

All campers must have a current physical signed by a medical doctor and a parent or guardian. Scouts must be examined by a doctor every three years (Class 2) and have a parental update within the past 12 months (Class 1). We have copies of physicals for Scouts who have attended camp in the past. Those scouts will only need a parental update (Class 1).

Adults under 40 will need A class 2 that is good for 3 years.
Adults over 40 will need a class 3 that is good for 12 months.

If you have special dietary needs while at camp, please advise Shaun Froelich at least three weeks before camp. Camp New Fork is happy to meet specific needs if adequate notice is given.

We will be at camp on Sunday. The troop will be attending LDS sacrament services. Any special clothing will be announced prior to the camp.

We look forward to a week of adventure, fun, personal growth, leadership growth and individual skill growth. Camp New Fork will be important to the progression of Eagle for each one of our Scouts. There will be many opportunities for Merit Badges and advancements at the camp.

The following merit badges are offered by the camp. They are sorted by the number of hours required. In addition, Troop 462 will be working on **Environmental Science, Camping** and Cooking. We suggest that the scouts work on any required Eagle merit badges if possible. Those offered are: Environmental Science, Camping, Swimming, First Aid and Lifesaving. Some of the listed merit badges have requirements that will need to be completed prior to camp, others have special fees. Please review pages 9 and 10 for prior requirements and special fees.

3-5 HOURS: Basketry, Leather Work, Mammals, Wilderness Survival.

5-8 HOURS: Woodcarving, Nature, Pioneering, **Swimming, First Aid**, Motor boating.

8-12 HOURS: Archery, Fishing, **Lifesaving**, Rowing, Shotgun Shooting, Rifle Shooting, Canoeing, Water Skiing, Climbing.

12-20 HOURS: Fly Fishing, Orienteering, Sailing, White Water, Indian Lore.

Please look through the camp rules and camp procedures. Each Scout will be responsible for following the Scout Oath and Scout Law while at camp.

Scoutmaster:

Shaun Froelich
Home: 546-3563
Cell: 633-6689

Assistant Scoutmasters:

Jeff Swenson
Dennis Price
Todd Knowles

CHECK LIST OF SUMMER CAMP CLOTHING AND EQUIPMENT

Official Camp Uniforms

Class A Scout Shirt

2 Class B Scout T-Shirts (\$9.00 per shirt--order thru troop)

Long Levis or Blue Jeans to wear with Scout Shirt

Other Clothing

Bathing trunks, shower shoes, and sun block

Underwear, socks

Outdoor shoes, & change of shoes

Sleep wear

Sweater, sweat shirt & pants

T-shirts (T-shirts with camp insignia may be purchased at Camp Trading post)

Poncho or raincoat

Pair long pants

Warm Coat

Supplies for days change of clothes.

Equipment and Personal Items

Sleeping bag, pillow, laundry bag

Hat

Ground Cloth for Canoe Over-nighter

Compass

Bath towels

Toilet articles - soap, toothbrush, toothpaste, etc.

Scout Handbook

Flashlight & extra batteries

Paper and pencil

Hydration backpack or 2 liter water bladder with hose and bite valve to fit in day pack

Day Pack for hike day

Scriptures

Money for various merit badge costs

Optional Personal Items

Camera & film

Fishing tackle-bait

Backpack or book bag

Pocket knife (no sheath knives permitted in camp)

Medicine in original container - inhalers if needed by boy or adult

Campfire Chair

Spending Money for trading post and extra rifle and shotgun shooting

III. PROGRAM FEATURES

It is almost impossible to describe all of the things that you can do at Camp New Fork. Our goal is to provide resources and opportunities for more activities than you can possibly do in one week of camp. We plan for troop, patrol, small group and buddy activities. The activities we offer are based upon the requests and expectations of units in camp over the years, the National Camp School standards for resident scout camps and our own specialties. You may think of other activities which you want to do while in camp. Feel free to do them as long as they are in keeping with the camp polices, Safe Scouting and good sense. Let us know your plans and how we can assist. We are always looking for new ideas and may add your ideas to our list of activities. Please be aware that the overnight canoe trip, color guard for flag ceremonies, cateye trail and night owl trail are limited as to the number of troops that can participate at any given time. Therefore, these are scheduled on a first-come, first served basis as you arrive in camp. Following is a description of the basic program features that we provide as a resource for your program.

ACTIVITY AREAS

Much of your scouts' time, including advancement and skill development, will be spent in one of the activity areas: ARCHERY, COPE, FIRST AID, HANDICRAFT, INDIAN LORE, NATURE, RIFLE, SCOUTCRAFT, WATERFRONT. Each of the activity areas is open from 9:00 to 12:00 noon and 1:30 to 4:30 p.m. Monday-Thursday and Friday until 12:00 noon. All campers, youth and adults are welcome to enjoy the activities and take advantage of the opportunity to develop additional skills in these areas as individuals, small groups, patrols or the entire unit. We recommend that you make reservations with the area directors for patrol and troop activities in a particular area. Directors can set up reserved times either during regular program times or after hours.

We use a "flexible" program system in our activity areas. This means that, when the activity areas are open, campers may generally arrive and leave whenever they choose and participate as they choose within the limits of the area. Scouts working on advancement make individual arrangements with merit badge counselors and instructors to be tested on requirements. There are no mandatory "classes" to be attended. We strive to serve the individual needs rather than create a structured classroom type system.

Generally, each area has GUIDED ACTIVITIES, which are led and controlled by camp staff, and DO-YOURSELF ACTIVITIES, which can be done without or with limited staff involvement. Campers schedule themselves with area staff for guided activities. They may participate in unguided activities at their own schedule, First Come - First Serve basis. COPE and FIRST AID are exceptions as all activities in these two areas must be pre-scheduled and are done under direct supervision of the camp staff.

ARCHERY - Learn to shoot or improve your skills at the 60 yard target range with 48" targets. Skilled instructors are available to assist you. Test your skills on the fourteen (14) position Animal Round. You may **NOT** bring nor use your own bow and arrows. This rule applies to both adults and youth campers. See "Extra Costs" under ADVANCEMENT.

COPE - "COPE" is the abbreviation for Challenging Outdoor Physical Encounters. What it really means is FUN! This is a group activity area with only GUIDED ACTIVITIES for groups of up to twelve participants per group. While having fun, participants learn teamwork and problem-solving, develop self-esteem and other character-building attributes. Sign-up each patrol for this course. The scouts who participate in the full COPE course also have an opportunity for a climbing/rappelling experience. Older scouts may work on the Climbing Merit Badge under the direction of the COPE staff.

FIRST AID – Receive instruction in basic first aid applicable to the Tenderfoot, Second Class and First Class rank requirements and the First Aid Merit Badge. This is a "closed-system" area and scouts will sign up upon arrival at camp for for instruction times. The first-aid instructor will not handle medical emergencies, except incidentally.

HANDICRAFT- Work on leather work, woodcarving, painting and other craft projects. Leather kits, woodcarving kits, neckerchief slides, boondoggle, craft kits, etc., are available at the trading post. See "Extra Costs" under ADVANCEMENT.

INDIAN LORE – Learn about the Native American customs, traditions. Practice tracking, trailing and other outdoor living skills. Learn to weave baskets and stools. Baskets, beads stool kits and other "Indian Lore" craft items are available in the Trading Post. See "Extra Costs" under ADVANCEMENT.

NATURE - Learn about the plants and animals of Camp New Fork and the surrounding areas. Learn how to live in harmony with nature and to better appreciate our world. New Fork offers the great outdoors at its best with instructions in conservation and ecology and identification of flora and fauna. Much of the training is done during nature hikes which explore areas outside of camp. Lake contours and ecology will be explored by those doing the fishing merit badge.

RIFLE & SHOTGUN - Fire away with .22 rifles or 12-gauge shotguns under the direction of our well-trained staff. What a blast! Older scouts may also shoot Black Powder rifles. Please do not bring personal guns and ammunition. This applies to both adults and youth campers. See "Extra Costs" under ADVANCEMENT

SCOUTCRAFT- Make your own rope. Learn knots and lashings. Build swings, bridges, catapults. Learn how to survive in the wilderness, how to use a map and compass and other scouting skills and do orienteering.

WATERFRONT ACTIVITY AREA - Swim, canoe, boat, kayak and snorkel in and on New Fork Lake. Fish for rainbow, mackinaw and brook trout and kokanee salmon. The water may seem a little cold at first but the sunshine and excitement will quickly warm you to the adventures at the lake. Older scouts may motorboat, water ski and sail. Reserve canoes for the overnight canoe trek. Schedule an early morning fishing trip.

OTHER PROGRAM FEATURES

BEAR CLAW

This is an individual recognition that we encourage each camper, youth and adult, to earn. It requires participation in a variety of camp program features and proficiency in scout skills. The recognition is a bear claw necklace. Earn it each year in camp to add claws to the first year. The requirements will be given to you as you check in.

BROKEN PADDLE/BRIDGER GAMES

The traditional end-of-week troop competition including waterfront and Scoutcraft activities. It begins after lunch on Friday. Details are provided at camp. Note that scouts over 14 are encouraged to participate in competitions specifically for older scouts.

BSA LIFEGUARD

An intensive lifeguard certification program sponsored by BSA. It requires a lot of time at the waterfront, practice and review of the basic waterfront merit badges (swimming, lifesaving, rowing, canoeing) and First Aid. CPR certification is also required. Participants will assist the waterfront staff in their duties while in training. It is a great program for older scouts and extra adults. Units which have an active aquatics program away from Scout camp are encouraged to have a person certified as a Lifeguard BSA.

CAMP WIDE GAMES

Just-for-fun, inter-troop activities scheduled some evenings after dinner. All scouts and leaders are invited to participate. See the activity schedule for days. Details will be provided at camp.

CAMPFIRE PROGRAMS

Camp would not be complete without the exciting campfire programs. Get introduced to the staff at the opening campfire on Monday evening. Wednesday is your night to share songs, skits and stunts with other units in camp. Friday evening is the closing award/recognition assembly and a special closing program. Details on times and places will be given at check-in.

CANOE TREK-OVERNIGHT

Units with TRAINED adult supervision may schedule a canoe trip to the upper lake for an overnight outpost camp. All canoeers must be swimmers. Scouts not eligible to take the canoes may hike to the camping area. This is a very popular program item.

Plan to leave Camp New Fork after 4:00 p.m. You will arrive at the upper lake outpost campsite about 6:00 p.m. Please return the following morning no later than 8:00 a.m. Take your overnight gear and a trail meal with you in the canoes. Breakfast will be as usual in your own campsite when you return. Plan 3 persons per canoe. Check with the commissioner staff for more details.

Due to USFS policies and to help train scouts in Wilderness Ethics and Leave No Trace programs, no campfires may be built in the Upper Lake area. The trail meal we provide is a no-cook meal. Garbage and all other bear attractants will be picked up by motorboat and returned to the base camp by sunset each evening. All camping must be at least 200 feet away (northwesterly) from the wilderness trail which passes along the northwest side of the Upper Lake if that side of the canyon is selected or 200 feet away from the southeasterly side of the Lake or New Fork River if that side is selected for camping. Those not wanting an overnight are still welcome to take a non-camping trek late afternoon/evening or early morning or both.

CAT EYE TRAIL

This is one of the trails for the New Fork Trails Award. It requires following a trail marked by reflector eyes after dark with a flashlight. Get details from the Camp Commissioner.

FISHING

Those with a Wyoming fishing license can challenge the fish of New Fork. The entire lake front, except within the waterfront activity area, is available for your use. Bring your own equipment and fish at any legal time under your own unit supervision. During open hours, fishing may be done from boats within the designated waterfront area. Qualified adults (certified in Safe Swim Defense and Safety Afloat) may check out rowboats, canoes and motorboats, depending upon availability and training, for early morning or evening fishing. Contact the waterfront director for details. See FISHING under Policies for licensing information.

FLAG CEREMONIES

Bring your American, state, troop and patrol flags. Fly them each day with morning and evening unit ceremonies. Posting of the camp flags at the parade ground west of the trading post occurs each morning at 8:45 a.m. All campers are encouraged to attend. Information and updates for the day's activities will be given by the staff. Evening flag retreat is at 5:45 p.m. followed by dinner.

HAWK EYE TRAIL

One of the trails for the New Fork Trails Award. It is a day-time, cross-country orienteering event. Completion of it meets the 1st Class orienteering requirement. Get details from the Scoutcraft staff.

HIGH ADVENTURE

Camp New Fork offers a high adventure program for older scouts. Units and/or individuals can sign up for week-long treks. Available activities include river canoeing, rock climbing and rappelling and backpacking. This is a great activity for your older scouts instead having them in camp all week. Contact us or the council camp secretary for details. SEPARATE REGISTRATION is required. For individual sign-ups, we provide the required adult leadership. See "WIND RIVERS FORK HIGH ADVENTURE" as a separate on-line registration listing. A High Adventure Leaders Guide is available upon request from on the Camp New Fork website.

HIKE DAY

Thursday afternoon is designated as HIKE DAY. All program areas will be closed after lunch. Lunch will be served to ALL in the Dining Hall. We encourage all units to plan and take a hike. You are welcome, of course, to spend more than just the afternoon hiking. Feel free to extend your trip to an all-day or even an overnigher. Additional trail meals can be provided. The surrounding forests and mountains provide many opportunities for hiking whether you want a short unit hike, a long overnight, or something in the middle. Unless noted otherwise, the listed examples are all within the Bridger-Teton National Forest and outside of the Bridger Wilderness Area with no special permits required. The distances are given to include the return trip to camp or the trail head. Units will sign up during check-in for specific hikes so that no one trail is over crowded. Those signed for the canoe trek may leave early. We encourage them to also hike after arriving at the Upper Lake. Trail maps and information will be provided. Staff troop buddies are expected to hike with you. Any of these hikes may be planned as an overnight activity (outpost). Other hikes are also available. Units desiring a more intensive hike experience are encouraged to contact us early for ideas and information. Note that wilderness permits are required for any activity inside the nearby Bridger Wilderness Area. Bring daypacks, backpacks, etc., appropriate for your intended hike.

UPPER LAKE: 2.5 miles from the Narrows Trail Head to the end of the Upper New Fork Lake where the canoers camp and return along an easy-to-follow, well-maintained trail.

BEAVER POND: 5.5 miles from the Narrows Trail Head along the upper New Fork Lake and the New Fork River (1 ½ miles from the upper lake campsites) and return. Great fishing along the river and in the ponds. Often moose at the ponds. Easy-to-follow, well-maintained trail.

HIDDEN SPRINGS: 1.5 miles to the spring. It really is hidden as there is no trail to follow.

LITTLE FLAT TOP MOUNTAIN: 3 miles to the top of Little Flat Top Mountain and return. Great view of the western ranges. Stop at Hidden Springs for a refreshing drink. Explore the ridges northerly to the lakes. Cross-country hike with no trail to follow.

NARROWS: 3 miles along the south shore of the lake to the Narrows between the two lakes and return. See the osprey nest. Great beach at the Narrows. First half-mile has well defined trail. The remainder has little to no trail.

NEW FORK RIVER: 2.5 miles along the road around the lake to the outlet at the west end of the lake and follow the river for ½ mile to the USFS boundary fence and return. Fish the river.

WILLOW CREEK: 5 miles cross-country to Willow Creek. Great opportunity to see wildlife.

NEW FORK LOOKOUT: 6 miles from the Narrows Trail Head up the New Fork Canyon to the Lowline Trail about 1/4 mile past the end of the Upper Lake; then northerly up the side of the canyon to the lookout point on the top of the New Fork ridge and return.

LOWER LAKE LOOP: 5 miles around the lower New Fork Lake. Part on trail, part trailless, part along road. Must swim narrows.

ORIENTEERING TRAILS: Trails from 1 mile to 5 miles which meet merit badge and 1st Class Advancement requirements.

GREEN RIVER LAKE: 5 miles from the Green River Lake trailhead around the lower lake on a well-marked and maintained trail. A wilderness permit is required.

NATURAL ARCH: 5 miles from the Green River Lake trail head along the west side of lower lake on a well-marked and maintained trail and up Clear Creek to the Natural Arch and return. A wilderness permit is required. We will assist with obtaining it.

HONOR PATROL

This is a recognition award that we encourage each patrol to strive to earn. It requires participation in a variety of camp programs as well as active patrol leadership, planning and participation. Details provided when you arrive in camp.

HONOR TRAIL

One of the trails for the New Fork Trails Award. Participate in the Honor Trail. Details will be given at check-in.

HONOR TROOP

Similar in form to the Honor Patrol, this is a recognition award that we encourage each troop to strive to earn. It requires participation in a variety of camp programs as well as active troop leadership, planning and participation. Details provided when you arrive in camp.

KAYAKING BSA

Earn this award while having fun with the many kayaks at the waterfront. Great for a patrol, troop or older scout activity.

LEADERSHIP TRAINING

If you have older scouts in camp with your unit, they can be of great service to your unit with good leadership training and assignments. Have them serve as special patrol buddies for the younger scouts and train and pass off the basic skills with them, either in your campsite or in the camp activity areas. Special arrangements can also be made to have your older scouts work with the camp staff in the activity areas. Contact the adult staff at a particular activity area or the Program Director. Interested and trainable help is always welcome.

LEAVE NO TRACE TRAIL

This is one of the trails of the New Fork Trails Award. Learn the principles of Leave No Trace, then apply them on an outpost overnigher. Personnel from the USFS will lead this trail on Monday afternoon right after lunch for all campers. All outpost campers must have completed this training prior to leaving camp for their outpost hike or camp. Those who miss the USFS presentation can contact the Nature or Scoutcraft area staffs for the training.

MERIT BADGES

Merit Badge work can be part of a well-rounded week in camp. See "Section IV. Advancement" for details on rank advancement, merit badge availability, counseling methodology and other related information.

MILE SWIM - NEW FORK STYLE

The mile swim test is available through arrangement with the waterfront director. The test is done in New Fork Lake. A special patch can be purchased at the trading post by successful swimmers. Please do not attempt this swim without the waterfront director's approval.

NATURE TRAIL

One of the trails for the New Fork Trails Award. Learn the names of some of the plants and animals of Camp New Fork and thier ecological interactions. Check with the Nature area staff for details.

NEW FORK TRAILS AWARD

Earn the New Fork Trails award by following at least five of these six trails: Cat Eye, Hawk Eye (or other orienteering trail), Honor, Leave No Trace, Nature and Night Owl. See the individual trail descriptions in this section of the brochure. Your Camp Commissioner and troop buddy can help.

NIGHT OWL TRAIL

One of the trails for the New Fork Trails Award. Using a compass and flashlight, follow reflector eyes in the dark of night. Get details from the Scoutcraft area.

OLDER SCOUT ACTIVITIES

If you have older scouts, 14 years and older and generally, on their third or more years in camp, Life or Eagle rank, etc., we encourage them to get involved in a more challenging program than that of the normal scout camp activities. See “ High Adventure, Outpost Activities, Lifeguard BSA, Leadership, Merit Badge List, Orienteering” in this section of the leaders guide for ideas for an older scout program. Also, the Camp Commissioner and Program Director will willingly assist in Older Scout activity planning.

The following activities are reserved for campers at least 14 years old. Adults may also participate. It is expected that participants will stay at a particular activity for 1/2 day (3-hour) sessions. Sign-up for these sessions may be done at during check-in and will be on a first-come-first served basis. These are not open-system programs.

CLIMBING, FLY FISHING, MOTORBOATING, SAILING, WATERSKIING, WHITEWATER

ORIENTEERING

Orienteering has become a specialty at Camp New Fork. Whether you are just beginning to learn how to find your way or a real expert, we have a challenge for you. Check with the Scoutcraft area staff. These can be a great choice for Hike Day.

OUTPOST ACTIVITIES see also CANOE TREK, HIKE DAY, HIGH ADVENTURE

The term "Outpost" refers to a unit-directed activity held outside the boundaries of the Scout Camp. We encourage all units to plan and participate in one or more such activities. There are lots of places to go and things to do for an outpost activity. The camp is surrounded by public land administered by the US Forest Service. The Bridger Wilderness Area begins just above the Upper New Fork Lake. The camp staff will be glad to help you with ideas and maps. Trail meals can be arranged through the commissary. Do one of the following suggested activities or one of your own creation: the overnight canoe trek, a hike, a camp out, an orienteering trek, a fishing expedition, a survival overnight.

SNORKELING, BSA

Learn how to snorkel and earn the Snorkeling BSA award. Check with the waterfront staff for details.

TROOP SWIM/BOAT

Saturday - Friday evenings: The waterfront area will be open for troop and patrol activities by reservation. Adult leaders certified in Safe Swim Defense and Safety Afloat must be present and use those plans. Final arrangements and confirmation should be made with the waterfront director. Only limited numbers of canoes and boats will be available as most are generally in use on the overnight canoe trip or by fishermen. Note that units may also schedule early morning, late afternoon and evening non-overnight swimming, canoeing or boating activities away from the waterfront.

IV. ADVANCEMENT

For a successful advancement program, scouts and leaders should begin well before camp. While some rank requirements and merit badges can be completed during a week of summer camp, others can take much longer. **SCOUTMASTERS:** Please obtain a copy of the current "Boy Scout Requirements" book. This book lists the current requirements for all of the merit badges as well as rank advancement and special awards and recognition opportunities. Please read the requirements of a merit badge before giving your approval to a scout to work on it. The requirements may have changed since you last looked at them. Also, review with your scouts the pages in the Requirement Book titled: "Introduction to Merit Badges". These pages give the basic steps to earning a merit badge. We do our best to follow those steps for scouts earning merit badges at camp. We will especially emphasize that the scout read the merit badge pamphlet as part of his preparation.

Please encourage your scouts to select merit badge work that is within their skill level, time available and of personal interest. Inform them of the amount of time they can expect to spend while in camp developing skills and completing required projects. See the "AMOUNT OF TIME CHART" below. Remind your scouts to bring items or partials for work completed prior to camp. All merit badge requirements are reviewed and tested by approved adult merit badge counselors. However, much instruction and many activities will be done with staff instructors or by a scout on his own.

TENDERFOOT, SECOND CLASS AND FIRST CLASS ADVANCEMENT

Upon request, the camp staff in each activity area will instruct and test scouts for skills required for Tenderfoot, Second Class and First Class ranks as applicable to a particular activity area, ie., Waterfront for swimming; Nature for plants and animals; Scoutcraft for rope work, camping, cooking, map and compass, orienteering; First Aid for first aid. Or, even better, arrange with the area director and/or camp commissioner to use your own unit youth and/or adult leadership to accomplish this. With guidance from his scoutmaster and patrol leaders, a scout can complete 75% or more of the requirements for these three ranks during his week at camp. Each area will have designated times when staff are available to work specifically on requirements for these ranks. Generally, scouts working on these rank advancement requirements will be asked to sign up for the sessions that they desire to attend.

MERIT BADGE COUNSELING/CARDS

The adult directors of the activity areas are the approved merit badge counselors. Scouts desiring to earn merit badges are encouraged to contact the counselors on Monday to receive directions and instructions. The counselors will be in their activity areas during the open activity times. Frequent contact with counselors and instructors will facilitate the completion of requirements. Scouts should request testing on each requirement as soon as it is completed. Some requirements may be initialed by staff instructors. Ask them.

The standard 3-part blue national Merit Badge Application card is required for all merit badge work and is available in the Trading Post. The front must be correctly filled in and signed by the Scoutmaster before a scout may have any requirements signed off. The name of the merit badge, the scout's name and unit data should be filled in on the other parts. Requirements will be marked and signed off on the back grid of the application by the counselor as they are successfully completed. If a scout doesn't complete a particular merit badge, his blue card with counselor initials serves as his partial. **SCOUTMASTERS,** please do not sign the scoutmaster line on the inside part until the badge has been completed and signed by the merit badge counselor.

The merit badge cards are to be kept by the individual scout rather than the staff. The scout should bring his card with him each time he tests for requirement completion so that the card can be initialed immediately by the tester.

We feel that quality counseling is of far greater value than quantity counseling. Therefore, we have selected to counsel only those merit badges which we feel are most applicable to a summer camp setting, can be generally completed during a week at camp, offer a scout adventure while meeting the requirements and are within the skill level and expertise of our staff. Counseling is provided for the following listed merit badges (listed by activity area):

MERIT BADGE LIST BY ACTIVITY AREA

ARCHERY: Archery.

COPE: Climbing.

FIRST AID: First Aid.

HANDICRAFT: Basketry, Woodcarving, Leather work, Indian Lore.

NATURE: Forestry, Mammals, Nature.

Scoutcraft: Orienteering, Pioneering, Wilderness Survival.

RIFLE: Rifle Shooting, Shotgun Shooting.

WATERFRONT: Canoeing, Fishing, Fly Fishing, Lifesaving, Motor Boating, Rowing, Sailing, Swimming, Water Skiing, White Water.

Note that Climbing, Fly Fishing, Motorboating, Water Skiing, Sailing and Whitewater Merit Badges are reserved for Scouts 14 and older. Orienteering is strongly recommended for older scouts, also.

MERIT BADGE NOTES

EXTRA COSTS

The following listed merit badges have extra costs (beyond camp fees) associated with them. The costs shown are approximate only. The actual costs will vary depending upon personal choice of items, skill development and/or our costs in obtaining them.

Archery - \$2.50 for arrow and string making.

Basketry - \$15 for 2 large baskets and seat kit.

Indian Lore - \$15-\$25 (depends upon choice of projects).

Leather work - \$4-\$10 for leather (depends upon choice of projects).

Rifle shooting - \$3-\$5 for bullets (depends upon skill development).

Shotgun shooting - \$8-\$25 for shells (depends upon skill development).

Woodcarving - \$4-\$6 for carving materials (depends upon choice of projects).

AMOUNT OF TIME CHART

This is a general guideline to aid you in assisting your scouts to select merit badge work that matches their needs and abilities. We strongly recommend that 1st year scouts do not attempt the CHALLENGING and EXTREMELY DIFFICULT categories. It takes too much time away from the overall camp program as well as most of the fun. Remember, these are just rough guidelines for general comparison. The actual time spent completing any of these merit badges will vary considerably due to a scout's age, strength, experience, motivation, interest, project choices and friends. Note also that these times do not include the long-term project times such as in Nature, Wilderness Survival.

3-5 HOURS: Basketry, Leather Work, Mammals, Wilderness Survival.

5-8 HOURS: Woodcarving, Nature, Pioneering, Swimming, First Aid, Motor boating.

8-12 HOURS: Archery, Fishing, Lifesaving, Rowing, Shotgun Shooting, Rifle Shooting, Canoeing, Water Skiing, Climbing.

12-20 HOURS: Fly Fishing, Orienteering, Sailing, White Water, Indian Lore.

UNLISTED MERIT BADGE OPPORTUNITIES

Some older scouts and exceptionally advanced younger scouts may want additional merit badge opportunities than those listed above. Our counselors are willing to work with these scouts to provide them that opportunity for any merit badges which have an outdoor, camp-related theme, for example: Bird Study, Hiking. The non-listed merit badges cannot be completed in just the week at camp. However, many of the requirements can be done here with the remainder to be completed before or after camp.

REQUIREMENTS TO BE DONE BEFORE CAMP

Several of the listed merit badges have requirements that must be completed before arriving at camp or have items that must be brought to camp in order to complete the merit badge while at camp. If these items are not done before camp then only a partial completion will be available at camp. The following is a list of such merit badges and their pre-camp requirements:

Archery: No. 1b.

First Aid: No. 1, No. 2b. No. 3c.

Fishing: No. 1, No. 7.

Fly Fishing: No.1, No.8. A camp-only requirement is to have already earned the Fishing Merit Badge.

Forestry: For No. 1-bring a notebook that can be used for a "field notebook".

Indian Lore: No. 1-This requires research not available at camp. Decide which requirements from No. 2, 3 and 4 you want to do and begin preparation for them.

Leatherwork: No. 5d. If you choose this requirement the visit must be done before or after camp.

Lifesaving: No.1a-Be prepared to do No. 1b by being able to swim a long distance using the listed strokes. No. 13. No. 15

Mammal Study: No. 3-If you choose option c, do your research, study, reading and report before camp. No. 4-If choosing options a, c, e or f, do them before camp. If choosing option 6, bring a camera or do before camp.

Motorboating: No. 2, No. 3, No. 4(e), (f), (g).

Nature: For No. 4, if choosing any of the following options: Birds- do (b) before camp; Insects-do all before camp; Mollusks and Crustaceans-do all before camp; Soils and Rocks- do (b) before camp; No. 5-do before camp.

Rifle Shooting: No. 1d, No. 1f, No. 1i.

Rowing: No. 1, No. 2

Shotgun Shooting: No. 1d, No. 1f, No. 1g, No. 1h, No. 1i.

Small Boat Sailing: No. 1, No. 2, No.3, No. 5b.

Swimming: No. 1, No. 2, No. 3, No. 5.

Water skiing: No. 1, No. 2, No. 3, No. 4.

Whitewater: No. 1, No. 2, No. 3.

Wilderness Survival: No. 1.

Woodcarving: No. 1, No. 2.

V. GENERAL INFORMATION, POLICIES AND PROCEDURES

Scout camp is a community and, as with all communities, works best when all members of the community agree to abide by the community rules, regulations, policies and procedures. Please read the following information fully and with an open mind. Your knowledge of and agreement with this information will help you to plan for camp and will enhance your unit's experience at camp. Review this information with your scouts and other leaders. Invite them to practice good citizenship by abiding by these policies.

ANIMALS

Many animals will visit your campsite or the activity areas during your stay. Some will just pass by. Others will want to stay to eat your food and garbage. Please treat all of them kindly. Do not chase them, trap them or otherwise harass them. Spend some quiet time observing them. See where they live and what they do. Please don't keep any food or attractants, including pop, candy, soap, deodorant, toothpaste, etc., in your tent as many of the animals will gnaw or tear their way through the tent and packs to eat the food. Bears are an uncommon, but possible visitor to camp. See BEAR SAFETY.

AQUATICS POLICY See also SWIM CHECK

Each unit must have an adult certified in the Safe Swim Defense and Safety Afloat to allow unit participation in Troop Swim/Boat or any aquatics (water) activity including the overnight canoe trek. All who participate in aquatic activities must have a current swim check certification.

ASHES - Our policy is to not remove ashes from the fire rings as that is the best place for them. If you think that the ashes are too deep for the ring, contact your Camp Commissioner. Do not move them from your ring. and, please, do not put them in the garbage trailer, the latrines, bury them nor scatter them in the woods.

BICYCLES - see also VEHICLES

No bicycles are to be ridden in camp or stored at camp sites. However, there are miles of National Forest roads and trails nearby where bicycles may be ridden. If you bring a bicycle, plan to store it with the other vehicles in the parking area. A fully enclosed storage is recommended.

BOATS, PERSONAL

Personal boats will not be permitted at camp.

CAMP COMMISSIONER

While in camp, you will be served by an adult Camp Commissioner whose responsibility is to help your unit have a great experience. He will be familiar with the camp and its program features. If you have any problems or special needs, he's the one to turn to first. The commissioners assist in check-in, flag ceremonies, campfires, dinner line up, Bear Claw, Honor Patrol, Honor Troop and Campsite Inspection.

CAMP FEES

Check with the Trapper Trails Council Camp Secretary, 1-800-748-4256, for information regarding reservations, camp fees, payment schedules and payments. Please have all fees paid to the Council office before arriving in camp. Have your receipts with you. Last minute attendees are welcome, of course, and may pay as they arrive in camp with your unit.

CAMPSITE ASSIGNMENT

Except in unusual circumstances, the campsite reserved at registration will be your campsite for your week at New Fork. However, the Camp Director reserves the right to reassign troops upon arrival at Camp New Fork to an alternate campsite. Generally, this will only be necessary when a troop has reserved a campsite too small for the number of campers. Every effort will be made to allow you to remain in your reserved campsite.

CHAIN SAW

Please do not bring chain saws to camp.

CHAPLAIN see also CHURCH SERVICES

A chaplain is available to provide religious guidance to youth and adults in camp, both on a personal and a group basis. Units desiring help with a religious service should contact the chaplain through the Camp Commissioners soon after arrival in camp. As in all scouting activities, all denominations are welcome and encouraged to provide services and participate in our New Fork experience.

