair of long pants to complete requirement 4
Weather	Nature	4	4	NONE	
Wilderness Survival	Outdoor Skills	7	2, 3	NONE	Scouts must attend the Wilderness Survival overnighter
Woodcarving	Handicraft	5	3, 4	NONE	Tote n Chip Required. Bring about \$10 for kits. Kits may be purchased in the trading post.

## **High Adventure Activity Registration**

			•	•	
C.O.P.E.	COPE	10	2 & 3	Age 13+	Recommended for older scouts
	Courses				This is NOT a Merit Badge

## XII. PROGRAM OVERVIEW

## **Troop Activities:**

**Sunday:** A special opening Campfire will set the tone for an exciting week at Circle X Ranch and at Camp Pollock for you and your Scouts. This program promises to be an event that should not be missed.

**Monday:** The entire camp will participate in an exciting evening game of Foxes and Hounds held at 7:00pm. Also, starting at 8:00pm will be the Order of the Arrow Fellowship. All O.A. members are encouraged to wear their sash for some good old-fashioned fellowship. Be sure to bring your patches, there will be an area set up for trading. The patch trading normally gets intense!

**Tuesday:** While the Scouts are participating in a variety of sport games, the adults will be competing in the Cobbler Cook-off. Scouters are asked to bring their best recipes to camp, and a panel of "certified" judges will determine who makes the best cobbler in camp. Participants will need to provide their own materials and supplies. Once the judging has occurred, and the Games are completed, the Scouts in camp will be given the opportunity to finish off the rest of the cobbler.

**Wednesday:** Wednesday is the Commissioner's Campfire. This has become an exciting part of our camp, and the tradition promises to continue. This activity will be run by the Senior Patrol Leader's Council, and Troops, Patrols, and individuals are asked to sign-up to do a skit in front of the entire Camp.

**Thursday:** While the Scouts are participating in the Camp-wide Scavenger Hunt, the adults will be competing in the Chili Cook-off. Scouters are asked to bring their best recipes to camp, and a panel of "certified" judges will determine who makes the best chili in camp. Participants will need to provide their own materials and supplies. Once the judging has occurred, and the Games are completed, the Scouts in camp will be given the opportunity to finish off the rest of the chili. A movie presentation will also be at the campfire ring for all to enjoy. This is also the night the trading post serves up our COWBOY size root beer floats. Be sure to get yours!

**Friday:** On Friday morning, we will hold a Camp-wide Competition. There will be events for everyone, regardless of age or skill level. Troops will be given score cards and will be given the opportunity to compete as units and patrols. Friday afternoon the FLSR Camp Wide Games will commence. At the conclusion of the games the annual "Big Horn Bucks" and "Pollock Bucks" auctions will take place. Be sure to save all of your FLSR Bucks during the week for this event. Top bidders will get some great prizes.

Friday will also be the closing Campfire. This is an opportunity for the Staff to show our appreciation to each Scout and Leader for coming to camp. The Closing Campfire is an event that should not be missed.

## **Week Long Activities:**

**John Muir Scout Award:** Circle X Ranch's and Camp Pollock's Honor Camper award can only be achieved by completing activities throughout the week. The list of requirements to receive the award will be in the Scoutmaster's packet at check-in. Those who achieve this award will receive a special patch.

**Big Kahuna's Menehune Patrol Award:** Circle X Ranch's and Camp Pollock's award for high achievement in Campsite inspections and Camp improvement projects. The list of requirements to receive this award will be in the Scoutmaster's packet at check-in. Troops that achieve this award are eligible to receive a patch and a special flag to be flown at their campsite.

**FLSR Bucks:** Scouts can receive Big Horn Bucks and Pollock Pounds throughout the week by doing various activities, from conservation project to winning competition. Bucks can be given out at unsuspected times, and Scouts should look out for hidden loot. Troops will pile their bucks together at the end of the week to bid on prizes at the FLSR Bucks Auctions on Friday afternoon.

## XIII. ADULT PROGRAM OPPORTUNITIES

Both Circle X Ranch and Camp Pollock provide adult leader program opportunities. We now offer a variety of activities and trainings designed not only help each leader have an enjoyable time, but also to be further equipped and prepared to build a better, more capable, more functional unit. With the exception of informational meetings such as orientation and round table, no activity or training is mandatory, but is instead offered as an opportunity for any leader to take advantage of without a weeklong obligation. All sessions are drop-in and are open to any leader who wishes to further their training and help the rest of group by contributing any personal knowledge or experience. Both first time and experienced leaders are invited to every activity. *Please be advised that this schedule can change* 

depending on the needs of the leader's in camp as well as circumstances beyond our control.

acpending on the	ie needs of the ted	ace s in camp as	Wett us ellettinstu	nees seyona om	connon
	Monday	Tuesday	Wednesday	Thursday	Friday
Morning 8 – 9am			Safety Afloat*	Golf Tournament	
9:15 – 10:15am			Safe-Swim Defense*		
10:30 – 11:30am	Leaders' Meeting		Leaders' Meeting		Leaders' Meeting
<b>Lunch</b> 12:45 – 1:45pm	Archery Shoot	Shotgun Shoot	Rifle Shoot	Climb-On* Safely (1-1:45)	
<b>Afternoon</b> 2 – 3: <b>3</b> 0pm	Youth Protection*		Ecology Conservation		Adult Leader Zip Line
Evening 7 – 8pm		Cobbler Cook-off		Chili Cook-off	

<sup>\* -</sup> Certification on completion

- Leaders' Meetings allow feedback for the camp and to bring leaders up to date on camp activities.
- Leaders participating in the Cobbler Cook-off and Chili Cook-off must supply all ingredients, tools, and Dutch-ovens themselves.

## **Additional Opportunities upon request:**

Instructional Swim: See Aquatics Director

C.O.P.E. Course: See C.O.P.E. Director for availability

Conservation/Service Projects:
Totin' Chip Counselor Training:
Firem'n Chit Counselor Training:
Asst Camp Commissioner:
See Camp Commissioner
See Outdoor Skills Director
See Camp Commissioner

## Your Knowledge and Skills are Needed (and Appreciated):

In addition to the activities and trainings now offered, there are also chances for the adult leaders to offer themselves as resources to the Scouts, to other leaders, and to the camp. Any leader who would like to offer their experience in any of the merit badge topics should contact the appropriate counselor at Merit Badge Midway and make arrangements to assist in the instruction of that badge. Even if a leader doesn't feel comfortable teaching or assisting, he or she is still welcome to attend any merit badge session for his or her own instruction.

Also, any leader who is a registered counselor of a merit badge not offered at Circle X Ranch or Camp Pollock who wishes to offer his or her talents as an instructor, please contact the Program Director as soon as possible upon arrival to camp. If there are any other areas in which a leader feels that he or she may offer themselves for skills instruction, such as Pathfinder or other activities, he or she may do so by contacting the appropriate staff as soon as possible upon arrival to camp.

## **Assistant Commissioner:**

In addition to skill instruction, there are a number of other capacities that leaders may offer themselves in. As an assistant commissioner, a leader will help to conduct campsite inspections so as to provide an opportunity to talk to other adult leaders about methods and ideas that each troop has developed and employed. It is strongly encouraged that adult leaders and their troops contact and form friendships with other troops for the purpose of exchanging ideas, working with each other on a service project, or having good, clean fun together. Fellowshipping with other troops can be a very rewarding experience at camp and can form bonds that last well beyond your week at summer camp.

## **Service Projects:**

If any Troop or Adult Leader wishes to perform a service or conservation project, please contact the Camp Commissioner.

# XIV. <u>Circle X Ranch</u> and <u>Camp Pollock</u> Weekly Schedule

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:00a.m.		Polar Bear	Polar Bear	Polar Bear	-		-
6:00a.m.		Reveille	Reveille	Reveille	Reveille	Reveille	Reveille
6:45a.m.		Morning	Morning	Morning	Morning	Morning	Morning
		Assembly	Assembly	Assembly	Assembly	Assembly	Assembly
7:00a.m.		Breakfast/	Breakfast/	Breakfast/	Breakfast/	Breakfast/	Breakfast
		SPL	SPL	SPL Meeting	SPL	SPL	
		Meeting	Meeting		Meeting	Meeting	
8:00a.m.		1st period	1 <sup>st</sup> period	1 <sup>st</sup> period	1 <sup>st</sup> period	Camp Wide	Check-out
9:15a.m.		2 <sup>nd</sup> period	2 <sup>nd</sup> period	2 <sup>nd</sup> period	2 <sup>nd</sup> period	Competition	
10:30a.m.		SM Meeting	_	SM Meeting	]	SM Meeting	
10:30a.m.		3 <sup>rd</sup> period	3 <sup>rd</sup> period	3 <sup>rd</sup> period	3 <sup>rd</sup> period	All MB	
		_	_	-	_	work due	
11:45a.m.		Assembly	Assembly	Assembly	Assembly	Assembly	
Noon		Lunch	Lunch	Lunch	Lunch	Lunch	
1:30p.m.	Arrival	Troop time	Troop Time	Troop Time	Troop Time		
2:00p.m.	and begin	4 <sup>th</sup> period	4 <sup>th</sup> period	4 <sup>th</sup> period	4 <sup>th</sup> period	Camp Wide	
3:15pm.	Unit Tour	5 <sup>th</sup> period	5 <sup>th</sup> period	5 <sup>th</sup> period	5 <sup>th</sup> period	Games &	
4:20p.m.	SM/SPL	Free Time	Free Time	Free Time	Free Time	Big Horn	
_	Meeting					Bucks	
						Auctions	
5:45p.m.	Evening	Evening	Evening	Evening	Evening	Evening	
	Assembly	Assembly	Assembly	Assembly	Assembly	Assembly	
6:00p.m.	Dinner	Dinner	Dinner	Dinner	Dinner	Dinner	
7:00p.m.		Mile Swim	Mile Swim	Mile Swim			
7:00p.m.	Scout's						
	Own	Camp Game	Camp Game	Troop Time	Camp Game		
7:30p.m.	Merit	Foxes &	Sports Night	Troop Time	Scavenger	Troop Time	
	Badge	Hounds	Sports Night		Hunt		
	Midway						
8:00p.m.		O.A.		Commissioner		Closing	
		Fellowship		Campfire		Campfire	
8:30p.m.	Opening						
	Campfire						
10:00p.m.	Taps	Taps	Taps	Taps	Taps	Taps	



# XV. SUMMER CAMP CHECK-IN ROSTER

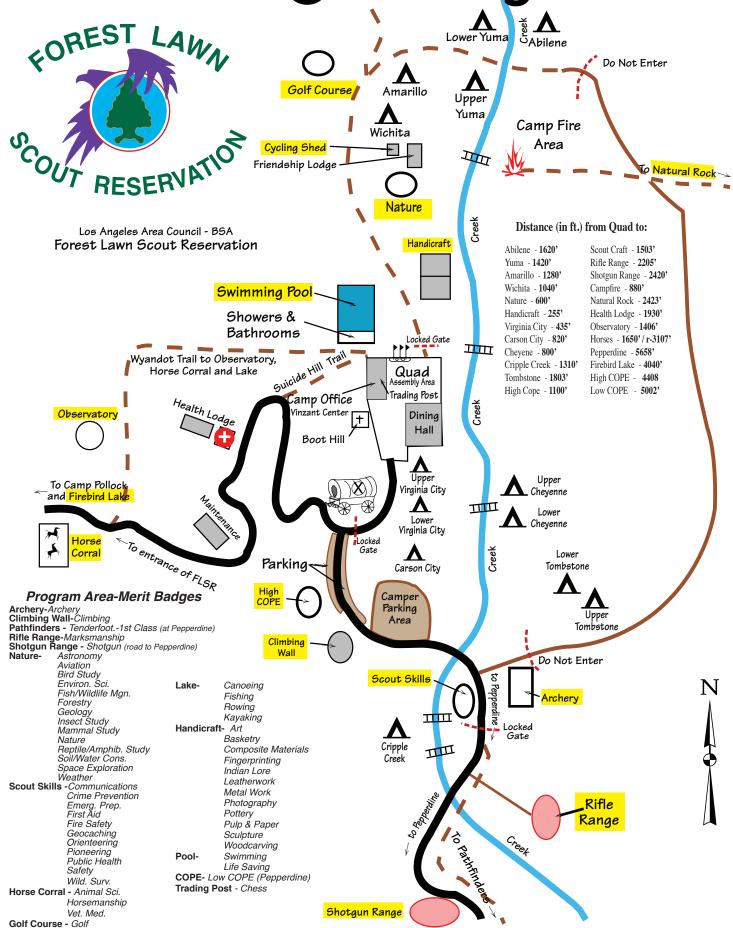
The Unit Leader is asked to make four copies of this roster. One is to be turned into the Reservation Administration Office upon arrival at Camp. One will be turned into the Camp Health Officer. One will be turned into the Camp Director's Office and the final copy will stay in the possession of the Unit Leader.

Please make as many	copies of this form as you nee	ed.	
Troop #	Council	Dates in Camp: From	To
District	Unit Leader in Camp		
Scout's Name	Birthdate	<b>Emergency Phone</b>	
Patrol:			
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
Patrol:			
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
Patrol:			
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
Male Leaders:		Female Leaders:	
1.		1.	
2.		2.	
3.		3.	
4.		4.	
5.		5.	

### XVI. APPENDIX

- A. CAMP MAPS
- **B. DRIVING DIRECTIONS TO FLSR**
- C. PROVISIONAL UNIT APPLICATION
- D. VOLUNTEER YOUTH PROGRAM
- E. PHILMONT 2015
- F. MEDICAL FORMS
- G.PERMISSION SLIPS (FIREARMS, HORSEBACK, & TALENT RELEASE)
- H. WAIVER OF LIABILITY
- I. MERIT BADGE PRE-REGISTRATION FORM

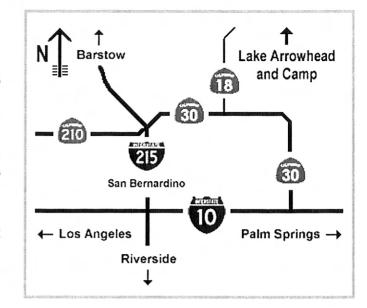
# Circle (X) at Big Horn

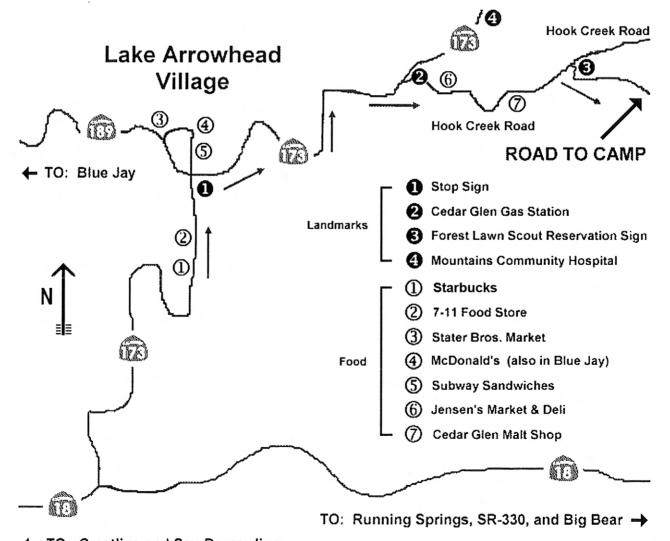


# **Driving Directions to Forest Lawn Scout Reservation**

### Plan on a 20-minute drive time from Lake Arrowhead.

- 1) Take SR-18 north from SR-30.
- 2) Continue past SR-138, SR-189, and Rim Forest.
- Just past Rim of the World High School turn left onto <u>SR-173</u> towards Lake Arrowhead.
- 4) Continue for 1.5 miles to the first Stop Sign and turn right continuing on SR-173 towards Cedar Glen.
- 5) Continue for 1.6 miles (look for the "Cedar Glen Gas Stop and Go" on the right) and turn right onto <u>Hook</u> <u>Creek Road</u> at the intersection before passing the gas station.
- 6) Continue on <u>Hook Creek Road</u> for 1 mile. Look for the <u>Forest Lawn Scout Reservation Sign</u> on the right at the bottom of the steep hill.
- 7) Turn right into FLSR and continue for another 3 to 4 miles past the entrance sign to reach your camp (see the next page for a camp location map).



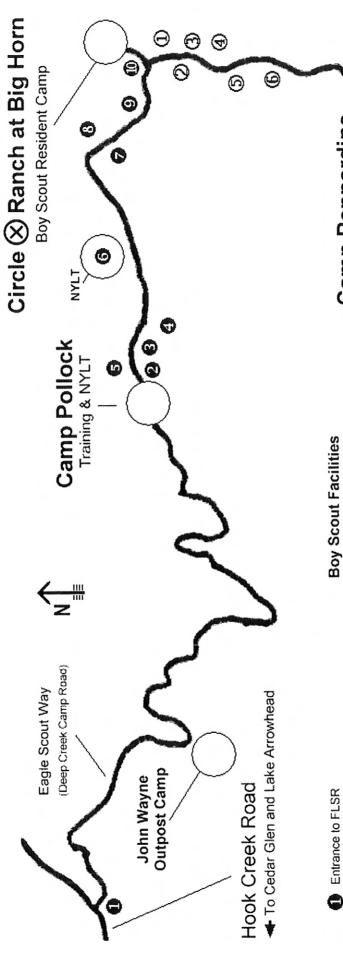


← TO: Crestline and San Bernardino

MAP\_FLSR\_Camps.pdf Rev. 2007-B

# Forest Lawn Scout Reservation

29485 Hook Creek Road · Cedar Glen, California · 909.337.2121



# **Boy Scout Facilities**

- Boy Scout Parking Lot
- Boy Scout Archery Range Boy Scout Climbing Wall

NYLT Campsite Helicopter Pad

0 0

Horse Corral Observatory

Camp Pepperdine Cub Scout Resident Camp

Pollock Training Center

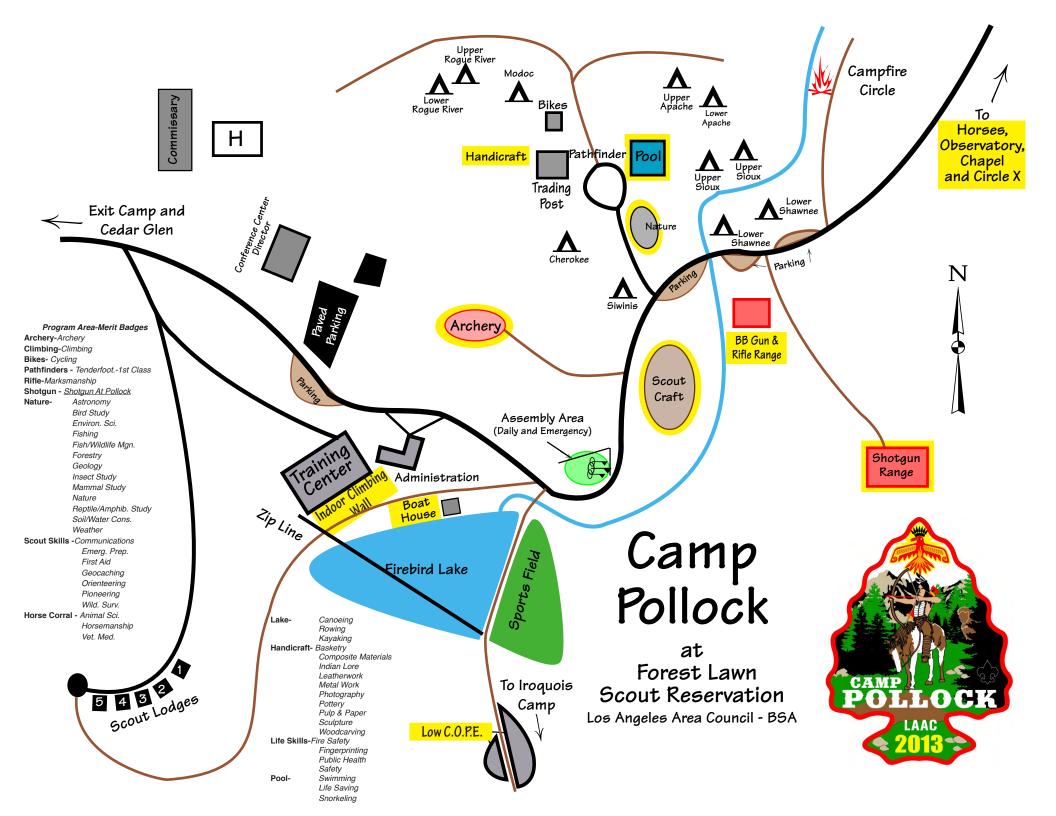
Firebird Lake

Rotary Dining Hall

- Boy Scout Rifle Range
- (5) Boy Scout Shotgun Range
- Boy Scout Project C.O.P.E.

(I) Circle X Covered Wagon

Health Lodge



# Provisional Units 2014

Is your pack or troop not going to Forest Lawn Scout Reservation's, Circle X Ranch at Big Horn this summer? Or is your son's unit going to Summer Camp during a week when your son can't attend?

Sign your son up to participate in FLSR's Provisional Unit this summer. The camp will have a provisional unit set up for every Boy Scout and Cub Scout Week at FLSR. We will provide the adult leadership and program for their week at camp. Your job is to register your son and get him to and from camp for the week you have chosen.



Available weeks: Cub Scouts

\_\_ July 6 - 12, 2014

**Boy Scouts** 

\_\_ June 15 - 21, 2014

\_\_ June 22 – 28, 2014

\_\_ June 29 – July 5, 2014

FULL July 6 – 12, 2014

\_\_ July 13 – 19, 2014

\_\_ July 20 - 26, 2014

\_\_ July 27 - August 2, 2014

\_\_ August 3-9, 2014

Fees for participating in the provisional unit at Summer Camp will be \$415.00 per week for Los Angeles Area Scouts and \$435.00 for Out-of-Council Scouts. If you are interested, please contact Danette Verdugo at 213-413-4400, ext. 344, or fill out the attached interest form.

Los Angeles Area Council Boy Scouts of America

# FLSR's Provisional Camper Sign-up Summer Camp 2014

_Council		District
t/Guardian		
	State	Zip
		Work Phone
tion and Payn	nent Schedule: A	II youth must be registered with BSA
_	- 1	
DABLE DEPOSI	T OF \$100 PER PE	RSON MUST BE SUBMITTED WITH THIS FORM
Leader's Guid	ebook will be ser	nd met in the Summer Camp Leader's nt to the parents/guardians of every t form. Please check the week you are
		Boy Scouts: June 15 - 21, 2014 June 22 - 28, 2014 June 29 - July 5, 2014 FULL_ July 6 - 12, 2014 July 13 - 19, 2014 July 20 - 26, 2014 July 27 - August 2, 2014 August 3-9, 2014
	Current Medic REC tion and Payn CAMP FEE I \$435.00 PE DABLE DEPOSI I deadlines mu Leader's Guid but upon recei	Current Medical form is require REGARDLESS OF ACT tion and Payment Schedule: All CAMP FEE IS \$ 415.00 PER C \$435.00 PER CAMPER for O DABLE DEPOSIT OF \$100 PER PE

- > \$100 per camper is due by February 21, 2014
- > \$100 per camper is due by April 25, 2014.
- > Balance due Thirty (30) days prior to your camp date.

Please address all correspondence to:
Los Angeles Area Council, Boy Scouts of America
2333 Scout Way, Los Angeles, CA 90026
Attention: Camping Department (213) 413-4400 ext. 344

# Philmont Scout Ranch - 2015

The Los Angeles Area Council has a reservation for a two Crew contingent to attend Philmont Scout Ranch in 2015. This means that twenty-four Scouts and adults will participate in an outstanding High Adventure experience in the Sangre de Cristo Range of the Rocky Mountains, located in New Mexico. Philmont provides not only a premier backpacking experience at elevations in the 8,000 – 12,000 foot range, but also a unique, Western-theme program at many backcountry camps.

- ♦ Date: July 5, 2015 July 20, 2015. These dates include AMTRAK transportation time.
- Participants must be 14 years of age OR completed the 8<sup>th</sup> grade and be at least 13 years of age prior to participation. Participants 18 through 20 years of age may be counted as youth or adult crew members. Each crew is required to have a majority of youth participants, and the maximum number of adults (over 21) is four (4) per crew.
- All participants must provide BSA Form 680-001, Annual Health and Medical Record (available at boyscoutsla.org/health and medical forms), which must be within a year prior to participating at Philmont. All participants must be current as to a tetanus shot and pass an in-camp medical check. A participant's weight must fall below the maximum limit for his/her height as listed on Form 680-001.
- Participants must provide all personal backpack clothing and personal equipment, especially quality boots. Participants will coordinate crew equipment such as tents, backpack stoves, etc. What is not available among crew members, may be rented from Philmont. There will be a pack inspection at base camp by the Philmont staff.
- Crew assignments will be made on a District or Unit basis, or where possible, participants' preference.
- ♦ Backpack mileage will be in the range of 50 80 miles, over 12 days including one or two layover days, depending on the itinerary selected by each crew.
- Participants and alternates are required to attend all meetings scheduled and at least 75% of the scheduled day hikes and backpack trips with their Philmont crew. Each participant must demonstrate hiking and camping skills and physical condition. This is also conducive to developing teamwork and checking out the durability of personal and crew equipment.
- ♦ The cost is approximately \$1,300 per participant, depending on the cost of transportation, LAAC Philmont shirts, hats and neckerchiefs and miscellaneous expenses.
- Reservations are on a first-come basis. A \$100 non-refundable deposit is required with the application (see reverse side) no later than April 1, 2014. A payment schedule will be announced at the first meeting.
- ♦ Additional information about the Philmont 2015 contingent can be obtained by contacting the Camping Department at the LAAC Service Center (213) 413-4400 ext. 344.

LAAC-HAT

Program Announcement 23



Philmont 2015 on the check.

# YOUTH

# Application to Participate Philmont Scout Ranch – 2015

LAAC-BSA Provisional Contingent to Philmont Scout Ranch, Cimarron, New Mexico. Depart from Los Angeles on July 5, 2015, arrive at Philmont on July 6, 2015 for 13 days of High Adventure. Depart Philmont on July 19, 2015 and arrive in Los Angeles on July 20, 2015. Transportation to and from Philmont will be on AMTRAK.

\_\_\_\_\_District:\_\_\_\_\_\_Troop/Crew:\_\_\_\_\_

Street Address:			
City:		State:	ZIP:
Telephone Day:	Evening:	Cell:	BSA Membership #:
Birthdate:	Contact Person's en	nail:	
responsibilities as a		nt, to participate in at le	ne Philmont Trek Advisors, to fulfill my east 75% of the training hikes, backpack form as requested.
I certify that I will be participation.	e 14 years of age OR cor	npleted the 8 <sup>th</sup> grade a	nd be at least 13 years of age prior to
			n the weight guidelines on BSA health form in the immunization(s) required.
I agree to meet the	payment schedule set fo	rth by HAT and unders	stand the cost is approximately \$1,300.
♦ I understand I will p	participate in an interview	process to determine r	my eligibility.
Signature:	Signature: Date:		
application, and certify 001 and will be examin	nd myself, I (we) hereby that the applicant can me	et the health and physitioner. I (we) have rea	all of the terms and conditions of this ical requirements of BSA health form 680-ad, and agree to, the above provisions for
Signature:			Date:
Signature: Date:			Date:
In case of emergency	, the following person is	s to be notified:	
Name:	Relationship:		
Telephone Day:	Eve	ning:	Cell:
			by Scouts of America by April 1, 2014 ble to the Boy Scouts of America. Write

Mail application and check to: Los Angeles Area Council – Camping 2333 Scout Way Los Angeles, CA 90026

# **ADULT**

# Application to Participate Philmont Scout Ranch – 2015

LAAC-BSA Provisional Contingent to Philmont Scout Ranch, Cimarron, New Mexico. Depart from Los Angeles on July 5, 2015, arrive at Philmont on July 6, 2015 for 13 days of High Adventure. Depart Philmont on July 19, 2015 and arrive in Los Angeles on July 20, 2015. Transportation to and from Philmont will be on AMTRAK.

Name:	Di	strict:	Troop	/Crew:
Street Address:				
City:		State:		ZIP:
Telephone Day:			BSA Membership	#:
Birthdate:	Contact Person's email	<u>:</u>		

- ◆ I certify I am registered in a Boy Scout Troop, Varsity Scout Team or Venturing Crew.
- ♦ I certify I am at least 18 years old. If the Crew is a Coed Venturing Crew, I certify I am at least 21 years old.
- ◆ I certify I have a current Youth Protection certification and will be current at the time of the Philmont Trek.
- I certify I will have taken Scout Leader Specific or Venturing Leader Specific Training prior to Philmont.
- ♦ I certify I will have taken Outdoor Leader Skills Training prior to Philmont.
- ◆ I certify I will have taken the HAT Adult Leader Backpack Training prior to Philmont.
- ◆ I certify I will hold a current certification in Hazardous Weather, Climb on Safely and Trek Safely.
- ◆ I understand that at least 1 Leader in the Crew must be Wilderness First Aid certified and CPR certified. Although it is preferred that at least 2 Leaders have these certifications.
- ♦ As a Leader of the LAAC Philmont Contingency, I agree to live the Scout Oath and Law and lead by example by wearing full uniform traveling to and from Philmont and whenever appropriate.
- ◆ As a Leader of the LAAC Philmont Contingency, I will insure a day hike and backpack training schedule is established with at least 3 day hikes of more than 10 miles and 3 backpack trips. One of these must be in altitude of at least 9,000' and scheduled no more than 2 weeks prior to departure to Philmont.
- The hike and backpack schedule is to be submitted to HAT for approval prior to publishing to the Crew.
- ♦ All participants must participate in at least 75% of the hikes and backpacks scheduled.
- As a Leader of the LAAC Philmont Contingency, I will attend all Philmont meetings set forth by HAT.
- ♦ I agree to submit evidence of fitness to make this trek and be within the weight guidelines stated on BSA health form 680-001, signed by a licensed health-care practitioner, and to obtain the immunization(s) required.
- I understand I will participate in an interview process to determine my eligibility.
- ♦ I agree to meet the payment schedule set forth by HAT and understand the cost is approximately \$1,300.

I have read, and agree to all of the terms and conditions of this application for participation in the LAAC-sponsored contingent Philmont trek of 2015.

Signature:		Date:		
In case of emergency, the following person is to be notified:				
Name:		Relationship:		
Telephone Day:	Evening:	Cell:		

This application must be submitted to the Los Angeles Area Council Boy Scouts of America by April 1, 2014 with a \$100 non-refundable reservation fee. All checks are to be payable to the Boy Scouts of America. Write Philmont 2015 on the check.

Mail application and check to: Los Angeles Area Council – Camping 2333 Scout Way Los Angeles, CA 90026







Name:		<del></del>
Address:		City:
State:	Zip:	Phone Number: ()
District:	Unit Num	nber: Camp Session
I hereby assign and guse and publish the publish the publish the Luck this date by the L	ohotographs/film/video tape os Angeles Area Council -	rea Council - Boy Scouts of America the right and permission to es/electronic representations and/or sound recordings made of - Boy Scouts of America, and I hereby release the Los Angeles by and all liability from such use and publication.
said photographs/filr discretion of the Los	n/video tapes/electronic re	right, exhibit, broadcast, electronic, storage, and/or distribution of presentations and/or sound recordings without limitation at the toy Scouts of America and I specifically waive any right to any
The above named mithe Boy Scouts of Ameeting the requiren Shotgun, .22 Rifle, E	merica, Los Angeles Coun- nents for instructors establi Black Powder Rifle, Air Rif	mission as required by California Penal Code Section 12552 to cil, and to the instructors certified by Los Angeles Area Council ished by the BSA (National)to furnish a firearm, BB Gun, fle, Pellet Gun, or CO@ gun, Ammunition to said minor for the of firearms, safe shooting, and marksmanship.
	HP Parent or Guardian initial	mission to participate in the Horsemanship Program (Riding).
officers, members, eany injuries or dama	mployees, and volunteers t ges received of sustained b	ess the Boy Scouts of America, Los Angeles Council and all thereof, from all suits of actions brought for, or on account of, by any person(s) by or from the consequences of any negligence luring the course of said instruction.
Signed:		Date:
Guardian:	/·C 1 · / ·	Date:
	- (it subject is vounger the	an IX)

Los Angeles Area Council Boy Scouts of America



# WAIVER AND RELEASE OF LIABILITY

# **Informed consent for Scouting Activity**

I understand that particip	ation in activ	ities associated v	vith the Scouting
program such as the clim	bing/rappelling	activity offered	through the Los
Angeles Area Council, B.	S.A., on		(dates) involves
inherent risks that could res			
benefits to be derived and a	after carefully	reviewing those ri	sks involved, and
in the view that the B.S.A. is	s an organizati	on whose member	ship is voluntary,
and having full confidence	that precaution	s will be taken to	ensure the safety
of the below named individu	ıal to participa	te in this activity a	give permission to
engage in climbing/rappelli	ng activities do	hereby release a	nd hold harmless
and waive all claims I may	have against:	Los Angeles Area	a Council, B.S.A.,
and any volunteers, activit	ty coordinators	s, employees, and	or organizations
associated with this event.	I also attest th	at there are no p	hysical or mental
limitations that would place			
trip leaders of any pertinen			
waive my right to bring cou	art action to re	cover compensati	on or obtain any
other remedy for any inju	ıry, death, or	loss of property	however caused
arising from participation i	•		ture even though
caused by negligence of thos	e parties opera	ting the event.	
Participant			
Signature:			
·			
Parent/Guardian			
Signature:			
(if Participant is under 18)			
Date Signed:	Unit #	District Name:	