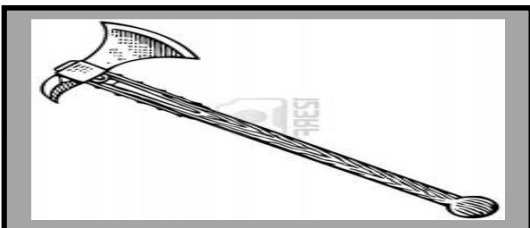
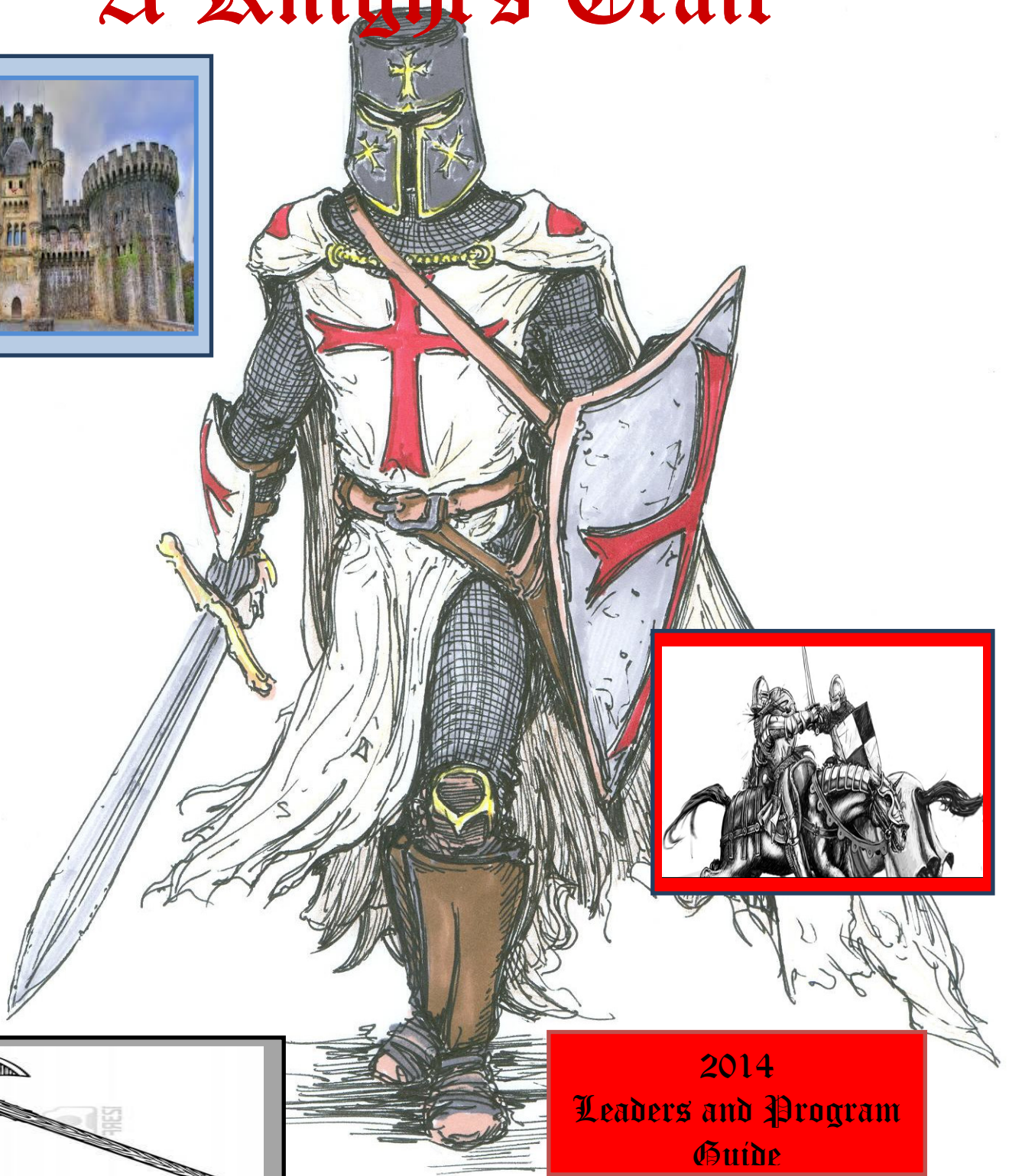


CAMP SAFFRA

PRESENTS

“A Knight’s Trail”



2014
Leaders and Program
Guide

Table of Contents

ADMINISTRATIVE SECTION:	Page
Welcome Letter	4
History of Broad Creek Memorial Scout Reservation	5
Camp Safran Accommodations and Facilities	6
Registering for Camp	7-8
Directions to Camp Safran	9
Leadership Roles	10-11
Troop Planning Countdown	11-12
Advanced Preparations Checklist	13
General Information	14-23
Parental Release of Campers Form	24
Preventing Unauthorized Intruders	25
Health & Safety	26-27
Medical Information	28
Annual Health and Medical Record (BSA Form 34605)	29
DRUG ADMINISTRATION RECORD Form	30
MEDICATION STORAGE RELEASE RECORD Form	31
Camp Emergency Procedures	32-34
What To Do In Case Of Emergency	35
Broad Creek Memorial Scout Reservation Emergency Phone List	35
Sunday Checklist for Camp Leaders	36
Sunday Check-In Schedule	37
Saturday Check-Out Schedule	37
Equipment Check List	38
Personal Gear - What to Bring to Camp	39
 PROGRAM SECTION:	 Page
Camp Safran Program Section	40
Advancement in Camp	41-44
Merit Badges by Program Area	45
2014 Camp Merit Badge Opportunities	46-47
Camp Safran Program Highlights	48-50
Program Area Highlights	50-74
Daily Schedule	75
Evening Programs	76
Merit Badge and Major Program Area Schedule	77
Pool Schedule	78
Waterfront Schedule	79
Program Highlights for Leaders	80
Camp Program Commissioners	81
The Order of the Arrow	82
Patrol Award of Merit	83
Safran Eagle	83
Camp Safran Merit Patrol Award Score Sheet	84
Safran Eagle Camp Award Score Sheet	85
Camp Safran Scoutmaster Merit Badge Score Sheet	86
Campsite Inspection Score Sheet	87
Camp Staff Opportunities	88

Welcome to Broad Creek Memorial Scout Reservation and the Land of Saffron



The Leaders and Program Guide is designed as a comprehensive collection of administrative and program information regarding camp policies, procedures, and program information in one document. If you're looking to print out specific parts of the Guide, refer to the Table of Contents for the pages you need to print.





Broad Creek Memorial Scout Reservation

Greetings to all those on the quest of A Knight's Trail!

We are excited that your Troop has selected to follow *A Knight's Trail* in the land of Saffran at Broad Creek Memorial Scout Reservation (BCMSR) as your summer camp program for 2014. A top-notch staff is being selected and we are working very hard to provide a quality Scout camping experience.

This Leaders and Program Guide is your key resource. Please read it carefully, as it has changed, and share it with your other camp leaders, parents, Senior Patrol Leader, and your Scouts. Use it as a reference in planning the Troops activities and advancement in camp. We are proud to offer a well-rounded program and have added several new features to make this an exciting experience. Whether you are a first year camper or a seasoned veteran, we are committed to meeting your individual needs and expectations so start preparing as the camp gears up for a fun-filled week of activities and competitions.

Please also study our camp policies and procedures. They are based on the principles of our Scout Oath and Law and are meant to ensure that camp operates safely, effectively, and enjoyably for everyone during their stay at Camp Saffran.

If you have any questions concerning Camp Saffran summer camp operation, please do not hesitate to contact me. I am here to serve you. Call for assistance at the Baltimore Area Council, Schapiro Scout Service Center (Council Headquarters) 443-573-2537 during our office hours: Monday – Friday, 8:30 AM to 4:30 PM or find us on the web at <http://www.broadcreekbsa.org/>.

Thanks for your tireless dedication to Scouting, and we look forward to seeing you at camp.

Ours in Scouting,

Pat

Patrick Shields

Camp Director/King of the Realm

pshields@baltimorebsa.org

History of Broad Creek Memorial Scout Reservation



Welcome to the Broad Creek Memorial Scout Reservation (BCMSR) celebrating 66 years of camping excellence! Baltimore Area Council (BAC), Boy Scouts of America (BSA) owns and operates the BCMSR which consists of over 1700 acres of pristine Maryland woodlands and three operational camps: Camp Safran (Boy Scouts); Camp Spencer (Boy Scouts) and Camp Oest (Cub Scouts). BCMSR is the fifth largest block of undeveloped land in the Baltimore metropolitan area (after Aberdeen/Edgewater, Patuxent Wildlife Refuge, the Gunpowder and Patapsco State Parks). It contains valuable wetland habitat, important and increasingly rare large tracts of forest interior, and an even rarer old-growth hemlock stand. In 1970, the Assistant State District Forester wrote, "These areas should be left as primitive areas... without interference from man. The most impressive stand of mature hemlock trees by this writer (in the region) can be found here." In 1954, his predecessor wrote, "It is suggested that a 'hands-off' policy be the management." Volunteers and Professionals in the Baltimore Area Council have carefully delineated natural areas within the reservation where just such a hands-off policy has been practiced for over fifty years.

While many other Boy Scout Councils have regrettably sold camps to developers in recent years, this is not so with BCMSR. No portion of the reservation larger than nine acres has ever been sold or lost. The Council recognizes Broad Creek's value for youth education, wildlife observation, backpacking, hiking, and other challenging Boy Scout programs, and has striven to support these many uses.

Little did the camp founders know in 1948 that some sixty five years later, every acre would become invaluable to the success of the overall camp program, whether that land lay in the core of camp or in the "buffer" areas near the camp boundary. Baltimore's suburban sprawl has placed increasing pressure on all sides of BCMSR for the past several decades. Recent efforts with the Harford County Land Preservation and Federal Forest Legacy Programs will help assure that the property will remain undeveloped in the perpetuity. Broad Creek's has become one of the last locations near Baltimore where youth and adults can learn outdoor skills and enjoy a remote wilderness experience.



BROAD CREEK PROUD!!

Camp Saffran Accommodations and Facilities

Campsites: Each campsite is set up for the unit before it arrives and includes enough canvas tents, platforms and cots for everyone. Also included are picnic tables, a bulletin board, a flagpole, a water spigot, and a latrine. Scouting out your campsite at pre-camp leaders meetings is highly encouraged.

Eight campsites have cabins, equipped with a full kitchen, stove, hot water, electricity, and plenty of table space inside for meetings and merit badge work. Four campsites have a program pavilion and an Adirondack with a cooking space and electricity. All campsites have structured shelter. Listed below are also campsites have parking pads for troop trailers. **No cars or trailers may be allowed to drive on or through the campsites at any time and only trailers may occupy designated spaces during the week.**

Site Name (Fireplaces)	Capacity (*)	Has Castle (Lodge)	Has Serf Hut (Adirondacks)	Has Stable (Trailer Pad)
Conowingo	24	X		X
Dan Beard	36	X		X
Flint Ridge	52	X		X
Friar Tuck	12		X	X
Frontier	20	X		
Hawkeye	12		X	X
Jamestown	16		X	X
Lookout	24	X		X
Prospect	30	X		X
Susquehanna	36	X		X
Timberline	16		X	X

(*)The site capacity is for your planning purposes only. You should choose your site based on the number of campers (youth – 2 to a tent and adults – 1 to a tent) that you plan to bring to camp. Most sites have the space to set up two distinct troop sites or add more tents to increase capacity. If two troops share a site they also share the Lodge and latrine. Every effort will be made to honor the unit's particular campsite request. However, units may need to be assigned to another campsite if their attendance is significantly different than the campsite capacity. Please note that Troops registering with less than capacity for a desired campsite may have to share the site with another Troop. Troops that reserve a site online with a small number of "placeholder" Scouts are more likely to be affected by this. Baltimore Area Council reserves the right to assign more than one unit to the same site if the site is not filled to capacity.

Dining Options:

- **Central Dining (The King's Banquet Hall)** - three hot or cold meals a day are prepared by the contracted Food Service Staff and served cafeteria style in the Nentico Pavilion. Enjoy fellowship during the meal, and participate in songs, cheers, and other fun antics for a memorable dining experience.



- **Troop Cooking (Cabin Fare):** this option is offered for troops reserving sites with cabins. Units that choose to opt out of central dining and instead bring and prepare their own food in their site pay a reduced camping fee. This is an excellent option for Troops who have "been there, done that" and want a new and challenging experience at summer camp. All cabin sites have a refrigerator, stove, and fresh water to facilitate Troop cooking. Please contact the Camping Services Office at cwetzels@baltimorbsa.org 443-573-2523 for Troop Cooking pricing.

Registering for Camp

Summer Camp Reservation Policy: Reservations are taken on a first-come, first-served basis by week, campsite and space reserved within the site. You can register and see availability online at www.broadcreekbsa.org. Units that stay at BCMSR have the option of reserving the same campsite during the next year before leaving camp. This is a great way to guarantee your reservation for next summer! Please contact the Camping Services Office: 443-573-2523 for details or questions about reservations.

2014 Boy Scouts Summer Camp Sessions

Week 1 - June 29—July 5	Week 3 - July 13—July 19
Week 2 - July 6—July 12	Week 4 - July 20—July 26
Week 5 - July 27—August 2	

NEW FEES AND FEE SCHEDULE FOR 2014: At Baltimore Area Council camps the fee your Scouts pay is "All Inclusive" There are no hidden or additional fees with the exception of the Discover Scuba and All-Terrain Vehicle (ATV) programs. This makes Baltimore Area Council camp fees LOWER than many other Scout camps! A camp patch is also provided for every participant at no additional charge. The only other money your Scouts may need is for the camp Trading Post! **The fees summarized in the table below INCLUDE the costs for all additional supplies, kits, and ammunition for Merit Badges offered in camp.**

Central Dining

Purpose	Amount	When due
Unit Reservation Fee	\$150(*)	At the time of registration
Scout Deposit	\$50	Paid by March 3, 2014
Scout Fee - Early Bird Discount	\$340 ea	Paid in full by April 1 st
Scout Regular Fee	\$365 ea	Paid after April 1 st
Scout Late Fee	\$405 ea	Paid after May 16 th
New Scout (new to Scouting or Troop):	\$340 ea	Anytime
Provisional Camper Fee (one Scout)	\$340 ea	Anytime
Provisional Camper Buddy Team Fee (two Scouts)	\$310 ea	Anytime
Special Needs Scout Fee	\$170.00 ea	Anytime
Adult Fee (if applicable)	\$125.00 ea	Anytime

All fees must be paid and Troop Rosters must be finalized at least two weeks prior to arrival in camp. If the number of youth or adults registered is reduced less than two weeks prior to camp, there will be a \$50.00 non-refundable fee assessed per person not attending camp.

Unit Reservation Fee: The deposit of \$150(*) required when making a reservation is non-refundable under all circumstances. This deposit will automatically be applied to youth registrations when final fees are calculated. All Unit Reservation Fees are transferable to any other open week and campsite before May 30, 2014.

Scout Deposit: A non-refundable Scout Deposit of \$50 per Scout is due on or before March 3rd to reserve the number of spaces needed for your Scouts. Unutilized \$50 deposits can be transferred to another Scout, but cannot be refunded. After March 3rd and/or when a session fills to capacity, the availability of additional camper spaces will be determined by the Camping Director.

Scout Fee - Early Bird Discount: Eligible fees & discounts are based on the date payments are received. An Early Bird Discount of \$25.00 per Scout will be applied to all transactions conducted on or before April 1st.

Scout Late Fee: The fee for any Scout paying for camp after May 16th will be \$405.00 per Scout.

New Scout: A New Scout is defined as – “A recently bridged Scout from a Cub Scout Pack or a Scout joining Scouting for the first time. Scouts transferring from another Troop are not valid.” A New Scout pays at the base rate of \$340.00, regardless of when he signs up and pays for camp.

Provisional Camper Program: Provisional Campers (individuals camping without their unit) are not required to pay the "Site Fee" to complete a registration. Do not enter 1 in the Site Fee block. **Provisional Campers should select "Provisional Scout – camp attending" for required facility selection.** There are two methods to attend camp in a provisional status.

- **Assignment to a BAC Troop Attending Camp During the Week Desired.** Parents register their Scout as a provisional camper at Camp Safran for any week of summer camp. Provisional Campers are then assigned to a BAC unit that will be attending camp that week. Parents will be notified regarding the unit number, site name, and leader's names, and contact information for the Troop assigned prior to arrival at camp.
- **District Provisional Troop Program:** Parents may register their Scout as a Provisional Camper with their District Provisional Troop going to camp during a designated week. Parents can sign their Scout up for any Districts Provisional Troop but are highly encouraged to attend the week when their District is in camp. Parents will be notified regarding the site name, and leader's names, and contact information for the Troop prior to arrival at camp. For more information contact the Camping Services Office at 443-573-2523.

Provisional Camper Fees:

- **Provisional Camper Fee (one Scout):** The fee is \$340.00 per Scout no matter when they sign up.
- **Provisional Camper Buddy Team Fee (two Scouts):** The fee is \$310.00 per Scout no matter when they sign up. The camp fee for a Provisional Camper Buddy Team is lower than the regular price. Regardless of which Provisional Camp method is chosen and to make the provisional camp experience more "user friendly" we strongly encourage the Provisional Camper Buddy Team method. Scouts from their home troop sign up for Provisional Camp in pairs to attend camp for any week or with their District Provisional Troop.

Free Adult Discounts: One free leader for every 10 Scouts registered for camp. One additional adult attends **FREE** with each 10 additional Scouts. This will be credited to unit accounts during the registration process. If the unit does not meet these criteria adult leaders pay the fee of \$125.00 per leader per week.

Single-Leader Camping: Two-deep adult leadership is required by the BSA in camp at the unit level at all times. If for some reason your unit is not able to provide two leaders for some or all of your stay, it may be possible to pair your unit with another unit in camp that is willing to provide additional adult leadership. If this is going to be a factor for your unit you must let the Camp Director know at or before the pre-camp meeting so that accommodations can be made.

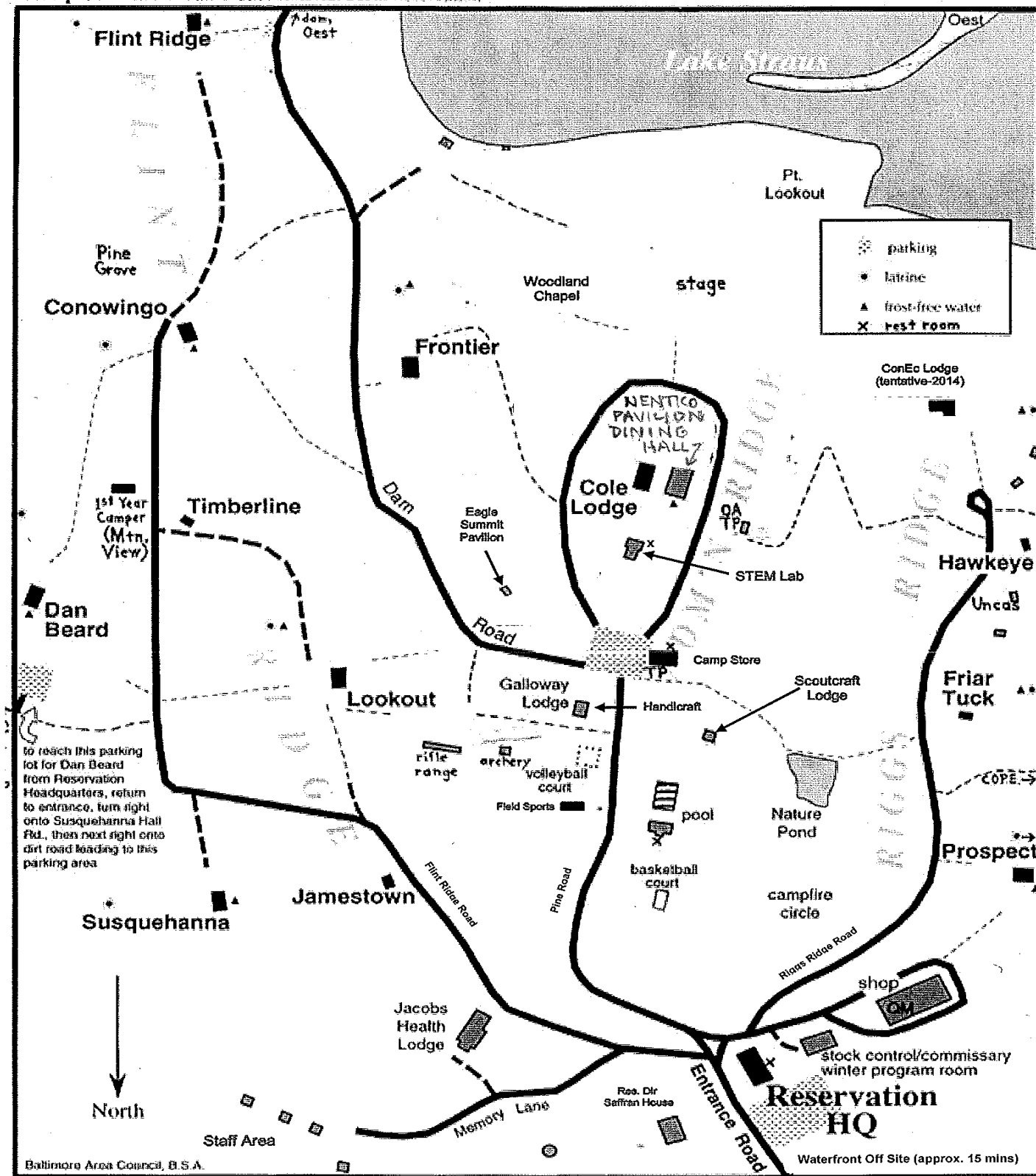
Camperships: The online application for Camperships is available at www.baltimorebsa.org under the "Volunteer Resources" tab, then under "Forms" and must be completed no later than March 17, 2014. Camperships assist Scouts registered with units chartered in Baltimore Area Council, BSA and who demonstrate a financial need to attend camp at Broad Creek Memorial Scout Reservation and are dependent on available funds. They will not exceed 50% of the Scout Fee - Early Bird Discount, and may only be used for camp registration. Units making payments prior to receiving confirmation of a Campership received should pay a minimum of 50% of Scout's camp fees. All Camperships awarded will be applied to the registration in the name of the Scout on the campership request and may not be transferred to other Scouts. There is no deposit required for this request to be reviewed. Completion of the online application does not guarantee a Campership. All information requested on the online application must be completed before it can be reviewed. Information provided on the online application is confidential and is reviewed by a volunteer committee. All Campership applicant's parents and unit leaders will be notified by mail of the committee's decision and the approved amount (if any).

Refund Policy: There will be no refunds on cancellations within 2 weeks of camp date, except for medical reasons. Medical refund requests must include a doctor's note. Eligible written refund requests must be received by the Camping Services Office at least 2 weeks prior to your camp date. The \$25 non-refundable Scout deposit will be retained in all cases. Due to additional contractual obligations, after June 1, the non-refundable amount increases to \$100 per Scout. All refund requests must be submitted in writing to the Camping Services Office no later than August 29th. No refunds will be processed by the Camping Services Office until September and approved refunds will be received by October 31st.

Directions to The Land of Saffran

From Baltimore, travel North on I-95; from Delaware and New Jersey, travel South on I-95. Take Exit 80 (MD Rt. 543) North towards Churchville. Travel two and a half miles and turn right onto MD Rt. 136 heading north. Travel thirteen miles, crossing MD Rt. 22 and US Rt. 1, and turn right onto Peach Orchard Road. Make the first right onto Susquehanna Hall Road and turn right into camp at the "Welcome to Broad Creek" sign.

Street address: 1929 Susquehanna Hall Road, Whiteford, MD 21160 **GPS:** 39.69746, -76.27117
Camp Saffran Broad Creek Memorial Scout Reservation



Leadership Roles

Role of the Lord of the Manner (Scoutmaster/Camp Adult Leader): The Scoutmaster is the adult in charge of the Troop during your stay at camp. The Scoutmaster is responsible for safety and well-being of all Scouts and leaders while in the campsite, and should keep track of where all Scouts are at all times throughout the day. The Scoutmaster is also the primary conduit for communication between the camp leadership and the Troop, and should utilize camp resources to help provide the best possible program for the Scouts.

Before Camp:

- Read this Leaders and Program Guide and share key information with youth and adult leadership.
- Hold a camp orientation meeting for Scouts attending camp and their parents to familiarize them with camp programs, policies, and fee payments and answer any questions.
- **Make and bring theme oriented costumes for camp wide events.**
- Identify each Scout's goals and interests and help him plan a fun and constructive week at camp.
- Ensure paperwork and payments are submitted in a timely manner.
- Ensure that all youth and adult campers complete an **Annual Health and Medical Record (BSA Form 34605) (Parts A, B, and C)**, which requires physician and parent signatures and insurance information,
- Ensure that all youth and adult campers complete the **DRUG ADMINISTRATION RECORD (BAC Form)**.
- Ensure that all adult campers (18 years of age and older) who desire to keep their personal medications (prescription and "over the counter") with them during camp complete the **MEDICATION STORAGE RELEASE RECORD (BAC Form)**.
- Attend the Pre-Camp Leaders' Meetings or send a representative to receive the latest program updates and settle fees.
- Review arrival and departure times and procedures and make arrangements for everyone to have transportation to and from camp. Please car pool.
- Collect fees for extra programs, such as Family Night Meal.

During Camp:

- Check in Sunday afternoon after 1:00pm with four copies of the Troop Roster and all completed medical forms.
- Attend Camp Leader meetings and relay information back to the unit.
- Settle all paperwork and fees by Monday at noon.
- Follow each Scout's progress throughout the week to ensure that everyone is getting the most out of the program.
- Complete a camp evaluation and return it to the Camp Director during check out.
- Report any needs, concerns, or emergencies to the Administration Building as soon as possible for prompt attention.
- Assure that your unit abides by the Scout Oath and Law, BCMSR, and BSA Policies and Procedures.
- Reserve your campsite for next summer.
- Thank the other leaders who have spent the week in camp with you.
- Complete a camp evaluation form and return it to the Camp Director no later than Saturday morning.

Role of the Squire (Senior Patrol Leader): The Senior Patrol Leader is the youth in charge while your Troop is at camp. He should lead the Troop at camp assemblies, motivate and encourage participation in camp-wide activities, competitions and take an active role in helping each boy in the Troop enjoy his week at camp.

Before Camp:

- Read this Leaders and Program Guide and share key information with key youth leaders.
- Know each Scout's goals and schedule for camp.
- **Make and bring theme oriented costumes for camp wide events.**
- Help Patrols prepare for camp-wide competitions and programs.
- Prepare and practice a troop or patrol cheer.

During Camp:

- Organize the unit for unpacking while the unit leader checks in.
- Attend Senior Patrol Leader meetings.
- Conduct Patrol Leader's Council meetings to relay information back to the unit and discuss upcoming events and responsibilities.
- Maintain the unit bulletin board in your campsite, including the Fireguard plan, unit program and advancement chart, and unit duty roster.
- Organize daily flag ceremonies in the campsite.
- Coordinate the Troop's participation in camp-wide activities and competitions.

- With the help of your Troop's adult leadership, make sure everyone knows and abides by quiet times, off-limit areas, and program times.
- In consultation with other youth leaders, complete a camp evaluation form and return it to the Camp Director no later than Saturday morning.

Troop Planning Countdown

The steps below will help guide you through your planning process in preparation for your summer camp experience at BCMSR this summer. The key to a successful week in camp is planning and preparation. The more you plan and the better you prepare, the more successful the week. Remember the key to planning a successful program is to involve the whole troop and the most important ingredient is fun.

The greatest feature of the BCMSR program, as we are sure you will discover, is its flexibility. Please remember, you are the reason for us being here and we will strive to make your week at camp a success. Our goal is to maintain the highest standards, address the smallest detail, and go the extra mile. This is what being **BROAD CREEK PROUD** and our dedication to quality and excellence are all about.

Begin the process by reading the entire Leaders and Program Guide. We realize that the sequence of events below may be different in each Troop.

1. Your reservation is made through Camping Services Office and you have a plan for securing the total camp fee from each of the campers so that you can pay the balance all fees by **April 1, 2014** in order to take advantage of the discounted rate.
2. You need to have a serious discussion with yourself and the other adults in your unit. "What do I want to accomplish as Scoutmaster?" How can I insure a well-organized, balanced program for summer camp...a program that will enrich the life of each Scout and, at the same time, strengthen our patrol and troop organization for year round operation? What are the goals for my troop?"
3. Confirm patrol organization for summer camp. "Natural" patrols, which operate all year, are the most desirable. If this is impossible, create new patrols for the summer camp experience. Organize your patrols well before camp. It is highly recommended that you select at least one Troop Junior Leader, preferably your Senior Patrol Leader, to attend the National Youth Leadership Training (NYLT). For more information go: <http://www.baltimorebsa.org> and do a search for NYLT.
4. If you have not already done so, conduct a Camp Promotion Parents' Night to present camp plans and share with boys and parents information about our camp, program highlights, adult leadership, physical examination, fee payment information, etc. distribute Annual Health and Medical Record (BSA Form 34605). Don't forget that Scouts who want to attend camp for an additional week to take advantage of working on Eagle required Merit Badges and those who want to complete the STEM and NOVA programs or take part in the high adventure programs get an extra discount. Contact the Council Camping Office for assistance or check out the BCMSR Website of the Baltimore Area Council at <http://www.broadcreekbsa.org>.
5. FIND OUT WHAT THE SCOUTS WANT! Ask them, don't just guess. Some things they will want to do on their own, other things by patrol and others with the whole troop. Have each patrol meet to list its ideas in each category. Survey the troop for special program requests- i.e. Tubing, ATV, Aqua-Trek, Discover Scuba, etc.
6. Use the troop Advancement record chart to determine each Scout's advancement needs. Give each Scout a copy of the merit badge opportunities (pages 43-45). Have them select the merit badges they wish to pursue at camp, and then discuss the advance preparation necessary for each badge. Be sure to have the Scouts prepare for what they plan to do. For example those participating in the Knights in Training program should review requirements for Tenderfoot through First Class. Remember, be prepared.
7. Meet with your Patrol Leader's Council (PLC) - the thought and time spent in this meeting will open the doors to real adventure. Have the PLC set goals for camp.
8. After considering your goals, patrol organization, individual boy desires, advancement needs and Patrol Leader Council goals; develop a realistic list of objectives for summer camp. Then plan a program around them. Your Patrol Leaders Council should plan, in detail, the entire troop program for camp. Refer to this Leaders Guide for help. **THIS IS VITAL TO THE SUCCESS OF YOUR WEEK IN CAMP.**

9. Follow up on the Scouts that have not signed up for camp. Convince them on going because of the program you have planned.

10. Attend the BAC BCMSR Pre-Camp Leaders Orientation and Program Preview with your Senior Patrol Leader on Saturday, April 26, 2014 (9:00 am) at Camp Saffran in the Rosenberg Welcome Center, Broad Creek Memorial Scout Reservation, 1929 Susquehanna Hall Road, Whiteford, Maryland 21160-1703. Receive copies of the necessary blank Annual Health and Medical Record (BSA Form 34605); DRUG ADMINISTRATION RECORD (BAC Form); and MEDICATION STORAGE RELEASE RECORD (BAC Form) for each person attending camp. Confirm the number of Scouts attending camp.

11. Pay balance of camp fees owed not later than April 1, 2014.

12. Finalize your Troop Roster of those attending camp. Provide four copies, filled out completely, listing all youth and adult campers in alphabetical order, giving name, address, zip code, and an emergency telephone contact number valid for the week in camp. If at all possible the Troop Roster should not be hand-written. Buddy tags are prepared from the names listed on the Troop Roster. Be sure to get parents' vacation addresses and telephone numbers if this applies. Make sure all are registered with the Boy Scouts of America. Bring four copies of the roster to camp: place one roster with your Annual Health and Medical Record (BSA Form 34605), turn in one roster to the Camp Director at check-in, turn in one copy to the Pool at Swim Test, and keep the fourth copy for your records.

13. Collect and review Annual Health and Medical Record (BSA Form 34605); **DRUG ADMINISTRATION RECORD (BAC Form); and MEDICATION STORAGE RELEASE RECORD (BAC Form) for each person attending camp.** Check for completeness of all information, as well as parents and doctors signatures and CURRENT dates (Annual Health and Medical Record (BSA Form 34605) are good for one year). All campers must possess a current, complete Annual Health and Medical Record (BSA Form 34605) (Parts A, B, and C). This must be signed by a physician within the past twelve months, signed by a Scout's parents, and include accurate insurance information. No one may stay in camp for more than 48 hours or participate in any program activities without an Annual Health and Medical Record (BSA Form 34605). **Troops should ensure that all completed medical forms are brought to camp when the unit checks in on Sunday.**

14. Pre-Camp Leaders' Meeting: Scoutmasters, Assistant Scoutmasters and Senior Patrol Leaders are invited to attend a Pre-Camp Leaders' Meeting in the Rosenberg Welcome Center at Camp Saffran, Broad Creek Memorial Scout Reservation, 1929 Susquehanna Hall Road, Whiteford, Maryland 21160-1703. You will receive the latest information on program offerings, schedules, and check-in procedures. If you have not already done so, unit leaders should settle up any unpaid fees. Inform the Camp Director of any special needs at this time. Come to this meeting with all your questions and be sure to have anything you are uncertain about cleared up. In addition feel free to call the BAC Camping Office at 443-573-2523 with any questions. You can call the camp at 410-420-4079 or 410-420-4076 with your program questions after June 21st when camp opens.

1st Week Troops Pre Camp Leaders' Meeting: Tuesday, June 17, 2014.

2nd Week Troops Pre Camp Leaders' Meeting: Tuesday, June 24, 2014.

3rd Week Troops Pre Camp Leaders' Meeting: Tuesday, July 1, 2014.

4th Week Troops Pre Camp Leaders' Meeting: Tuesday, July 8, 2014.

5th Week Troops Pre Camp Leaders' Meeting: Tuesday, July 15, 2014.

Arrive by 5:45 pm and have dinner on us. Dinner will be served at 6:00 pm and the meeting will begin immediately following the meal. Please RSVP at 443-573-2523 no later than the Friday prior.

15. Arrange for transportation to camp and for the return home.

16. Check in at ~~The Land of Saffran~~ on Sunday at the designated time.

*If you taketh the King's salt,
you must doeth the King's bidding!*

Advanced Preparations Checklist**Request Your Troop Committee To:**

- ☐ Visit homes of Scouts not signed up for camp to encourage their attendance
- ☐ Arrange transportation and location for departure
- ☐ Collect all fees and transmit to the Baltimore Area Council Office prior to April 1st
- ☐ Arrange for Camp Board of review, if desired
- ☐ Complete a Tour Plan if you are from outside the Baltimore Area Council

At Parents' Meeting At Least 3 Months Prior To Camp:

- ☐ Confirm transportation details to and from camp
- ☐ Distribute the Annual Health and Medical Record (BSA Form 34605) **DRUG ADMINISTRATION RECORD (BAC Form); and MEDICATION STORAGE RELEASE RECORD (BAC Form) for each person attending camp.**
- ☐ Explain to all parents what summer camp is all about and why every Scout should attend
- ☐ Review general information sheet and personal equipment lists. Review special camp programs and activities. Announce merit badges that require pre-camp preparation
- ☐ Secure location and emergency phone numbers while Scouts are in camp
- ☐ Explain the merit badge process and inform Scouts that they will need to have their blue cards prepared before leaving for camp

At A Meeting of Your Troop Leaders' Council 6 Weeks Prior To Camp:

- ☐ Make patrol service assignments
- ☐ Select desired troop programs
- ☐ Emphasize importance of special programs for a successful camp
- ☐ **Check on progress of theme oriented costumes**
- ☐ Collect completed Annual Health and Medical Record (BSA Form 34605) (parent and physician signatures a must); **DRUG ADMINISTRATION RECORD (BAC Form); and MEDICATION STORAGE RELEASE RECORD (BAC Form) for each person attending camp.**
- ☐ Review which Scouts are not going to camp and attempt to sign them up or have them go Provisional

At A Troop Meeting 2 Weeks Prior To Camp:

- ☐ Review tentative program - get further suggestions
- ☐ Discuss the Scout Oath and Law as it pertains to camp
- ☐ Review personal equipment needs
- ☐ Give final travel plans (direction map to camp included herein)
- ☐ Remind each Scout to especially bring: Any required medications; Official Boy Scout handbook
- ☐ Discuss merit badge plans and remind Scouts that they will need to have their blue cards prepared before leaving for camp

Before Leaving For Camp:

- ☐ Prepare four copies of camp roster
- ☐ Know how to reach parents in case of emergency
- ☐ Gather all Scouts in one place and leave together
- ☐ Leader has sufficient funds on hand to cover balance of fees owed - (bring at least two checks)
- ☐ Do not arrive in camp before your assigned time
- ☐ Have Tour Plan if your unit is from outside the Baltimore Area Council
- ☐ Ensure that all Scouts have properly prepared Merit Badge Blue Cards

General Information

The Land of Saffran (Camp Saffran) is an official camp of the BAC, BSA. It is operated for the benefit of registered Scouts and Scouters in accordance with all standards of Scout Camping. As a Boy Scout summer camp, all Scouts, leaders, visitors, and guests are expected to abide by the Scout Oath and Law, as well as BSA and camp policies, at all times. The Reservation/Camp Director or Camp Ranger may dismiss individuals, groups of people, or entire units from camp for failure to abide by these regulations. Any inappropriate, disrespectful or un-Scout-like behavior must be reported to the Camp Director. Rules for acceptance and participation in the program are the same for everyone without regard to race, color, creed, or national origin.

Every precaution is taken to ensure the safety of all campers, and every effort is made to make their stay productive and pleasant. This camping season marks another year of development in our camp. You will find new programs and facilities and you will see many improvements and refurbishments.

Alcohol & Illegal Drugs: Alcoholic beverages and illegal drugs are strictly prohibited, and the possession or use thereof will be grounds for immediate dismissal.

Buddy System: All campers are expected to use the buddy system at all times in order to maintain everyone's safety. The buddy system requires all campers to travel around camp with a buddy; no one is to go anywhere in camp alone.



Bikes: Campers may bring bikes for use on camp roads and marked bike trails throughout camp; bikes are not to be ridden through campsites or program areas. ***A helmet must be worn at all times while riding.*** The Reservation, Camp/Program Director, and Camp Ranger may revoke bike-riding privileges from those who do not follow these rules.

Camp Leadership: It is the policy of the Boy Scouts of America that at least two (2) adult leaders, one of whom must be 21 years of age or older, attend summer camp with your Troop. Ideally, the Scoutmaster is the best choice for camp leader; however, this position must be filled by a registered adult at least 21 years of age. The second adult in camp can be an Assistant Scoutmaster, Troop Committee member or a parent. The Camp Leader is in charge of the Troop at all times, and is responsible for the conduct of their Scouts. Scoutmasters must know of Scouts who need special attention due to physical handicaps or personal problems (heart disease, excessive shyness, allergies, etc.).

Campsite Inspections: The camp leader is responsible for the health, safety, and cleanliness of his Scouts and the campsite. The campsite (cabin/Adirondack, latrine, tent area, and field) should be kept clean, neat and safe at all times. All units are given a camp inspection sheet on check-in. Your Program Commissioner will perform a campsite inspection each day. Inspections will be primarily aimed at checking the following:

1. Cleanliness of latrines and washstands.
2. Conditions of tents.
3. Cleanliness of grounds and trails (Camp Good Turn assigned area).
4. Safety Hazards and what is being done to correct them.

Commissioner Service: A Program Commissioner is assigned to each campsite. This staff member is knowledgeable about the camp facility, the summer camp program and Scouting in general. The Program Commissioner is the first line of customer service from the Camp Staff to the unit. The Program Commissioner will provide program support of an area in camp consisting of three to four Troop sites and will be prepared to give assistance to your Troop as well as some of your neighboring Troops. He/she will offer any help needed in programming, organization of activities, or any Scouting problems you might have.

His primary job is to help you to help your Troop. This can be done by giving information, informal meetings, discussions, references, and demonstrations to your Troop leaders. Our Program Commissioners want to assist you, whatever your needs are. Their goal is to provide the greatest possible service to insure that your campers do not miss any activities the camp has to offer and that your week in camp is a successful one. The Program Commission will visit the campsite daily to check on the unit, help address any needs or concerns that the leaders have and perform the campsite inspection. Please utilize the commissioner as a key resource to help get the most out of your week at BCMSR.

Conservation: Camp conservation and the application of Leave No Trace front country principles are everyone's responsibility. We can each do our part by picking up litter, recycling paper, cans, and bottles while also staying away from wildlife and staying on designated trails when travelling through wilderness. Each unit will have the opportunity to participate in conservation projects in the campsite or around camp. While at camp, questions about conservation can be addressed to the Conservation-Ecology area or Camp Director. The BCMSR front country guidelines are as follows:

Plan Ahead And Prepare: Know the Broad Creek regulations contained in this Leader Guide. Prepare for extreme weather, hazards, and emergencies. Use a map and compass to eliminate the use of marking paint, flagging or disturbing the ground in any way.

Camp and Travel on Durable Surfaces: Hike equipment into the campsite to minimize traffic on BCMSR's roads. Park all vehicles (including trailers) only in designated parking spots on gravel or asphalt, never on grass or in the campsites. Coordinate with the Camp Director in advance if any special accommodations are required.

Dispose Of Waste Properly: Sort your trash from recycling and dispose of in appropriate dumpsters, not in latrines. Empty dishwater down the sink, not on the ground. Use latrines and bathroom facilities appropriately for disposing of human waste.

Leave What You Find: Preserve the past by observing, but not touching, cultural and historical artifacts. Leave rocks, plants, and other natural objects as you find them for the next visitor. Take responsibility for daily commissioner inspections.

Minimize Campfire Impacts: Units can only cook on stoves or in established fire circles. Do not create new campfire circles, as fires scorch the ground and sterilize the earth. **Do not bring firewood into camp;** it spreads harmful insects and it is illegal.

Respect Wildlife: Observe wildlife from a distance; do not approach or follow them. Never feed animals. It can damage their health and alter their natural behavior. Do not bring pets to camp.

Be Considerate Of Other Visitors: Respect other visitors and the quality of their outdoor experience. Let nature's sounds prevail; avoid loud noises, especially after Taps. Leave your campsite better than you found it for the next visitors.

Damage to the Realm (Camp) Property and Equipment: All campers should respect camp property, including tents, structures, equipment, fields, woodlands, and wildlife. The Troop is responsible to pay for the cost of repair. Payment is due before you leave camp. Any damages beyond normal wear and tear will be charged to the unit. Damage to tents is assessed at \$35 per linear inch if the tent can be repaired for up to 12 inches. All other damages are assessed at cost of replacement. For more information, please contact the Camp Director. Please take care to find and report all damaged materials with your Staff Troop Guide on check-in.

King's Banquet Hall (Dining Hall): The Dining Hall is located in the Nentico Pavilion next to the kitchen (Cole Lodge). Feasting times: Breakfast - 8:00 AM; Lunch - 12:15 PM; Dinner - 6:00 PM.

Feast Time Program: Many important program aspects are included during each meal. Program announcements, songs, and cheers are led by the camp staff at mealtime. It is extremely important for leaders and staff members sitting at each table to quiet the Scouts down when the camp staff raises the Scout sign. Jr. Staff will sit at unit tables, the Directors will sit in one centrally located Staff table.

Note: Special treats such as watermelons, cakes, etc. or food to be cooked outside the Dining Hall for campsite meals or while on outpost MUST be ordered at least 24 hours in advance of the time you need them. Orders may be placed with your Program Commissioner or at the Camp Administration Building by filling out a Food Requisition Form. Questions regarding this process may be directed to your Program Commissioner. In addition, please notify us in writing of any special dietary needs for people in your Troop at the Pre-Camp Leaders' meeting.

Driving and Parking Policy: The volunteers of the Conservation Committee in concert with the Camping and Outdoor Program Committee and the Board of the Baltimore Area Council have approved for implementation a NEW Policy for Driving and Parking vehicles on all camps at Broad Creek. The significant points of this policy for summer operations to note are as follows:

- Units check in at camp Administration Building.
- Units obtain a vehicle pass to drive to their site and unload.
- No vehicles may leave the roads, drive into camp sites nor park off any road unless it is a designated camp site parking area.
- Trailers may be put in a designated parking area near the camp site.
- Adults with a valid handicap, or designated "staff vehicle" may obtain a pass from the Administration Building which must be displayed on the vehicles dashboard then park where directed by the Camp Staff.
- No other vehicles may remain in a designated camp site parking area with the exception of adults with a valid handicap, or designated "staff vehicle".
- The rest of the unit's vehicles must return to the particular camps main parking area.

Gated areas in camp that are closed are not locked during camp use. They are chained and have a carabineer holding the chain. If the gate is closed and you receive permission to go through it please close the gate and snap the carabineer on the chain after you drive through. For complete details about this policy please go to: <http://www.broadcreekbsa.org/document/broad-creek-parking-policy/129408>

Equipment In General: Your troop should bring sufficient Scoutcraft equipment, cooking gear, hiking equipment, troop and patrol flags, American flag, and any other equipment you might need for your program. Keep in mind that if you have Scouts participating in an overnigher, you will need to provide the tents for them to use. We have limited amounts of equipment for those who do not have what is needed.

Family Night: All parents and families are invited to visit Camp Saffran, BCMSR on Friday night from 5:00 pm – 9:30 pm. Come for our evening retreat ceremony, dinner, and the closing campfire. Wrist bands for dinner are \$9.00 per person if purchased during check-in and \$10.00 otherwise, and are available through at the Administration Building. Guests should plan to arrive between 5:00 pm and 5:30 pm if they are eating dinner and between 7:00 pm and 8:00 pm if they are not. **All visitors must report to the camp Administration Building to sign in and receive a wristband (Youth Protection and National Camp Standards requirement) when coming to Camp Saffran at the Camp Administration Building. Visitors must sign out and have wristband removed before leaving.**

Firearms and Personal Archery Equipment: BCMSR provides all necessary shooting sports equipment at the appropriate ranges. **Individuals may NOT bring any firearms or archery equipment into camp. NO ammunition of any kind may be brought into camp.**

Fireworks: They are prohibited in camp and are against the law in the state of Maryland. Possession or use of fireworks is strictly prohibited and will be grounds for immediate dismissal.

First Aid: Every program area has a first aid kit to tend to minor injuries that occur there, and anyone may report to the Jacobs Health Lodge for first aid treatment. Troops are encouraged to treat minor injuries, such as cuts and splinters, in the campsite. Whenever first aid is administered by the unit, it must be reported to the Health Lodge and entered in the first aid log. There is a trained medical professional that lives on-site and serves as the camp medic to treat more serious first aid cases. The following are major medical facilities nearby Broad Creek.

Upper Chesapeake Hospital: 500 Upper Chesapeake Drive, Bel Air, MD 21014

Patient First: 560 W. MacPhail Road, Bel Air, MD 21014

Fishing: See information on page 66.

Flag Ceremonies: Reverence for the country and respect for the flag is emphasized at Camp Saffran. Troops are encouraged to attend Flag Raising at 7:45 AM. A formal Retreat Ceremony (colors) is held at 5:45 pm each day for all troops. Troops are encouraged to provide color guards. Sign up with your Program Commissioner.



Hand Washing: Hand washing is the easiest way to stay sanitary in the outdoors and prevent disease. It is imperative that all campers wash their hands after using the lavatory and before meals. Soap and running water are provided at all latrines, dining halls, in the shower house, and at designated hand washing sinks.

Hazing and Initiations: Hazing serves no constructive purpose and is prohibited by the Boy Scouts of America. Hazing and initiations violate Youth Protection Policies. Camp is a safe haven. Scout leaders will see to it that all new campers are properly oriented and assisted in getting the most out of their camping experience. Any incident of hazing is a Youth Protection issue and must be reported to the Camp Director immediately. Hazing is grounds for immediate dismissal.

Jacobs Health Lodge: Hours of Operation - Emergencies: 24 Hour - Medications: After meals. The Jacobs Health Lodge is located across from the parade ground. All medications for Scouts are to be turned over to the Health Officer at check-in. Please report all health problems. We are required to record all injuries that occur on camp property, NO MATTER HOW SMALL. If the Health Officer is not in the Health Lodge there will be a sign telling you where he/she is located.

Ice (Merlin's magic has no bounds!!): A limited quantity of ice is available daily for free at the Dining Hall or Stock Control depending on conditions and the supply of our ice machine. Troops participating in the Troop cooking option have priority. When the supply of ice in the Dining Hall or Stock Control runs low local purchase of bagged ice by a Troop Leaders is the only option.

De Ole' Latrines: Latrines must be cleaned daily. When water is added daily (one bucket per opening per day), odors are greatly reduced. Please **DO NOT POUR DISINFECTANT INTO THE PITS AS THIS WILL INCREASE THE ODOR**. Objects are not to be thrown into the latrines as this will cause serious problems in both plumbing and disposal units.

Law Of The Realm (Camp): Is the Scout Law. Simple yet all inclusive.

Leaving the Realm (Camp): Anyone leaving camp before the designated check out period on Saturday morning must sign out at the Camp Administration Building. Scouts leaving camp must have completed the proper procedure for the release of a minor (as described in the Youth Protection section of this Leader Guide). Units are reminded that they must retain two-deep leadership in camp at all times.

Liquid Fuel: Using liquid fuels for starting any type of fire, including lighting damp wood, charcoal, and ceremonial campfires or displays is prohibited. Liquid fuel lanterns and stoves are permitted. An adult knowledgeable about chemical fuels and equipment should always supervise youths involved in the storage, handling, and use of chemical fuels and equipment. Operate and maintain chemical-fueled equipment according to the manufacturer's instructions and in facilities or areas only where and when permitted. No flames in tents. This includes burning any solid, liquid, gel, or gas fuel. Store chemical fuels

in their original containers or in containers designed for immediate use. Securely store any spare fuel away from sources of ignition, buildings, and tents. During transport and storage, properly secure chemical fuel containers in an upright, vertical position. We recommend battery lanterns. Propane lanterns and stoves may be used when underwriter approved cylinders are used. Caution: If refillable containers are used, they should be tested regularly. Units are responsible that empty containers are disposed of properly with your unit's trash.

Litter: Please do not litter and do your good turn by helping pick up litter should you see any. Let's all work together to keep Camp Saffran clean. Be sure to join us in our recycling effort. More information on this good turn will be distributed at camp.

Lost And Found: Two lost and found boxes will be maintained throughout the summer: one in the Pool Office for towels, swim trunks, and similar left at the pool or shower house, and one in the Administration Building for all other lost items. Program areas will take lost and found items up to the administration office at the end of each day. Likewise, articles lost may be inquired about at the same place. Unclaimed articles will be disposed of at the end of the summer. **We do not accept any responsibility for valuables lost or stolen.**

Mail: Campers are welcome to receive letters, postcards, and care packages while at camp. Our camp has a daily mail service. Mail goes out at after 2:00 pm, and will be available for pick up at the Camp Administration Building after 3:00 PM every day. Mail should be addressed to campers and leaders in camp as follows:

Scout's Name / Troop #
Camp Saffran, Campsite Name
Broad Creek Memorial Scout Reservation
1929 Susquehanna Hall Road
Whiteford, Maryland 21160-1703

Maintenance: Tents, cots, tent platforms, and other such equipment are expensive to replace. Care for them as you would your own property. Small rips in cots and tents should be reported immediately. When camp property is damaged, a charge will be made to cover the necessary repairs or replacement. Tent flaps and walls should be rolled inward each day, if weather permits. This allows visible control of the site, as well as airing out the tents.

Order of the Arrow: Nentico Lodge #12 is very active at camp. Unit elections for troops from the Baltimore Area Council are recommended to occur prior to summer camp during a regularly scheduled troop meeting when the most youth members will have the opportunity to vote for their peers. In the event that holding an election prior to summer camp is not possible, Nentico Lodge will offer elections to troops from the Baltimore Area Council only, following the policies and procedures set forth by the Order of the Arrow, which includes that at least 50% of the troop's active members must be present to conduct an election. Due to the requirement that adult nominations must be approved by the lodge, adults nominated at summer camp cannot be called out at camp. If you have conducted your elections prior to camp please have a copy of the election form with you at camp to avoid any misunderstandings. A Call-Out ceremony will be held each week during the Friday Night Campfire. Units wishing to have Scouts called out should speak to the Camp Chief during the week; out-of-council units should bring appropriate documentation if they would like their Scouts to be called out. Arrowmen are encouraged to wear their sash with the Field Uniform and to attend an OA members-only ice cream social. Details about these events will be announced at camp.

Out of Realm (Camp) Trips: If a Scout or Leader is leaving camp, they must stop by the Camp Administration Building and sign out in the Camp Sign In/Out Register. A Scout who leaves camp prior to the normal departure time on Saturday will only be permitted to leave under the auspices of an adult approved by the parents of the Scout in writing. If a group of Scouts and Leaders are leaving camp for an off-camp trip, the unit must file a Trip Plan. Upon return, individuals should check in at the Camp Administration Building and sign back in. Returning groups need only send one representative to the Camp Administration Building to check back in.

Personal Equipment: Your Scouts should have a list of all material and equipment they bring to camp and have them check off items as they prepare to leave camp for home. Any personal gear of value should be

left at home. Everything brought should be clearly labeled with the Scouts name and Troop number. Parents will be happy when their sons return home with all their original equipment. Make sure that your boys do not bring along too much money or valuable items, and that all money be locked up for safe keeping. **BCMSR is not responsible for lost, damaged, or stolen items, but will make all reasonable efforts to recover any missing items. Do not bring any valuables to the pool.**

Pets: Maryland state law prohibits pets in camp by campers or leaders while camp is in session.

Problems: Do not let little problems grow. Address problems in camp as soon as you become aware of them. Consult your Program Commissioner for assistance.

Prohibited Items Include: All forms of alcoholic beverages, illegal drugs, depressants, stimulants, and sheath knives in any form are prohibited. Non-alcoholic beer may encourage underage or irresponsible use of alcoholic beverages. Please do not bring or allow use of non-alcoholic beer. Violators, whether boys or adult leaders, will be asked to leave camp. Also prohibited are: firearms, weapons or un-Scoutlike devices; fireworks, loud noisemakers, canons, etc.; drugs/medications (not from Camp Health Officer); unauthorized generators; unauthorized vehicles of any kind; bikes w/o safety gear; firewood from elsewhere (Do not bring firewood into camp; it spreads harmful insects and it is illegal. we can supply you); chainsaws or un-Scoutlike tools; un-Scoutlike logos, slogans, designs on T-shirts or hats, etc.; pets of any kind; and open-toed footwear.

Quartermaster: Items necessary to clean your campsite latrine and do camp improvement projects are available through the Quartermaster Staff or Program Commissioner. The Troop is responsible for the return of all items checked out in clean, working order. All items checked out are to be returned no later than immediately after breakfast on Saturday Morning.

Quiet Hours: Designated quiet hours are between Taps at 10:00pm and Reveille at 7:00am. Please keep campsite noise to a minimum during those hours out of respect for those who are asleep.

Realm (Camp) Administration Building (AKA - Rosenberg Welcome Center or RHQ): Hours: *Sunday* - 1:00 PM to 10:00 PM; *Monday – Friday* - 8:00 AM to 10:00 PM; *Saturday* - 8:30 AM to 11:30 AM.



The Camp Saffran Office is located in the Rosenberg Welcome Center. The Reservation/Camp/Program Director and Program Commissioner's Offices are located here as well. The following services will be conducted at the Camp Administration Building:

2015 Summer Camp Sign-Up: Reservations will be accepted for the 2015 summer camping season. A \$150 non-refundable deposit is required at the time of reservation.

Fee Payments: All fee transactions are paid and receipts provided at RHQ (Camp fees, visitor meals, Family Night meals, Discover Scuba, etc.) Camp fees will be reviewed during check in. If your troop has an outstanding balance the fee can be paid at that time.

Camp Maps & Directional Information: Maps of the reservation, trail maps, and other maps of local interest are available in the Camp Administration Building.

Emergency Phone Service: An emergency phone line is located in the Camp Administration Building (or Health Lodge when the office is closed). If the outside world needs to contact a person in camp they should call 410-420-4079 or 410-420-4076 and the message will be delivered.

Visitor Check In/Out: All visitors must report to the camp Administration Building to sign in and receive a wristband (Youth Protection and National Camp Standards requirement) when coming to Camp Saffran at the Camp Administration Building. Visitors must sign out and have wristband removed before leaving.

Scout & Leader Check In/Out: Anytime a Scout or Leader is leaving or returning to Camp Saffran please notify the camp management at the Camp Administration Building so that we know of your whereabouts at all times in case of an emergency.

Recycling: Each campsite is provided with a recycling container to collect aluminum and plastic recyclables. We ask all Troops to empty these in our recycling dumpster located behind the Cole Lodge. Thanks for helping us recycle!

Religious Services: We suggest that you and your boys fulfill your religious obligations before arriving in camp. An All-Faith Scout Vespers will be held Monday evening and a Jewish Vesper Service will be held

Friday evening. Make sure to invite the Pastor, Priest, Rabbi, or Chaplain from your sponsoring institution to visit camp. We are happy to support services for any faith, as requested.

Restricted Areas: In order to maintain the safety of all campers, the following areas are strictly off-limits:

- The dam, bridge, and surrounding areas (both above and below the dam).
- The Ranger's house and surrounding grounds.
- Water towers, pump stations, and filtration houses.
- Camp Staff Areas.
- Family Cabin Area.
- Shop and Stock Control area.
- Other units' campsites, unless invited.
- Program facilities when not in session.
- Perimeter of Archery, Rifle, and American Skeet and Trap Shotgun Ranges.
- Project C.O.P.E. Course when not accompanied by a trained instructor.
- Trading Post, Kitchen, and Dining Hall outside normal hours of operation.
- Unmarked off resident campgrounds.
- Campers may not walk along public roads.

Showers: Showers for all campers and leaders (both male and female) are located in the shower house at the Pool. ***Showering more than once a week is recommended by the King!***

Sleep: Particular emphasis is placed upon providing every Scout with nine hours of sleep every night. This is necessary if he is to enjoy an active program and get the most from his stay in camp. It is the responsibility of the Scoutmaster and other Troop leaders to see that his camp site is a courteous one. Rowdiness and loud talking after taps and before reveille will not be tolerated.

Smoking: Smoking and the use of tobacco by anyone under age 18 are prohibited by law and are grounds for immediate dismissal. Leaders who are smokers are reminded that smoking is prohibited in buildings, campsites, tents or Program Areas. Leaders who choose to smoke must do so at a designated location, away from youth campers and campsites. All cigarettes and tobacco must be disposed of properly. We ask that smoking not be done in front of Scouts. A designated smoking area will be established and announced.

Supervision: When not in a program area, unit leaders must provide supervision or maintain the whereabouts of all campers at all times. Scouts are expected to be in their respective campsite no later than 10:00 pm each evening and under the supervision of an adult leader. Scouts may only leave their campsite after 10:00 pm when accompanied by an adult leader. In addition, during Campwide events, such as meals, campfires and ceremonies, Scouts are expected to be with their troop and under the supervision of an adult troop leader. When Scouts are in the troop campsite, there should always be adult leadership present. At no time should Scouts be in the campsite of another troop without permission/invitation.

Telephone/Cell Phone (more black magic!): There is a telephone in the Camp Administration Building that may be used by leaders in case of emergency. Incoming calls for Scouts and Leaders should be for emergencies only. Messages will be taken for all incoming phone calls and delivered to the camper at the next meal. Urgent messages will be delivered to the site. Any Scout needing to make a call should have one of his camp leaders with him. The numbers for camp are 410-420-4079 or 410-420-4076, and the fax number is 1-410-452-8260. Cellular phones are allowed at camp however, BCMSR assumes no responsibility for the loss, damage or misuse of cell phones including overuse, exceeding plan limits or use by unauthorized persons. If a camper does bring a cell phone they are not to be used in any program areas, during flag ceremonies, or in the Dining Hall out of courtesy for other campers. Knowing that they can sometimes add to homesickness problems and prank calling, the camp encourages Scouts to leave cell phones at home.

Troop Portraits (Photos): Troop photos will be taken by your Program Commissioner on Monday following dinner with a digital camera and the file will be provided to the unit.

Trash: All trash generated in the troop site must be disposed of by your Troop. The Troop should send two Scouts with your trash to the dumpster. The dumpsters are located behind the Dining Hall, by Lookout Campsite, and at the back of Stock Control.

Troop Roster: Provide four copies, filled out completely, listing all youth and adult campers in alphabetical order, giving name, address, zip code, and an emergency telephone contact number valid for the week in camp. If at all possible the Troop Roster should not be hand-written. Buddy tags are prepared from the names listed on the Troop Roster. Be sure to get parents' vacation addresses and telephone numbers if this applies. Make sure all are registered with the Boy Scouts of America. Bring four copies of the roster to camp: place one roster with your Annual Health and Medical Record (BSA Form 34605), turn in one roster to the Camp Director at check-in, turn in one copy to the Pool at Swim Test, and keep the fourth copy for your records.

Troop Site Capacity: Each Troop site has a definite size regarding boy capacity. This is done to accommodate small and large Troops alike. The Camp Director reserves the right to assign a Troop to a site that would best fit the size of the unit. Camp site changes are assigned at the Pre-Camp Leaders' Meeting. Any Troops sharing a site will be notified.

Two-Week Camping Units: Troops requiring food during the changeover period from lunch on Saturday through lunch on Sunday should be prepared provide their own food and to cook. One-week Troops arriving early, on Saturday, or remaining through Saturday must also be prepared provide their own food and to cook. Staff is off or very limited during this period. The troop is responsible for their program during the changeover period.

Uniform: The official Boy Scout Field Uniform ("Formerly Class A"), consisting of shirt, shorts, socks, and belt, correctly worn, is proper at any time, but essentially required to be worn each evening for flag retreat and dinner, opening and closing campfires, and the Interfaith Worship service. Neckerchief and hat may be worn at the Troop's discretion. At other times in camp, it is recommended that Scouts wear the official Boy Scout Activity Uniform ("Formerly Class B"), Scout shorts and t-shirts. Some Scouts may not have a uniform, through no fault of their own, and we must note that a uniform is not a prerequisite for attendance at camp. **Shoes with open-toes and heels are NOT permitted in camp as a matter of safety, especially to prevent puncture wounds which could prohibit swimming. Shoes with closed-toes and heels must be worn at all times. Sandals, Texas, flip flops and other open toed and open heeled shoes are not permitted.** Hiking boots or appropriate foot gear designed for use in the outdoors should be worn each day. Athletic footwear is authorized however, it is not recommended for rough terrain. Water shoes (Old sneakers or athletic shoes or foot gear which can get wet and will prevent injury while in the water are acceptable water shoes) will be needed for a variety of camp activities.

Visitor Check In/Out: All visitors must report to the camp Administration Building to sign in and receive a wristband (Youth Protection and National Camp Standards requirement) when coming to Camp Safran at the Camp Administration Building. Visitors must sign out and have wristband removed before leaving.

Visitors Meals: Visitors desiring meals at the Camp Dining Hall can be accommodated if the camp is notified 24 hours in advance. Visitor's meals may be purchased for \$7.00 apiece at the camp administration building throughout the week. Only a limited number of visitors can be accommodated for meals. Large groups must make arrangements at least one week in advance. Arrangements should be made through your Program Commissioner.

Wildlife: Broad Creek is home to a diverse array of wildlife. As a general rule, wildlife should be observed at a distance. Camp is their home year-round, and we are only visitors; accordingly, all wildlife should be left alone. Immediately report any wildlife acting abnormally to the Camp Administration Building.



Wristbands: All campers and visitors are identified by a colored wristband. Wristbands for campers are issued during their first afternoon at camp, and wristbands for visitors are issued in the Camp Administration Building when they check in. Campers whose wristband falls off should bring their old wristband to the Camp Administration Building to receive a new one **All visitors must report to the camp Administration Building to sign in and receive a wristband (Youth Protection and National Camp Standards requirement) when coming to Camp Saffran at the Camp Administration Building. Visitors must sign out and have wristband removed before leaving.** In order to ensure everyone's safety, anyone not wearing either a wristband or a camp staff uniform should be sent to the Camp Administration Building to check in and receive one.

De Olde Realm Shoppe (Camp Store/Trading Post): Located in the lower parking lot, the Camp Store/Trading Post is open daily and offers all your summer camp needs. It is stocked with merit badge pamphlets and program supplies, camp souvenirs, commonly forgotten necessities, postage stamps, and snack food items. Cash, check, VISA, MasterCard, Discover, and American Express are accepted for payment. Hours of Operation are posted.

Youth Protection: Broad Creek Memorial Scout Reservation and the Baltimore Area Council adhere to all Youth Protection Guidelines of the Boy Scouts of America. Above all, we want to keep our youth safe, and we want camp to be a safe haven. All leaders are encouraged to review the BSA Youth Protection manual before coming to camp. If you have any questions or concerns, please discuss them with the Camp Director. Furthermore, ***if any child reports abuse, neglect, or other youth protection issues to you, you must notify the Camp Director immediately;*** you are also encouraged to contact local authorities. You are not to discuss details of the situation with anyone.



Guidelines: The Boy Scouts of America has developed the following barriers to protect both our Scouts and our leaders from child abuse. It is expected that everyone will abide by these guidelines at all times.

- Two-deep leadership is to be maintained at the unit level at all times.
- There is to be no one-on-one contact between a youth and an adult; all meetings and conferences between a youth and an adult are to be “publicly private”.
- Respect the privacy of others. Separate bathroom, shower and changing facilities are provided in the Shower House for men and women, youth and adult. The same separation should be maintained in the campsite for those activities. The only exception is made for reasons of immediate and critical health and safety.
- Sleeping accommodations are separate as well: youth tent with youth, men with men, and women with women. The only exceptions are for a youth sleeping with his parent or a married couple sleeping together.
- Secret organizations are prohibited. All programs and activities are open to parents and leaders to observe and review.
- Appropriate attire is to be worn at all times. Skinny-dipping, bikini swimsuits, and clothing with inappropriate or offensive messages are prohibited.
- Discipline should always be constructive, in keeping with the values of the Scout Oath and Law. Corporal punishment is strictly prohibited.
- Hazing or initiations of any kind are strictly prohibited.
- Adult leaders must monitor and guide the leadership techniques of youth members to ensure that they are in keeping with the Scout Oath and Law.

Reporting: Any serious suspicion of abuse or neglect in camp should be reported immediately to the Camp Director, and you are encouraged to also contact local authorities. This report shall be kept confidential. There should be no discussion about the report or the allegations in order to preserve the integrity of the victim, the abused, and the pending case. The Camp Director will follow the BSA's procedure for proper reporting. You are not to discuss details of the situation with anyone. It is the policy of Broad Creek Memorial Scout Reservation to seriously consider any information related to unacceptable contact or behavior towards youth. Reports will be forwarded to the Maryland State Police as required by law.

Release of Campers: To ensure the safety of all campers, the BAC, BSA has enacted the following policy. Any camper, who leaves camp prior to normal departure time on Saturday Morning with their unit, will only be permitted to leave under the auspices of an adult approved by the parents of the camper. A Parental Release of Campers Form (page 21), signed by the parents of the camper must be on file at the Camp Administration Building. This form will list all adults, who are authorized by the parents, with whom their son or daughter may leave camp. Only the Scoutmaster or camp unit leader may authorize the release of a camper from camp before the designated check out time. In order to do this, the following steps must be taken:

- The adult to whom the minor is to be released must sign in at the Camp Administration Building.
- The Scoutmaster must come to the Camp Administration Building and along with the camper and authorize to the Camp Director the release of the minor to the adult.
- The Camp Director will verify that the adult is listed on the Parental Release of Campers Form and has permission to remove the minor from camp.
- The adult and the minor must sign out of camp together at the Camp Administration Building.
- If there is the potential for an unauthorized adult trying to remove a minor from camp, the unit leader should discuss this with the Camp Director prior to or upon arrival at camp and provide any appropriate documentation. Our primary concern is protecting our youth.

Parental Release of Campers Form Broad Creek Memorial Scout Reservation

This form is to be used only if a camper will be picked up during camp.

To ensure the safety of all campers, the Baltimore Area Council, BSA has enacted the following policy. Any camper, who leaves camp prior to normal departure time on Saturday morning with their unit, will only be permitted to leave under the auspices of an adult approved by the parents of the camper. This Parental of Campers Release Form, signed by the parents of the camper must be on file at the Camp Administration Building. This form will list all adults, who are authorized by the parents, with whom their son or daughter may leave camp. **Procedures for early departure:**

1. This form must be completed and signed by: the adult, the unit leader and the camp representative.
2. The Adult must be listed favorably on the Parental Release of Campers Form.
3. The adult must be positively identified with a photo ID and accepted by the in-camp Unit Leader
4. Provisions must be made for retrieving outstanding advancement paperwork for the departing Scout as the camp is unable to deliver/send.
5. The Scout can then be released to the adult.

Scout Name: _____ DOB: _____

Address: _____

City: _____ State: _____

Unit Type: _____ Unit #: _____ District: _____ Council: _____

Scoutmaster at Camp: _____

Please make certain to name, on back or additional forms, any adults who cannot be near your child.

The follow individuals listed below DO have authorization to pick up my child during his stay at camp.
(Please be sure to include your own name if you will be picking up the Scout!)

1. _____ Relationship: _____ Phone: _____

Address: _____

Town: _____ State: _____

2. _____ Relationship: _____ Phone: _____

Address: _____

Town: _____ State: _____

3. _____ Relationship: _____ Phone: _____

Address: _____

Town: _____ State: _____

As parent/Guardian of the camper (listed above) authorize the adults (listed above), with whom our son or daughter may leave camp with prior to Saturday morning checkout.

Parent/Guardian Signature: _____

Print: _____

Date: _____ Phone: _____

For camp use only below this line

Picked up by: _____ Date: _____

Scout Signature: _____ Date: _____

SM signature: _____ Date: _____

Staff Witness: _____ Date: _____

Camp Director Notified: ____ In-Person; ____ By Radio: ____ By Phone: ____ Other: _____

Time Completed: _____

Preventing Unauthorized Intruders

Camp Staff members and volunteer leaders play a primary role in preventing the intrusion of unauthorized volunteers or guests at camp. The following procedures will be implemented at camp to prevent intrusions of unauthorized visitors from escalating to youth protection issues.

1. All Leaders, campers, and visitors are provided and instructed to wear the identification wristband supplied to them upon arrival. Camp Staff is identified by the appropriate staff uniform.
2. Leaders will be instructed to “check in” at their campsites throughout the day. All troops will be encouraged to have a leader remain in the campsite whenever possible.
3. All “mobile” staff members (Commissioners, Rangers, etc.) will be trained to watch for unauthorized visitors while traveling throughout camp.



4. The buddy system will be emphasized to all Scouts and leaders during welcoming announcements on Sunday and at the Sunday leaders' meeting. All staff members are instructed to question Scouts who are traveling in camp without a buddy and instruct them to return to their campsite and/or get a buddy as appropriate.
5. Camp taps is at 10:00 pm daily. After taps, the Reservation/Camp/Program Director will tour the camp looking for anything out of the ordinary.

The following procedures will be shared with Camp Staff during Staff training, with leaders at Sunday meeting, and with Senior Patrol Leaders at the first SPL meeting:

1. **All visitors must report to the camp Administration Building to sign in and receive a wristband (Youth Protection and National Camp Standards requirement) when coming to Camp Saffran at the Camp Administration Building. Visitors must sign out and have wristband removed before leaving.**
2. If an unauthorized visitor is suspected, notify the nearest program area or volunteer leader. All program area directors are aware of the best communication methods available. The program area director should report the suspected intrusion to the Administration Building. The program area director should remain available to provide more information. Do not allow the suspected intruder to roam free without supervision/monitoring.
3. The Reservation/Camp/Program Director will proceed to the area with another adult member of the camp staff to question the suspected intruder.
4. If the suspected intruder flees, the checklist should be completed as soon as possible.
5. Program areas should continue as usual unless the Reservation/Camp/Program Director determines the situation warrants a return of all Scouts and leaders to their campsites. If so, the camp will implement the Lost Camper Emergency procedures.
6. The Scout Executive will be notified. An assessment of the situation is made and, if warranted, the local law enforcement agency is notified.

Training for Scouts:

1. Use the Buddy System at all times.
2. If you suspect an intruder in camp, notify your leader or a staff member.
3. Do not confront or talk to a suspected intruder.

Health & Safety

It is the policy of the Boy Scouts of America as stated in the "Guide to Safe Scouting": Camp Accreditation Standards and other official publications of the BSA apply to all camp activities. In addition, Council, local, and state standards apply as well.

Everyone in camp has a responsibility to protect the health and safety of everyone else. One uninformed or careless person can, in a moment, destroy the health and safety of the entire camp.

Annual Health and Medical Record (BSA Form 34605): All Scouts and leaders remaining in camp more than 48 hours must bring to camp a completed Annual Health and Medical Record (BSA Form 34605) along with a **DRUG ADMINISTRATION RECORD (BAC Form) every person needs this form (page 27), and a MEDICATION STORAGE RELEASE RECORD (BAC Form) (page 28)** and must be re-checked by the Camp Health Officer. Only the current edition of the official Annual Health and Medical Record (BSA Form 34605) will be accepted. Photo copies are acceptable. This assists the Health Officer in obtaining vital information, should someone require medical assistance. Please consult the specific requirements listed on Page 26.

Buddy System: Use of the Buddy System is expected for ALL activities.

Health Surveillance: The camp leader must monitor the health of each Scout while at camp. Please do not let a small problem get out of hand due to lack of attention. Be on the lookout for skin irritations, ivy poison, ticks, dehydration, etc. at all times. Be alert that some Scouts change their toilet habits at camp. We must watch for changes in a Scout's physical appearance and activity level. Ask questions if changes occur. **It is the responsibility of the camp leader and the scout to report to the health lodge for required medications.**

Homesickness ("Domestic Nostalgia"): Studies have shown that as many as 83% of campers between the ages of 8 and 16 will become homesick during some point of their stay at camp. Homesickness can take many forms and includes (but isn't limited to) headaches or sore throats, not eating, or crying. It is important for adult leaders to *Be Prepared* for the possibility of one of their Scouts becoming homesick. It is also important to remember the "homesick parent" syndrome...most often seen with First Year campers away from home for the first time. Don't let the parent get clingy!

Please consider the following:

Before Camp:

- First and Second year Scouts are the most likely to become homesick during the week. Try to include them on at least two or three weekend camping trips before coming to camp. Not only does this provide Scouts with the valuable experience of being away from home and camping, but it also allows them to get to know those in their troop better.
- Provide time during meetings for Scouts to discuss what camp is like with peers and troops leaders.
- Encourage parents to calmly reassure their son, and to discuss camp with them ahead of time. Remind parents not to offer sentiments like "honey, if you don't like camp, you can always call us and we'll come get you."

During Camp: If Scouts become homesick during the week:

- First and foremost feel free to consult our staff at any time. We are always happy to help with homesick Scouts but we will not interfere until a Unit Leader asks us. **FEEL FREE TO ASK! There are trained staffers that are glad to help deal with homesickness.**
- Separate homesick campers! Homesickness *is* contagious! Scouts can feed off of each other's misery. For this reason, keeping homesick Scouts separate from other homesick Scouts is important! At the same time, it is important to make sure that homesick Scouts have friends around them who can help keep their minds off being upset.
- Try to discover exactly what is bothering your Scout. Children can get homesick for various reasons including missing their parents, not liking the food, being picked on, not sleeping well, etc. Once you discover exactly what is bothering your Scout you can work to fix it! The solution most often does NOT involve 'giving them what they want.' Consult the Camp Staff for assistance/advice. Remember, they came to camp to learn how to be independent; this process will not happen in the blink of one moment! Be patient!

Slow times can be the toughest for homesick campers. They tend to focus on being homesick and this can make it worse. Try to keep your Scouts busy or focused on other things throughout the day. Set goals for activities later that day/night or in the subsequent days to come.

- Don't make promises that you can't, won't or shouldn't keep! This will only compound the problem. Don't offer bribes to Scouts for staying in camp, this sends the wrong message to children. The real reward should be the pride and confidence of surviving the week. Also **please consult the staff BEFORE using the phone for any homesick "emergency!"**
- Be sure not to berate or tease Scouts for feeling homesick. These are legitimate emotions and must be respected as such!
- In most cases, Tuesday and Wednesday are the most 'homesick-prone' days at camp for a young Scout. Be sure to keep them active and looking forward to the many activities yet to come.

Insurance:

- **For Baltimore Area Council Units:** When medical or surgical treatment is involved, benefits in excess of the first \$300 will be payable only for the expenses shown (Up to \$15,000. for Accident Medical Expense Benefits and Up to \$7,500 for Sickness Expense Benefits) which are not recoverable under any other insurance policy or service contract. If no other collectable insurance is available, this Primary Excess Provision will not apply.
- Also, medical coverage under this plan does not provide duplicate benefits when an insured member is also insured under another Boy Scout plan or Learning for Life plan for a national or regional sponsored camp or special event.
- **For Other Council Units:** Each Troop will be expected to bring a copy of their insurance policy and claim form on Sunday to file at the Health Lodge. If you do not have accident insurance at this time, you should obtain it so you will be protected all year long. The camp has NO accident or medical insurance on other council campers.

Medical Service: The Health Lodge is prepared to handle camp illness and accidents. Any camper, who leaves camp for medical reasons, **must first check out at the health lodge**. Emergencies will be handled at all hours, day and night, at the Health Lodge. Should hospitalization be necessary, we have arrangements with local ambulance service and local hospitals. The following are major medical facilities nearby Broad Creek.

Upper Chesapeake Hospital: 500 Upper Chesapeake Drive, Bel Air, MD 21014

Patient First: 560 W. MacPhail Road, Bel Air, MD 21014

Medications: Every person in camp for more than 48 hours requires a Drug Administration Record (BAC Form) for Over-The-Counter Drugs that are supplied by the camp to Scouts/Scouters. This form also lists your prescription medications. All youth must turn in all medications at the Health Lodge accompanied by a completed Drug Administration Record. This form can be obtained at the Council Service Center or at one of the Pre-Camp Meetings.



Medical Information

KEY QUESTIONS TO CHECK REGARDING MEDICAL PAPERWORK

- Is there a parent signature and date on the form (this grants participation and permission to treat)?
- Is there a Doctor's signature and date on the form (dated within the past 12 months of your stay)?
- If the Doctor used an electronic signature, did someone from his/her office manually sign to verify it?
- If there have been any changes since the form was completed, have they been properly recorded?
- Did you keep a copy for your records, and send a backup copy to go with the Troop to camp?
- Did you send (and label) a 'new' copy of the form for each program the participant will be involved?
- Does the form indicate the Scout's home Troop/Crew and Council (plus program/week at camp)?
- Is the form written in ink and completely legible (especially after being copied)?
- Does the form list all allergies (especially food allergies)?
- If the participant has food allergies, please contact the Camp Director upon arrival.
- **Do you have a Drug Administration Record (BAC Form) for every person in camp?**
- **Do you have a Medication Storage Release Record (BAC Form) which may be used for adult campers (age 18 and older).**

Highly Recommended: Please attach/bring a copy of each participant's health insurance card (or maintain a folder which contains such). This will exponentially expedite the process for medical treatment at local hospitals, if necessary. Failure to have this card information will not prohibit treatment, but, could significantly delay or interrupt treatment.

Highly Recommended: Make certain – in advance – that actual medication and treatment practices from home are exactly what is listed on the medical form signed by the doctor. Parental interpretations, permissions or practices – from home – are not permissible by State Law – at camp if those practices are not listed – by a doctor – on the medical form. To be clear: our Health Staff are legally bound to follow what is strictly written by the doctor on the medical form; not what the parent instructs whether in verbal or written form. Failure to match these conditions can cause improper medication dosages and treatments, delays in treatment to all, frustration and confusion among all involved. Please do your part and make certain these records and practices match in every way!

Highly Recommended: To help speed up Sunday check-in for everybody, please provide a MEDICAL ADMINISTRATION RECORD form legibly filled out in ink for each participant who will be administered medications (regardless of age). Please only fill out the top section legibly (the Health Staff will complete the medical information at check-in). This form is given to the health staff during your check in tour at the same time as the participant's medication(s). Be sure the name on the Medical Administration Record is written exactly as it appears on the Medical Form (no nicknames).

Highly Recommended: Units should assign one adult to be extremely familiar with all medical matters within the Unit and to handle all medical questions at check-in.

Highly Recommended: For campers participating in multiple weeks of program on the Reservation we highly recommend he/she submit a new copy of their medical form for each week attending. Please do not request to have his/her form pulled from earlier week's files as that corrupts the archives and creates unnecessary expenditure of time and energy which can easily be avoided for the sake of all. Thank you!

NOTE: The Drug Administration Record and the Medication Storage Release Record forms can be obtained at the Council Service Center or at one of the Pre-Camp Meetings. These are multiple copy preprinted forms. More below.



Annual Health and Medical Record (BSA Form 34605)

Instructions for Camp Leaders: Originals or photocopies of the **Annual Health and Medical Record (BSA Form 34605)**: must be turned in with a Troop Roster on top. Four copies of your Troop Roster are required. If at all possible the Troop Roster should not be hand-written. Buddy tags are prepared from the names listed on the Troop Roster.

1. Annual Health and Medical Record (BSA Form 34605) (Every person needs this form):

- This form is required for everyone and all three parts (A, B, & C) must be completed.
- Part B must be signed by a certified healthcare provider within 12 months of attending camp.
- Part C must have signatures within 12 months of attending camp.

Note:

- No one is allowed to remain at camp for over 48 hours without a current Annual Health and Medical Record (BSA Form 34605).
- No physicals are done at camp.
- No swim tests will be given without a current Annual Health and Medical Record (BSA Form 34605) and a re-check by camp personnel.
- Only one copy for each person is required. Photocopies, not originals, are recommended.
- All Annual Health and Medical Record (BSA Form 34605) will be returned at Check-Out.
- To speed check-in, put in alphabetical order by last name, staple multi-page forms together.

2. Drug Administration Record (BAC Form) (Every person needs this form):**SECTION 1- For Over-The-Counter Drugs that are supplied by the camp to Scouts/Scouters.**

- This section is filled out and signed by a parent or guardian. This permission allows the health lodge to supply a Scout who may have a need for “over the counter” medication. A Scout will only receive “OTC” medication supplied by the health lodge if consent has been given.

SECTION 2- For any medication (Over-The-Counter or Prescription) that is brought to camp.

- Fill this out if **you bring prescription, over the counter, or EMERGENCY medication** to camp that you take routinely, sometimes, or in emergencies.
- Do not tear apart form or write in “For Health Staff Use Only” block.

3. Your Medications: ALL YOUTH MUST TURN IN ALL MEDICATIONS AT THE HEALTH LODGE accompanied by a completed Drug Administration Record - see #2 above. This policy is pursuant to National BSA policy. Adults 18 and older may submit a **Medication Storage Release Record**, allowing them to retain their medications while in camp.

- **All medications turned into the health lodge must be:**
 - In **original container**, labeled with the Scout’s name
 - Placed in zipper plastic bag labeled with the Scout’s name and unit number
 - Accompanied by a Drug Administration Form

NOTICE: In accordance with BSA National Camp Standards, all prescription medications must be stored by the Camp Health Officer (except for Insulin, Inhalers and Epipens.) However, the Camp, its Staff, and the Baltimore Area Council assume no responsibility for administering prescription medications. Any youth requiring INJECTABLE MEDICATIONS should be able to administer these medications themselves.

This form is required for ALL Youth and Adults attending camp.



DRUG ADMINISTRATION RECORD

Baltimore Area Council • Boy Scouts of America

Dates of Camp: ____ / ____ / ____ to ____ / ____ / ____ Camp: _____ Site: _____

Scout(er) Last Name		Scout(er) First Name		Unit #
Date of Birth	Height	Weight	ALLERGIES	
Name		Emergency Phone Number(s) During Camp		1. _____
Emergency Contact				2. _____

SECTION 1 – MEDICATIONS SUPPLIED BY CAMP: This section, completed by parent or guardian or adult, gives consent to the Health Lodge to supply a Scout(er) with an over the counter medication (OTC). OTC's will NOT be administered without the consent of the parent, guardian or adult.

Please check YES or NO for the OTC medications that are/are not permitted. This list represents the only OTC medication that will be stocked in the health lodge. If other medication is required it must be supplied from home. (see SECTION 2 for those instructions)					
Robitussin (plain)	<input type="checkbox"/> YES <input type="checkbox"/> NO	Sudafed	<input type="checkbox"/> YES <input type="checkbox"/> NO	Ibuprofen (Motrin, Advil)	<input type="checkbox"/> YES <input type="checkbox"/> NO
Tylenol	<input type="checkbox"/> YES <input type="checkbox"/> NO	Milk of Magnesia	<input type="checkbox"/> YES <input type="checkbox"/> NO	Tums Tablets	<input type="checkbox"/> YES <input type="checkbox"/> NO
Benadryl	<input type="checkbox"/> YES <input type="checkbox"/> NO	Hydrocortisone Cream 1%	<input type="checkbox"/> YES <input type="checkbox"/> NO	Polysporin Ointment	<input type="checkbox"/> YES <input type="checkbox"/> NO
I give permission for the above Scout to receive the noted over the counter medications as needed.					
Signature: _____		Relationship: _____		Date: _____	

SECTION 2 – MEDICATIONS BROUGHT FROM HOME

- Fill out this section if you bring ANY medications from home (prescription or over-the-counter) - one (1) medication per box; use additional forms as necessary.
- ALL medications brought from home must be in the original container, labeled with the Scout/Scouter's name, drug name, and dosage/directions.
- Place medications in a zipper-lock plastic bag labeled with the Scout/Scouter's name, unit number, and dates of camp stay.
- ALL medications (for Scouts & Scouters) must be turned into the Camp Health Lodge for storage except for: **EPIPENS, RESCUE INHALERS, ANGINA MEDICATIONS, and INSULIN.** Complete this section for all emergency medications as well and turn this form in to the Camp Health Lodge.

Medication Name/Strength	FOR HEALTH STAFF USE ONLY							
	Time	S	M	T	W	T	F	S
Dosage (how many & when)								
Quantity sent to camp								
Side Effects/Special Handling/Instructions								

Medication Name/Strength	FOR HEALTH STAFF USE ONLY							
	Time	S	M	T	W	T	F	S
Dosage (how many & when)								
Quantity sent to camp								
Side Effects/Special Handling/Instructions								

Medication Name/Strength	FOR HEALTH STAFF USE ONLY							
	Time	S	M	T	W	T	F	S
Dosage (how many & when)								
Quantity sent to camp								
Side Effects/Special Handling/Instructions								

In accordance with the BSA National Camp Standards, all medications brought from home must be stored in the Camp Health Lodge (except for EPIPENS, RESCUE INHALERS, ANGINA MEDICATIONS, & INSULIN). However, the Camp, its Staff, and the Baltimore Area Council assume no responsibility for administering medications from home. Any youth campers requiring injectable medications should be able to administer these medications themselves or have an adult leader/parent/guardian available that would be able to administer these medications for them.

I give permission for the above Scout/Scouter to receive from storage and to take the above noted medications brought from home, as directed and as listed above.

Signature _____ Relationship _____ Date _____

Signature/Initials Health Officer _____ Date _____

WHITE COPY (Health Lodge/First Aid Log) • YELLOW COPY (Return to parent upon camp departure) • GREEN COPY (Unit Leader)

This form may be used for ADULT CAMPERS (AGE 18 AND OLDER).



MEDICATION STORAGE RELEASE RECORD

Baltimore Area Council • Boy Scouts of America

Dates of Camp: ____ / ____ / ____ to ____ / ____ / ____ Camp: _____ Site: _____

Scouter Last Name		Scouter First Name	
Unit Type	Unit Number	Date of Birth	

Camp policy provides that, unless specifically authorized by the Camp Health Officer, all medications must be stored at the Health Lodge. This form may be used to authorize adult Scouters (18 years and older) to keep their personal medications (prescription and "over the counter") with them during camp provided they accept the responsibilities for storing them securely and affirm that they have been informed of the risks of storing them outside the Health Lodge. It also serves as a hold harmless agreement releasing the Council from any liability associated with a Scouter's decision to store personal medications in a location other than the Health Lodge.

Please read and initial each line.

INITIAL

_____ I certify that I am age 18 years or older.

_____ I certify that **all** of the medications (prescription and "over the counter") that I am bringing to camp are listed in **Part A** of my **Annual Health and Medical Record**.

_____ I understand that storage of my medications (both prescription and "over the counter") **outside** of the camp Health Lodge carries the following risks:

- Destruction or alteration of medication efficacy by natural elements (temperature, moisture, light)
- Loss
- Theft
- Potential for abuse, through loss or theft, of my medications by those for whom they are not intended

_____ I voluntarily choose to store my own medications outside the Health Lodge and in doing so I agree to the following:

- **Except for EpiPens, Rescue Inhalers, Angina medications, and Insulin, which may be kept with me secured and in my direct custody at all times, I will keep all other medications of mine in a locked container in my campsite at all times, except for when I have direct custody and oversight of the container while accessing and taking my medications.**
- I certify that I am the only person other than the Camp Health Officer with a key or combination to the locked container.
- I will immediately inform the Health Officer and the Camp Director in the event of loss or theft of the container or any of its contents.
- I release the Boy Scouts of America, the Baltimore Area Council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with my camping experience from any and all claims or liability arising out of, or associated with, my storage of my medications in a location other than the Health Lodge.

_____ I am aware, that at any time, I may change my mind and cancel this record. To do so, I must:

- Return my copy of this form to the Health Lodge and sign the cancellation portion of it,
- Bring all of my medications to the Health Lodge, and
- Complete a Baltimore Area Council "Drug Administration Record"

I have read and understand all of the above and will abide by the practices I have affirmed above.

Signature	Date	Signature/Health Officer	Date
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FOR CANCELLATION OF REQUEST

• I have changed my mind and would like to cancel this request. I certify that, except for EpiPens, Rescue Inhalers, Angina medications, and Insulin, which may be kept with me secured and in my direct custody at all times, all other medications of mine (prescription and "over the counter") are now in storage at the Health Lodge, where they will remain for the rest of my time at camp.

• I acknowledge that I will now have access to my medications only in accordance with the camp's normal policies and practices.

Signature	Date	Signature/Health Officer	Date
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WHITE COPY (Health Lodge/First Aid Log) • BOTTOM COPY (Scouter)

Camp Emergency Procedures

BCMSR has a long-standing relationship with local law enforcement and emergency services and makes a concerted effort to ensure that your camping experience is as safe and enjoyable as possible. Should an emergency arise, the following procedures are implemented to maintain everyone's safety. It is most important to remain calm and use common sense. Please review the following procedures with everyone attending camp prior to arrival to ensure everyone's ability to act appropriately in an emergency.

With any serious accident or emergency, it is important to be discrete and aware of the rights and privacy of the victim. ***Under no circumstances should any camper, leader, or staff member make comments about an emergency to anyone.*** All requests for comment should be directed to the Camp Director.

Accidents and Injury: All injuries should be reported to the Health Lodge. It is always a good idea to have any injury, no matter how small, checked out by the Health Officer. Should hospitalization be necessary, we have agreements with local ambulance service and local hospitals. Any camper, who leaves camp for medical reasons, **must first check out at the health lodge.**

Activities During High Temperatures:

1. Adult Leaders should keep a close watch on Scouts for signs of heat exhaustion.
2. Instruct Scouts to limit or modify physical activity. Strenuous activities should not be permitted.
3. Encourage Scouts to stay in well ventilated and shady areas.
4. Encourage Scouts to drink large quantities of water.
5. Remain alert for other instructions from the Camp Director.

Child Abuse: Scout leaders should keep a close watch on Scouts for signs of abuse. If any form of child abuse is suspected, you should contact the Reservation or Camp Director IMMEDIATELY. Do not take action on your own! Be prepared to provide the following information:

- Child's Name
- Unit Number
- Type of Abuse Suspected
- How You Came About This Information

Follow the instructions given by the Reservation or Camp Director!

Emergency Telephone Numbers: Every telephone that is capable of dialing out of camp will have posted a printed list of local police and fire departments, hospitals, State Police, Ranger's home, Council Executive Personnel, Regional Office, and the National Headquarters.

Fatality: The Reservation or Camp Director must be notified immediately. Do not discuss the details with anyone.

Fire: During the heat of the summer, there is always a risk of fire. Please be conscious of this risk and do what you can to minimize it. For example, campfires should be contained entirely within an existing fire circle, campers should not play with matches or flint and steel, and smokers should smoke only in designated areas and use the ash cans provided. Follow "What To Do In Case Of Emergency" procedures. If you see a fire, report it to the Camp Administration Building or notify a staff member. Keep campers away from the fire area. Do not attempt to fight the fire yourself under any circumstances. The Camp Staff has been trained on fire suppression and will work to contain the fire until local authorities arrive and take over.

Fire Drill: A fire drill will occur within 24 hours of arrival at camp. The fire siren or bell will sound and units are to follow the procedure outlined in What To Do In Case Of Emergency.

Flooding: Seek high ground and shelter, if possible, immediately. In case of a flood warning, we will keep you posted so that evacuation can take place if necessary.

Hazardous Chemical Spills: In the event of a chemical spill, contact the Camp Director IMMEDIATELY. Close off the area around the spill. Do not attempt to clean up the spill. Wait for the directions of the Camp Director.

Lightning and High Water:

1. All aquatic and climbing activities will be suspended during a lightning or thunder storm. If you are on a river trip or at the lake, return to shore and comply with the following:
 - a) Secure canoes, boats, or other aquatic crafts.
 - b) Seek shelter indoors or in a low area away from solitary trees, rock formations, high ridges, wire fences, telephone or electric lines or open fields.
 - c) Complete a head count if traveling as a group.
 - d) Stay in place until lightning or thunder has completely passed.
2. During high water periods, the Camp Director, Program Director or Ranger will notify units and suspend water activities. If your unit is on a river trip and conditions change to very fast or high water, return to shore and comply with the following:
 - a) Secure all canoes, boats, or other aquatic crafts.
 - b) Seek ground safely away from the waters' edge and high enough from any rising waters.
 - c) Complete an accurate head count.
 - d) Notify camp of your location and stay put until picked up.

Lightning Safety: As written in the **Guide for Safe Scouting**.

The summits of mountains, crests of ridges, slopes above timberline, and large meadows are extremely hazardous places to be during lightning storms. If you are caught in such an exposed place, quickly descend to a lower elevation, away from the direction of the approaching storm, and squat down, keeping your head low. A dense forest located in a depression provides the best protection. Avoid taking shelter under isolated trees or trees much taller than adjacent trees. Stay away from water, metal objects, and other substances that will conduct electricity long distances.

By squatting with your feet close together, you have minimal contact with the ground, thus reducing danger from ground currents. If the threat of lightning strikes is great, your group should not huddle together but spread out at least 15 feet apart. If one member of your group is jolted, the rest of you can tend to him. Whenever lightning is nearby, take off backpacks with either external or internal metal frames. In tents, stay at least a few inches from metal tent poles.

Lightning Safety Rules:

- Stay away from open doors and windows, fireplaces, radiators, stoves, metal pipes, sinks, and plug-in electrical appliances.
- Don't use hair dryers, electric toothbrushes, or electric razors.
- Don't use the telephone; lightning may strike telephone wires outside.
- Don't take laundry off the clothesline.
- Don't work on fences, telephone lines, power lines, pipelines, or structural steel fabrications.
- Don't handle flammable materials in open containers.
- Don't use metal objects, such as fishing rods and golf clubs. Golfers wearing cleated shoes are particularly good lightning rods.
- Stop tractor work, especially when the tractor is pulling metal equipment, and dismount. Tractors and other implements in metallic contact with the ground are often struck by lightning.
- Get out of the water and off small boats.
- Stay in the car if you are traveling. Automobiles offer excellent lightning protection.
- When no shelter is available, avoid the highest object in the area. If only isolated trees are nearby, the best protection is to crouch in the open, keeping twice as far away from isolated trees as the trees are high.
- Avoid hilltops, open spaces; wire fences, metal clothesline, exposed sheds, and any electrically conducted elevated objects.

Lost Camper: Unit leaders should be aware of approximate locations of all Scouts at all times. Periodic head counts are advised. If a camper is believed to be missing, first conduct a thorough search of the campsite and shower facilities, and then report the missing camper to the Reservation or Camp Director. If necessary, the entire camp will assemble to begin a systematic search.

Lost Swimmer: The Aquatics/Waterfront staff maintains buddy tags and calls periodic buddy checks to maintain the safety of all swimmers. For this reason, it is imperative that all campers at the pool obey the buddy procedures while swimming. A Buddy Check will be called. Each swimmer will sit on the edge of the pool, holding his buddy's hand raised up. A visual check of the bottom will be made. A count will be taken to see that the buddy tags on the buddy board agree with the actual number of swimmers in their respective swimming areas. If a tag is on the board, and the swimmer is not at the pool, a runner will be sent to his troopsite. If not found, the Lost Camper procedure will begin.

- **Capsized Boat:** If a boat is capsized and no Scouts are in sight, the Waterfront Director will notify the Aquatics Director, Program/Camp and Reservation Director. The Director will begin Lost Camper procedures as all other program areas are closed and the staff reports to waterfront for Lost Bather Search.
- **Missing Boat:** If a boat has not been checked in and the buddy tags are still on the board, the Aquatics Director, Program, Camp, and Reservation Director will be notified immediately. The camp will begin Lost Camper procedures.

Major Accidents and Emergencies: The Reservation or Camp Director is to be notified immediately, or in his absence, the Program Director. Two runners should report to the Administration Building so that the Camp Medic may be called. Those reporting the situation should present as much information as possible and wait at the Camp Administration Building for further instructions. Do not make statements to an outsider, and refer all inquiries from the press to the Reservation/Camp Director and/or Council Camping Director. Actions taken will be recorded in the first aid log.



Minor Accident or Injury: Minor first aid cases may be treated by the unit in the campsite or referred to the Health Lodge or Camp Administration Building first aid station. Actions taken will be recorded in the first aid log.

Other: Treat any other emergency not covered with common sense, and take appropriate action, using guidelines listed above. For any contingency not covered and in question, contact the Reservation/Camp Director only.

Severe Storms: Thunderstorms happen throughout the summer, often requiring campers to seek shelter until the storm passes. If campers are in program areas when the storm hits, it is usually best for them to stay there and seek shelter inside. If campers are not in program, they should report back their campsites and take shelter inside the cabin or under the program pavilion or Adirondack. In the event of severe storms, the Camp Staff will direct everyone to gather under the Dining Pavilion and await further instructions. In the event of a severe storm, everyone will be notified and further instructions will be provided.

What To Do In Case Of Emergency

The emergency signal in camp is the sounding of a siren or bell which is located at the Camp Administration Building or you may hear three blasts from a car horn as the car drives through camp to sound the alarm. Upon hearing the alarm, the following action is to be taken:

If the siren or bell sounds during the hours of - Reveille (wake up) and Taps (bed time):

- Upon hearing the alarm, all Camp Staff, Scouts, and Leaders will report to the parade field. Scouts in program areas will be led by the Camp Staff to the parade field. Units assemble in colors formation. The Camp Director or Program Director will take a head count. All campers and leaders must be present or their whereabouts accounted for. Waterfront and C.O.P.E. will radio in with their accountability. If all is ok, a second blast will be sounded and all should continue with their normal schedule.
- If you are aware of an emergency, report it to the Camp Administration Building immediately. If no one is at the Camp Administration Building then report to the Dining Hall at mealtime or the Staff Area at night. State the exact location and nature of the emergency.

If the siren or bell sounds during the hours of - After Taps (bed time) and before Reveille (wake up):

- The Scoutmaster should count his troop and send the Senior Patrol Leader and a buddy to the Camp Administration Building to report their count. Further information will be given at that time. Staff will report to the Camp Administration Building.

Broad Creek Memorial Scout Reservation Emergency Phone List

Camp Saffran, Broad Creek Memorial Scout Reservation

1299 Susquehanna Hall Road, Whiteford, Maryland 21160-1703

Camp Administration Building: 410-420-4079 or 410-420-4076

Camp Fax: 1-410-452-8260

All emergencies: 911

Baltimore Area Council BSA - Office

701 Wyman Park Drive, Baltimore, Maryland 21211

Main number: 443-573-2500

Camping Services Office: 443-573-2523

Camping Director: Hank Wiese – (W) 410-420-4078 (C) 410-340-9907

Director of Support Services: Eric Chase – (W) 443-573-2501 (C) 443-686-2448

NATIONAL OFFICE – BSA

1325 Walnut Hill Lane, P.O. Box 152079, Irving, TX 75015-2079

Main number: 972-580-2000



Sunday Checklist for Camp Leaders

To help your check-in go smoothly and quickly, please carefully read the list below. Before coming to camp be sure to have prepared your Troop Roster (four copies) and turned in or have with you the originals or copies of a current Official BSA Annual Health and Medical Record (BSA Form 34605) for each youth and adult camper. These will be returned.

Check For:

- _____ Annual Health and Medical Record (BSA Form 34605), Parts A, B, & C. Mandatory for each Scout and Leader with Parents' signature and Medical evaluation signed by a certified healthcare provider within twelve months of camp. No one will be classified for swimming until the medical recheck is completed. No physical examinations can be done at camp. This **MUST** be done before arrival in camp; otherwise, the Scout or Scouter must return home.
- _____ **Drug Administration Record** for everyone.
- _____ **Medication Storage Release Record** for adults wishing to retain their medications.
- _____ Make a list of any medications to be turned in to the Health Lodge during medical re-checks for your records.
- _____ Troop # - Name of Scout - Name of medication - Time(s) to be taken.
- _____ Troop Roster, four copies, filled out completely, listing all youth and adult campers in alphabetical order, giving name, address, zip code, and an emergency telephone contact number valid for the week in camp. If at all possible the Troop Roster should not be hand-written. Buddy tags are prepared from the names listed on the Troop Roster. Be sure to get parents' vacation addresses and telephone numbers if this applies. Make sure all are registered with the Boy Scouts of America. Bring four copies of the roster to camp: place one roster with your Annual Health and Medical Record (BSA Form 34605), turn in one roster to the Camp Director at check-in, turn in one copy to the Pool at Swim Test, and keep the fourth copy for your records.
- _____ A Tour Plan and certificate of insurance if your unit is from outside the Baltimore Area Council.
- _____ Have copies of receipts for all prior fees paid.

The Camp Staff will instruct drivers on procedures for unloading of passengers and troop gear.

Your First Day at Camp Saffran, BCMSR

Travel: Please use the directions to Camp Saffran, BCMSR.

Registration: Your camp leader should report to the Rosenberg Welcome Center while the troop gear is being unloaded from vehicles. The camp leader should collect all Annual Health and Medical Record (BSA Form 34605); four copies of your Troop Roster and have all paperwork ready. Be sure Annual Health and Medical Record (BSA Form 34605) do not return home in one of your driver's cars.

Campsite Inventory: Your Staff Troop Guide and one adult leader will, upon arriving at the campsite, take note of the types, quantity, and condition of all camp equipment. Please indicate any damage of this equipment at that time, since any damage found during checkout on Saturday will be charged to the unit. If any additional tents, cots, etc. are needed, your Staff Troop Guide will make note of this on the inspection form, and provide the additional equipment.

Medical Re-Check: After your campsite has been inspected, the unit can quickly change into bathing suits, shirts, and shoes and proceed, following their Staff Troop Guide, to the Jacobs Health Lodge for Medical Re-Check. Troop and personal gear should be moved into tents upon return from the swim test. All Scouts and Scouters will receive a medical re-check where your Annual Health and Medical Records will be reviewed. Be sure to bring all medications with you. All medications must be turned in at this time. Annual Health and Medical Record (BSA Form 34605) will be returned to the unit at the end of camp. The Staff Troop Guide will provide identification wrist band and a buddy tag for every Scout and Scouter who has presented an Annual Health and Medical Records. The Staff Troop Guide will lead your troop to the pool. Feel free to ask your Staff Troop Guide questions about the camp, as they give you a tour of camp.

Swim Test: Your Troop will wait outside the pool area until given directions from the Aquatics Staff. There you will be given an aquatics orientation and then take a swim test to determine Scouts swimming classification.

Blue Cards: Have your Scouts fill out their Blue Cards before arriving at camp. **Scouts must bring their signed Blue Cards to their first Merit Badge secession. The Blue Card is the Scouts "ticket" to take the Merit Badge.** Blue Cards will be returned to the troop leader at or before checkout.

Sunday Check-In Schedule

Time:	Action:
1:00 – 4:30 pm	Check-in begins at: Rosenberg Welcome Center Site Inspection, Medical Re-Check/Swim Tests, Camp Tour
5:45 pm	Campwide Retreat Ceremony (Colors)
6:00 pm	Dinner
Immediately After Dinner	Leaders' and SPL Meeting at the Dining Hall
8:45 pm	Assemble on parade field for the Opening Campfire
9:00 pm	Opening Campfire
10:00 pm	Taps

Early arrival (Saturday), if we have staff available may be arranged with the Camp Director however your unit will have to take part in the normal check-in procedures on Sunday as scheduled.

When you check in, please have **four copies** of your unit's roster with you. Units are not allowed to go to the campsite until after they have checked in at the Camp Administration Building. Registration costs and paperwork will be discussed on check-in and settled by noon on Monday.

A Staff Troop Guide will meet each unit in the parking lot, have a leader with required paperwork check in at the Administration Building, and escort the Scouts to the campsite. The Camp Staff will be on hand to direct and assist with movement of one vehicle at a time to your campsite to drop off gear and to help make a unit's transition into camp as quick and smooth as possible. Scouts should unload their gear at the campsite and immediately change for swim tests. ***Vehicles and trailers must remain on a road or in a parking lot or trailer parking pad at all times. No vehicles or trailers may be driven into a campsite. All vehicles must be out of camp and in one of the parking lots by 5:00 pm on Sunday.***

Upon arrival at the campsite, the Staff Troop Guide will assist the unit with the following:

- Inspecting the facility to identify any damage so that the unit is not held responsible.
- Obtaining any replacement or supplementary equipment as needed.
- Helping the unit become settled in the campsite.
- Escort the unit to medical rechecks and swim test.
- Taking the unit on a tour of camp.
- Escorting the unit to the Campwide Retreat Ceremony (Colors)

Saturday Check-Out Schedule

Time:	Action:
7:00 am	Reveille
7:45 am	Flag raising at parade field
8:00 am	Breakfast
8:30- 1000 am	Pack gear/Campsite/Camp Good Turn Clean up
10:30 am	Site Inspection/Check out
11:00 am	Final Check out at Camp Administration Building

The checkout process occurs in two phases: checking out of the campsite, and checking out at the Camp Administration Building. The Staff Troop Guide who checked your unit in on Sunday will return to help you check out of the campsite on Saturday morning. The unit leader and Staff Troop Guide will inspect the campsite for any damages and make sure that everything is cleaned up appropriately. The unit should not leave the campsite without the Staff Troop Guide in case damages need to be assessed. Once out of the campsite, the unit leader will complete final check out at the Camp Administration Building. The unit leader must turn in camp evaluations. The unit will receive Merit Badge Blue Cards (if not returned earlier), Annual Health and Medical Record (BSA Form 34605), and camp leader recognition gifts.

Please plan on departing BCMSR by 11:00am on Saturday. **Departure Friday evening after the closing campfire may be arranged with the Camp Director however we highly discourage individuals and units from early departure.**

Equipment Check List**TROOP EQUIPMENT TO BRING:**

- () Your Troop and American Flags
- () Merit Badge Pamphlets (see "Advancement in Camp")
- () Troop Record Book (for advancement and Scout record)
- () Troop overnight tents (if your troop is planning an outpost)
- () Clothes-marking pen (for those who forgot)
- () Helpful books from your Troop Library - Scout Songbook, nature books, extra Scout Handbooks, Patrol and Troop Activities
- () Assorted hand tools for camp project
- () Cooking equipment for outpost or Cooking Merit Badge participants.
- () Your best troop spirit and enthusiasm

PATROL EQUIPMENT TO BRING:

- () Patrol Flags
- () If your troop is planning to take an overnighter or cooking meals in the campsite, each Scout brings: plate, bowl, cup, knife, fork, spoon & canteen

() Costumes (medieval) and props for your favorite stunts and skits

- () Your best patrol spirit and enthusiasm

SUGGESTED ITEMS FOR UNIT LEADER TO BRING:

- () Battery or propane lanterns (recommended) Please! No gasoline or pressure kerosene lights – white gas/Coleman fuel is OK)
- () Stapler and extra thumbtacks for the bulletin board
- () Magic marker pens (red, blue, black, and green)
- () Alarm clock
- () Cash box
- () Camp Leaders' and Program Guide
- () Addresses and phone numbers of parents on vacation
- () Your advancement objectives and Troop program ideas

Personal Gear - What to Bring to Camp

What you bring to camp is what will keep you comfortable. You need enough changes of clothing to keep you clean. We'll have changes in weather; hot, cool, rainy! Be prepared! Here is a list of personal equipment you should bring. Check it carefully; change it if you see fit.

Don't forget to make and bring costumes for our theme based program

Clothing:

Complete Boy Scout Field Uniform
(Class "A") (2)
Order of the Arrow sash, if appropriate
Underwear, socks and summer clothing for six days
T-Shirts
Long pants and jacket (for cool evenings)
Hat
Swim suit (one-piece conservative for women)
Sleeping clothes or pajamas
Rain gear
Hiking boots
Sneakers (for around the campsite)

Personal Equipment:

Annual Health and Medical Record (BSA Form 34605) signed and dated by DOCTOR AND PARENT
Prescription medications
Sleeping bag or 3 blankets
Toilet Kit Containing: (toothbrush & toothpaste, soap, deodorant, shampoo, comb & brush, mirror, etc.)
Towel and washcloths
Watch
Flashlight with extra batteries and bulb
Scout Knife (**NO SHEATH KNIVES**)

Daypack
Personal first aid kit
Canteen or water bottle Notebook or writing paper, and several pens or pencils
Boy Scout Handbook
Blue cards & merit badge prerequisite material Handkerchiefs
Personal First Aid Kit
Water Shoes (Old Sneakers)

Optional items:

Book of worship
Backpack (for outpost use)
Camera
Fishing equipment
Insect repellant
Sunscreen
Pillow or Air Pillow
Compass
Money for Trading Post
Harmonica, bugle, or musical instrument

Do NOT bring:

Firearms
Explosives
Long fixed-blade knives
Drugs or alcohol
No Battleaxes Please

Please Leave At Home: Any valuable electronic devices such as Cell Phones, Radios, iPods, MP3 players, as well as comic books, playing cards, valuable cameras, jewelry, etc., and anything else which would tend to detract from the Scouting atmosphere that should prevail at camp.



Camp Saffran Program Section

2014 Theme - A Knights Trail

Overview: This year Camp Saffran offers you a chance to enjoy all the Scouting skills you want and do a little role playing and acting as you experience our theme oriented program as we follow *A Knight's Trail*. BCMSR has been in operation since 1948, continuing to offer a highly qualified Camp Staff in a fun atmosphere for all of its participants. We plan on continuing this tradition while instilling Scouting's values in our youth campers. Our Camp Staff is here to make your stay enjoyable and rewarding.

Whether your Scouts are first year campers participating in our **Knights in Training** (First year Camper Program), or are experienced Scouts participating in Project C.O.P.E., we are here to assist your Troop in offering a quality experience to complement your year round program. We offer many activities to keep your Scouts busy during their stay at camp. They may choose to work on a Merit Badges taught by our trained Camp Staff in one of our many program areas, or they may want to participate in a patrol activity such as hiking our trails of our 1700+ acre property. Whatever you choose - Enjoy! There are a variety of ways the campers can participate in the program:

For The Boy: Merit Badge programs and advancement opportunities are designed to help the Scout meet his own personal advancement goals. In addition, awards are made during the week to individuals who demonstrate particular skills.

For The Patrol: Baden-Powell once said that the patrol was the secret of the success of Scouting. One job of summer camp is to strengthen patrols. There are a variety of events throughout the week are planned to do just that.

For The Troop: Troops will also have the opportunity to compete and work with each other, in demonstrating their unit pride and Troop skills. Campsite inspections will be on a Troop basis. These inspections, along with unit projects, can lead to unit awards.

Attending Scout camp is the greatest experience that any Troop will have during the year. Each SCOUT has fun in the great outdoors. Each TROOP LEADER becomes more responsible. Each PATROL functions as a team. Your Troop will be a better Troop as a result of your Scout Camp experience. The opportunity to get to know and understand your Scouts will never be better.

Here Are Some Do's And Don'ts on Unit Programming:

DO:

- Allow patrols to plan and carry out some of the things they thought of and want to do.
- Allow for and suggest some time a Scout can "go and do with a pal or two."
- Be sure there is personal achievement and fun in the program.
- Set a tone that will give your Troop site real class. Insist on manners, good fellowship, sportsmanship, clean fun, and a clean camp.
- Keep in touch with what's happening in the Troop- visit program areas where your Scouts are involved. Get verbal reports every day from your junior leaders.
- Allow your program commissioner to help you ensure the success of your week in camp.

DON'T:

- Allow too many activities to be scheduled. Camping should be recreational and not stressful.
- Be alarmed if things happen that are not in the schedule. Some circumstances warrant changes in plans.
- Emphasize activities and advancement that can be better done at home. Indoor games and "city" badges detract from the purpose of coming to camp.
- Give Scouts a title and a leadership job and then do the leading yourself.
- Allow a programming problem to put a damper on your week in camp. Bring it to the attention of your Program Commissioner as soon as you are aware of it for quick resolution.

Advancement in Camp

1. The merit badge program is the pinnacle of any Boy Scout summer camp and summer camp is the ideal place for Scouts to earn many of the outdoor Merit Badges. Our Camp Staff is ready and willing to support your units advancement needs. Merit badge secessions at Camp Saffran run throughout the morning and afternoon, five days a week. **Scouts should expect to attend all five secessions, however for most Merit badges to complete the work as outlined in the specific Merit Badge pamphlet additional time spent by the Scout in his Troop site of the field is required in order to earn the badge.** The merit badge schedule is listed in this Leaders and Program Guide.

2. Each unit leader should prepare a detailed advancement plan before leaving for camp, to include:

a. Setting realistic goals for each Scout to discourage making the number of merit badges earned a primary summer camp objective. (We suggest five badges or three and one specialty program.)

b. Review with each Scout the merit badges he plans to earn. Scouts should be familiar with the requirements in advance. We recommend that they have the merit badge pamphlet for each badge.

c. Evidence of partials from the Scout's local "home" counselor must be presented to the camp counselor on the first day. The "Application for Merit Badge" card has a section to record partials. Acceptance of partials is at the discretion of the merit badge counselor.

d. Filled-out merit badge blue cards for every badge the Scouts plan to work on.

3. **A merit badge is an individual project for each Scout.** He can expect to follow the same procedure that he does at home. The Camp Staff will function as both instructors and counselors. Unit leaders should monitor the advancement progress of their Scouts throughout the week and help them work out difficulties that may develop. **Leaders are encouraged to visit program areas but cautioned not to be hands on with helping Scouts.** The Camp Staff is trained in merit badge procedures and empathetic to the needs of individual Scouts. You will also find the staff responsive to solutions to advancement problems.

Advancement and Your Program: Program is the total experience of living in camp. Advancement is not an end in itself, but rather the result of a good program. It should be achieved through a natural experience. A Scout advances by doing things with his patrol, his Troop, his leaders, and on his own. As an example, fires are built for cooking, but also fellowship, not just to pass a test. Consequently, in the act of building a fire, the skill of handling an ax or saw is put into play. Thus, two skills are applied. We should therefore, plan activities that will give a Scout opportunities to use his skills for a functional purpose and to demonstrate his proficiency naturally. **A natural experience should have the following four elements: The Scout Prepares; The Scout Qualifies; The Scout is Reviewed; The Scout Receives Recognition.**

Keeping Track of Scout Advancement There are three individuals that have the direct responsibility to keep track of each merit badge a Scout is working on in camp:

- The merit badge counselor will keep the official record of each Scout taking all merit badges. The counselor's records will reflect a review of where each Scout stands in completing a badge. These records are available for leader or Scout review in the program area and at the Camp Administration Building.
- Each individual Scout should be aware of his own progress of completing each of the merit badges he is working on.
- Camp leaders should communicate with the Scouts on their progress on merit badges and with the individual merit badge counselors. Counselor records may be reviewed at any time a counselor is available.

Program Progression: There is program at camp for Scouts of all ages and certain program areas cater to the Scout's experience at camp. Making sure a Scout is in areas geared towards his experience helps ensure a good time and learning relevant skills.

First Year Camper

- **Knights in Training**
- Mile Swim
- Themed Campwide Games
- Discover SCUBA

Second Year Campers

- Full Merit Badge Programs
- STEM Nova Program
- Patrol Award
- Discover SCUBA
- Themed Campwide Games

Third Year Campers

- Full Merit Badge Program
- STEM Nova Program
- Waterfront Activities
- C.O.P.E.
- Eagle Summit Program
- Discover SCUBA
- Themed Campwide Games

Fourth Year or More

- **The Knight's Trail Quest (Trek)**
- BSA Lifeguard
- BSA Aquatics Supervision:
- Swimming and Water Rescue
- Eagle Summit Program
- ATV Program
- AquaTrek
- Themed Campwide Games

About Merit Badges: Camp Saffran is proud to offer **60 Merit Badges this summer**. To have a successful experience in the merit badge program your Scouts must begin to prepare at home, continue at camp, and stick with it. Some merit badges can be completed during the camp period. Others, however, have requirements for observations, tests or record keeping over a prolonged period. Make sure each Scout has not only thoroughly reviewed the requirements of his sought after badge, but has prepared for badge before leaving for camp. Whenever possible, have the Scout complete time-sensitive portions of the requirements in advance of camp. Make sure that they have all certificates of completion with them.

To help your Scouts in earning merit badges, we suggest that you do not allow over scheduling. We set no limit on the number of badges a boy can attempt, but sometimes their desires are bigger than their time or abilities allow. Provide merit badge blue cards to your Scouts and see that he completes all the required information. Make sure that you sign it, so that he will be ready to give it to his counselor at the first session. Scouts unable to complete all badge requirements in camp will receive a partial.

Selecting Merit Badges: Selecting a merit badge depends on a variety of factors: the Scout's age, abilities, and the Troop's year round program. Each Scout's schedule should be challenging, but attainable. A Scout is at camp to have fun, not to be frustrated with incomplete merit badges. Remember each scout is different, so each case should be handled individually. **Most important, it's not how many merit badges are earned; it's how great of a time he had.**

Extra Help: If a Scout is having trouble with any merit badge, we will give him the help he needs. Arrangements can be made for make-up time with the counselor. Leaders are encouraged to visit each Scout's Merit Badge Counselor on a regular basis. They will share with the Unit Leaders each boy's progress and attendance record at classes. It is important that any problems with a merit badge are brought to our attention as soon as possible. It is usually impossible to remedy a situation Friday afternoon that began on Tuesday. We want to work with Unit Leaders and Scouts to teach our merit badges successfully. **Area Directors will be available after lunch (during Siesta) on Tuesday to meet with Unit Leaders and brief them on any trends or issues in any of the Merit Badge sessions.**

Requirements: Merit Badge requirements are as stated in the current edition of the BSA Requirements Book. It is important that the troop set out an individual plan for each Scout well in advance of camp, taking into account prerequisites and the appropriate abilities of each boy.

100% Advancement: Our advancement program will be run on the basis that a Scout must complete 100% of the requirements before receiving the badge. Some merit badges cannot be completed during camp unless prior work has been done before arriving at camp.

Advanced Work: We recommend that Scouts read over their Merit Badge Pamphlets before arriving at camp. This will familiarize the Scouts with the requirements and content, making it easier to earn the badge when they get to camp. Many merit badges require prior preparations. Scouts should review requirements to see what work they need or want to begin before arrival. Proof of completion of any requirements done before arrival should be brought with the Scout to his Merit Badge class to be reviewed by the Counselor in order to receive a completion on a Merit Badge at camp.

Prerequisites: The Camp Staff takes great pride in the skill instruction at camp. Merit Badge requirements are the standard hence there is no reason any requirement can be waived simply because it cannot be completed at camp. Under these conditions, some badges will require work to be completed prior to your week at camp. Please see the Merit Badge Prerequisite (pages 43-45) for specific information on any advance work required for each merit badge.

Online Sign Up: Sign up for Merit Badges with your Scouts online prior to arrival at camp. The online registration system is available online through your registration access normally available the first week on April.

Instructions on How to Retrieve Username and Password:

1. If you have already Retrieved your Username and Password and can access your registration account, please skip to the Instructions on Signing Up for Merit Badges section on the second page.
2. To retrieve your Username and Password, first go to www.broadcreekbsa.org.
3. Once there, select the Camp Registration link corresponding to the camp you have signed up for. The links are located under the Broad Creek banner at the very top of the page.
4. Next, select the *Click Here to Register* link corresponding to your Week of Registration on the right hand side of the page.
5. Once at the registration page, choose the *To edit an existing registration click here* link at the bottom of the page above the *Go Back* and *Register* buttons.
6. You will be taken to a Log In page. Click the *Need Password* link to the right.
7. At this page, you will need to provide your Registration Number, Personal Information and Email Address exactly as it appears on the registration for Summer Camp and click the *Continue* button. If you do not have this information contact: Scott Reese at sreese@baltimorebsa.org.
8. Once you click Continue, a Username and Password will be emailed to you at the Email Address you provided.
9. Once you have the Username and Password, return to the Log In screen and enter both. You will then be prompted to reset the password to something of your choosing.
10. You will then be taken to a page displaying your previous registrations and current Summer Camp registration which you can update by choosing the *Edit/Update* link under the *Registrations* tab.

Instructions on Signing Up for Merit Badges:

1. Complete the above Instructions on How to Retrieve Username and Password.
2. Log In to your account and click on the *Registration* tab at the top of the page.
3. Choose the *Edit/Update* link corresponding to the appropriate registration for Summer Camp.
4. Once at the Update page, you can make any corrections to your registration that you need to including adding or removing participants, naming participants, signing up for Merit Badges and making payments.
5. Choose *Sign up individual Youth for Merit Badges, specialty camps & activities* button.
6. Once at the Sign Up Screen, the sign up is a four step process.
7. Step One, Select the Scout from the list of named participants. Make sure all of your Scouts' names have been entered or you will not see them here.
8. Step Two, Select a Session of the day. Camp Saffran breaks the day into 6 sessions or half day periods for some activities. Be aware that some programs and merit badges last more than one session

or even the entire day (i.e. First Year Camper). For more information on the schedule, consult the Program Guide at www.broadcreekbsa.org.

9. After selecting a session in Step Two, Step Three will allow you to choose a Merit Badge class or program by clicking on the "+" sign. Be sure to take note of the times to avoid any scheduling conflict.
10. Step Four is an overview of the schedule that has been chosen for the selected Scout.
11. Once these steps have been accomplished for each of your Scouts choose the Continue button at the bottom of the page.
12. Once back to the main registration menu, you can use the Check Schedule Conflicts button to make sure that your selected schedule works.
13. Once satisfied with your choices, select the Checkout button at the bottom of the page.
14. At this page you can choose to make a payment on any Merit Badges or Programs that have an additional cost or select Mail/Offline Payment and the Save button to save what you've done.

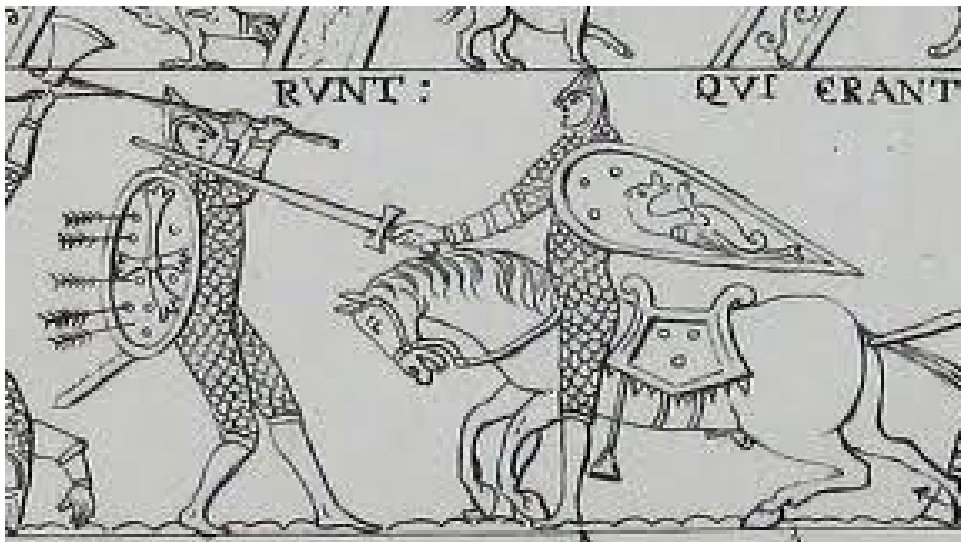
Registration Changes: Do not allow a scheduling conflict to discourage a Scout from taking a merit badge. Most conflicts can be worked out with the merit badge counselor. If a Scout comes to camp ready to pass the merit badge, he may ask a counselor for a review without waiting till the end of the week. Scouts are able to change secession without issue on the day of arrival Sunday night during the first leader's meeting. Leaders should bring completed schedules and changes with them to give to the Program Director. Scouts are free to change classes with permission of their leader and the area director but risk a partial. If Scouts cannot make use of the scheduled times because of other plans, they can meet with the appropriate counselor to schedule a time to work on the Merit Badge requirements.

Blue Cards: Have your Scouts fill out their Blue Cards before arriving at camp. **Scouts must bring their signed Blue Cards to their first Merit Badge secession. The Blue Card is the Scouts "ticket" to take the Merit Badge. Blue Cards will be returned to the troop leader at or before checkout.**

Records: The merit badge counselor will keep the official record of each Scout taking all merit badges and will be available in each program area during the day. Leaders are encouraged to check the records as necessary. The counselor's records will reflect a review of where each Scout stands in completing a badge. These records are available for leader or Scout review in the program area and at the Camp Administration Building.

Partials: Scouts unable to complete all badge requirements in camp will receive a partial where appropriate. Partials are good until the Scout reaches his 18th birthday.

Reconciliation: Blue Cards will be available as early as possible on Saturday morning for review, but Scouts and Leaders are responsible for keeping track of a youth's progress throughout the week.



Merit Badges by Program Area:

ConEc: Astronomy; Bird Study; Environmental Science; Forestry; Geology; Insect Study
Mammal Study; Nature; Soil and Water Conservation; Sustainability; Reptile & Amphibian Study; Weather.

C.O.P.E.: Climbing

Eagle Summit: Citizenship in the Nation; Citizenship in the World; Communications; Emergency Preparedness.

Field Sports: Athletics; Chess; Fishing; Personal Fitness; Sports.

Handicraft: Art; Basketry; Electricity; Electronics; Indian Lore; Leatherwork; Painting; Plumbing; Textiles; Welding; Wood Carving.

Scoutcraft: Backpacking; Camping; Cooking; First Aid; Hiking; Orienteering; Pioneering; Search and Rescue; Wilderness Survival.

Shooting Sports: Archery; Rifle Shooting; Shotgun Shooting.

STEM: Composite Materials; Drafting; Energy; Engineering; Inventing; Nuclear Science; Radio; Space Exploration.

Pool: Lifesaving; Swimming.

Waterfront: Canoeing; Kayaking; Rowing; Small Boat Sailing; Water Sports.



2014 Camp Merit Badge Opportunities



Listed in alphabetical order below are the **60 merit badges** that will be offered at camp. Next to each badge are the requirements that must be completed or started **BEFORE** the Scout arrives in camp. If they are completed to the satisfaction of the counselor, the badge may be earned at camp; otherwise the Scout may receive a partial. With all merit badges, Scouts should become familiar with the requirements before coming to camp. **Merit Badge Pamphlets should be obtained and studied prior to the Scout's arrival to insure his familiarity with the merit badges he chooses to work towards.**

Camp Saffran Merit Badge Additions for the 2014 Camping Season

Drafting	No advance preparation necessary. Materials no cost.
Indian Lore	Requirements 2., (a), (b), or (d) must be completed prior to camp.
Plumbing	No advance preparation necessary. Materials no cost.
Search and Rescue	Requirements 5., and 10., must be completed prior to camp.
Sustainability	All Requirements which require family discussion and time tracking of the project and 6., must be completed prior to camp.
Textiles	Requirements 3. If doing (a), must be completed prior to camp.

Requirements based on 2013 BSA Requirement Book and may change before camp starts.

MERIT BADGE

ADVANCE WORK REQUIRED

Archery	Requirement 1(c) Knowledge of local and state laws. Previous experience is helpful.
Art	Requirements 4 and part of 5 must be completed prior to camp.
Astronomy	Requirement 5 (b), and 6 must be completed before camp. Weather conditions can affect completion of this badge. Night meetings required.
Athletics	Requirements 3 and 5 must be completed prior to camp.
Backpacking	Requirements 6 (b), 8, 9, 10, and 11 must be completed prior to camp.
Basketry	No advance preparation necessary.
Bird Study	Bring binoculars. Advance preparation is necessary for requirement 5. Morning meetings are required to complete the badge.
Camping	Requirements 4(b), 5(e), 7(b), 8(d) and 9 must be completed prior to camp.
Canoeing	Be able to complete requirement 3 at camp. Experience with canoes is necessary.
Chess	Should have more than a basic understanding of the game.
Citizenship in the Nation	Scouts must be 13 years of age. Requirements 2, 3 and 8 must be completed prior to camp. Work on Requirement 6 ahead of time.
Citizenship in the World	Scouts must be 13 years of age. Requirement 7 must be completed prior to camp.
Climbing	Scouts must be 13 years of age. Advance knowledge of requirements 1 and 7 is helpful.
Communications	Scouts must be 13 years of age. Requirement 5 must be completed prior to camp.
Composite Materials	Requirement 4 and 6 must be done prior to camp.
Cooking	This badge is NOT for the novice cook. Requirement 7 must be completed before camp. Advance work required for requirement 8. Food will be provided by the camp. All other necessary cooking equipment (trail stove) should be brought to camp.
Drafting	No advance preparation necessary.
Electricity	Requirements 2, parts of 6 and 9 must be completed prior to camp. Advance preparation on requirement 11 is necessary.
Electronics	Requirement 8 must be completed prior to camp.
Emergency Prep	Must be 13 years of age. You must have First Aid Merit Badge. Requirement 2(b), 2(c), and 7 must be completed prior to camp. Advance preparation on requirements 6, 8, and 9 are necessary.
Energy	Requirement 1, 4, and 8 must be completed prior to camp.
Engineering	No advance preparation necessary.

Broad Creek Memorial Scout Reservation**Baltimore Area Council, BSA**

Environmental Science	This is NOT a badge for younger Scouts. Requirement 3(e) must be completed prior to camp. Advance preparation on requirement 6 is necessary.
First Aid	Review First Aid skills for Tenderfoot through First Class. Requirement 2(d) must be completed prior to camp.
Fishing	Bring your fishing gear to camp.
Forestry	Bring camera for 1.
Geology	Requirement 4(a) and/or research for (b) must be completed prior to camp
Hiking	Requirements 5, 6, and 7 must be completed prior to camp.
Indian Lore	Requirements 2., (a), (b), or (d) must be completed prior to camp.
Insect Study	Requirements 4 and 7 must be completed prior to camp.
Inventing	Requirements 2, 3 (c), and 8 must be completed prior to camp.
Kayaking	Scouts must be classified a "swimmer" by their buddy tag.
Leatherwork	No advance preparation necessary.
Lifesaving	Scouts must be classified a "swimmer" by their buddy tag. Requirement 1 needs to be completed before all other requirements. Bring clothing for requirement 7(e).
Mammal Study	No advanced preparation is required.
Nature	No advanced preparation is required.
Nuclear Science	No advanced preparation is required.
Orienteering	Bring a compass. Requirement 8 is a major undertaking and Scouts should be prepared to devote the necessary time it will take to complete.
Painting	No advance preparation necessary.
Personal Fitness	Requirements 1(b), 6, 7, and 8 must be completed prior to camp. Bring examination forms and progress log for your 12-week fitness program.
Pioneering	Review basic knots, lashings, and splicing prior to camp. Totin' Chip and personal knife required.
Plumbing	No advance preparation necessary.
Radio	Requirement 7 and 8 must be completed prior to camp.
Reptile/Amphibian Study	Requirement 8 must be completed prior to camp. General knowledge of reptiles and amphibians is necessary.
Rifle Shooting	This is one of the most difficult merit badges available at camp. Prior to camp, Scouts should aggressively research all of the requirements. Scouts need to be ready to discuss requirement 1. A copy of the Scout's local and state laws is needed for requirement 1(f). By coming to camp with this knowledge, that can be gained largely from within the merit badge book, local law enforcement agencies, and the Internet, the Scout will have more "shooting time," and thus more of an opportunity to earn the badge. Only Option A is available at camp.
Rowing	Must pass BSA swimmer test, requirement 3 at camp. Experience with rowboats is necessary. Alternative (b) in requirement 5 must be completed before camp.
Search and Rescue	Requirements 5., and 10., must be completed prior to camp.
Shotgun Shooting	This is one of the most difficult merit badges available at camp. Prior to camp, Scouts should aggressively research all of the requirements. Scouts need to be ready to discuss requirement 1. A copy of the Scout's local and state laws is needed for requirement 1(f). By coming to camp with this knowledge, that can be gained largely from within the merit badge book, local law enforcement agencies, and the Internet, the Scout will have more "shooting time," and thus more of an opportunity to earn the badge. Only Option A is available at camp.
Small Boat Sailing	<i>Must pass BSA swimmer test, requirement 2 at camp. Experience with sailboats and sailing</i> in general is necessary. Weather conditions can effect completion of this badge.
Soil/Water Conservation	Chosen parts of Requirement 7 must be completed prior to camp.
Space Exploration	No advance preparation necessary.
Sports	Requirements 4 and 5(a) must be completed prior to camp.
Sustainability	All Requirements which require family discussion and time tracking of the project and 6., must be completed prior to camp.
Swimming	Pass BSA swim test for "swimmer". Bring clothing for requirement 4.
Textiles	Requirements 3. If doing (a), must be completed prior to camp.
Water Sports	Must pass BSA swimmer test, requirement 3 at camp.
Weather	Requirement 8 must be completed prior to camp.
Welding	Bring proper footwear (required) and old clothing (recommended) for shop work.
Wilderness Survival	Advance preparation for requirement 5 is necessary. Review basic survival skills, camping skill and edible wild plants. Overnight outpost required.
Wood Carving	Experience in carving is necessary, and a Scout must have earned Totin' Chip.

Camp Saffran Program Highlights (Older Scout Programs are listed like this with age required)

There are some parts of camp that are great for everyone at once. Program Highlights are special evening and daily activities that anyone can try at their own leisure. Achieve, create and work together in the activities that make camp special.

New Merit Badge Offerings: This year we will offer 15 new merit badges that have not been offered at camp before! These badges are a great chance for an experienced Scout who has been attending camp for several years to earn badges that have not been available previously. The badges for 2014 are: Athletics; Composite Materials; Electronics; Engineering; Fish/Wildlife Management; Insect Study; Inventing; Nuclear Science; Plant Science; Soil/Water Conservation; Space Exploration; Radio; Water Sports; Welding.

Morning and Afternoon Merit Badge Secessions: Monday - Friday 9:00 am to 12:00 pm and 2:00 pm to 5:00 pm. The instruction schedule consists of one hour blocks (See schedule on pages 62 and 64 for specific times that merit badges are offered.) Please note: most aquatic badges and all shooting sports badges require double periods. For merit badges offered that are not scheduled, or in the event of a scheduling conflict make arrangements with the Program Director for instruction time.

Camp Wide Program Highlights:

Castel Fair Award (Clean Campsite Award): The Duke of Riggs and the Duke of Flint (Your Program Commissioners) will daily inspect your campsites and Camp Good Turn Area (ask your **Duke** for the location of your Troops designated area in the camp to keep free of trash). Then at Evening Colors award each of the deserving troops the **Castel Fair Award**. How long will it take your Troop to earn this award? Don't forget earning this award counts towards earning the Saffran Eagle Award.

Lords of the Manner and Squire Round Table (Camp Leader's and Senior Patrol Leader (SPL) Council Meetings (Dining Hall): Sunday evening after evening feast then Monday-Friday immediately following the mid-day feast. These forums of the camp's principle adult and youth leaders, will gather each day to review the program and discuss concerns of the camp. It is extremely important that a leader and your SPL be present at each meeting to insure your unit's representation. SPLs will play a major role in putting together Friday night's campfire.

Opening Campfire (Tindeutchin Campfire Circle): Sunday 8:45 pm – 9:45 pm. Begin your journey on **A Knight's Trail** meet the **King's Knights and Men-at Arms** (Camp Staff) and as they entertain with the skits and songs that are the best in Scouting.



Troop Portraits (Photos): Monday immediately following dinner. Pre-coordination with your Program Commissioner required.

Vespers (Woodland Chapel): All Faith Service-Monday: 7:00 pm-7:30 pm and Jewish Service-Friday-7:30 pm. A Scout is Reverent, but what does that really mean? The Boy Scouts of America are unique in their approach to matters of faith. In celebration of Scouting as a multi-faith organization, every week a non-denominational Vespers Service is held. Vespers includes readings from many different faiths performed in a respectful tone by staff and volunteers. We understand that different Troops have diverse religious needs and thus this service is completely optional however all campers and leaders are encouraged to attend the service. Uniforms are appropriate. If your troop would like to coordinate a service of a particular faith, we would be happy to help you plan and run it.

Catapult or Trebuchet Competition (Parade Field): Tuesday from 7:30 pm – 8:30 pm. **Build it a home or build it in here in “the realm”. No rules, skies the limit. Your “contraption” must be able to launch a water balloon. There will be recognition for more categories than we can think of right now.**

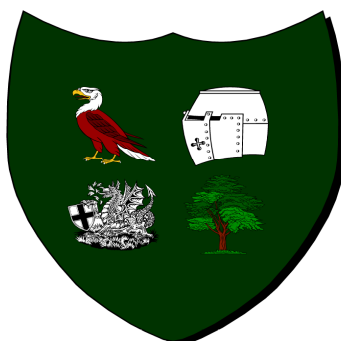
The Kings Court Comes to Banquet (Dining Hall): Wednesday - A costume party which begins with evening colors and lasts into the Campwide Games. Who knows what mirth and merriment will be afoot during our sumptuous repast. Fools, songs, challenges, and the King and his court will oversee it all.

The Quest for the Holy Grail (Campwide Games) NEW IN 2014: Wednesday from 7:00 pm – 9:30 pm. **The Camp Staff welcomes you to join them for Scout skills based games and activities with our theme based medieval twist in which patrols will compete to find the Holy Grail. From clues the patrol receives they will go to program areas to complete their quest and the winner will be revealed and rewarded at the Friday evening campfire.**



Fielddom Gateway/Drawbridge and Coat of Arms Competition: This competition is judged Friday afternoon by the Program Commissioners. Troops are encouraged to design and build a creative gateway/drawbridge for their campsite early in the week. Decorate your entrance with the Troops Coat of Arms. We made ours by going online. **The Troop with the most creative gateway and Coat of Arms will be recognized at the end of the week.**

Celebrate life



Saffran

Here are the traditional values often associated with your selections to make your coat of arms

Eagles -	Courageous
Helmets -	Strong
Dragons -	Brave
Trees and Leaves -	Trustworthy

Family Night - Friday from 5:00 pm – 9:30 pm. All parents and families are invited to visit Camp Saffran, BCMSR on Friday night to see our evening retreat ceremony, eat dinner, and watch the closing campfire. Wrist bands for dinner are \$9.00 per person if purchased during check-in and \$10.00 otherwise, and are available through at the Administration Building. Guests should plan to arrive between 5:00 pm and 5:30 pm if they are eating dinner and between 7:00 pm and 8:00 pm if they are not. All guests must check in at the Camp Administration Building upon arrival.

Recognition Campfire (Tindeutchin Campfire Circle): Friday from 8:00 pm – 9:00 pm. Finally, we gather once more to say goodbye on Friday night with a camper-led Recognition Campfire. Campfire planning and information is coordinated during the daily SPL meetings. OA call out for new Ordeal members is also part of this campfire. Out of Council Troops must provide proof of elections for their new members.

Program Area Highlights:

Aquatics programming at Camp Saffran is wet and wild!!!

The Moat (Pool): Camp Saffran's Olympic size pool facility and large shower house with individual showering stalls is the center piece of our camp. The shower house is completely up to date meeting Boy Scout requirements. Feel free to come down to the pool for open swims, or have our staff help you become a stronger swimmer. Our great programs include:

Merit Badges Offered: Lifesaving and Swimming.

Moat Safety Demonstration (Water Safety Pool): Come visit the "moat" before the Opening Campfire (8:00 pm – 8:30 pm) and watch the "~~Bronze~~ **Knights**" in action.

Ice Dragon Dip: Monday - Friday from 7:00 am – 7:30 am. Join us at the pool for an early dip.

Night Moat Swim: Monday (7:45 pm – 8:30 pm); Tuesday and Thursday (8:45 pm – 9:30 pm). These are open swims for all Scouts and Scouters in camp.

Quarter-Mile Swim: Tuesday from 7:30 pm - 8:30pm. Scouts must swim this event to qualify for Mile Swim. We encourage everyone to come down to the pool and swim a quarter-mile in our Olympic size pool. If that doesn't push you enough, then come back later in the week for the mile swim! Some merit badges require you to complete the quarter-mile or mile swim, but all are welcome to participate. Don't forget to bring someone to count laps for you!

Mile Swim: Thursday from 7:00 pm - 8:00 pm. To pre-qualify for this event Scouts must swim the quarter mile swim on Tuesday. Some merit badges require you to complete the quarter-mile or mile swim, but all are welcome to participate. Don't forget to bring someone to count laps for you!

BSA Aquatics Supervision: Swimming and Water Rescue (Older Scout Program - must be 16 or older): Training for BSA Swimming & Water Rescue provides BSA leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. It expands the awareness instruction provided by Safe Swim Defense training. Persons completing the training should be better able to assess their preparation to supervise unit swimming events. The BSA recommends that at least one person with this training is present to assist with supervision whenever a unit swims at a location that does not provide lifeguards. This training is open to any registered adult leader, Scout, Venturer, or Explorer who is age 16 or older. A council approved instructor must directly supervise all training. The course takes approximately eight hours and is valid for three years.

Prerequisites:

1. Age and Physical Fitness:

- A. Be age 16 years or older prior to training
- B. Submit written evidence of physical fitness

2. Swimming Ability:

- A. Complete the BSA Swimmer Test: Jump feet first into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.
- B. Recover a 10-pound weight from 8 feet of water.

**Requirements:**

- 3. Administer both the BSA beginner and swimmer classification tests.
- 4. Demonstrate reaching assists from deck, side and shallow water using items such as arms, legs, towels, rescue tubes, and poles.
- 5. Twice demonstrate throwing assists using items such as lines, ring buoys, throw bags, and free-floating supports. Successfully place at least one such aid within reach of a subject 25 feet from shore.
- 6. Demonstrate stride jump and compact jump entries into deep water.
- 7. Demonstrate an accompanied rescue for a conscious subject in deep water 20 feet from shore. Enter the water with a buoyant aid, present the aid to the subject, release it, and accompany the subject to shore. Speak to the subject throughout the assist to provide clear instruction and encouragement.
- 8. Demonstrate a contact rescue for an unconscious subject at or near the surface in deep water 20 feet from shore:
 - A. Approaching the subject from the front, use a wrist tow to move the subject to shore. During the approach, confirm that the subject is passive.
 - B. Approaching the subject from the rear, use an armpit tow to move the subject to shore. During the approach, confirm that the subject is passive.
 - C. With the assistance of one other person, and without the aid of a backboard, remove an unconscious subject from the water at the edge of the pool or pier and check for breathing and circulation.
- 9. Practice in-water rescues of both conscious and unconscious subjects using a variety of flotation aids.
- 10. Demonstrate the following defensive actions:
 - A. Front head-hold escape
 - B. Rear head-hold escape

11. Demonstrate a line-and-tender rescue as both the swimmer and the line tender.
12. Demonstrate in-line stabilization for a suspected spinal injury in shallow water:
 - A. For a face-up subject
 - B. For a face-down subject
13. Correctly answer 80 percent of the questions on the Swimming and Water Rescue written exam covering Safe Swim Defense, emergency action plans, surveillance, victim recognition, and water rescue. Review any incomplete or incorrect answers.

BSA Lifeguard (Older Scout Program - must be 15 or older): You asked for it and its back for 2014. To be trained as a BSA Lifeguard, you must successfully complete the course as outlined in the BSA Lifeguard Instructor Manual and demonstrate the ability to perform each item specified in the following requirements:

Prerequisites: Before doing requirements 6 through 26, complete the following:

1. Submit proof of age. You must be at least 15 years old to participate.
2. Submit written evidence of fitness for swimming activities (signed health history).
3. Swim continuously for 550 yards, including at least 100 yards each of the following strokes in good form: front crawl, breaststroke, elementary backstroke, and sidestroke.
4. Immediately following the above swim, tread water for two minutes using the legs only and with the hands under the armpits.
5. Starting in the water, swim 20 yards using a front crawl or breaststroke, surface dive 7 to 10 feet, retrieve a 10-pound object, surface, swim with the object 20 yards back to the starting point with both hands holding the object, and exit the water, all within 1 minute, 40 seconds.



Requirements: Complete the following requirements within a 120-day period:

6. Show evidence of current training in American Red Cross First Aid and American Red Cross CPR/AED for the Professional Rescuer or equivalent (includes any training for a camp health officer recognized by BSA national camp standards).
7. Demonstrate reaching assists from the deck using an arm, a rescue tube, and a pole.
8. Demonstrate throwing assists using a throw bag and a ring buoy with a line attached. Throw each device such that the line lands within reach of a conscious subject 30 feet from shore.
9. Demonstrate:
 - a. Rescue of a conscious subject in deep water using a rescue board, kayak, rowboat, canoe, or other rescue craft that would be available at your local facility.
 - b. Repeat for an unconscious subject.

10. Demonstrate an entry and front approach with a rescue tube to a conscious subject in deep water 30 feet away from shore. Position the rescue tube to support the subject and then assist the subject to safety, providing direction and reassurance throughout.
11. Demonstrate an entry and rear approach with a rescue tube to a conscious subject in deep water 30 feet away from shore. Secure and support the subject from behind and then move the subject to safety, providing direction and reassurance throughout.
12. Demonstrate use of a rescue tube to assist two subjects grasping each other. Secure, support, and reassure both subjects. With the assistance of a second guard, calm and separate the subjects and move them to safety.
13. Demonstrate both front and rear head-hold escapes from a subject's grasp.
14. Demonstrate a feet-first entry in deep water with a rescue tube and swim an approach stroke 25 yards within 25 seconds while trailing the tube.
15. Demonstrate an entry and front approach with a rescue tube to a face-down passive subject 30 feet away at or near the surface in deep water. Use a wrist roll to position the subject face-up on the rescue tube, tow them to safety, and remove them from the water with assistance within two minutes. Immediately perform a primary assessment and demonstrate one-person CPR for three minutes.
16. Demonstrate an entry and rear approach with a rescue tube to a face-down unconscious subject 30 feet away at or near the surface in deep water. Position the subject face-up, tow them to safety, and remove them from the water with assistance within two minutes. Immediately perform a primary assessment and demonstrate two-person CPR for three minutes.
17. Demonstrate in-water ventilation of an unconscious subject when prompt removal from the water is not possible. Open the airway, position the mask, and simulate ventilations.
18. Demonstrate an entry and approach with a rescue tube for use when an unconscious subject is submerged face-down at or near the bottom in 6 to 8 feet of water. Bring the subject to the surface and tow to the nearest point of safety.
19. Remove a subject from the water using each of the following techniques in the appropriate circumstances with the aid of a second rescuer:
 - a. Vertical lift at the edge of a pool or pier using a backboard
 - b. Walking assist
 - c. Beach drag
20. Participate in multiple-rescuer search techniques appropriate for a missing subject in murky water:
 - a. Line search in shallow water
 - b. Underwater line search in deep water without equipment
 - c. Underwater line search in deep water with mask and fins
21. Demonstrate in-line stabilization for a face-down subject with suspected spinal injury in very shallow water (18 inches or less).
22. Demonstrate in-line stabilization for a suspected spinal injury in shallow water (waist to chest deep):
 - a. For a face-up subject
 - b. For a face-down subject
23. Demonstrate in-line stabilization for a suspected spinal injury in deep water, swim the subject to shallow water, confirm vital signs, and with the assistance of three others, remove the subject from the water using a backboard with straps and a head immobilization device.
24. Demonstrate care for a spinal injury on land in the following situations:
 - a. Non-standing subject
 - b. Standing subject including securing to a backboard and lowering to the ground

25. Correctly answer 80 percent of the questions on the BSA Lifeguard knowledge test covering the course material. Review any incomplete or incorrect answers.

26. Serve as a lifeguard, under supervision, for at least two separate BSA swimming activities for a combined time of two hours. Afterward, discuss the experience with the lifeguarding instructor.

Completion Options: Course completion cards are valid only when signed by either a current BSA Aquatics Instructor or BSA Lifeguard Instructor approved by the local council. Training is valid for two years, provided First Aid and CPR/AED for the Professional Rescuer training are kept current during that period. There are five ways to obtain a course completion card:

1. **Course Completion:** Complete all requirements in the instructor manual during a scheduled course of instruction. The participant must attend all course sessions. Makeup sessions are allowed at the instructor's discretion. If an individual is unable to complete all requirements during the scheduled course, the instructor may elect to continue training until the participant is able to complete all the requirements provided the total elapsed time from start to finish does not exceed the 120-day period.

2. **Renewal Challenge:** Anyone with a BSA Lifeguard completion card that is current or has expired within six months may renew or extend the training by performing requirements 2 through 25 without attending the standard course sessions. Prior to the testing, the instructor may provide a renewal training session to review and update skills and information. Summer camp aquatics directors should renew training for aquatics staff members during precamp training while emphasizing local camp facilities, procedures, and emergency action plans.

3. **Crossover Challenge:** Anyone who holds current training in American Red Cross Lifeguarding, American Red Cross Waterfront Lifeguarding, or other lifeguard training programs may obtain a BSA Lifeguard completion card by performing requirements 1 through 26 without attending the standard course sessions. The lifeguard training program that issued the training certificate must be recognized by the local or state regulatory agency that sets standards for lifeguards at youth camps. The instructor may provide a crossover training session to review and update skills and information prior to the testing. The applicant may receive credit for requirement 26 if within the past 18 months he or she has served as a lifeguard, under supervision, or has supervised lifeguards, for at least two separate BSA swimming activities for a combined time of two hours. Otherwise, due to BSA procedures not implemented at other lifeguarding venues, the applicant must accomplish requirement 26.

4. **Completion of BSA Aquatics Instructor:** Anyone who completes BSA Aquatics Instructor training at National Camping School may obtain a BSA Lifeguard completion card.

5. **Co-Instructors (BSA Aquatics Instructor or BSA Lifeguard Instructor)** may each sign a completion card for the other at the conclusion of a BSA Lifeguard course if they satisfy requirements 2 through 24.

Discover SCUBA (CHANGE for 2014 - Any Scout): Yes any Scout who has passed the swimmer test can participate on Wednesday from 7:00 – 9:00. Run by our friends at York Divers, this program will have all participants in the water with gear and serves as a great orientation to the SCUBA program. Minimum per session is 6 to run the program, maximum is 12. Sign up and pay at RHQ.

Time: Wednesday evenings for two hours. **Cost:** \$35.00 per Scout



Houghs Cove Waterfront: Only minutes away from camp, with all transportation provided by the camp via 15 passenger vans; Scouts will be able to participate in boating activities in the 12 miles of deep water of the Susquehanna on the Conowingo Pond. The Houghs Cove Waterfront remains a gem available to us at Broad Creek and the activities done there are experiences that stay for a lifetime. Our waterfront offers a whole set of amazing activities and a full Merit Badge program. Scouts can take morning or afternoon sessions to go to the waterfront.

Water Shoes are required for all activities at the Waterfront including tubing. Water shoes are defined as: Old sneakers or athletic shoes or foot gear which can get wet and will prevent injury while in the water. Shoes with open-toes and heels are NOT permitted in camp as a matter of safety, especially to prevent puncture wounds which could prohibit swimming. Shoes with closed-toes and heels must be worn at all times. Sandals, Tevas, flip flops and other open toed and open heeled shoes are not permitted.

Merit Badges Offered: Canoeing; Kayaking; Rowing; Small Boat Sailing; and Water Sports

Hit the wake behind one of our two 18' 90 horsepower Carvelle speed boats while taking Water Sports Merit Badge.



Motor Tubing: Hit the wake behind one of our two 18' 90 horsepower Carvelle speed boats while being pulled behind our speed boats.



Jousting on the Pond (Canoe Games): Thursday from 7:00 pm – 9:00 at the Nature Pond.



STAND UP PADDLEBOARDING (SUP)
(NEW IN 2014) (Older Scout Program - must be 14 or older):



Scouts will have an opportunity to earn the BSA Stand Up Paddleboarding award which introduces Scouts to the basics of stand up paddleboarding on calm water, including skills, equipment, self-rescue, and safety precautions.



This award also encourages Scouts to develop paddling skills that promote fitness and safe aquatics recreation.

Tubing: This program got rave reviews last summer. Take in the sights and catch some “rays” during a lazy morning or afternoon on one of our tubing trips. We’ll provide the tubes, lifejackets, and transportation you bring the sun tan lotion. This is a Troop run activity and Safety Afloat training is required.



AquaTrek (Older Scout Program - must be 14 or older): Each afternoon participants venture out on a different mini-trek taking place on the waterways of the Susquehanna River. Participants will return for dinner each night. Three mini-treks will be dedicated to kayaking adventures, one afternoon mini-trek will be dedicated to canoeing and the final dedicated to sailing.

Time: Afternoon sessions at the waterfront. **Cost:** No cost.

Required Aqua Trek Equipment: Water shoes - Water shoes (Old sneakers or athletic shoes or foot gear which can get wet and will prevent injury while in the water.) Shoes with open-toes and heels are NOT permitted in camp as a matter of safety, especially to prevent puncture wounds which could prohibit swimming. Shoes with closed-toes and heels must be worn at all times. Sandals, Tevas, flip flops and other open toed and open heeled shoes are not permitted.



Open Boating (NEW IN 2014): Every day in the afternoons down at the Waterfront.

ATV Training Course (Older Scout Program - must be 14 or older): Designed by the ATV Safety Institute, the ATV course is perfectly designed for those who have never ridden ATVs or had no formal training. Scouts will do instruction, drills, and learn leave no trace principles all ending with a trail ride through camp. Scouts will receive a certification of competition at the end. Each session capacity is 8 total Scouts (morning 8, afternoon 8). Friday is the culmination of the week with a longer trail ride which incorporates challenges from all the lessons learned during the week.

Time: Mornings (9:00 am – 1200 noon) and Afternoon (2:00 pm – 5:00 pm) Monday-Thursday.

Cost: \$25.00 per Scout

Required ATV Equipment:

- Long pants
- Long sleeve shirt
- Complete **ATV HOLD HARMLESS AGREEMENT (below)** and turn in to the ATV Director prior to participation.





Boy Scouts

ASI ATV RiderCourseSM Waiver & Indemnification Agreement

IMPORTANT INFORMATION – YOU MUST READ AND SIGN THIS WAIVER & INDEMNIFICATION PRIOR TO CLASS

ASI ATV RiderCourseSM Waiver & Indemnification Agreement

Participation in this course requires physical stamina, motor coordination, and mental alertness. The undersigned hereby attests that he/she has no known physical or mental limitations and has not used any form of alcohol, prescription or non-prescription drugs that could impair his/her performance in this course. Participants under 18 years of age must have this form signed by a parent or guardian.

I. READ CAREFULLY: THIS SECTION IS A LEGAL RELEASE, ASSUMPTION OF RISK, WAIVER AND COVENANT NOT TO SUE AGREEMENT

In consideration of the ATV Safety Institute, the Specialty Vehicle Institute of America, the owner of the training ATV, and the owner of the land upon which training occurs, including all of the aforementioned parties' members, employees, officers, instructors and/or agents (the "RiderCourse Providers"), furnishing services, vehicles, equipment, and/or curriculum to enable me to participate in the ATV RiderCourse, I agree as follows:

I fully understand and acknowledge that: (a) there are DANGERS AND RISKS OF INJURY, DAMAGE, OR DEATH that exist in my use of ATVs and ATV equipment and my participation in the ATV RiderCourse activities; (b) my participation in such activities and/or use of such equipment may result in injury or illness including, but not limited to, BODILY INJURY, DISEASE, STRAINS, FRACTURES, PARTIAL OR TOTAL PARALYSIS, OTHER AILMENTS THAT COULD CAUSE SERIOUS DISABILITY, OR DEATH; (c) these risks and dangers may be caused by the negligence of the RiderCourse Providers and/or the negligence of others, including other ATV RiderCourse participants, and may arise from foreseeable or unforeseeable causes; and (d) by participating in these activities and/or using the vehicles and equipment, I, on behalf of myself, my personal representatives and my heirs, hereby assume all risks and all responsibility, and agree to release the RiderCourse Providers for any injuries, losses and/or damages, including those caused solely or in part by the negligence of the RiderCourse Providers or any other person. If I have brought an ATV to use in the ATV RiderCourse, I also agree that this release applies to any damage that occurs to the ATV during the ATV RiderCourse.

I agree and understand that, on behalf of myself, my personal representatives and my heirs, I am relinquishing any and all rights I now have or may have in the future to sue the RiderCourse Providers for any and all injury, damage, or death I may suffer arising from my participation in the ATV RiderCourse, including claims based on the RiderCourse Providers' negligence.

I HAVE READ THIS RELEASE AGREEMENT AND BY SIGNING BELOW I AGREE IT IS MY INTENTION TO ASSUME ALL RISKS AND RELEASE THE ABOVE-NAMED RIDERCOURSE PROVIDERS FROM LIABILITY FOR PERSONAL INJURY, PROPERTY DAMAGE OR WRONGFUL DEATH CAUSED BY NEGLIGENCE OR ANY OTHER CAUSE AND ARISING FROM MY PARTICIPATION IN THE ATV RIDERCOURSE. I have had the opportunity to ask any questions about the above and I understand its terms and meaning.

II. READ CAREFULLY: THIS SECTION IS AN INDEMNIFICATION AND HOLD HARMLESS AGREEMENT

In consideration of the ATV Safety Institute, the Specialty Vehicle Institute of America, the owner of the training ATV, and the owner of the land upon which training occurs, including all of the aforementioned parties' members, employees, officers, instructors and/or agents (the "RiderCourse Providers"), furnishing services, vehicles, equipment, and/or curriculum to enable me to participate in the ATV RiderCourse, I agree as follows:

I, on behalf of myself, my personal representatives and my heirs, agree to hold harmless, defend, and indemnify the RiderCourse Providers from any and all claims, suits, or causes of action for bodily injury, property damage, or other damages which may arise out of my use of ATVs and ATV equipment or my participation in the ATV RiderCourse activities, including claims arising from the RiderCourse Providers' or any other party's negligence.

I HAVE READ THIS INDEMNIFICATION AND HOLD HARMLESS AGREEMENT AND BY SIGNING BELOW I AGREE IT IS MY INTENTION TO ACCEPT LEGAL RESPONSIBILITY AND PAY FOR ANY LOSS FOR CLAIMS OR LAWSUITS AGAINST THE ABOVE-NAMED RIDERCOURSE PROVIDERS ARISING FROM MY PARTICIPATION IN THE ATV RIDERCOURSE. I have had the opportunity to ask any questions about the above and I understand its terms and meaning.

THE SIGNATURES ON THE ATTACHED FORMS INDICATE THAT THE PERSONS LISTED HAVE READ, UNDERSTAND AND AGREE TO THE ABOVE ALL-TERRAIN VEHICLE ATV RIDERCOURSE WAIVER & INDEMNIFICATION AGREEMENT.

Boy Scouts

ASI ATV RiderCourseSM Waiver & Indemnification

☐ ADJUSTED RANGE USED

CLASS DATE _____ STATE _____ # STUDENTS COMPLETED _____

IMPORTANT INFORMATION - YOU MUST READ AND SIGN THIS WAIVER & INDEMNIFICATION PRIOR TO CLASS

<p>I have read and agree with the ATV RIDERCOURSE WAIVER & INDEMNIFICATION AGREEMENT. I certify the information entered below is true.</p> <p>Student Signature: _____ <small>(parent or guardian if under 18)</small></p> <p>Last Name: _____ First: _____ MI: _____ Date of Birth: ____/____/____ <small>(Please print) (Required)</small></p> <p>Address: _____ City: _____ State: _____ ZIP: _____</p> <p>Phone: () _____ Email: _____ Sex: M <input type="checkbox"/> F <input type="checkbox"/></p> <p>Fill out this section only if your training is part of a new ATV purchase.</p> <p>Buyer's Name(Print) _____</p> <p>ATV VIN# _____ ATV Brand _____</p> <p>Are you a first time ATV buyer? Yes <input type="checkbox"/> No <input type="checkbox"/> Have you had previous ATV experience? Yes <input type="checkbox"/> No <input type="checkbox"/> Purchase type: Indiv. <input type="checkbox"/> Gov./Bus. <input type="checkbox"/></p> <p>Student's relationship to buyer? Self <input type="checkbox"/> Parent <input type="checkbox"/> Child <input type="checkbox"/> Spouse <input type="checkbox"/> Sibling <input type="checkbox"/> Other: _____</p>	<p>INSTRUCTOR USE ONLY</p> <p><input type="checkbox"/> Completed</p> <p><input type="checkbox"/> Training Incomplete</p>
<p>I have read and agree with the ATV RIDERCOURSE WAIVER & INDEMNIFICATION AGREEMENT. I certify the information entered below is true.</p> <p>Student Signature: _____ <small>(parent or guardian if under 18)</small></p> <p>Last Name: _____ First: _____ MI: _____ Date of Birth: ____/____/____ <small>(Please print) (Required)</small></p> <p>Address: _____ City: _____ State: _____ ZIP: _____</p> <p>Phone: () _____ Email: _____ Sex: M <input type="checkbox"/> F <input type="checkbox"/></p> <p>Fill out this section only if your training is part of a new ATV purchase.</p> <p>Buyer's Name(Print) _____</p> <p>ATV VIN# _____ ATV Brand _____</p> <p>Are you a first time ATV buyer? Yes <input type="checkbox"/> No <input type="checkbox"/> Have you had previous ATV experience? Yes <input type="checkbox"/> No <input type="checkbox"/> Purchase type: Indiv. <input type="checkbox"/> Gov./Bus. <input type="checkbox"/></p> <p>Student's relationship to buyer? Self <input type="checkbox"/> Parent <input type="checkbox"/> Child <input type="checkbox"/> Spouse <input type="checkbox"/> Sibling <input type="checkbox"/> Other: _____</p>	<p>INSTRUCTOR USE ONLY</p> <p><input type="checkbox"/> Completed</p> <p><input type="checkbox"/> Training Incomplete</p>
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<p>I have read and agree with the ATV RIDERCOURSE WAIVER & INDEMNIFICATION AGREEMENT. I certify the information entered below is true.</p> <p>Student Signature: _____ <small>(parent or guardian if under 18)</small></p> <p>Last Name: _____ First: _____ MI: _____ Date of Birth: ____/____/____ <small>(Please print) (Required)</small></p> <p>Address: _____ City: _____ State: _____ ZIP: _____</p> <p>Phone: () _____ Email: _____ Sex: M <input type="checkbox"/> F <input type="checkbox"/></p> <p>Fill out this section only if your training is part of a new ATV purchase.</p> <p>Buyer's Name(Print) _____</p> <p>ATV VIN# _____ ATV Brand _____</p> <p>Are you a first time ATV buyer? Yes <input type="checkbox"/> No <input type="checkbox"/> Have you had previous ATV experience? Yes <input type="checkbox"/> No <input type="checkbox"/> Purchase type: Indiv. <input type="checkbox"/> Gov./Bus. <input type="checkbox"/></p> <p>Student's relationship to buyer? Self <input type="checkbox"/> Parent <input type="checkbox"/> Child <input type="checkbox"/> Spouse <input type="checkbox"/> Sibling <input type="checkbox"/> Other: _____</p>	<p>INSTRUCTOR USE ONLY</p> <p><input type="checkbox"/> Completed</p> <p><input type="checkbox"/> Training Incomplete</p>

FAX or Mail this form to ASI by the first Monday following the class date.

I certify that, to the best of my knowledge, the students listed on this report as "Completed", have completed the ATV RiderCourse according to the current standards established by the ATV Safety Institute while riding the correct size vehicle for their age.

INSTRUCTOR SIGNATURE: _____ Instructor ID#: _____ Date: _____

Hrs Worked: _____ Incident (circle one): YES NO (If YES, please include Incident Form)
Fax to (800) 526-9385 or email to RCR@SVIA.ORG. Can also be mailed to ASI, 2 Jenner, Suite 160, Irvine CA 92618.

Instructor ID # _____

I have read and agree with the ATV RIDERCOURSE WAIVER & INDEMNIFICATION AGREEMENT, I certify the information entered below is true.		Student Signature: <small>(parent or guardian if under 18)</small>		INSTRUCTOR USE ONLY
Last Name: _____ First: _____ MI: _____ Date of Birth: ____/____/____ <small>(please print) (Required)</small>				
Address: _____ City: _____ State: _____ ZIP: _____				<input type="checkbox"/> Completed
Phone: () _____ Email: _____ Sex: M <input type="checkbox"/> F <input type="checkbox"/>				
Fill out this section only if your training is part of a new ATV purchase.				
Buyer's Name (Print) _____				
ATV VIN#		ATV Brand _____		
Are you a first time ATV buyer? Yes <input type="checkbox"/> No <input type="checkbox"/> Have you had previous ATV experience? Yes <input type="checkbox"/> No <input type="checkbox"/> Purchase type: Indiv. <input type="checkbox"/> Gov./Bus. <input type="checkbox"/>				
Student's relationship to buyer? Self <input type="checkbox"/> Parent <input type="checkbox"/> Child <input type="checkbox"/> Spouse <input type="checkbox"/> Sibling <input type="checkbox"/> Other: _____				
				<input type="checkbox"/> Training Incomplete

All-Terrain Vehicle (ATV) Program Participation and Hold-Harmless Agreement

Camp: Broad Creek Memorial Scout Reservation, Camp Saffran, Baltimore Area Council, BSA

Camp Saffran from the Baltimore Area Council will be conducting an ATV program at camp. Scouts will be instructed how to ride on and drive an ATV. Scouts will be taught ATV safety and will drive on a training course, then on approved trails only. Scouts will be on the unit individually and in control of the power and brakes. Scouts will be required to wear a helmet, goggles, gloves, over-the-ankle boots, long-sleeve shirts, and long pants. Scouts are expected to abide by all safety rules and the instructions of the camp instructor(s).

I, the undersigned, give my child, _____, permission to participate in this program. I understand that participation in the activity involves a certain degree of risk. I have carefully considered the risk involved and have given consent for my child to participate in the activity. I understand that participation in the activity is entirely voluntary and requires participants to abide by the rules and standards of conduct. I release the Boy Scouts of America, the ATV Safety Institute, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all claims or liability arising out of this participation.

For safety, my child and I agree that he/she will do the following or he/she will be removed from the program. Because space is limited, any additional cost associated with participation in this program will not be refunded.

1. Complete the ATV safety class taught at Camp Saffran.
2. Wear all required safety gear at all times on or around the equipment.
3. Follow all safety rules provided in the training class.
4. Follow the instructions of the camp staff instructor(s).
5. Maintain control of the ATV at all times and remain within the speed determined to be safe by the camp instructor(s).
6. Be in full compliance with all local, state, and federal guidelines, including age restrictions and original equipment manufacturer standards.
7. Respond to the camp satisfaction survey from the Boy Scouts of America as it evaluates the ATV program.

Participant's signature: _____ Date: _____

Parent/guardian signature: _____ Date: _____

Parent/guardian printed name: _____ Date: _____

Home phone: _____ Cell phone: _____

Email address (for survey purposes only): _____



BOY SCOUTS OF AMERICA®

Conservation & Ecology (ConEc): Our ConEc program building is located in the old Pioneer Campsite with a backyard that runs through all of Broad Creek. The ConEc lodge also keeps many of the critters that our Scouts may find around camp to observe and study, such as insects, frogs, turtles, and fish. We also have a nature trail and pond so every Scout can learn about something new at ConEc with a greatly revamped merit badge program. Be it about plants or animals, the earth or the stars our ConEc staff covers it!

Merit Badges Offered: Astronomy; Bird Study; Environmental Science; Forestry; Geology; Insect Study; Mammal Study; Nature; Soil and Water Conservation; Sustainability; Reptile & Amphibian; and Weather.

Project C.O.P.E. (Older Scout Program - must be 13 or older): Project C.O.P.E. stands for “Challenging Outdoors Personal Experience” which is a challenging and fun outdoor course designed to build teamwork among groups and self-confidence and self-esteem among individuals. The course consists of a variety of initiative and team-building games using low and high ropes courses. Our trained staff will challenge each participant both mentally and physically. The course includes group initiative games low-course and high-course activities testing both individual skills and agility. Participants climb, swing, balance, jump, rappel, and think of solutions to a variety of activities.

Merit Badge Offered: Climbing



Most do more than they ever thought they could do. Located and built off the trails between Spencer and Saffran, the Broad Creek COPE course offers 19 different challenge stations. Space is limited.

C.O.P.E. consists of 17 low-course elements and 7 high course elements culminating in a 250-foot zip-line. All safety equipment and ropes are provided.

The C.O.P.E. Course is a weeklong challenge program. The challenge of the C.O.P.E. course is varied and can be a great test. The challenges are physical as well as mental. Youngsters have forever been enchanted with heights, trees, ropes, fun, and adventure. Project C.O.P.E. is an enriched extension of these efforts.

Project C.O.P.E. is an exciting outdoor activity that can be used to attract and hold the interests of older boys in Scouting. It offers a set of stimulating activities designed to meet the needs of today's young people who are seeking greater challenges to their physical and mental abilities. The underlying goals of a Project C.O.P.E. course are consistent with the methods of Scouting. Group activities are ideal for emphasizing the patrol method and developing leadership. Individual activities help promote personal growth. A C.O.P.E. course provides an opportunity for every participant to achieve success as an individual and as a member of a patrol or team. The activities are not designed to be competitive or to be a race against time. More important objectives, including building individual confidence, developing leadership, and inspiring cooperation among team members, are emphasized.

Leaders will be offered the opportunity to participate and experience C.O.P.E. Leaders are discouraged from being spectators of C.O.P.E. as this interferes with the group dynamics of the program.



Time: Morning sessions from Monday-Friday.

Cost: No cost.

Capacity: 12 Scouts max.

Participation Requirements:

- Be at least thirteen years of age as of the Sunday of your week in camp.
- Have approval from parents and their Scoutmaster.
- Complete **C.O.P.E. HOLD HARMLESS AGREEMENT (below)** and turn in to the C.O.P.E. Director prior to participation.

Required C.O.P.E. Equipment:

- Long pants
- Work gloves (leather preferable)
- Sweat shirt (long sleeved)
- Strong belt (no large buckle)
- Bandanna or neckerchief
- Gym shoes or sneakers (with good tread)

Scale the Castle Walls (Night Climb): Thursday from 8:30 pm - 9:30 pm. Scouts must be at least 13 years old and older. Dare to take on the climbing wall in the dark!! Headlamps are a must. Can you handle the challenge?



C.O.P.E. HOLD HARMLESS AGREEMENT

I understand that participation in Project C.O.P.E involves a certain degree of risk that could result in injury or death. In consideration of the benefits to be derived, after carefully considering the risk involved, and in view of the fact that the Boy Scouts of America is an organization in which membership is voluntary, I have carefully considered the risk involved and have given consent for myself (or my son or daughter) to participate in the activity, and waive all claims I or we may have against the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity.

I am not under the influence of any chemical substance, including alcohol. Understanding that any physical activity involves a risk of injury, I understand that my participation in the activity is entirely voluntary. I release the Boy Scouts of America, the Baltimore Area Council BSA, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all claims or liability arising out of this participation. This release does not, however, apply to any harm caused by negligence or willful misconduct of the Baltimore Area Council, BSA or its employees.

In case of emergency involving my child, I understand every effort will be made to contact me. In the event I cannot be reached,

I hereby give my permission to the physician selected by the adult leader in charge to secure proper treatment, including hospitalization, anesthesia, surgery, or injections of medication for my child.

Participant's signature* _____ Date _____

*If the participant is under age 18, his or her parent or guardian must also sign below:

Parent's or guardian's signature _____ Date _____

Eagle Summit (Older Scout Program - must be 13 or older): A great opportunity for Scouts who are getting close to reaching their goal of Eagle and need to do one or more of these required Merit Badges. These are the only Eagle required Merit Badges where the age requirement is imposed due to high demand.

Merit Badges Offered: Emergency Prep; Communications; Citizenship in the Nation; and Citizenship in the World.



Field Sports: Opportunities abound in the real for athletic competition. Special events such as a Volleyball or Basketball competitions will be organized during the week.

Merit Badges Offered: Fishing; Chess; Personal Fitness; Athletics; and Sports.

The Kings Champion Competition: Monday - Friday from right after the noon feast. To be physically fit and active is as much a part of Scouting as building character. Run by the Field Sports Director these events feature tests of strength and athletic skill for the individual Scout. This is no slight task, so good luck to those who try and reach above and beyond! With a winner each day, who will be named **The Kings Champion** for the week?

Fishing: Lake Strauss and the Broad Creek offer some good opportunities for fishing. No MD Fishing license is needed in order to fish at BCMSR. There is no wading by Scouts into the Broad Creek; fishing from shore is the only available option. A buddy must accompany Scouts to the creek or the lake. A note by the Scoutmaster attesting that the Scout has caught, identified and released the fish unharmed is sufficient for merit badge purposes. Scouts may keep one fish according to all state laws if they wish to cook and clean it at their campsite though at least one of the two fish must be released unharmed. Bring your own rod and reel to camp.

Handicraft: Scouts learn the basics of whittling, painting, weaving, and a host of other creative skills. Not only can they learn how to work with leather, or a make a neckerchief slide out of a block of wood, but learn practical skills in the workshop. The staff here is also open in the evenings and willing to facilitate those looking to reach further.

Merit Badges Offered: Art; Basketry; Electricity; Electronics; Indian Lore; Leatherwork; Painting; Plumbing; Textiles; Welding; and Woodcarving.

Special Effects Demonstration: Thursday from 8:00-9:30

Scoutcraft: Mastery of outdoor skills and knowledge is the focus of the Scoutcraft program and Scouting as a whole. Those that participate will learn about the essential skills needed in Scouting, such as building a fire, tying knots, using a compass, or performing first aid. Many other activities each week include building towers using nothing but logs and rope, creating your own shelter to sleep in for a night, and cooking a meal over an open-fire.

Merit Badges Offered: Backpacking; Camping; Cooking; First Aid; Hiking; Orienteering; Pioneering; Search and Rescue; and Wilderness Survival

Night Hike: Monday from 7:45 pm - 9:00 pm depart from Scoutcraft Area

LNT S'mores Fire: Monday night from 7:45 pm - 9:00 pm (location to be announced).

Wilderness Survival Outposts: Thursday from 7:00 pm – returns Friday for breakfast. Meeting place will be announced.

The Knight's Trail Quest (Trek) NEW IN 2014 (Older Scout Program - must be 13 or older – minimum of 8 Scouts maximum of 12 per trek – only one trek per week): This program is the challenge you've been waiting for.

It starts on Sunday with a pre-trek shake down and concludes after you've hiked 50 miles right here on Broad Creek. You'll eat lunch on the trail then stop each day at a new camp site to face a new challenge or just have fun. This program offers the participants an opportunity to earn all or parts of Camping, Cooking, Hiking, Wilderness Survival, and Backpacking Merit Badges (These Merit Badges will also be offered separately in camp for any Scout. You can sign up for the trek regardless if you have or need these badges).

It also completes many of the requirements for BSA's 50 Miler Award as well as requirements for BSA's National Outdoor Badges for Camping and Hiking.



The Knight's Trail Quest (Trek) departs on Monday morning and returns late on Friday evening. Each day the participants hike 10 miles and at the end find themselves at a place of adventure. One day it may be "Battle Ax Throwing" another Black Powder Rifle Shooting, or a Tubing trek and in the evenings work on Merit Badge requirement completion. Carry all you gear in your pack and some food too because you'll be cooking and eating you meals on the trail. (Food, water, and "essentials" resupplied on the trail will occur at designated stops) This program is sure to test the Scouting skills of all dare to follow The Knight's Trail Quest. What to Bring and Pack: Consider the weather and use the Philmont Packing List below.

To finish the 10 hours required for the conservation project for the 50 Miler Award any Scout wishing to do so at camp can come up to camp after their stay and spend two days here doing five hours of work each day. The food and lodging are FREE!! This offer is valid through August 8, 2014.

Upper Body Layers - It is imperative to layer your clothing, combining different garments to achieve protection from the elements and optimum insulation. Synthetic or wool layers are recommended as they insulate when wet. Avoid cotton, as it does not insulate when wet.

EQUIPMENT	QTY	COMMENTS	CODE	CHECK
Base Layer (mid-wgt) synthetic	1	long underwear top		
Middle Layer (fleece	1	opt-wool sweater		

Broad Creek Memorial Scout Reservation**Baltimore Area Council, BSA**

pullover)				
Top Layer (synthetic jacket)	1	wool or polar fleece ok		
Rain Jacket	1	sturdy, waterproof jacket w/hood, coated nylon and breathable fabrics are acceptable	A	
Shirt Short Sleeve	2	moisture wicking, no cotton or nylon		
Shirt - Long Sleeve	1	moisture wicking, no cotton or nylon		

Lower Body Layers - You will need 1-2 synthetic insulating layers. All must fit comfortably over each other so they can be worn in combination.

EQUIPMENT	QTY	COMMENTS	CODE	CHECK
Base Layer (mid-wgt) synthetic	1	long underwear bottom		
Rain Pants	1	lightweight & sturdy	A	
Long Pants	1	not heavy jeans		
Underwear	3			
Hiking Shorts	2			

Head, Neck & Hand

EQUIPMENT	QTY	COMMENTS	CODE	CHECK
Wool or fleece hat	1	warm hat for cold temps		
Glove liners or mittens	1	synthetic wool		
Baseball cap or wide brim hat	1	Protection of ears, face from sun		

Packs & Bags

EQUIPMENT	QTY	COMMENTS	CODE	CHECK
Backpack	1	internal frame		
Lashing Straps	1 pair	holds sleeping bag on pack		
Gallon Ziploc Bags	6-12	packing clothes		
Pack Cover	1	waterproof		
Small Stuff Sacks	2-3	pack personal items/organize		
Ditty Bags	2-3	pack personal items/organize		

Sleeping Gear

EQUIPMENT	QTY	COMMENTS	CODE	CHECK
Sleeping Bag	1	rated 20 degrees and less than 5lbs/packed in compression sack lined with plastic bag		
Waterproof Stuff Sack	1	Or 2 heavy duty 4-6 mil plastic bags		
Sleeping Pad	1	recommend closed-cell foam		
Sleep Clothes	1 set	worn only in sleeping bag – tee shirt and gym shorts acceptable		

Footwear

EQUIPMENT	QTY	COMMENTS	CODE	CHECK
Boots	1 pair	well broken in		
Socks	3 pair	synthetic or wool		
Liner Socks	3 pair	synthetic		
Camp Shoes	1 pair	lightweight sneakers		

Miscellaneous Items

EQUIPMENT	QTY	COMMENTS	CODE	CHECK
Bowl	1	deep bowl made of lightweight material	*	
Mug /Cup	1	measuring style is recommended / 12-20 oz		
Spoon/Spork	1	Lexan or lightweight/Sporks are popular	*	
Water Bottles/1 QT	4 or more	Qty. reduced if also using hydration bladder in pack	*BB, A	
Pocket Knife	1	small knife sufficient	*A	
Matches/Lighter	1	pack in waterproof container/for lighting camp stove	*BB, A	
Flashlight/Headlamp	1	durable and lightweight - bring extra batteries	*	
Broad Creek Map	1		*A	
Compass	1		*A	
Bandanas/tubular headgear	2	bandanas or headgear also known as Buffs work well - there are many brands on the market	BB	
Money	\$50.00			
Lip Balm	1	moisturizing balm with SPF 25 or greater	*BB, A	
Soap, biodegradable	1		*BB	
Toothbrush	1	trial size will work	*BB	
Toothpaste	1		*BB	
Camp Towel	1	quick dry and small		
Sunglasses	1			
Watch	1			
Camera	1	Batteries/memory card	*BB	
Whistle	1			
Foot powder	1		BB	
Notepad and pen	1			
Sewing Kit	1			
Tent Stakes	10 per person			

Broad Creek Memorial Scout Reservation**Baltimore Area Council, BSA**

Backpacking Stove	1		
Fuel Bottle/1 QT	2		
Fuel Funnel	1		
First Aid Kit	1		BB
Duct Tape	1	for trail repair	BB
Spices – for cooking		optional	BB
Waterproof Ground Cloth	1 per tent	6' x 8'	
Nylon cord	3	50 ft x 1/8"	*
Sunscreen	2-3	6 oz tubes with SPF 25 or higher	*BB
Insect Repellent	2	small bottles, no aerosol spray cans	*BB
Water purifiers/filters	2-3	optional	
Multi Tool	1		*
Trowel/Shovel	1		
Carabineer	1	Carabineer must be rated climbing strength for rigging “oops” bag w/bear bags	
Tent w/poles	1	weight with poles no more than 7 lbs	

Code:

(*) Available at Broad Creek Camp Store

(A) Easily accessible in pack or carried on person

(BB) Packed together in plastic bag to be placed in bear bag at night

Items Prohibited: DEODORANT; RADIOS; CD/MP3 PLAYERS; VIDEO GAME DEVICES; HAMMOCKS.

Shooting Sports: The Saffran Archery, Rifle, Shotgun, and **American Skeet and Trap** Ranges are sure to excite Scouts of any age. **No cost for Rifle or Shotgun Open Shoot or Merit Badges.**

Merit Badges Offered: Archery; Rifle Shooting; and Shotgun Shooting



Scouts learn proper care and safety of a bow, rifle or shotgun, and throughout the week hone their skills and accuracy with our trained staff. Even if you aren't taking one of the Shooting Sports merit badges, anyone may come down for our open shooting sessions.

Open Shoot (All Ranges): Throughout the day, or even into the night hours, the ranges will have times where they are open for any Scout or Leader to shoot. All are welcome, but priority will be

given to those attempting merit badges. Refer to the merit badge schedule for day time open shoot times.

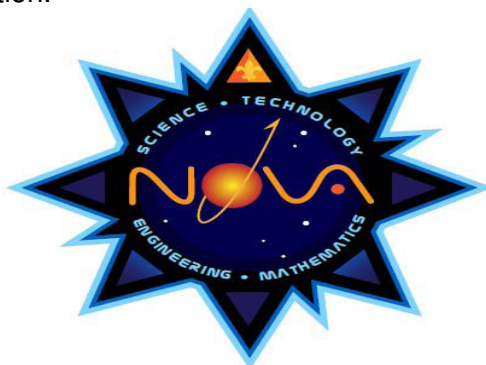
Evening Shoots Monday from 7:45 – 9:00 and Thursday from 7:00 pm – 9:00. All are welcome, but priority will be given to those attempting Merit Badges.

Robin Hood's Challenge (Archery Range): Thursday evening during Open Shoot join the competition to see who is the best archer in camp and the winner of the **Golden Arrow** awarded at the closing campfire.



STEM and Nova: Camp Saffran is proud to offer the chance to earn the full Nova points during merit badge sessions. Hundreds of participants have gone to one of eight Baltimore Area Council's STEM merit badge days last year and now they have the chance to take their achievement to camp and earn the Nova pin itself. Nova is a fantastic award designed to engage Scouts in the normal program and see how their work is useful to STEM careers and education. The list of achievements and more details can be found at www.Scouting.org/STEM and the following information will help you learn how we're applying this to the Broad Creek program.

Merit Badges Offered: Composite Materials; Drafting; Energy; Engineering; Inventing; Nuclear Science; Radio; Space Exploration.



How the do the awards work? The Nova award is divided into the four disciplines of STEM; Science, Technology, Engineering and Math. Scouts pick one discipline, do some basic learning and earn a relevant merit badge then some active application. If a Scout signs up for the Nova pin class and earns relevant merit badges at camp he is eligible for one of the four points.

How do you sign up for the pins? A Scout joins the class like you would join any other merit badge class program. Two Nova disciplines are available in the morning and the others in the evening. Encourage your Scout to also select a relevant STEM badge so it can be fully accomplished.

Can Scouts apply merit badges they've earned at other STEM events? Baltimore Area Council has had STEM merit badge days all throughout the year and more have already been announced. So yes, if your Scout has been to them this is a great way to continue that achievement with camp.

Can all four Nova points be earned at camp? If your Scout has earned the relevant badges at the merit badge days then there is plenty of time to turn your Broad Creek experience into a fully-fledged STEM camp and earn the full pin. If the Scout hasn't, then consider our staying a second week of camp in Provisional Troop (cost only \$300.00 per Scout) to ensure there is plenty of time to earn all four disciplines. Otherwise this makes for a great start to carry on with Nova into the fall.

What badges are needed for the four Nova Points? The points are divided into Science, Technology, Engineering and Math. A Scout must earn or have recently earned one of the following to complete the point at camp.

Science: Archery; Astronomy; Athletics; Rifle Shooting; Shotgun Shooting ; Space Exploration; Weather

Technology: Canoeing; Drafting; Electricity; Energy; Nuclear Science; Small-Boat; Sailing; Space Exploration

Engineering: Archery; Composite Materials; Drafting; Engineering; Inventing; Rifle Shooting; Shotgun Shooting

Math: Chess; Orienteering; Radio; Weather

Knights in Training (first-year campers): Camp Saffran's First Year Camper Program is second to none and one of the most highly evaluated programs in camp among leaders and Scouts. This is a week-long, all-day program is focused on helping young Scouts enjoy their first summer at camp as they experience all of the program areas and work on advancement toward the Tenderfoot, Second Class, and First Class ranks.

After breakfast Monday morning, Scouts participating in this program meet at the **Knights in Training** program area located adjacent to the Dan Beard campsite and are formed into Patrols. An enthusiastic and caring staff alternately provides instruction on Scouting skills, exposes Scouts to various programs in different areas throughout camp by encouraging teamwork, cooperation, and the Scouting Spirit. Scouts will get a chance to swim, shoot, and play sports every day, and hallmark features of the program include a five-mile hike through camp and the special **Knights in Training** outpost Thursday from 7:00 pm – returns Friday for breakfast. Meeting places will be announced.

Adult leaders are encouraged to volunteer some of their time assisting the **Knights in Training** program, whether instructing particular skills, accompanying the hike, supervising Free Swim and Free Shoot times, or just providing moral support during games.

There are a few things we would like each Scout to bring to camp to make the **Knights in Training** program run smoothly. The list includes:

- Backpack (daypack)
- Boy Scout handbook
- Knife, Fork and Spoon (each piece labeled with the Scout's name)
- Hiking Boots suitable for a 5-mile hike
- Canteen or water bottle

- Swim Suit and Towel
- Long Sleeve Shirt and Long Pants for Swimming Merit Badge
- Rain gear
- Pocket Knife
- Sunscreen and Insect repellent



Patrol Sessions (Morning): The morning (9:00-12:00) is spent in the **Knights in Training** area located adjacent to the Dan Beard campsite on the east ridge of camp working on requirements for rank advancement. Patrols will be assigned a staff member as their advisor and will have elections after their orientation on the first day. Mornings are spent in these patrols being taught the basic scout skills required to be an informed scout up to first class. Adults and youth troop leaders are encouraged to check up on their Scouts at the end of the day. Those who practice their skills after learning it will retain them for much longer.



Scouts should bring water, their backpack and other materials every day for these sessions. Also on the first day **Knights in Training** need to bring their **Blue Cards for their merit badges** during the morning session including a card for swimming merit badge for those eligible.

Merit Badge and Instruction Sessions (Afternoon): **Knights in Training** have a chance to earn up to three badges on top of their activities for the week. The first session is a rotation through swimming merit badge or the archery ranges. The swimming merit badge is the only badge available during this session but swimming instruction for beginners and non-swimmers is available as well. During the second part of the afternoon, Scouts will be able to take merit badges. During the second and third sessions the merit badges available will be taught by the **Knights in Training** staff and worked on through the week like a normal badge session.

Thursday Evening: The highlight of the **Knights in Training** program is the special outpost overnight that will be held on Thursday evening. Scouts will take a 5 mile hike to their own campfire circle and participate in a campfire program led by the **Knights in Training** Camp Staff. The **Knights in Training** develop their own outpost camp under the supervision of the staff following the campfire.

Graduation: Scouts that complete the **Knights in Training** program will have an official graduation ceremony at the Friday night campfire where they'll be recognized and congratulated for completing the week to be sent off to bigger and greater accomplishments.

Daily Schedule

Sunday

1:00	Arrive at camp and check in
1:30-4:30	Set up campsite, medical rechecks, swim tests, camp tour
5:45	Campwide Retreat Ceremony (Colors) - Parade Field
6:00	Dinner and announcements
	Lords of the Manner and Squire Round Table (Camp Leader's and Senior Patrol Leader (SPL) Council - Dining Hall
	Campsite setup
8:00-8:30	Boat Safety Demonstration (Water Safety) – Pool
8:30-9:30	Opening Campfire -Tindeutchin Campfire Circle
10:00	Taps

Monday-Friday

7:00-7:30	Ice Dragon Dip -Pool
7:00	Reveille
7:45	Flag Raising - Parade Field
8:00	Breakfast
9:00-noon	Morning Merit Badge Session
12:15	Lunch
1:00-1:30	The Kings Champion Competition
	Lords of the Manner and Squire Round Table (Camp Leader's and Senior Patrol Leader (SPL) Council – Dining Hall
1:00-2:00	Siesta
2:00-5:00	Afternoon Merit Badge Session
5:45	Campwide Retreat Ceremony (Colors) - Parade Field
6:00	Dinner
7:00-9:30	Evening Programs
10:00	Taps

Saturday

7:00	Reveille
7:45	Flag Raising - Parade Field
8:00	Breakfast
9:00-11:00	Pack up, clean up, and check out



Evening Programs

The fun doesn't end just because it's time for feasting with the King and his Court. Every evening there are plenty of activities and experiences for Scouts to have beyond the usual program. Evening is a time to show that you are not a Peasant but a Knight ready to do battle for the King.

Sunday

7:00-7:45 **Lords of the Manner and Squire Round Table** (Scoutmaster and SPL) – Dining Hall
 8:00-8:30 **Float Safety Demonstration** - Pool
 8:45-9:45 Opening Campfire - Tindeutchin Campfire Circle

Monday

Following dinner **Troop Portraits** (Photos) - Make arrangements with your Program Commissioner
 7:00-7:30 Vespers - Woodland Chapel
 7:45-9:00 Evening Open Shoot - All Ranges
 Night Hike – Meet at Scoutcraft
 LNT Fire S'mores – To be announced
 7:45-8:30 **Night Float Swim** (Open Swim) - Pool
 8:30-9:30 **Lords of the Manner Dutch Oven Dessert Challenge, "Boar Roast", and Swim** - Pool

Tuesday

7:30-8:30 Quarter-Mile Swim (Must swim to qualify for Mile Swim) - Pool
Catapult or Trebuchet Competition - Parade Field
 8:30-9:30 **Night Float Swim** (Open Swim) - Pool

Wednesday

6:00-6:45 **The Kings Court Comes to Banquet** (Dinner) – Dining Hall
 7:00-9:30 **The Quest for the Holy Grail** (Campwide Games) – Starts at Dining Hall
 7:00-9:00 Discover SCUBA - Pool

Thursday

7:00-next morning **Knights in Training Outpost** (Meeting place will be announced)
 Wilderness Survival Outpost
 7:00-8:00 Mile Swim (Pool)
 7:00-9:00 **Jousting on the Pond** (Canoe Games) - Nature Pond
 Evening Open Shoot - All Ranges
Robin Hoods Challenge - Archery Range
 Special Effects Demonstration (Handicraft)
 8:00 OA Brotherhood Ceremony followed by Ice Cream Social
 8:30-9:30 **Scale the Castle Walls** (Night Climb) - C.O.P.E
 8:30-9:30 **Night Float Swim** (Open Swim) - Pool

Friday

5:00 Family Night - Arrive
 5:45 Colors
 6:00 Dinner
 8:00 Closing Campfire - Tindeutchin Campfire Circle



	9-9:30	9:30-10	10-10:30	10:30-11	11-11:30	11:30-12	2-2:30	2:30-3	3-3:30	3:30-4	4-4:30	4:30-5
ATV	Morning secession: 8 Scout Capacity						Afternoon secession: 8 Scout Capacity					
Con-Ec	Soil/Water Conserv		Environmental Sci		Forestry		Geology		Reptile & Amphibiar		Nature	
	Bird Study		Insect Study		Mammal Study		Weather		Sustainability		Astronomy	
C.O.P.E	C.O.P.E. Group: 12 Scout Capcity						Climbing					
Eagle Summit	Emergency Prep		Communications		Cit in the Nation		Emergency Prep		Cit in the World		Communications	
Field Sports	Fishing		Personal Fitness		Athletics		Chess		Personal Fitness		Sports	
Handicraft	Welding		Plumbing		Textiles		Woodcarving		Electronics		Electricity	
	Indian Lore		Basketry		Woodcarving		Painting		Leatherwork		Art	
Scoutcraft	First Aid		Pioneering				First Aid		Orienteering			
	Camping		Cooking				Wilderness Survival		Cooking			
	Hiking		Search & Rescue				Backpacking		Camping		Wilderness Survival	
	The Knight's Trail Quest (Trek)											
Shooting Sports	Archery			Archery			Archery			Open Archery		
	Rifle Shooting			Rifle Shooting			Rifle Shooting			Open Rifle Shooting		
	Shotgun Shooting			Shotgun Shooting			Open Shotgun Shooting			Action Archery		
S.T.E.M. Lodge	Radio		Composite Materials		Inventing		Drafting		Engineering		Energy	
	Science NOVA			Engineering Nova			Nuclear Science			Space Exploration		
Pool	Swimming			Swimming			Knights in Training Swimming MB		Open Swim and Instruction			
	Lifesaving			Lifesaving								
	BSA Lifeguard											
	BSA Aquatics Supervision: Swimming and Water Rescue											
Waterfront	Canoeing			Canoeing			Small Boat Sailing					
	Rowing			Rowing			Aquatrek					
	Kayaking			Water Sports			Stand Up Paddleboarding					

POOL SCHEDULE

TIME	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
7:00 - 7:30	Pool Closed	Ice Dragon Dip					Merit Badge Make Up
9:00 - 10:30		Swimming MB	Swimming MB	Swimming MB	Swimming MB	Swimming MB	
		Lifesaving MB	Lifesaving MB	Lifesaving MB	Lifesaving MB	Lifesaving MB	
10:30 - 12:00		Swimming MB	Swimming MB	Swimming MB	Swimming MB	Swimming MB	
		Lifesaving MB	Lifesaving MB	Lifesaving MB	Lifesaving MB	Lifesaving MB	
9:00 - 5:00		BSA Lifeguard					
	BSA Swimming & Water Rescue /Safety Afloat						
1:00 - 5:00	Swim Test						
2:00 - 3:00		Trailblazers (FYC) Swimming MB	Trailblazers (FYC) Swimming MB	Trailblazers (FYC) Swimming MB	Trailblazers (FYC) Swimming MB	Trailblazers (FYC) Swimming MB	
3:00 - 5:00		Open Swim and Instructional Swim					
7:00 - 8:00	Pool Closed			Discover Scuba	Mile Swim	Pool Closed	
7:30 - 8:30		7:45-9:00 Night Afloat Swim (Open Swim)	Quarter-Mile Swim (Must swim to qualify for Mile Swim)				
8:00 - 8:30	Water Safety Demonstration						
8:30 - 9:30	Pool Closed		Night Afloat Swim		Night Afloat Swim		
9:00 - 9:45		Lords of the Manner Dutch Oven Dessert Challenge, "Boar Roast", and Swim	Pool Closed	Pool Closed	Pool Closed		

WATERFRONT SCHEDULE					
TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
9:00 - 10:30	Canoeing MB				
	Rowing MB				
	Kayaking MB				
10:30 - 12:00	Canoeing MB				
	Rowing MB				
	Water Sports MB				
2:00 - 5:00	Small Boat Sailing MB				
	AquaTrek (age 14 and up)				
	Stand Up Paddleboarding				
	OPEN BOATING				
7:00 - 9:00	Waterfront Closed			Jousting on the Pond Canoe Games	Waterfront Closed

Program Highlights for Leaders:

Lords of the Manner Dutch Oven Dessert Challenge, "Boar Roast", and Swim: Monday, 8:30 pm – 9:30 pm. Leaders are invited to the pool for some hot dogs and a swim. In addition you are invited to cook up your special dessert recipe in a Dutch Oven and enter it into this special Blue Ribbon competition. Camp can provide a Dutch Oven and some basic ingredients such as flour, sugar, etc. Any exotic ingredients like "eye of newt" should be brought to camp from home. Make arrangements with your Program Commissioner for any needs you require from the camp.

Scoutmaster's Merit Badge: Adults can get awards, too! Leaders can get information about the Scoutmaster's merit badge, a program to recognize adults who support camp, their Scouts, and even have a few stories of the good ol' days to share. A returning favorite to camp, we hope to see another round of awesome leaders to award. The Scoutmaster should turn in the form at the Friday SPL meeting.

Adult Leader Training: Adult leaders are encouraged to participate in all activities in camp. This includes merit badges and Campwide activities. In addition, there are special programs designed specifically for leaders. We also will have contests throughout the week designed specifically for adult leaders. A number of training events for adult leaders will be held throughout the week, including:

- CPR/AED Training
- BSA Aquatics Supervision: Swimming and Water Rescue
- Paddle Craft Safety
- Safe Swim Defense
- Napping Merit Badge
- Climb on Safely
- Safety Afloat
- Leave No Trace Awareness
- Trek Safely
- Coffee Drinking Merit Badge

Adult Leader Training at Camp Saffran: Camp offers many new and exciting things this year and helping Adults get trained is one of them. **Leaders not attending camp these weeks can also attend:**

1st Week Dates: Monday - Wednesday, June 30 - July 3, 2014.

2nd Week Dates: Monday - Wednesday, July 7 - 9, 2014.

3rd Week Dates: Monday - Wednesday, July 14 - 16, 2014.

4th Week Dates: Monday - Wednesday, July 21 - 23, 2014.

5th Week Dates: Monday - Wednesday, July 28 - 30, 2014.

- **Scoutmaster Specifics:** Monday; Tuesday; and Wednesday each week from 9:00AM – 11:50AM: Join us at the Rosenberg Welcome Center. **All three days are required. Cost \$10.00.**
- **Introduction to Outdoor Leader Skills:** Monday; Tuesday; and Wednesday each week from 1:00AM – 3:00 PM. Join us outside of Cole Lodge for Intro To Outdoor Leader **Skills All three days are required. Cost \$10.00.**
- 18 year old Eagle Scouts may elect to take a test out exam instead of the 3 days outdoor leader skills. This applies only to 18 or 19 year olds within 18 months of aging out and wishing to become an assistant scoutmaster. Scoutmaster Specifics is still required for this trained status.

Sessions will be offered depending on interest and staff availability and may require a minimum amount of participation to take part. Finalized times, locations, and cost for training will be announced through the Pre-Camp leader's meeting, daily leader's meeting, and mealtime announcements.

Questions contact Ed Cross at 443-536-7746 or hampsteaddoors@comcast.net

To sign up for training contact: Pat Shields at pshields@baltimorebsa.org or 443-573-2537 or 215-778-9541.



The Duke of Riggs and the Duke of Flint (Program Commissioners)

This camping season in **The Land of Saffran** is going to be a busy and fun time for you and your Troop. With that in mind, the Program Commissioner staff is in place to help you keep things running smoothly and trouble-free. Each Troop will be assigned a Program Commissioner who will visit your site regularly with the purpose in mind to see that you and your Scouts are happy and worry free. Take the time to get to know us as we want to know you and how we can serve you better. We will be your most reliable link to the rest of the Camp Staff. Don't hesitate to bring up any problems or questions you have. We're here to help!

The main function of the Program Commissioner is to be a liaison between your unit and the Camp Staff and to ensure any program, scheduling, or administrative issues are solved quickly and to your satisfaction. The Program Commissioner is responsible also assists in program planning and development during your stay.

The Duke of Riggs and the Duke of Flint (Program Commissioners) will daily inspect your campsites and Camp Good Turn Area (ask your **Duke** for the location of your Troops designated area in the camp to keep free of trash). Then at Evening Colors award each of the deserving troops the **Castel Fair Award (Clean Campsite Award)**. How long will it take your Troop to earn this award? Don't forget earning this award counts towards earning the Saffran Eagle Award.

The Program Commissioner Staff is also busy helping you outside of the campsite too! Senior Patrol Leaders should plan on attending the daily SPL Meeting to interface with your Program Commissioner and Program Director. This is the absolute best way to get information to your Troop on camp games, and activities. Every Troop is recommended to send a representative to this meeting.

The Program Commissioners at Camp Saffran are known for spontaneity, and you might find some more surprises offered once you get to camp. We encourage an open dialog with any and all leaders. If there is anything you may want or need, feel free to ask.

See you at camp,

The Duke of Riggs and the Duke of Flint
Your Program Commissioners



The Order of the Arrow

We urge all Troops to get involved in the Order of the Arrow program here at Camp Saffran. We conduct a full Brotherhood induction each week under the guidelines set forth by Nentico Lodge 12 and the National Order of the Arrow Committee. The Call-Out ceremony will take place on Friday evening at the Recognition Campfire. Here we will recognize all those who were elected by their units to be inducted into Order. All those interested in sealing the bond in Brotherhood can do so by arranging it with the OA Camp Chief.

OA Brotherhood Conversion: Wednesday at 1:00 pm. OA members who qualify have an opportunity to convert to Brotherhood.

OA Brotherhood Ceremony followed by Ice Cream Social: Thursday; 8:00 pm for all members of the Order of the Arrow and adult unit leaders (regardless of if you are an OA member or not) in the dining hall.



Important OA information:

1. Unit elections for troops from the Baltimore Area Council are recommended to occur prior to summer camp during a regularly scheduled troop meeting when the most youth members will have the opportunity to vote for their peers. In the event that holding an election prior to summer camp is not possible, Nentico Lodge will offer elections to troops from the Baltimore Area Council only, following the policies and procedures set forth by the Order of the Arrow, which includes that at least 50% of the troop's active members must be present to conduct an election. Due to the requirement that adult nominations must be approved by the lodge, adults nominated at summer camp cannot be called out at camp. If you have conducted your elections prior to camp please have a copy of the election form with you at camp to avoid any misunderstandings. A Call-Out ceremony will be held each week during the Friday Night Campfire. Units wishing to have Scouts called out should speak to the Camp Chief during the week; out-of-council units should bring appropriate documentation if they would like their Scouts to be called out. Arrowmen are encouraged to wear their sash with the Field Uniform and to attend an OA members-only ice cream social. Details about these events will be announced at camp.

2. If your unit is not from BAC, we cannot call out your candidates without proper written authorization (Out-of-Council letter written by the Lodge Chief) of their home council's lodge. This letter must include the candidates' names and MUST be signed by the lodge adviser, lodge staff adviser, or the council Scout Executive. Note: Only BAC units are allowed to have their Scouts inducted at our Brotherhood ceremony.

3. There is no fee for Brotherhood conversion.

4. Order of the Arrow properties are sold at the trading post. You must present your membership card to establish that you are a member in the order to purchase these items. New members may use their dues receipt in lieu of a membership card.

5. We encourage anyone interested in helping out with the ceremony in any way, to talk to the OA Camp Chief.

6. Those interested in sealing the bond of Brotherhood should contact the OA Camp Chief and get a copy of the requirements. They should be prepared to take the test on Wednesday. Only members of Nentico can take their Brotherhood while in camp.



Patrol Award of Merit

The patrol method is alive and well at Broad Creek. Scouts that work together as a patrol during summer camp tend to achieve more and we want to award Scouts that do this well. At the beginning the week Senior Patrol Leaders will have a score sheet of to-do items for Patrol Leaders. Those that really show Scout spirit attend evening activities and keep with their classes will be recognized with Saffran's Patrol Award of Merit. The SPL should turn in the form at the Friday SPL meeting.



Saffran Eagle Camp Award

The highest achievement of Camp Saffran, the Saffran Eagle Camp Award is a troop-based award that is not an easy giveaway. Awarded troops are recognized for maintaining a great campsite, participate in events, have Merit Patrols, active leaders and truly embody all points of the Scout Law during their time at camp. The achievement list for this is available on check-in and awarded by the Camp Director himself during the closing campfire. The SPL should turn in the form at the Friday SPL meeting.



Camp Saffran Merit Patrol Award Score Sheet

The Camp Saffran Merit Patrol Award recognizes high-performing Patrols who have put forth exceptional effort while at summer camp. The appropriate individuals must initial this score sheet to receive credit. Your troop's Senior Patrol Leader and the Program Director can help your patrol along the way and answer questions you may have.

Campsite: _____ Unit: _____

Initials	Who to See	Activity
	Program Director	Bring patrol flag to all camp-wide assemblies and activities.
	Program Director	Show off Patrol cheer, song, or yell.
	Program Director	Participate in the camp-wide game in costume.
	Program Director	Attend in the Interfaith Worship or participate in your Troop's own religious service as a Patrol.
	Commissioner	Maintain a clean Patrol campsite as a part of the daily Troop campsite inspection.
	Senior Patrol Leader	Maintain a clean campsite and use the Patrol method as a part of your site and its maintenance.
	Senior Patrol Leader	Participate as a Patrol or a Troop in a campfire.
	Scoutmaster	Set and achieve Patrol advancement goal while at camp.

Patrol Advancement Plan: _____

As a Patrol, take part in at least four additional special and evening programs throughout the week. Have the program area director for the area where it took place initial the sheet.

Initials	Area Director	Program Area

Senior Patrol Leader Signature: _____

Scoutmaster Signature: _____

Saffran Eagle Camp Award Score Sheet

The Saffran Eagle Camp award recognizes high-performing Troops who have put forth exceptional effort while at summer camp. Your Program Commissioner will initial this score sheet as your Troop completes items. Your Program Commissioner can answer questions you may have.

Campsite: _____ Unit: _____

Initials	Activity
	Troop and Patrol programs are posted on the bulletin board at all times.
	Have an average daily score of 90 and no score less than 80 on the campsite inspection.
	Earn the Castel Fair Award (Clean Campsite Award) twice. (95 or above)
	Conduct a camp flag ceremony before breakfast or dinner.
	Participate in The Quest for the Holy Grail (Campwide Games) in costume
	Participate in Catapult or Trebuchet Competition
	In addition to the daily campsite improvement projects, conduct a large camp service project (in consultation with your Commissioner) or a large camp conservation project (in consultation with the Conservation-Ec Director).
	Attend the Interfaith Worship as a Troop, or hold your own religious service in the campsite.
	At least one older Scout participates in an older-boy/specialty program.
	Each leader attends at least one training program or volunteers at least one hour at Knights in Training.
	Half of the Patrols in the Troop earn the Merit Patrol Award.
	At least one adult leader must attend the Scoutmaster Meeting every day.
	One adult leader earns the Scoutmaster Merit Badge.
	One youth leader must attend the Senior Patrol Leader Meeting every day.
	Set and achieve a Troop advancement goal in consultation with your Program Commissioner.
	Show Scout Spirit!

Scoutmaster Signature: _____

Program Commissioners Signature: _____

Camp Saffran Scoutmaster Merit Badge Score Sheet

The Camp Saffran Scoutmaster Merit Badge is designed to help all unit leaders (not just Scoutmasters) to experience all that Camp Saffran has to offer. It's not just the boys who are supposed to be having fun all week! A staff member must initial this score sheet in order to receive credit. The Program Director can help you along the way and answer questions.

Name: _____

Campsite: _____ Unit: _____

Initials	Staff Member	Activity
		Attend one training program or volunteer at least one hour at Knights in Training activities.
		Visit the Scoutmaster's Lounge and tell a story of The Good Ol' Days.
		Participate at least one hour in a camp conservation or service project.
		Volunteer at least one hour as a Lookout or aid in the Free or Ice Dragon Dip OR create a craft at the Handicraft program area as approved by the director.
		Visit Con-Ec and identify seven different native trees.
		Visit Scoutcraft and tie seven different knots.

Do at least four of the following:

Initials	Staff Member	Program Area
		Attend a second training program or volunteer a second hour at Knights in Training .
		Attend a third training program or volunteer a third hour at Knights in Training .
		Help conduct a training program or volunteer a fourth hour at Knights in Training .
		Support the Trading Post by buying a souvenir or equipment.
		Hike one of the trails of Broad Creek. Ask the directors for suggestions on the best ways to go.
		Carve a neckerchief slide or stamp a leather project at handicraft. Do a second project if you did this already.
		Shoot a round at Open Shoot at Archery, Rifle, or Shotgun.

Senior Patrol Leader Signature: _____

Campsite Inspection Score Sheet

Your Program Commissioner inspects your campsite each morning. Before or immediately after breakfast, the Senior Patrol Leader checks the camp to make sure that everything is in order before the Program Commissioner arrives.

Campsite: _____ Unit: _____

Points	Category	Mon	Tues	Wed	Thu	Fri
10	Entrance to campsite: Gateway, Coat-of Arms Flag. Gateway built, Coat-of-Arms displayed, Flags displayed (weather permitting), trails into campsite kept clean and neat.					
10	Bulletin Board: Roster, fireguard chart, daily inspecting sheet, duty roster, Patrol programs, etc.					
10	Tents & Floorboards: Sides down or rolled up neatly to air, no gear on poles.					
10	Bunks & Sleeping Bags: Bedding rolled neatly or flat, only two bunks per tent.					
10	Clothing & Personal Gear: Gear stored neatly under bunk and kept clear of tent entrance & exit, no open food containers.					
10	Latrine: Seats down & dry, toilet paper provided, floor swept, wash area clean, soap & paper towels stocked.					
10	Safety: Knives, axes & tools stored properly, clotheslines above 6ft, no tripping hazards.					
10	General Appearance: Free of litter, trash disposed of daily, nothing posted on pavilion poles, tents ropes tightened & well set up, etc.					
10	Leave No Trace: No vehicles in campsite, 7 principles followed fires only in established ring, etc.					
10	Camp Good Turn Area: No litter.					
100	Total					

Campsite improvement project: _____

Leader Signature: _____

Commissioner Signature: _____

Camp Staff Opportunities

We are always looking for experienced, knowledgeable, and enthusiastic Scouts to serve on the BCMSR Camp Staff! Serving on Camp Staff is an honor and a privilege. It is also an amazing experience for those Scouts who want to spend their summer teaching their fellow Scouts. Camp Staff members form strong friendships with each other and learn many practical and outdoor skills, leadership, and teamwork.

Scoutmasters should encourage their best Scouts to consider joining the Camp Staff.

Counselor In Training (CIT): Scouts ages 14-15: Have you ever wondered what it would be like to become a BCMSR Staff member? Will you be ages 14 or 15 during the summer of 2013? If so, the BCMSR CIT program could be for you! Volunteer to serve for a minimum of four weeks as a Counselor-In-Training (CIT). CITs live at camp and will work at any of our camps as require. You will experience/ assist in the different program areas across camp. Additionally, you will experience some training and guidance from senior Staff members. Based on your expertise and ability you may be assigned to one specific area where you will 'practice teach' and see whether becoming a future Staff member is right for you! For more information, contact the Baltimore Area Council Camping office at 410-420-4078 or talk to the Camp or Program Director in camp.

Scouts or Ventures ages 16-17: Serve in paid positions as instructors in any of the program areas.

Scouts or Ventures ages 18 and older: Serve in paid positions as merit badge counselors, Program Area Directors, and Assistant Directors or as Program Commissioners.

Anyone interested in applying to become a staff member is encouraged to talk with the Camp or Program Director. Camp Staff applications are completed online at www.broadcreekbsa.org under the "About Broad Creek" tab, and then go to "Working At Camp".





1 The Mercers (1394)
exported cloth



3 The Drapers (1364)
sold cloth on the domestic market



6/7 The Merchant Taylors (1327)
made cloth into garments



8 The Haberdashers (1371)
*made cloth worn beneath armour
and sold accessories*



12 The Clothworkers (1528)
fulled, sheared and packed the cloth



13 The Dyers (1471)
dyed the wool or cloth



42 The Weavers (1155)
wove the cloth



43 The Woolmen (1522)
bought and sold raw wool



48 The Broderers (1561)
embroidered



49 The Upholders (1626)
upholstered



63 The Feltmakers (1604)
made felt, hats and headwear



64 The Framework Knitters (1657)
made knitted cloth

London Livery Companies involved in textiles with their precedence number and date of incorporation