

Summer Camp 2010 Troop 91



Camp Horne
June 6 – 12

Total Cost: \$150

Payment Schedule:

\$50 due March 1

\$50 due April 5

\$50 due May 3

Please make any alternate payment arrangements with Mr. Schneider.

General Information

Camp Horne is a 489-acre Scout Camp owned and operated by the Black Warrior Council of the Boy Scouts of America. Scouts have used this property donated by Mr. James T. Horne in 1922, for over 80 years. Facilities in Camp Horne include 6 campsites, a dining hall, camp office/training center, Olympic size swimming pool, 2 lakes, rifle range, archery range, shotgun range, ecology area, trading post pavilion, Scoutcraft area, Livingston outdoor chapel, and health lodge and newly constructed climbing tower.

Getting Around in Camp

Camp Horne is a walking facility and adults need to be in shape for our “rolling hills” and being in an environment (extreme weather conditions, such as heat or rain) to which they might not normally be accustomed. Be sure adults in your troop, who are attending, as leaders are aware of their environment. Get in shape for camp by taking some early walks and spending time outdoors before your week at camp.

Leadership in Camp

Troops need to act now to line up their leadership for their session of camp. Youth protection guidelines of the Boy Scouts of America require that **EVERY** troop have two leaders in camp at all times. One leader must be at least 21 years of age, while assistants can be 18. All leaders **MUST** be registered in Scouting. **As of January 2010 every leader at camp must be a registered member of the Boy Scouts of America and provide proof of course completion of Youth Protection training prior to arrival at camp.**

All units must have 2 deep leadership at all times or the Troop will not be permitted to remain at Camp.

Transportation and Parking

Each unit is responsible for the safe transportation of its members to and from camp, and for making sure that all vehicles meeting national insurance requirements. **Transporting Scouts or adults in the bed of a pick-up or trailer – whether it is covered or not – IS AGAINST BOY SCOUT POLICY.** In addition, units attending Camp Horne from other councils are responsible for attaining the appropriate tour permits. Vehicles are not allowed in campsites or any program areas; however **one** vehicle will be allowed in the campsite to drop off gear on Sunday and allowed back in on Saturday morning to pick-up gear. All vehicles must be parked and remain in the designated camp parking areas. Golf carts or other vehicles are allowed only with **ADVANCE** permission of the Program Director or Camp Director.

Campsites

Each campsite has large two-man wall tents set up on wooden platforms. Each tent is on a new platform and is equipped with cots. A latrine, picnic tables, and dining flies are also part of your unit’s campsite. One or more units usually share campsites during each session. In 2009 hot water showers were made possible through funding from Aracoma Lodge 481 and Publix Supermarket. Each unit should bring a 20 pound propane bottle for the water heater. The Ranger will connect the tank to the water heater on Sunday evening.

Dining Hall

Meals are served in our dining hall each day. Professional cooks prepare breakfast, lunch, and supper so your Scout’s attention can be on fun. Menus are balanced for the needs of Scout-age boys and approved by a certified dietician. Your meals will start on the first day with supper and end on the last day with breakfast.

The waiter system is used in the dining hall for setting the tables and cleaning up after meals. It is important to stop at the dining hall during the camp tour for the demonstration on how the waiter system works. Some people have special dietary needs. We will work the best we can in accommodating these needs with the food we have available. Dietary supplements should be brought from home for specific dietary requirements.

Trading Post

Camp Horne's trading post will be in operation every day. Scouts will be interested in its assortment of cold drinks and snacks as well as program materials for advancement work. Camp souvenirs may also be purchased at the Trading Post. Most customized items are available before Camp begins. Please make sure to check the council website for order forms.

Lost and Found

A central lost and found area is located at the Hulsart Center. At the end of each week, all lost and found items will be placed at the Hulsart Center. To simplify the recovery of lost items, Scouts should clearly mark their personal possessions with their name and unit number. All items are discarded or donated at the end of the summer camping season.

Vespers and Chapel

Among the many wonderful facilities at Camp Horne is the Ponder-Livingston Chapel. This outdoor chapel is located in a beautiful location overlooking our upper lake. Two camp-wide services will be held during your stay at camp, but the chapel is always available for individuals, small groups, or your entire unit. For a planned event, please schedule use through the Program Director.

Commissioners Service

A full-time staff member is assigned the job of taking care of your troop during your stay at camp. That staff member is the Camp Commissioner. On Sunday he will recruit (4) adults to assist as volunteer staff for the week. The Commissioner staff and the volunteer staff will visit the campsites each day in order to conduct inspections, visit with leaders, etc. They will also make sure you have all the supplies and equipment you need. If there is something broken or missing in your site, they will work to fix it or replace it. In addition, Commissioners are knowledgeable about the program schedule and can answer questions about activities going on at camp. Two volunteer commissioners will be in service to camp each week to aid in meeting specific unit needs.

Uniforms

Leaders are encouraged to work with their Scouts to assure proper uniforms for camp. **BLUE JEANS AND CAMOUFLAGE FATIGUES SHOULD NEVER BE WORN** with a Scout shirt and only appropriate Scout hats should be allowed. Consult the *Insignia Guide* for proper placement of patches or other insignia. Uniforms should be worn on arrival at camp, during the evening meals, and at the evening campfire programs. Use your session at camp as an opportunity to properly uniform your Scout unit.

Visitors Policy

Our greatest concern is the safety and well being of the Scouts under our care. Parents are encouraged to visit camp for our campfires on Thursday and Friday evenings. They should plan their arrival around 7:00 P.M. and meet the troop as they are coming out of the dining hall. Visitors should remain with the troop during

their stay and remain in the main areas of camp. Visits to the campsites are discouraged, but if planned, the regular camp leaders must be present.

Visitors AT ANY TIME must register at the camp office located in the Hulsart Center and obtain a Visitor's Pass. All visitors must depart camp no later than 9:30 P.M. Exceptions to this policy MUST BE DISCUSSED IN ADVANCE with the Camp Director.

Based on camp attendance, visitors are encouraged for the Friday evening meal. Reservations, based on space, will be accepted on a first-come, first-served basis on the afternoon that your unit checks into camp. Payments for the meals must be made at the time of the reservation. Visitor meals will be charged per person. See extra meal cost for the fees. We ask each troop leader to collect the money from any visitors that your unit might have and make one payment to the camp. Wristbands will be given to the visitors. These wristbands may be picked up upon arrival at the Hulsart Center, and returned at the end of visitation.

Children, Brothers, Sisters

While we realize that Camp Horne is a great place to be -especially for children- we must limit camp participation to properly registered Scouts. Children of leaders, and brothers and sisters of Scouts are welcome and encouraged to visit during normal visitor hours. We are not able to allow them to stay overnight or during other extended periods.

Mail Service

The camp post office stays pretty busy during a typical week at camp. Scouts and leaders will find a mailbox located in the Trading Post for outgoing mail. Incoming mail will be delivered to each troop leader on a daily basis. **Please do not mail your child anything after Wednesday of the week he attends.**

Mail to camp may be addressed as follows: Scout or Leader's Name – Unit #
Camp Horne
13633 Keene's Mill Road
Cottdale, AL 35453

Telephone

The camp phone number is 205-556-7618. This phone is for business and emergency purposes only. Since we have only one phone line, calls to camp should be limited to emergencies. Please help our camp operation by making parents aware of this policy. This line is manned most of the time by an answering machine. It is checked 4 times a day.

Leader Lounge

Even the most patient leader can use a break during camp. For those times an air conditioned lounge will be made available at the Hulsart Center.

Emergency Drill

Each week Camp Horne Staff practice the Drill for emergencies. This will occur within the first 24 hours after your Troop arrives at camp. See procedures in the Health and Safety section of this guide.

Campership Fund

Fees should never prevent a Scout from fully participating in the camp program. Units are encouraged to work with their charter organizations and committees to assist Scouts with financial difficulties. The Black Warrior Council does have a limited Campership Fund to help Scouts when all other resources have been exhausted.

In 2010 the Harry E. Bovay, Jr Foundation has provided limited funds for camperships for all counties except Walker County. The funds will be granted on the basis of need on a first come first served basis. In Walker County the Lee Smith Advised fund from the Walker County Community Foundation provides funds to send Scouts to camp. The funds will be granted on the basis of need on a first come first served basis.

The Founder of the BSA, Lord Robert Baden Powell believed that every youth should earn his own way. Therefore make sure that each family follows the instruction on the application

Camperships are only awarded for up to 50% of the camp fee. All applications are due to the Council office by April 1, 2010. A volunteer committee will review the applications and notify the unit leader by the first of May. **Campership applications are not considered forms of payment. Campership money will only apply to the last payment.**

Swim Test

Units have the option of arranging for their swim checks to be completed before they arrive at camp. Units wishing to do so must follow the guidelines as listed below:

1. Every Scout and leader attending camp must take an annual swim test.
2. The requirements for swim qualifications for Beginner and Swimmer must be conducted exactly as stated on the Swim Check Form.
3. A currently certified BSA Lifeguard, Aquatic Instructor BSA, YMCA Lifeguard or Red Cross Lifeguard must conduct the test. A copy of the instructor's certification, showing expiration date, must be provided.
4. The Unit Swim Classification Record must be used and signed by the certifying lifeguard.
5. The Camp Horne Aquatics Staff reserves the right to retest any individual to assure the standards are met.

Swim test will also be offered during the Beaver Work day May 14 to 15 at Camp Horne

Tobacco Usage in Camp

The Boy Scouts of America's position on the use of tobacco strongly urges leaders not to use tobacco products in any form or to allow their use in the PRESENCE OF YOUTH. It is the responsibility of the Boy Scouts of America to protect the health and safety of the young people in our program. Extreme care should be exercised to provide a smoke-free environment for all Scouting participants.

Smoking is permitted on the front porch of the OA building and the parking lot at the warehouse.

Application to Scout Summer Camp:

As a result of this national and local policy, the Council Camping Committee has set up the following guidelines to be followed at Camp Horne: (1) no one under 21 years of age is permitted to use any tobacco product while in camp; (2) adults who choose to smoke must do so DISCREETLY and away from all Scouts; (3) smoking will only be permitted in designated areas. This information will be provided at the Leader's Meeting on the first day. We realize that some leaders do smoke and that smoking is a difficult habit to break. Please help us fulfill the responsibility we share in providing a healthy atmosphere for our Scouts that minimizes their exposure to the harmful effects of smoking.

Rifles, Ammunition, Bows and Arrows

Camp Horne will be fully equipped to handle your Scouts' need for rifles, ammunition, and bows & arrows. There is no need for any of this equipment to be brought to camp by Scouts or leaders. Please do not bring personal firearms or ammunition to camp. This poses a safety risk.

Extra Meal Costs

Sometimes troops have an extra leader for only a few meals during the week. Extra meals must be coordinated with the camp office in advance so that arrangements may be made. Costs for extra meals are as follows:

Breakfast: \$4.00

Lunch: \$5.00

Supper: \$6.00

Payments for meals must be made at the Hulsart Center. Wristbands will be given for extra meals. Without a wristband, individuals will not be allowed to eat.

Checking In & Out

In the event a Scout or Leader needs to leave camp temporarily, or permanently, before the end of the week, they must check in and out of the Hulsart Center. **It is essential to the safety of the youth in our care, that the camp management knows who is on the camp property at any time.** A logbook will be available for this purpose. Leaders are asked to be aware of the following procedures and make them known to all families.

1. Check in and out times must be limited to the hours between 7:00 A.M. and 10:00 P.M. If Scouts cannot return before this time, parents should bring them back to camp the next morning.
2. Staff members are NOT available to search for Scouts who have forgotten ball games or other events. We will assist in every way possible in the event of emergencies; however we do not have the manpower or communications system for other reasons.
3. Leaders should be aware of each Scout's schedule for checkouts. If at night, someone should meet and walk with the returning Scout back to the campsite. Camp Horne uses the Buddy System. Please review this with Scouts and Leaders prior to arrival.
4. Scouts may only be released to the parent or legal guardian. If another person is checking a Scout out from camp, the troop leader must submit a permission note signed by the child's parent/legal guardian. This note should include the Scout's name, date, time of checkout, and the person's name who has permission to check him out. Identification MUST be shown at the office in order to pick up the boy.
5. All Scouts and leaders must check in and out through the Hulsart Center. The person picking up the Scout must sign him out.

ARRIVAL AND DEPARTURE

Arrival at Camp

Upon arrival at camp you will be greeted by a staff member at the gate. They will show your unit to their camp site and send one volunteer to the headquarters building for check-in.

Units should plan their arrival at camp no earlier than 2:00 P.M. and preferably before 3:00 P.M. on Sunday afternoon. Early arrivals are discouraged. The gates will not be unlocked before 2:00 P.M. Car-pooling is encouraged as we have limited parking spaces. Troops need to coordinate arrival times so that they can check-in together.

Upon arrival, a Camp Staff member will direct the unit to a check-in location. Once you get to your check-in location, a senior staff member will make arrangements for getting your troop and Scouts' personal gear to the campsite. A guide will be assigned to your unit to help in the check-in process. The Scoutmaster or other designated leader should report to the Hulsart Center to complete the registration process. Each unit must complete the following:

1. Staff guide leads troops to campsite and on tour of camp
2. Scouts and leaders check through the Health Lodge for a medical re-check
3. Swim tests are administered
4. Leader reports to the Hulsart Center to confirm all registrations; submits final rosters and makes final payment
5. Leader meets with Program Director to confirm troop's schedule for the week.

Mandatory paperwork for camp in 2010:

1. Tour Permit from office
2. Receipts of fees paid at the Council office
3. Current Roster of everyone in camp
4. Swim check forms (if swim check are performed before camp)
5. Youth Protection Cards for each adult (copies)
6. Medical forms for any one spending time at camp

Departure from Camp

Troops are encouraged to remain in camp until the closing ceremonies. Detailed instructions will be discussed at the Leaders' Meeting on the last day. Basic checkout procedures are as follows:

1. Leader informs Camp Director of departure time
2. Unit cleans general camp area, equipment stored, and tents are secured
3. Any camp equipment that has been checked out is returned to Camp Clerk
4. A staff member inspects the campsite
5. Arrangements are made for troop equipment to be hauled out to the parking area
6. **Leader picks up medical forms from the Health Lodge**
7. **Camp patches and medical forms will not be given out until the camp site has been inspected by a staff member.**

Fee Information

The fee for a Scout to attend a full week of Boy Scout Summer Camp is only \$173 per scout IF the troop follows the payment schedule listed below. Otherwise, the cost is \$193 per Scout. Out of council fees are \$193 if the schedule is followed, otherwise the fee is \$213. We are proud that Camp Horne has one of the lowest Boy Scout camp fees in the Southern Region. One leader may attend free for every six (6) paid Scouts. The fee for leaders exceeding this ratio is \$65 each.

These fees cover staff training, staff payroll, food, camp patches, program supplies, and insurance. If you have any questions as to how Camp Horne or Black Warrior Council is financed feel free to consult the Council Program Director or Camp Director.

Camp site reservation fees are \$50 and are applied to your unit's payments at camp. In order for your unit to secure your campsite this form and fee must be paid in advance.

In order for a troop receive the \$173 per Scout fee, the following payment schedule MUST be maintained:

February 12, 2010 \$23 per Scout deposit due (NON-REFUNDABLE but transferable)

March 12, 2010 - \$50.00 deposit per Scout

April 1, 2010 – Campership applications due IN the office by 5:00 pm

April 9, 2010 - \$50.00 payment per Scout

May 14, 2010 - \$50 payment per Scout and payment for each adult leader exceeding the 1:6 ratio

Initial deposits are NON-REFUNDABLE but transferable. All payments must be made by troop leaders so please do not ask individual families to pay directly to the Council office. No shows at camp will be assessed a \$25 no-show fee. This fee is based on the food purchased

Campsites are set up and assigned based on projected numbers provided by troop leaders and deposits paid. So that we may most effectively utilize our closest camping areas, the camp management will assign all campsites. Tents, food, etc. will be arranged based on your reservation payments. Help us to properly plan for your stay at camp – keep your fees up to date. **If your unit need more than the 2 person tent ratio used to decide capacity of campsites please indicate the number of tents requested at the time of deposit.**

NOTE: THE PRICE OF CAMP FOR THOSE THAT DO NOT FOLLOW THE PAYMENT SCHEDULE IS \$193 – FOLLOW THE SCHEDULE TO TAKE ADVANTAGE OF THE \$173 FEE!!!

Health and Safety

All Scouts and leaders attending Camp Horne must have a physical examination before coming to camp, and must have the proper medical form completed.

Annual Health and Medical Record Medical Information

The Boy Scouts of America recommends that all youth and adult members have annual medical evaluations by a certified and licensed health-care provider. In an effort to provide better care to those who may become ill or injured and to provide youth members and adult leaders a better understanding of their own physical capabilities, the Boy Scouts of America has established minimum standards for providing medical information prior to participating in various activities. Those standards are offered below in one three-part medical form. Note that unit leaders must always protect the privacy of unit participants by protecting their medical information.

Parts A and C are to be completed annually **by all BSA unit members**. Both parts are required for all events that do not exceed 72 consecutive hours, where the level of activity is similar to that normally expended at home or at school, such as day camp, day hikes, swimming parties, or an overnight camp, and where medical care is readily available. Medical information required includes a current health history and list of medications. Part C also includes the parental informed consent and hold harmless/release agreement (with an area for notarization if required by your state) as well as a talent release statement. Adult unit leaders should review participants' health histories and become knowledgeable about the medical needs of the youth members in their unit. This form is to be filled out by participants and parents or guardians and kept on file for easy reference.

Part B is required with parts A and C for any event that exceeds 72 consecutive hours, a resident camp setting, or when the nature of the activity is strenuous and demanding, such as service projects, work weekends, or high-adventure treks. It is to be completed and signed by a certified and licensed health-care provider—physician (MD, DO), nurse practitioner, or physician's assistant as appropriate for your state. The level of activity ranges from what is normally expended at home or at school to strenuous activity such as hiking and backpacking. Other examples include tour camping, jamborees, and Wood Badge training courses. It is important to note that the height/weight chart must be strictly adhered to if the event will take the unit beyond a radius wherein emergency evacuation is more than 30 minutes by ground transportation, such as backpacking trips, high-adventure activities, and conservation projects in remote areas.

Risk Factors

Based on the vast experience of the medical community, the BSA has identified that the following risk factors may define your participation in various outdoor adventures.

- Excessive body weight
- Heart disease
- Hypertension (high blood pressure)
- Diabetes
- Seizures
- Lack of appropriate immunizations
- Asthma
- Sleep disorders
- Allergies/anaphylaxis
- Muscular/skeletal injuries
- Psychiatric/psychological and emotional difficulties

For more information on medical risk factors, visit Scouting Safely on www.scouting.org.

Prescriptions

The taking of prescription medication is the responsibility of the individual taking the medication and/or that individual's parent or guardian. A leader, after obtaining all the necessary information, can agree to accept the responsibility of making sure a youth takes the necessary medication at the appropriate time, but BSA does not mandate or necessarily encourage the leader to do so. Also, if state laws are more limiting, they must be followed.

REQUIRED MEDICAL FORMS:

<http://www.blackwarriorcouncil.com/openrosters/DocDownload.asp?id=56995>
form is required on each person attending camp. All sections must be filled out.

Emergency Procedures for Troops & Packs Camp Horne, BSA

Severe Weather

(Thunderstorms, severe lightning, or flash flood watch/warning)

1. If needed, alarm will be sustained ringing of dining hall bell.
2. All aquatic areas will be cleared.
3. Stay away from clearings, solitary trees.
4. Get under – do not try to get to your campsite; stay with group you are with.

(Tornado watch/warning)

1. Same alarm as above – staff runners with information in sites, if safe.
2. Move to lowest, safest area with protection
3. Stay with your group; do not try to make it to another area.

Fire – Minor

1. Put out fire with equipment and manpower available in troop-site
2. Send for staff-help if needed.
3. Inform Camp Director and Camp Ranger for further evaluation.

Serious Accident or Illness

1. Start first aid at site – do not try to move a serious injured person.
2. Send for staff-help; runner to health lodge.
3. Do not start rumors; all unneeded people away from area.
4. In case of a fatality, inform Camp Director IMMEDIATELY; follow steps above; complete notes of incident should be recorded.

Major Fire, Missing Person, Lost Bather

ALARM WILL BE SUSTAINED RINGING OF DINING HALL BELL.

All program areas will be closed in an orderly fashion

1. All campers, staff, adults should move to dining hall field immediately. Always maintain buddy system!
2. Line up by troops, count heads, wait for staff instructions.

High Temperatures, Humidity Problems

1. Camp administration will monitor weather conditions. In situations of high temperatures or high humidity, where activities should be limited, all leaders will be informed.
2. Program Director will work with camp leaders to schedule alternate programs during these times.
3. Hiking and activities that require physical exertion should be postponed.

ALWAYS USE THE BUDDY SYSTEM WHILE AT CAMP HORNE

Religious Awards Program

While you are at Camp Horne this summer, you will have an opportunity to reflect on your Duty to God and earn some recognition in the process. Each troop must appoint one member to be a Chaplain's Aide. The Chaplain's Aide must initial each of the following four requirements in the campers' camp books. When all four requirements are completed, participants will be eligible to receive a beautiful new Duty to God patch that has been specifically designed for Camp Horne. Here are the requirements:

- Attend the mid-week camp-wide vespers service at Ponder-Livingston Chapel
- Participate in five daily devotions with you troop. Devotional guides will be available to the units upon your arrival at camp.
- The Chaplain's Aide from each troop must visit with the Chaplain about the Chaplain's role at Camp Horne. The Chaplain's Aide must then go back to his troop and share that visit with his unit.
- Each participant must obtain a copy of the Religious Emblems brochure and agree to read it through and consider earning the Religious Emblem of your faith.

All Scouts who have earned their Religious Award during the past year will be specially recognized at the camp-wide vespers service. Scout leaders are encouraged to provide the names of the honorees from their troops to **Chaplain Ben West when they arrive at camp.**

Boy volunteers are encouraged to say grace before all meals. As was the case last summer, a "Grace at Meals" handout will be given to each camper. Boys may read a prayer from the handout or compose their own.

An offering will be taken at the camp-wide vespers service. All contributions will go to support the work of the Camp Horne Chaplaincy program. Here is how you can reach the Camp Chaplain:

Rev. Ben West
First Christian Church (Disciples of Christ)
1800 Links Blvd # 7212
Tuscaloosa, AL 35405
205-826-2824

Trailblazer Program

The Trailblazer Program is designed to give first time campers a “hands on” learning experience, working with a specially trained camp staff. Activities planned for Scouts are based on Tenderfoot, Second Class, and First Class requirements. The Trailblazer staff will also take Scouts as far as possible towards earning First Aid and Swimming merit badges. Trailblazers will work on the Swimming merit badge ONLY if they are classified as a Swimmer during the swim check. Scouts not passing the Swim Test receive daily instruction in basic swimming skills. All Scouts in the Trailblazer Program will have the opportunity to earn the Totin’ Chip and Firem’n Chit. Scouts in the program will not be able to work on merit badges during the morning sessions; however, opportunities to earn badges taught in the afternoon might arise. Actual accomplishments will vary according to the abilities of each Scout. Our staff realizes that youth learn and acquire skills at different paces.

IMPORTANT: SCOUTS PARTICIPATING IN THIS PROGRAM NEED TO BRING THEIR SCOUT HANDBOOK!!!

They will also need:

Long pants for the required hike

A Compass

Swimsuit

Towel

Approved pocketknife

Pen and Paper

Tent

Sleeping Bag

Eating utensils and mess kit with handle

Canteen/ cup

Good Hiking Shoes (NO Crocs)

Special Note – Once you assign a Scout to this program, your advancement scheduling for him is complete

Merit Badges offered at Camp Horne

Canoeing
Lifesaving
Rowing
Swimming
Environmental Science
Fishing
Soil and Water Conservation
Reptile and Amphibian Study
Nature
Mammal Study
Fish and Wildlife Management
Geology
Weather
Astronomy
Bird Study
Plant Science
Animal Science
Forestry
Archery
Rifle Shooting
Shotgun Shooting
Cooking
Music
Camping
First Aid
Orienteering
Pioneering
Wilderness Survival
Climbing
Emergency Preparedness
Indian Lore
Public Speaking

Mile Swim – (not a Merit Badge)

BSA Lifeguard – (not a Merit Badge)

AQUATICS

Camp Horne has an Olympic-size swimming pool and 2 lakes that provide excellent facilities for an outstanding aquatics program.

BSA Lifeguard

This is a rigorous program that trains a Scout to be a lifeguard for unit activities. Scouts are required to spend a lot of time in the Aquatics area, including all free swim/boating periods. Physical strength, stamina, and a great deal of written work are required. Bring long pants, long-sleeved button down shirt, and shoes that can get wet for requirement to inflate clothing. This program is recommended for older Scouts and STRONG swimmers only. You must pass the Swimmer's Test and have Swimming, Lifesaving, and Rowing merit badges, or equivalent skills. This is a multi-hour badge and is limited to 15 participants. **LOCATION: POOL**

Canoeing

Physical strength and stamina are required. This badge has skills that are more difficult to master than rowing, and extra time during free boating may be needed to practice skills. You must be a swimmer in order to take this merit badge. Badge is limited to 20 participants. **LOCATION: BOAT DOCKS**

Lifesaving

Lifesaving merit badge is required for Eagle (With alternative). It is a challenging merit badge that requires physical strength and stamina. Scout will learn basic rescue and first aid techniques. Bring long pants, long sleeve button down shirt, and shoes that can get wet. You must have the Swimming merit badge in order to take Lifesaving. Badge is limited to 20 participants. **LOCATION: POOL**

Mile Swim

This is not a merit badge, but allows Scouts to earn the Mile Swim badge. Scouts are required to swim an increased distance each day and build up stamina for a one-mile swim. The mile swim program is built around providing an outlet for a Scout to exhibit discipline and work towards a goal while learning the benefits of a cardiovascular exercise. All participants must pass the BSA Swimmer's test BEFORE the first day of mile swim practice. The mile swim will start each morning at 6:00 A.M. **LOCATION: POOL**

Rowing

Physical strength and stamina are required. You will learn the different strokes and techniques to become an efficient rower. Extra time during free boating may be needed to practice skills. You must successfully complete the BSA Swimmer's test in order to complete this badge. **LOCATION: Boat Docks**

Swimming Instruction

This session is for Scouts in the Learner and Beginning ability groups, and will take place at 1:30p.m. each day. It is recommended that scouts attend everyday to benefit from this instruction. The instruction will work to improve swimming skills and aim toward advancing to the next ability group. The Beginners' test completes requirement 7 for 2nd Class, and the Swimmer's test completes requirement 9 for 1st Class. **LOCATION: Pool**

Swimming

Swimming merit badge is required for Eagle (with alternative) and is recommended prior to taking any other Aquatics merit badge. Bring long pants, long sleeve button down shirt, and shoes that can get wet for requirement to inflate clothing. You must pass the BSA Swimmer's test to take this class. Requirement 10c, writing a fitness plan, can be done before camp; if done, bring evidence of completion to the first day of the badge. Badge is limited to 20 participants. **LOCATION: Pool**

ECOLOGY

Camp Horne has 480 acres of some of the most diverse wildlife areas in Alabama. Scouts have plenty of opportunities to enjoy and learn about our natural environment through several different ecology-related merit badges.

Environmental Science

Environmental Science merit badge is required for Eagle. It requires daily hikes, field notes, and experiments. There is a great deal of written material, but some of it can be done before coming to camp; if done prior to camp, Scouts should bring evidence of having completed the requirement. Scouts need to bring paper and pen every day. Badge is limited to 20 participants. **LOCATION: Ecology Area**

Fishing

Fishing merit badge is a great choice for any Scout. Camp Horne has both a Bass/Bream lake and a Catfish lake. Scouts need to bring personal fishing equipment for the badge. Scouts will also need to devote some outside time to fishing. Requirement 9 may be done outside of camp.

LOCATION: Ecology Area Lakeside Dining Fly

Soil and Water Conservation

Soil and Water Conservation merit badge is a good badge for a Scout to take if he is interested in learning about the effects of erosion. It is a good badge for younger Scouts to take if they are looking for something new and exciting. **LOCATION: Ecology Area**

Reptile and Amphibian Study

This merit badge is good for any Scout, especially younger scouts. You will get a good overview of how reptiles and amphibians live, as well as identify and discuss different species. You should be proficient at identification of reptiles and amphibians upon completion of the badge.

Requirement 8 must be completed outside of camp, bring proof of fulfilling this requirement to your merit badge counselor. **LOCATION: Ecology Area**

Nature

Nature merit badge is an excellent introduction to all ecology merit badges in the Scouting program. Scouts will be provided an overview of natural resources and different fields of ecology including animals, birds, fish and plants. The badge requires some hiking and night observation. Some requirements will need to be completed prior to camp and documentation must be shown when the Scout arrives at camp. **LOCATION – Ecology Area**

Mammal Study

This badge teaches scouts the basics of mammals through observation, classification, and a conservation project. This badge is good for first year scouts. **LOCATION – Ecology Area**

Fish and Wildlife Management

This badge is better for older boys because it takes a substantial amount of written work. The badge explains authority and the responsibilities of wildlife management agencies and how to preserve habitats. The badge includes a conservation project. **LOCATION – Ecology Area**

Geology

The badge teaches the science of what makes up the physical Earth through experiments, discussions, and hands on projects. This badge is recommended for older scouts because it requires a vast amount of time and effort.

LOCATION: TBA

Weather

The badge teaches the basics of weather patterns in our atmosphere and discusses safety procedure in inclement weather situations. This is a good merit badge for new scouts because of its simplicity and minimal requirements. **LOCATION: TBA**

Astronomy (NEW!)

This badge explores different aspects of our solar system including, planets, the sun, and stars. You will be required to participate in night hikes to identify constellations in this badge. **LOCATION: TBA**

Bird Study (NEW!)

This badge gives a look into the world of birding by exploring different species, habitats, and completing project that will give birds a home. **LOCATION: TBA**

Plant Science (NEW!)

Scouts will learn the different parts of plants, as well as complete numerous hands on projects such as collecting botany samples, doing field observations, and mounting leaf samples collected. This merit badge is recommended for experienced scouts because it challenging due to difficult requirements and independent work involved. **LOCATION: TBA**

Animal Science (NEW!)

Scouts will learn about different types of livestock, learn about diseases, and work with horses to learn more about horse breeds and habits. This badge is recommended to older boys because the material is advanced.

LOCATION: TBA

Forestry (NEW!)

Scouts will keep a filed notebook on different species of plants, trees, and shrubs; discuss the benefits of forests, and the dangers forests are under. **LOCATION: TBA**

SHOOTING SPORTS

Scouts love to shoot at the rifle, archery, and shotgun ranges. Be aware, however, these badges are difficult and require experience and skill. Younger Scouts love to take these badges but many times fail to complete them due to their lack of marksmanship experience. Please remember that Scouts may also shoot at the ranges during “Free Shooting” periods and even earn NRA Medals at the rifle range. Generally, older Scouts are more successful in these merit badges.

Archery

Scouts learn safety rules and proper care for the equipment. Shooting experience is recommended. Practice may be required during free shoot in the afternoons. Each session is limited to 12 participants. **LOCATION:**

Shooting Sports Complex

Rifle Shooting

Scouts will complete required shooting and learn proper protection when working with firearms. Shooting experience is HIGHLY recommended. Practice may be required during free shoots in the afternoon. Each session is limited to 12 Scouts. **LOCATION: Shooting Sports Complex**

Shotgun Shooting

This program will teach Scouts the basics of handling and shooting a shotgun as well as safety precautions for firearms. Shooting experience is recommended. Practice may be required during free shoot in the afternoons in order to complete the merit badges. Each session is limited to 12 Scouts. **LOCATION: Shooting Sports Complex**

HANDICRAFT

The Handicraft area will offer instruction for Basketry, Leatherwork, Art, Sculpture, Fingerprinting (NEW!) and Woodcarving Merit Badges. Scouts will need to purchase materials for these merit badges at the Trading Post. These badges will only take half the week to complete. Note: Requirement 4 of Art merit badge must be completed before or after attending camp, bring proof of fulfilling this requirement to your merit badge counselor.

SCOUT SKILLS

Great outdoor merit badges are offered through the Scout Skills area. Some require more skill and work than others. Review the requirements carefully and match Scouts with badges appropriate for their skills.

Cooking (NEW)

In this badge you will learn how to properly prepare foods, how to create a cost efficient menu, and demonstrate proper cooking techniques as discussed with your counselor. Note: Requirements 7a-d, and 6a-c must be completed outside of camp due to time and budget restraints. **LOCATION: Scout Skills Area**

Music (NEW)

Scouts will sing songs, learn about important figures in music history, and write their own piece of music. Those enrolling in this merit badge should have a good background in music. **LOCATION: Scout Skills Area**

Camping

Camping is an Eagle required merit badge. General principles of camping including Leave No Trace and the Outdoor Code will be an underlying theme of this course. Requirement 9 (a & b) must be completed outside of camp, however, the week of camp may be applied towards the total 20 days and 20 nights required.

LOCATION: Scout Skills Area

First Aid

First Aid is required for Eagle. Specific skills, including CPR, must be mastered in order to complete this merit badge. Requirement 2b may be completed before coming to camp; if done before camp, the first aid kit should be brought to the first session of the badge. **LOCATION: Health Lodge**

Orienteering

Orienteering merit badge requires setting up and completing orienteering courses as well as gaining an understanding of the use of a map and compass. Experience with a map and compass is helpful. Scouts should bring a compass to camp if they are taking this badge. **LOCATION: Scout Skills Area**

Pioneering

Pioneering merit badge requires that you complete a pioneering project. Familiarity with knots, lashings, and splices is helpful, but not necessary. This is great training for older Scouts wanting to increase their outdoor skills. Session is limited to 20 participants. **LOCATION: Scout Skills Area**

Wilderness Survival

Wilderness Survival merit badge requires daily hikes and an overnight trip away from the Troop campsite. This badge is recommended for older Scouts because of its rigorous content. Requirement 5 may be done before coming to camp; if done, the survival kit should be brought to the first session of the badge. **LOCATION: Scout Skills Area**

MISCELLANEOUS

Since some Scouts have already earned many of the traditional outdoor merit badges offered at camp, the merit badges in this section provide opportunities for these Scouts to have a well-rounded experience. The badges require more effort, especially outside of class. Personal initiative will be required for a Scout to be successful. Most of these badges are recommended for older Scouts. As with all merit badges, please give careful consideration of Scouts you place in these sessions.

Climbing (NEW!)

Scouts will participate in various difficulties of climbs, learn how to properly use climbing equipment, and tie useful climbing knots. This is a very physically demanding merit badge and is recommended to older scouts. Session is limited to 10 Scouts. **LOCATION: COPE Course**

Emergency Preparedness

The badge is required for Eagle. Written material is required, and there are skills that must be mastered in order to complete the merit badge. Familiarity with knots is extremely important. The badge is recommended for older Scouts, and First Aid merit badge is required to complete this badge. Requirements may be done outside of camp. The session is limited to 20 participants. **LOCATION: Health Lodge**

Indian Lore

The badge teaches about the cultural and historical aspects of various Native American tribes. The badge is recommended for older scouts because the requirements are extensive. The session is limited to 20 participants. **LOCATION: Sunday Night Ring**

Public Speaking (NEW!)

This badge develops public speaking skills through writing, practicing, and delivering speeches on various topics. This badge is recommended for older scouts because the requirements involve a lot of preparation and written work. **LOCATION: Sunday Night Ring**

Harry E. Bovay, Jr Foundation
APPLICATION FOR CAMBERSHIP
Camp Horne Summer Camp
SUMMER – 2010

Name _____ Date of birth _____
 Address _____ City _____ Zip _____
 Troop No. _____ District _____ School _____
 Parent's Name _____ Emergency Phone No. (____) _____

Camberships are ONLY for registered Scouts and will be allotted under the direction of a volunteer committee and the Council Program Director, to families who need the help. A Scout can attend only one week of camp during the summer with a campership.

Cambership funds are provided by the Harry E. Bovay, Jr Foundation and other gifts made by Friends of Scouting.

SCOUTS OBLIGATIONS

Make a pledge to plan and carry out a Service Project for a Church, the community, an elderly person, a sick person, handicapped person, the Troops sponsoring organization or a Black Warrior Council camp to earn the campership. Send report of service to the Council office after completion.

PARENTS OBLIGATIONS

1. Pay reservation fees (non-refundable). Reservation fees must be paid to the unit or Council before the Campership will be approved.
2. Register the boy in the troop through which he is applying for the campership.
3. Obtain a medical examination by a physician before the boy attends camp and have the Class 1&2 Medical form filled out, including shot record, and signed. These forms will be returned.
4. Provide spending money.
5. Provide personal equipment. (See Scoutmaster for list of supplies needed.)
6. Pay \$ 86.50 toward the total camp fee of \$173.00 if paid in full by May 14, 2010. The total fee increases to \$193.00 if paid after May 14, 2010. No more than \$86.50 will be provided for a campership.

COUNCIL AND CAMP RESPONSIBILITIES

1. Provide tents and health service at camp.
2. Camp provides 3 meals each day in the dining hall.
3. Camp provides opportunities for swimming, Scout activities, rifle range, archery, hiking, and campfires.
4. Provide a campership in the amount not to exceed \$ 86.50 Amount requesting \$ _____

I (We) have read the above requirements for the campership and agree to the provisions.

Date _____ Signature _____ Signature _____
 (Parent or guardian) (Scoutmaster)
 Signature _____ Signature _____
 (District Executive) (Program Director)

All camperships must be submitted, approved and received at the Council office by APRIL 1, 2010.

All signatures required for application to be considered.

CAMP RESERVATION INFORMATION (You MUST check camp and circle week you are attending.)

CAMP: Camp Horne Summer Camp
 Week 1 2 3

Camp Horne Daily Schedule

- 7:00 A.M. – Reveille
- 7:15 A.M. – Waiters Report to Dining Hall
- 7:25 A.M. – Flag Ceremony
- 7:30 A.M. – Breakfast (SPL Meeting directly after breakfast)
- 8:30 A.M.-9:30 A.M. – Merit Badge Block A
- 9:45 A.M.-10:45 A.M. – Merit Badge Block B
- 11 A.M.-12 P.M. – Merit Badge Block C
- 12:15 P.M. – Waiters Report to Dining Hall
- 12:30 P.M. – Lunch
- 1:30 P.M.-5:30 P.M – Open Programming
- 1:30 P.M.-2:30 P.M. – Merit Badge Block D
- 2:45 P.M.-3:45 P.M. – Merit Badge Block E
- 6:00 P.M. – Waiters Report to Dining Hall
- 6:10 P.M. – Flag Ceremony
- 6:15 P.M. – Dinner
- 7:00 P.M. – Evening Programming
- 10:00 P.M. – Taps/Lights Out

Special Activities

Sunday:

- 2:00 P.M. – Check-in (tour, medical checks, swim checks)
- 7:15 P.M. – Leaders Meeting (one leader per unit)
- 8:00 P.M. – Chapel Service (line up on Parade Field)
- 8:45 P.M. – Opening Campfire

Monday:

- 7:00 P.M. – Staff Hunt (Line-up in front of Dining Hall)
- 8:00 P.M.-10:00 P.M. – Night Swim
- 8:30 P.M. – Star Hike (meet at flagpole with flashlight)

Tuesday:

7:00 P.M. – Order of the Arrow Fellowship/LEC

8:00 P.M. – Wilderness Survival/Trailblazer Overnight (meet on the Dining Hall porch)

8:00 P.M.-10:00 P.M. – Night Swim

8:30 P.M. – Star Hike (meet at flagpole with flashlight)

Wednesday:

12:30 P.M. – Adult Leader Recognition Lunch (trading post)

4:30 P.M. – Scoutmaster Conferences with Merit Badge Counselors (open programming ends at 4 P.M.)

8:00 P.M.-10:00 P.M. – Night Swim

Thursday:

7:30 P.M. – Skit Night (meet in the Sunday Night ring)

8:00 P.M. – Chapel (line up on the parade field)

8:45 P.M. – OA Campfire Ceremony

Friday:

8:30 A.M. – Athletic Competitions (meet on the Parade Field)

- Ultimate Frisbee, Horseshoe, Volleyball, Tug O War

1:30 P.M.-4 P.M. – Open Programming

- Open Shoot
- Free Swim
- Open Boating/Blobbering
- Open Handicraft (tie-dye & origami)
- Conservation Projects (meet at ecology)
- Greased Watermelon (waterfront)

4:30 P.M. – Camp wide Games

7:00 P.M. – Water Carnival (meet at the Waterfront)

8:30 P.M. – Closing Campfire (meet on Parade Field)