

TROOP 894 PARENT & SCOUT HANDBOOK

OWASIPPE SCOUT RESERVATION
CHICAGO AREA COUNCIL BOY SCOUTS OF AMERICA

2010 Season / Our 14th and Owasippe's 100th



THE LEGEND CONTINUES
ESTABLISHED 1911



All Scouts like to receive mail while at Owasippe. It takes 3 to 4 days for regular mail to be delivered so you need to mail cards and notes early or even prior to our departure. If sending a goodie bag, send enough for the whole troop for a single serving. Sweets cannot be stored in the campsite due to the fact that animals also like to eat them.

Address your mail as follows:

**Your scout's name. Troop 894
Camp Wolverine, Site 14
Owasippe Scout Reservation
9900 Russell Road
Twin Lake, Michigan 49457**

In the event of an **emergency** during our time in camp you may call one of the following numbers. Please note that there are no phones in the camp itself. The phones are located at the Administration Center. You will need to provide the information from above for the person you are trying to contact.

Owasippe telephone: **231 - 894 - 4061**

Owasippe fax line: **231 - 893 - 6531**

Remember that Owasippe is one hour later. The Troop will be notified of the message and they will call you back. If the Scout is out in a program area it may take several hours to get this message to your son.



“The camping experience”

TROOP 894 AT OWASIPPE

WHAT: Summer Camp 2010

WHEN: July 11 - 24, 2010

WHERE: Whitehall, Michigan

LEAVE: Week 1: 6am, Sunday, July 11, 2010
Week 2: 6am, Sunday, July 18, 2010

RETURN: Week 1: 2pm, Saturday, July 17, 2010
Week 2: 2pm, Saturday, July 24, 2010

COST: \$250 per week

Troop 894 goes to summer camp for two weeks each year. The camp offers many program opportunities that are listed in more detail in this booklet.

Accommodations and food: The set up is quite different from our usual weekend camping. The Scouts sleep on cots set up on wooden pallets inside canvas tents provided by Owasisippe staff. Scouts should not bring their own tents. We have a KYBO on site with running water, flush toilets, and a hot shower. Three prepared meals a day are delivered to our campsite from a central kitchen.

Program: First year campers will participate in the Pathfinders Program. For a couple of hours each afternoon, they will go to a particular program area and work on rank requirements. All other campers will participate in a variety of activities. The two main types are merit badge work and outposts.

Merit badges: The camp offers more than 25 outdoor related merit badges, most of which can be completed in a week. In May and June, we will ask the Scout to select which badges they might work on. Using the merit badge booklets in the troop's library, some of the work can be started before heading to Owasisippe and so increase the chances that the badge will be earned. Complete details on each badge can be downloaded from the web site <http://www.meritbadge.com>.

Outposts: There are numerous outpost programs. They don't lead to earning a merit badge and are more oriented to trying out an activity and having fun with it. Some have skill requirements or age requirements.

In camp: In our campsite during the day and early evening we also have our own program, depending on the rank of the Scouts that are present. For example, we offer small skill classes in early rank requirements. We have a campfire every night and a pizza party on Friday. We take the whole troop on one outpost, which in the past has included tubing down the White River or an hour of open climbing on a 30 foot climbing wall.

Leaders: We always welcome troop adults to stay with us in camp and help make the program work. While in camp, an adult is a leader rather than a parent, working with all of the Scouts. Ideally, we would like to have four leaders each week. It is not necessary to have Scout skills or to have detailed knowledge of the program. Those who have been before will help explain how it all works. Besides helping with program, we also need adults to transport Scouts to distant areas of the camp for special activities and just to be available when unexpected needs arise.

Transportation to and from: Each family is responsible for getting their Scout to and from camp. The leaders will help coordinate the rides but the responsibility and cost is solely that of the parents. In the past, parents have coordinated with each other. The drive up is about four hours. Because we leave early on Sunday, it is possible to drive Scouts up and return on the same day. If you are bringing Scouts home, we recommend arriving on Friday evening by 6:30 (5:30 Chicago time) so that you can enjoy the closing campfire and our pizza party and awards night.

Costs: The camp costs \$250 per week. This amount will be reduced by "camp cash", which is based on a percentage of a Scout's popcorn and Pancake Breakfast ticket sales. Camperships are also available. Some activities also have a small fee and these are listed in this booklet. Spending money should be no more than a few dollars a day for snacks and souvenirs. Please send the money in an envelope with the Scout's name on it. The Scoutmaster will keep these envelopes. Campers staying two weeks will need some money for weekend activities. This amount will be determined in mid-June.

Paperwork: Each Scout will need the following forms:

- Initial Sign Up sheet (handed out at the spring Court of Honor and available in this booklet)
- Outpost/Merit Badge registration form (available in this booklet)
- Campership form (if desired)
- Health and medical form
- Horse riding waiver (all should fill this out even if riding horses is not anticipated)

Each adult staying in site will need

- Health and medical form
- A current Youth Protection training (YPT) card from the BSA, obtainable on-line
- A State of Michigan form filled out and signed

SUGGESTED GEAR LIST

Every item should be marked with the Scout's name in permanent ink!

Socks (at least 4 pairs)	Rain gear (poncho or shell)	Nice to have/not essential
Shirt (at least 3 t-shirts) ¹	Comb or brush	Mesh laundry bag
Underwear (a pair a day)	Wash cloth and towel	Swim shoes
Shorts (at least 2 pairs)	Hand soap	Coat hanger ⁶
Handkerchiefs/bandanas	Insect repellent ³	Beach towel (for pool)
Class "A" uniform ²	Flashlight	Compass
Neckerchief and slide	Spare batteries	Extra money
Class "B" t-shirt	Pocket knife ⁴	Pillow
Sweater/jacket	Scout handbook	
Sweatshirt	Merit badge books	Optional
Hat	Paper and pencil	Camera and film
Swim suit	Water bottle/canteen	OA sash
Sleeping bag	Extra pair of shoes	Sewing kit
Sleepwear	Money for handicrafts	Fishing gear
Long pants (1 pair is fine)	Drinking cup with handle	
Mosquito netting for cot	Prescription medications ⁵	
Shoes (closed toe)	Sunscreen lotion	

If your Scout will be horseback riding, he will need a pair of shoes with heels. If your Scout is trying to earn the Swimming Merit Badge, he will need a button-front long-sleeve shirt that can button up to the neck.

Notes:

¹ T-shirts should be appropriate to Scouting. If it would make a grandmother blush, don't bring it!

² We will wear our class "A" uniforms (with neckerchiefs) on the way to and from Owasippe and at the Wolverine campfires.

³ Buy lotion or non-aerosol repellent.

⁴ To carry a pocket knife, a Scout must earn the "Totin' Chit." This can be done while at Owasippe but until he has it, an adult will hold the knife in safekeeping.

⁵ All medications (prescription and over-the-counter) must be in a Zip-lock bag with the Scout's name and instructions. The Scoutmaster will keep them under lock and key and administer them per the instructions. **Prescription inhalers are an exception: Scouts will keep and carry these at all times.**

⁶ A coat hanger will keep the Class "A" uniform neat and off the floor of the tent.

When packing, put the swim suit and towel on top. We will need these almost immediately after arriving at camp and before we have a chance to unpack.

What not to bring!

Do not bring any electronics! Portable game devices, CD players, iPods, MP3 players, radios, and cell phones should all be left at home. The adult leaders on site will have cell phones for any emergencies.

Do not bring a tent! All Scouts will sleep in the tents provided by Owasippe.

Do not bring snacks! There are many small (and not so small) creatures at Owasippe that love to forage for food in tents. Unless you want midnight visitors, leave the snacks at home and bring money instead. You can use the money to purchase snacks at the trading post nearby.

OWASIPPE MERIT BADGES

The following is the list of merit badges that will be offered at Owasippe Summer Camp this year. As always summer camp provides an excellent opportunity to earn those merit badges that focus on outdoor activities. A quick reminder: All of these merit badges include some type of paperwork to complete the requirements for the badge. **COMPLETE THIS PAPERWORK BEFORE YOU GET TO CAMP.** That means you will choose the badges and sign out merit badge books in May and June. The alternative is to work on this while you are at camp and I can assure you there is a lot more to do that's a lot more fun. As always the troop's library is available for merit badge booklets, but the good ones go early.

Ecology-Conservation-Nature

Environmental Science	Eagle required badge (recommended second year and later)
Fish & Wildlife Management	One of the harder badges
Mammal Study	Ideal for second year scouts
Nature	Best general Eco/Con badge
Reptile and Amphibian Study	*Need to raise pet prior to camp
Soil & Water Conservation	Advanced level - difficult at camp

Scoutcraft

Camping	Eagle required badge, must have 20 nights of camping.
Hiking	Basic scout skills, 70 mi. of hiking
Orienteering	Advanced level badge
Pioneering	Basic scouting skills and should know all basic knots first
Wilderness Survival	Good badge for experienced scouts
Cooking	Basic must-earn badge for all scouts

Shooting Sports

Archery	Prior archery experience recommended
Rifle Shooting	“ rifle “
Shotgun Shooting	Costs money and very difficult to get badge. Open shooting is best to give this sport a try.

Aquatics

Canoeing	Fun merit badge (must pass BSA swim test)
Life Saving	Optional Eagle badge (must have swimming MB)
Rowing	Good merit badge (must pass BSA swim test)
Swimming	Optional Eagle badge (must pass BSA swim test)

Craft Village

Indian Lore	Fascinating badge (recommended for second year and later)
Basketry	New scout badge
Leatherwork	Most popular badge
Wood Carving	Knife required (costs money)

Diamond “O” Ranch

Horsemanship	Quick fill-up
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Fossett Sailing Base

Small-Boat Sailing	Quick fill-up (must pass BSA swim test)
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