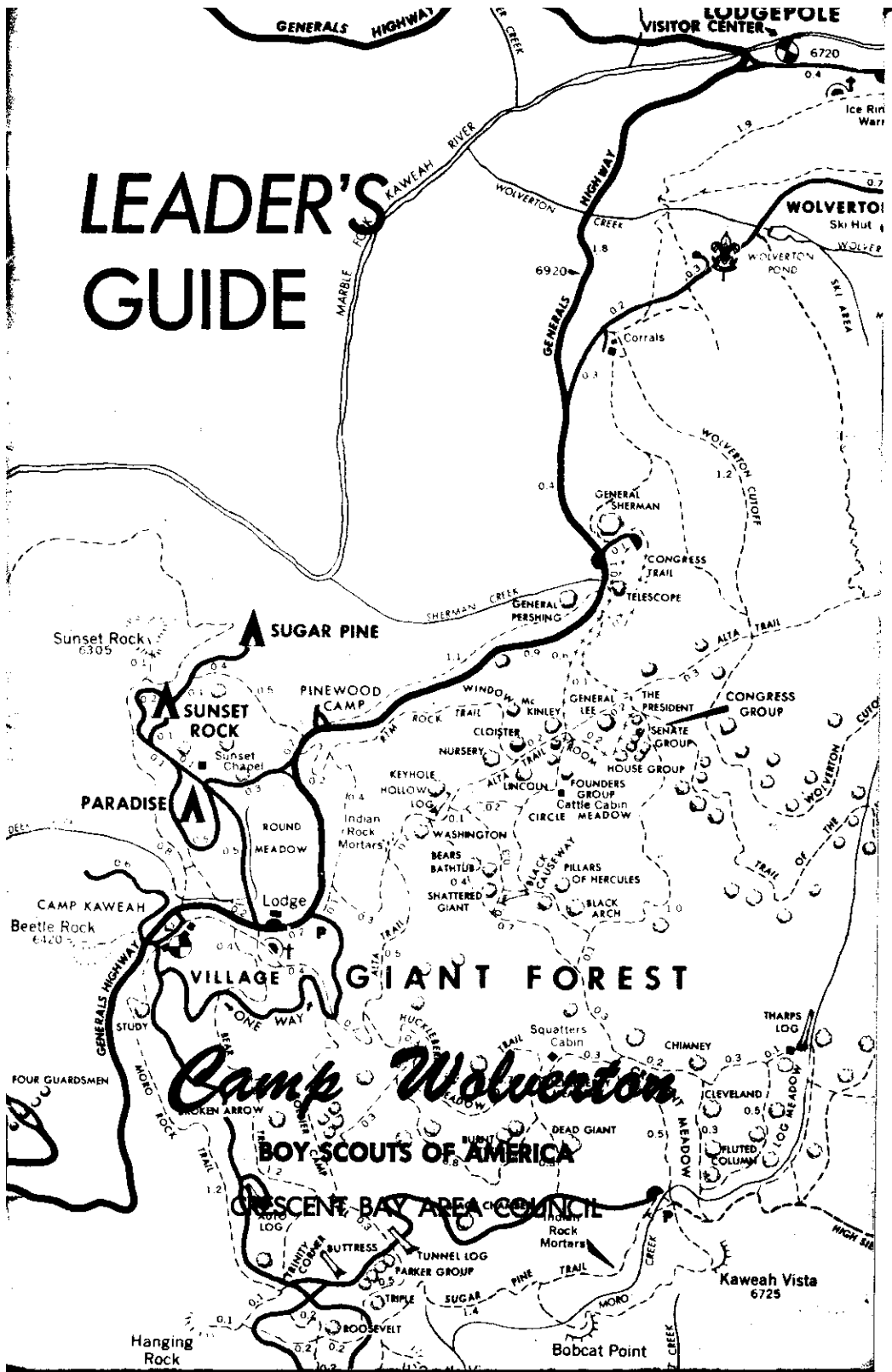


LEADER'S GUIDE



C A M P W O L V E R T O N

Boy Scouts of America
Crescent Bay Area Council

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CAMP WOLVERTON

Located in the Sierra Nevada Mountains near world-famous Giant Forest in Sequoia National Park. The camp is reached by bus or car by taking US 99 from Los Angeles to Calif. 198 at Visalia. Calif. 198 becomes the Generals Highway inside the park and winds its way up Ash Mountain to Giant Forest. About three miles beyond Giant Forest Village, just beyond the General Sherman Tree, is the Wolverton road. The camp is on both sides of the road about $\frac{1}{2}$ mile from the Generals Highway. Those coming from Fresno or the San Francisco Bay Area should take Calif. 180 into the Park.

The elevation at camp is 7200 feet. Summer days are quite pleasant with temperatures in the 70's. Nights are often cool, sometimes dropping as low as 38° but are usually in the high 40's and low 50's. Rain can be expected in the Sierra in summer and ponchos are suggested.

WHO GOES TO CAMP WOLVERTON? - Tenderfoot Scouts as well as Eagles go to Wolverton. Any boy in good physical condition (no cardiac, respiratory, or weight problems) can have the time of his life at camp. The program is oriented so that every Tenderfoot can become Second Class. Advancement opportunities challenge Eagles and all in-between.

Like all Scout camps, Wolverton is a unit camp: boys go to camp with their own units under the direction of their Unit Leader. Each unit must have at least one adult leader (at least 21 years old) in good physical condition and able to take part in all unit activities. It is most desirable that the regular Scoutmaster or Advisor go with the unit but this is not absolutely necessary. The adult should, however, know the boys well and be trained in Scout leadership.

CAMP FACILITIES AND STAFF - Include a central dining area (where expert chefs prepare and serve

delicious meals); shower house; trading post; well-developed areas for training in Nature, Scoutcraft, Handicraft, Conservation, and Archery; a beautiful outdoor chapel; and individual unit campsites. The campsites contain a leader's tent with cots, a table, Shepherd stoves, campfire site, flagpole, bulletin board, firefighting equipment, and nearby toilet and washing facilities.

A well-trained Camp Staff serves all units. An adult Camp Commissioner is headquartered in each campground to assist with advancement and skill training. Other members of the program staff specialize in Woodcraft, Scoutcraft, Handicraft, etc.

The Trading Post handles Merit Badge pamphlets, sundries, T-shirts, neckerchiefs and slides, Handicraft items, fishing supplies, post cards, candy and soft drinks. The store will be open whenever there are Scouts in camp except during meals and during and after campfires. Most sundries and film can be ordered in the morning for evening pickup.

TRANSPORTATION - Must be arranged by the individual unit. Greyhound charter service is available and arrangements can be made at the Leaders Workshop. Units traveling by car should observe travel regulations of the Boy Scouts of America. A copy of these regulations will be sent on request.

RESERVATIONS - To reserve a spot for your unit at Camp Wolverton, send \$50.00 to the Camping Department, Crescent Bay Area Council. You will then be notified as to when the \$10.00 per boy reservation fee must be paid.

FAMILY FACILITIES - There are no facilities at Camp Wolverton for the accommodation of leaders' families or guests. Campgrounds at Lodgepole (about 4 miles from Wolverton) can accommodate

trailers, campers, and tents. Motel style and cabin lodging is available in Giant Forest (about 3½ miles from Wolverton.) Reservations are a must. Contact the Sequoia-Kings Canyon Park Company, a division of Fred Harvey.

VEHICLES - Adequate parking is provided in camp for cars and small trucks. No vehicles will be allowed in the campsites at any time. All troop and personal equipment must be hand carried.

CLOTHING - The summer Scout uniform (short sleeves, shorts and knee socks) will be worn by most of the Scouts during evenings. Neckerchiefs, T-shirts and shorts will be sufficient during the day. Shoes must be worn at all times due to hazards such as broken glass and rocks.

CAMP WOLVERTON PROGRAM

You would like your Unit's week at Camp Wolverton to be the most unforgettable and magnificent experience in the lives of its members. You would also like this one week in the High Sierra to run so smoothly that problems will not mar or limit its success. Realization of these two objectives is easy, if you and your boys come to camp with a planned program.

HOW TO PLAN A PROGRAM - Read this section on Wolverton program opportunities carefully. Become acquainted with the general camp program, suggested timing of specific activities and the general schedule. Also, familiarize yourself with the information in the other sections of this kit.

Next, share your knowledge about camp with the boys that will be coming to camp and, with them, outline the desired activities on the Weekly Program Sheet. The more activities your boys participate in, the better their big adventure will be. Guide their planning to include a good proportion of fun, adventure, and advancement. Be sure that their program is going to make them

more efficient and self-reliant campers. Be sure that their program will strengthen the Unit and its patrol organization for the winter months activities. Above all else, be sure the program is THEIRS.

LEADERS WORKSHOP - A Leaders Workshop will be held for all Senior Patrol Leaders and Adults planning to go to camp. This meeting will be held at the C.B.A.C. Scout Service Center early in June. Camp and Unit Leaders will meet to discuss program opportunities, general camp information, and last minute details. A representative of Greyhound will be available to discuss transportation arrangements.

When you arrive at camp, you will participate in a short meeting with Wolverton's Directors and the leaders of the other units in camp. Our Program Director will help you and the other leaders put the finishing touches on your various Unit Programs. He will then coordinate and integrate your Unit's planned activities into the over-all program of camp. Remember, for a successful camping experience, combine the information of this book with the desires of your boys in pre-planning your Unit's camp program.

PROGRAM OPPORTUNITIES

Back Country Treks will be the highlights of your Unit's Wolverton Adventure! Units may take from three to five daystrips into the back country of Sequoia-King's Canyon National Parks. These trips usually begin on Monday and end on Thursday.

BACKPACKING SEQUOIA'S TRAILS - The past few years have seen a tremendous increase in the number of hikers and campers in the High Sierra. This increased use has had a violent impact on the fragile ecology of the area. In physical terms alone it has decreased the available wood supply, increased campground congestion, and caused pollution in the backcountry lakes and

streams. In response to this situation, we have initiated a program which we call Minimum Impact. The implementation of this program involves the following:

- 1) Camping in small groups. Patrols are best.
- 2) Cooking on small Backpack stoves instead of consuming scarce wood.
- 3) Avoiding crowded areas such as Pear Lake.
- 4) Erecting no fireplaces or other permanent structures.
- 5) Packing out all garbage.

In order to promote this program, the camp will make available all necessary program supplies. In addition to the patrol cooking gear previously provided (pots, utensils, etc.), each eight-man patrol will be provided with two propane stoves. Not only will this protect the environment, but also will enable patrols to camp at lakes located above timberline. Patrol activities will be encouraged and flags should be brought to camp.

FISHING - Back country opportunities are unlimited. Wolverton lies in the center of some of the world's best fishing waters. Instruction will be given in the skills of trout fishing. A limited number of poles are available at camp for a nominal fee. Boys are urged to bring their own poles if possible.

ARCHERY - A fine range (in perfect atmosphere) has been developed for the pro and amateur alike. Camp supplies archery tackle. An Action Archery Course provides fun and practice in the woods.

EVENING ACTIVITIES - A program of evening activity is available to units including star hikes, nature hikes, treasure hunts, etc. Monday evening walk to Lodgepole Amphitheater for Park Ranger talk is a must.

NATURE - Good trails near base camp, Wolverton Pond, and abundant wild life provide excellent opportunities for close-up studies of Mother Nature. Every unit should take advantage of this situation and plan a one or two hour nature hike

during their stay at Wolverton. Staff will assist on such hikes if desired.

SCOUTCRAFT - Campcraft, Pioneering, Compass, Axe and Rope areas have been developed in central camp and in campsites so your boys can brush up on what they will need to know in the back country; and, although they won't know it, they will be passing their advancement at the same time.

CAMPFIRES - Campfires, where the spirit of fellowship is forged from the heat of the flames, will be scheduled on a campwide basis or on a troop basis when requested. Campwide campfires are held Saturday, Thursday and Friday. Scouts are urged to contribute to the program and to make arrangements for such participation with the Program Director. Unit presentations are given on Friday night. Come prepared. Scouts who can play a musical instrument will be invited to participate.

FIREARMS AND FIREWORKS

Because Camp Wolverton is located in a national park, NO FIREARMS OR FIREWORKS ARE PERMITTED.

PARK ENTRANCE FEES

The US National Park Service Rangers will collect entrance fees at the park gates. It is suggested that a Golden Eagle passport be purchased in lieu of fee payment. The Golden Eagle is good at all National Parks, Monuments and Forests.

BE SURE:

- 1) Your boys have packed necessary equipment. (Check attached equipment list for basic items needed.)
- 2) All gear has person's name on it or Unit's number.
- 3) Your boys have the required medical examination form before leaving home.

CAMP ORIENTATION

CAMPSITES - Each Unit site is equipped with one two-man leaders tent, patrol tables, a bulletin board, flagpole, stoves, and a latrine (at a discreet distance from the campsite.) Each Unit should bring one tent for every two Scouts, one ground cloth for each Scout and leader, and the Unit flag to complete its campsite.

CENTRAL DINING AREA PROCEDURE - NOTE: Troops should be in uniform for dinner when in camp.

The routine surrounding mealtime procedure is very simple. Troops eat in a central dining area. Each patrol will have its own table. Each patrol sends one Scout to the dining area 20 minutes before each meal to set the tables for eating. These Scouts are responsible for serving the patrol during the meal. After the meal is over, the Scouts clear the tables, place garbage in containers and help wash silverware. Staffmen, Unit leaders and Scouts are asked to say grace (blessing) before each meal during the week. BE SURE your boys wash up before coming to eat and conduct themselves in the dining area as they would at home. NO HATS. NO SMOKING.

CAMPSITE DINING AREA PROCEDURE - Units planning to cook any meals on their own sites must submit daily meal plan cards. Cooking utensils, shepherd stoves, and tables will be available. Food will be available and issued at 6:30 a.m. and 3:00 p.m. Packers will advise troops on cooking but will not cook. They will see that proper health and safety procedures are employed.

COLORS - All Units are requested to attend the evening color ceremony in uniform. Units will be requested to provide color guards for the evening ceremonies.

CHURCH - Protestant Services are held Sunday mornings and Jewish Services are held Friday evening. Catholic boys are taken to nearby mass.

LDS Services are held in Giant Forest. The staff will cooperate fully with any Unit or denomination in camp that wishes to hold their services.

SHOWERS - Warm water showers are available daily. As there may be women in camp, a schedule has been posted on the shower house. Please see that your boys take regular showers at the time scheduled for them.

MAIL - Mail sent to camp should be addressed as follows:

Scout _____ Troop # _____
Camp Wolverton, B.S.A.
P.O. Box B
Sequoia National Park, Calif. 93262

Encourage parents of your Scouts to write to their boys at camp. There is no better morale booster (and cure for homesickness) than a letter from home letting a boy know he is being thought about.

FIRST AID - Each Unit should have a First Aid Kit in camp to care for minor cuts and scratches. The Camp Kit is equipped with items necessary to handle blisters on the feet and common accident injuries. When you are in doubt as to necessary first aid, please call on the staff to help. Services of a physician and hospital are available to the camp when needed.

BUDDY SYSTEM - Every Unit should have a working buddy system where three men are paired up when away from the campsite. Strict adherence to this policy will cut the dangers of serious injuries in your Unit to a minimum. Leaders should know where every member of their Unit is at all times. Please help the staff to make your Unit's stay in camp an enjoyable and safe one.

YOUR WEEK AT WOLVERTON

The highlight of every Wolverton program is a trek to one of the high country lakes. Most troops will leave camp after an early breakfast on

Monday and will spend the next three nights at one or more lakes. Even if your troop undertakes nothing more ambitious than a day hike to Heather Lake, hiking and backpack camping should be of prime concern in your Wolverton adventure.

Plan to arrive in camp at 2:30 p.m. Saturday. Upon arrival, you will be met by your Packer. This outstanding young man will be with your troop whenever it is on the trail and much of the time in camp. He will assist with your program but will not run your troop. Your Packer will show your troop to its campsite and will assist the Scouts in setting up. While you and the other adult leaders attend an orientation and planning meeting, the Packer will take your troop on a tour of the camp and through their medical recheck.

Dinner will be served following campwide colors at approximately 5:15 p.m. After dinner all camp activity areas will be open and merit badge session will begin.

A campwide campfire will be held at dark. This is a must for all Scouts.

Sunday is a day of adventure at Wolverton. After breakfast and details, a campwide session will be held for training in backpack packing, high country cooking, backcountry sanitation, safety and program.

At about 10:45 Scouts will head for either Catholic or Protestant Church services. Jewish services will be held Friday evening. We will assist in any way possible to provide for other religious observances.

Sunday afternoon will be spent in learning the secrets of the big trees, the flowers, and the animals. All Scouts participating in the Nature, Forestry, or Conservation Merit Badge programs are encouraged to go on the special hikes designed for them. Troop activities will include

hikes to Crescent Meadow, Moro Rock, Giant Forest, and other places of interest of your choosing.

Evening activities will include nature walks, merit badge sessions, handicrafts, archery, and Scoutcrafts. A star hike, troop campfire, slide show or movie will finish off a perfect day.

Breakfast will be served early on Monday (7:30 am) to give those heading for the high country a head start.

Areas accessible to those leaving Monday morning are:

High Sierra Trail - This is the route to Mt. Whitney and Lone Pine. Monday night's camp will usually be made at Bearpaw Meadow about 10 miles from Wolverton via Panther Gap. By noon Tuesday you can be at Tamarack Lake fishing for Golden Trout or at one of the Hamilton Lakes swimming and exploring. Not far beyond Hamilton is Kaweah Gap and a view of Mt. Whitney and the Great Arroyo.

Silliman Pass Trail - Silliman Pass is the gateway to Ranger Lake, Seville Lake, Lost Lake and beyond. This area offers unlimited opportunities for fishing, swimming, climbing, exploring, and advancement. Clover Creek (about 6 miles) or Twin Lakes (about 10 miles) will be the Monday night campsite prior to crossing the pass.

Alta Trail - The Alta Trail will be ideal for inexperienced troops. Campsites are located at Mehrton Meadow (about 4 miles), Alta Meadow (about 8 miles) and Moose Lake (about 10 miles). Fishing at Moose is usually good. Alta Peak (elev. 11,200 ft.) is nearby and is an excellent vantage point at the end of a good trail.

For those staying in camp Monday night, dinner Monday and breakfast Tuesday will be served in the dining area. Possible activities for Monday and for those in camp on Tuesday and Wednesday include the following:

Day Hikes -

Panther Peak - adventurous, strenuous,

4-6 hours.

Heather Lake - good hike, dinner cookout possible.

Alta Peak - moderate hike, dinner cookout possible.

Cahoon Gap - good hike, dinner cookout possible.

Tokapah Falls - good hike, swim at Lodgepole.

Crescent Meadow - good hike, see Tharps Cabin.

Moro Rock - good hike

Watch Tower - good hike

Congress Grove @ big trees, easy walk.

Auto Trips -

Crystal Cave - underground marble wonders.
Hospital Rock - Indian petroglyphs, swimming hole.

Grant Grove and Big Stump Meadow - logging history.

Converse Basin - sawmill site, Boole tree.

Fire Lookout at Kings Canyon Overlook - view.

Hume Lake - swim

Cedar Grove - at the bottom of Kings Canyon (about 120 miles round trip; hot)

Two-night treks - (Tuesday and Wednesday nights)

Alta Trail (see previous description)

Twin Lakes and Ranger Lake - one night each.

Overnight Campouts - (Wednesday night)

Mehrton Meadow

Clover Creek

For really high adventure, a five night, 60 mile loop trip is possible. A separate brochure on the Silver Bearpaw hike is available.

Thursday noon will find units returning to camp for hot showers. The showers will be open at 1 p.m. (Units arriving back in camp before noon

will shower last!)

All activity areas in camp will be open from 3 p.m. until dinner, where you will be able to enjoy all you can eat.

A short campfire will follow advancement and activity programs and will lead into the Order-of-the-Arrow ceremony.

ORDER OF THE ARROW - The Order of the Arrow is a part of the Camp Wolverton program. Units having conducted O.A. elections supervised by their local O.A. chapters can have their candidates called-out at camp. The call-out ceremony will be held on Thursday evening and the ordeal on Friday. All units in camp are expected to observe this impressive Indian ceremony. All members of the O.A. are duty bound to participate and should bring their costumes to camp.

Most troops will spend all day Friday in and around camp. Friday morning will be spent on Merit Badge projects or campwide conservation projects.

Lunch will be served in camp/

Friday afternoon is funtime. A campwide Rodeo will be held with competition between the patrols. All judging will be on a patrol basis. Individual and patrol events in field sport, Scoutcraft, and gag events will make for an exciting afternoon.

Dinner will follow a short Order-of-the-Arrow color ceremony. Final Merit Badge sessions will follow dinner.

Jewish services will be held in the camp chapel at 7:15 p.m.

The closing campfire will be a highlight of the week. Camper and Staff skits, songs and fellowship will add dimension and perspective to the

week's activities. Rodeo and advancement awards will be made.

With tents to be struck, breakfast to be eaten and goodbyes to be said, Saturday morning will be a bit hectic. The busses will leave at approximately 9:30 a.m. Sack lunches will be provided.

BACKCOUNTRY TREK

By observing the following suggestions, your Unit will be assured a successful backcountry trek.

BACK PACKING - See that no Scout carries a pack into the backcountry weighing more than 1/5 his weight. Be sure all packs are secured tightly to their frames before taking to the trail. If you are unaccustomed to back packing, seek assistance from your Unit's Packer in preparing your Unit for its trek.

BACKCOUNTRY PROGRAM - Plan a flexible program of activities (campfire, advancement, adventure, hikes, games, etc.) for the Unit's backcountry stay.

PERSONAL HEALTH CHECK - You should personally question each boy night and morning as to his physical condition. Check condition of feet, regularity of bowel movement, any cuts or scratches, or any other symptom that might denote a sick or injured Scout. This check should be made every day. You are responsible for your Scouts.

MEAL PREPARATION - To insure successful meals, a cooking assignment schedule should be prepared before your Unit leaves for the backcountry. Be sure patrols check cooking instructions for meals they are to prepare at least one meal in advance. Contented stomachs will spell a successful trip.

DRINKING AND COOKING WATER - Secure water from

fast running streams, well upstream from where washing is done or animals are tethered. Never drink from a lake.

LATRINE FACILITIES - Be sure an adequate latrine is set up and used. Latrine should be located about 50 yards from your campsite or water. Have Scouts cover excretia immediately (hand shovel should be left at latrine site for this purpose.)

DISHWASHING - See new Camping Merit Badge Pamphlet.

GARBAGE - Anything burnable should be destroyed in the cooking fire immediately after each meal. Cans and other unburnable refuse should be returned to base camp. Leave a clean campsite. DON'T BURY ANYTHING.

TRAIL COURTESY - Each boy should be reminded that his actions while on the trails of Sequoia National Park will have an effect on the welcome other Scouts will receive after him.

SWIMMING - Swimming should be done in designated supervised areas only. Portable buddy tags will be provided for all units. See "Safe Swim Defense Plan."

SAFE SWIM DEFENSE

QUALIFIED SUPERVISION - Have a responsible adult (at least 21 years old) supervise all swimming. He must be qualified in water-safety training, (Scout Lifeguard, Red Cross Senior Life Saving, or YMCA Senior Lifesaver) or must use assistants so qualified to supervise. Be sure everyone involved in supervision thoroughly understands the Safe Swim Defense and firmly commits himself to its use.

PHYSICAL FITNESS - Request a physical examination for everybody once a year using the Health and Medical Record form, No. 4410. Keep ashore any boy whose health condition makes swimming dangerous.

SAFE AREA - Have lifeguards and swimmers systematically examine the bottom of the swimming area to determine varying depths, deep holes, rocks, and stumps. Mark off the area for three groups: not more than $3\frac{1}{2}$ feet deep for nonswimmers; from shallow water to just over the head for beginners; deep water not over 12 feet for swimmers. For boundary markers use poles stuck in the bottom or plastic bottles, balloons, or sticks attached to rock anchors with twine. Enclose nonswimmer and beginner areas with buoy lines (twine and floats) between markers. Put small flags on floats at outer corners of swimmer area.

LIFEGUARDS ON DUTY - Designate as lifeguards two older boys who are capable swimmers. Station them ashore, equipped with lifeline (two joined 50-foot lengths of No. 5 sash cord.) In an emergency, one carries out the line and the other feeds it from shore, then pulls in his partner and the boy being assisted. In addition, if a boat is available, man it with two older boys, preferably capable swimmers, one rowing and the other equipped with a 10-foot pole or extra oar. Provide one guard for every 10 boys.

LOOKOUT - Station a lookout on the shore where he can see and hear everything in all areas. He may be the adult in charge of the swim and may give the buddy signals.

ABILITY GROUPS - Divide the boys into three ability groups: nonswimmers, beginners, swimmers. Keep each group in its own area. Nonswimmers are learners who have not passed a swimming test. Beginners pass this test: jump feet first into water over their heads, surface, level off, and swim back to the starting point. Swimmers pass this test: swim 75 yards in a strong manner with one of these strokes - side, breast, trudgen, or crawl; continue swimming another 25 yards on the back with an easy resting stroke, rest by floating or with minimum movement for a minute. Test a boy at first swim after he joins and whenever he is ready to qualify for the next group.

BUDDY PLAN - Pair every boy with another in his own ability group. Buddies check in and out of the swimming area together. Check all boys in the water about every ten minutes. The adult in charge signals for a buddy check with a single blast of a whistle or ring of a bell and calling "Buddies." He counts slowly to 10 while buddies join and raise hands and remain still and silent. Guards check all areas, count the pairs, and compare the total with the number to be in the water. Signal two blasts or bells to resume swimming. At the end of the swim make a final buddy check and account for every boy. Signal three blasts or bells for checkout.

DISCIPLINE - Be sure all Scouts and Explorers understand and agree that swimming is allowed only with proper supervision and use of the complete Safe Swim Defense. Advise their parents of this policy. When boys know the reason for rules and procedures, they are more likely to follow them. Be strict and fair, showing no favoritism.

CAMP AWARDS

WOLVERTON PATCH - To earn the right to wear this patch, a camper must attend camp at least 6 days, and 6 nights.

WOLVERTON BEAR CLAW - To earn this coveted award, a camper must do the following:

- 1) Spend at least one hour on a park improvement project.
- 2) Complete at least one advancement requirement.
- 3) Demonstrate good Scouting spirit while in camp and in the back country: do all assignments quickly and cheerfully, participate in troop, patrol and camp activities, demonstrate proper trail courtesy and Scouting teamwork.
- 4) Spend at least 2 days and 2 nights in the back country.
- 5) Do any of the following on the trail:
 - a) Angling: Catch at least 3 trout. Be familiar with the fishing regulations of the State and the National Park. Clean and prepare one fish dinner for himself and at least one other Scout. Know the types of fish in the Wolverton area.
 - b) Swimming: Pass swimmer test at backcountry lake.
 - c) Campfire Participation: Lead his troop in singing, tell a story, play a musical instrument or instruct a group in some phase of Scouting at a backcountry campfire.
- 6) Conservation - Collect and pack out refuse left by careless campers.
- 7) Do any 3 of the following:
 - a) Nature: Identify 3 birds, 3 animals, and 1 fish from personal observation OR identify 10 trees, plants or shrubs of the Sierra and describe them (leaves, needles, cones, etc.) OR collect and identify 8 different rocks or minerals from the Sierra

area and describe their probable significance to the area.

- b) Handicraft: Complete a handicraft project approved in advance by the handicraft leader.
- c) Archery: Meet camp standard in archery.
- d) Pioneering: Meet camp standard in pioneering.
- e) Orienteering: Meet camp standard in orienteering.

WOLVERTON TRAILS NECKERCHIEF SLIDE - An attractive boot sole neckerchief slide with the words "Wolverton Trails" molded in is available at the Camp Trading Post. The six hob nails can be painted in the camp Handicraft area where paints and brushes are available. The following color code has been adopted to indicate trails hiked and places visited:

- Alta Trail - orange
- Mehrton Meadow - orange/white
- Alta Meadow - orange/green
- Little Moose Lake - orange/light blue
- Moose Lake - orange/dark blue
- High Sierra Trail - gold
- Bearpaw Meadow - gold/green
- Hamilton Lakes - gold/light blue
- Tamarack Lake - gold/dark blue
- Kaweah Gap - gold/red
- Silliman Pass Trail - grey
- Twin Lakes - grey/light blue
- Ranger Lakes - grey/dark blue
- Cahoon Meadow - grey/green
- Clover Creek - grey/white
- Silver Bearpaw Hike - silver
- Congress Trail - red
- Moro Rock, Crescent Meadow, Tharps Log - tan
- Tokapah Falls - white

GENERAL SCHEDULE

SATURDAY

2:30-3:00 p.m. Packers meet buses and show Unit
to campsite
Round Robin
Medical Recheck
4:00 p.m. Areas open - Leaders meeting
5:15 p.m. Colors - Staff (All Units in full
uniform)
5:30 p.m. Dinner
6:30 p.m. Merit Badge and Scoutcraft orien-
tation
1) Forestry
2) Nature
3) Woodcarving
4) Conservation
5) 1st and 2nd Class Skills
8:15 p.m. Opening Campfire
9:30 p.m. Taps

SUNDAY

7:30 a.m. Reveille
7:55 a.m. Colors - Troop # _____ (All Units
in full uniform)
8:00 a.m. Breakfast - Details
9:30 a.m. Backcountry skills session
10:45 a.m. Church
12 noon Nature, Forestry, Conservation
walk. Troop excursions. (Sack
lunch)
5:15 p.m. Colors - Troop # _____ (All Units
in full uniform)
5:30 p.m. Dinner
6:30 p.m. Merit Badge Session - Scoutcraft
instruction.
7:00 p.m. Evening activities
9:30 p.m. Taps

MONDAY

7:00 a.m. Reveille (Note: $\frac{1}{2}$ hour earlier)
7:25 a.m. Colors - Troop # _____
7:30 a.m. Breakfast - Details
8:30 a.m. 1) Check gear
2) Weigh in

3) Leave for backcountry

BACKCOUNTRY - Backcountry program is worked out by Units, Leader, and Packer. Troops may leave earlier for the backcountry by special arrangements. Merit Badge sessions are carried out by the Unit's own Packer.

TUESDAY AND WEDNESDAY - Backcountry program

THURSDAY - Backcountry until noon. Units on the trail should not return to camp before 12 noon. Units arriving early will shower last.

1:00 p.m.	Showers
3:00 p.m.	All areas open
4:45 p.m.	Leaders' meeting
5:15 p.m.	Colors - Troop # _____ (All Units in full uniform)
5:30 p.m.	Dinner
6:30 p.m.	Merit Badge Session - Scoutcraft instruction
7:00 p.m.	Evening activity
8:15 p.m.	Campfire gathering
8:30 p.m.	Order of the Arrow Call Out - All O.A. Scouts participate
9:30 p.m.	Taps

FRIDAY

7:30 a.m.	Reveille
7:55 a.m.	Colors - Troop # _____ (full uniform)
8:00 a.m.	Breakfast - Details
9:00 a.m.	Park Improvement or Merit Badge Project
to 12 noon	Free time - All areas open
12:30 p.m.	Lunch (in camp)
1:30 p.m.	Rodeo
5:15 p.m.	Colors - Troop # _____
5:30 p.m.	Dinner
6:30 p.m.	Merit Badge Session - Scoutcraft instruction
7:15 p.m.	Jewish Services
8:15 p.m.	Closing Campfire - Each Unit should have skit.

9:30 p.m. Taps

SATURDAY

7:30 a.m. Reveille
7:55 a.m. Colors - Troop # _____
8:00 a.m. Breakfast
9:00 a.m. Take down camp
9:30 a.m. Pick up sack lunches
Leave

PROGRAM NOTES

SUNDAY EXCURSION

MONDAY ACTIVITY

BACKCOUNTRY PROGRAM

COLORS (Day, Morning, Evening) _____

DETAILS (Day) _____

NOTES

TROOP ROSTER

_____ PATROL _____ PATROL

1. _____ 1. _____

2. _____ 2. _____

3. _____ 3. _____

4. _____ 4. _____

5. _____ 5. _____

6. _____ 6. _____

7. _____ 7. _____

8. _____ 8. _____

_____ PATROL _____ PATROL

1. _____ 1. _____

2. _____ 2. _____

3. _____ 3. _____

4. _____ 4. _____

5. _____ 5. _____

6. _____ 6. _____

7. _____ 7. _____

8. _____ 8. _____

Jr. Leaders _____

Packers _____

Adult Leaders _____