

# Troop 7 Onteora Summer Camp 2018 Information Sheet



Congratulations! You have made a great choice in sending your son to summer camp at the Onteora Scout Reservation, "The Land in the Sky." Rest assured, he will grow by leaps and bounds, and he will create memories that will last a lifetime.

Below, you will find useful information to help you and your son prepare.

## 1. **IMPORTANT DATES:**

- 3/15: \$100 deposit due to secure discounted price. (\$410 + \$35 Troop fee = \$445). Thereafter, except for new scouts, price is \$460 + \$35 Troop fee = \$495.
- Mid-April: Merit Badge Registration begins on a first-come, first-served basis (merit badge selections will be submitted by Summer Camp Coordinators)
  - You must pay in full before signing up for merit badges.
  - Each year some scouts miss out on taking a requested merit badge course because they fail to register early.
- 4/30: Medical Forms due to Troop to permit advanced camp review
- 5/11: Last date to pay remaining balance at Troop meeting (due to Council by 5/15)
- 6/20: Troop 7 Summer Camp Preparation Meeting
- Dates of Camp: Sunday, 7/8 to Saturday, 7/14

2. **FORMS/BROCHURES YOU WILL NEED:** Note, information regarding Onteora Scout Reservation may be found on the *Onteora Website* (<https://www.onteora.org/>). A direct link to the *Onteora Website Summer Camp Resources Page* is at (<https://www.onteora.org/resources>). Information regarding summer camp is also available on the *Troop 7 Website Summer Camp Page* (<http://www.troop7bsa.com/summer-camp.html>). Please find the following two documents and print at least the first one out.

- Onteora Scout Reservation Program Guide (the "Program Guide"): This is the first reference that you should use. It contains all of the general information and merit badge descriptions and prerequisites. You will need this guide when selecting merit badges and other camp programs and activities.
- Leaders and Parent's Guide: This contains additional more general information regarding the camp. It has not been updated recently; the most recent version can be found on the *Troop 7 Website Summer Camp Page*.

## 3. **MEDICAL/SPECIAL NEEDS:**

- Health and Medical Form: This medical form on the *Onteora Website Summer Camp Resources Page* must be completed and returned to Troop 7 no later than April 30.
  - Part A: Consent – Signed by scout and parent.
    - Common Errors: Not checking the None box or listing people who can pick the scout up at camp.
  - Part B: General Info – Parent completes and signs & attaches a copy of insurance card. Council Name/No. is Theodore Roosevelt Council/386. Unit

Number is Troop 7. Andy Johns is Scoutmaster/Unit Leader. His mobile number is 917-445-3211.

- Common Errors: Not checking the boxes for medications; not having the parent sign under the non-prescription medicine box; and not providing a copy of your insurance card, front and back.
- Part C: Pre-Participation Physical – Your son must have a physical, and the doctor must complete and sign this part on the BSA form itself. Doctors frequently fail to check off the first box at the top of Part C regarding any limitations on participating.
- **RECENT CHANGES:**
  - **Medical Forms to be reviewed before camp** – to improve check in, medical forms will be reviewed by Onteora staff before camp. Thus, it is very important that Troop 7 receives your medical form no later than April 30.
- See “BSA Medical Form 101” and “Sample Medical Form” on the *Onteora Website Summer Camp Resources Page* for helpful guidance on how to complete medical forms.
- Special Needs: If your scout has special needs, etc., the “Special Needs Form” on the *Onteora Website Summer Camp Resources Page* must be completed and handed in.

#### 4. **DISMISSAL REQUEST:**

- If your son will be leaving early, the “Dismissal Form” on the *Troop 7 Website Summer Camp Page* should be completed and handed in.

#### 5. **MERIT BADGE SELECTION:**

- The “Merit Badge Roster” on the *Onteora Website Summer Camp Resources Page* is the specific schedule of merit badges offered this year at camp and their time slots.  
About Merit Badge Selection
- Generally: Refer to page 6 of the Program Guide for the general schedule and pages 9 to 11 for specific merit badge offerings. The descriptions of each merit badge and prerequisites are also listed in the Program Guide.
- All Scouts: Don’t limit yourself to merit badges. As described in the Program Guide, there are many activities offered at camp, so make sure you find time to take advantage of them.
- Scouts below First Class:
  - Dan Beard Program: Scouts below First Class should participate in the Troop’s Dan Beard program. This will help greatly with advancement. This will take place for two hours a day from 9:00 to 11:00 in our campsite and will cover many scout skills and include hikes, etc. This program works towards ranks of: Scout, Tenderfoot, Second Class and First Class.
    - All first year scouts, as well as other scouts who need the time to progress to First Class, should participate in the Dan Beard program for two hours. Scouts who are very close to First Class sometimes participate for only one; if you think you are in this category, please raise with the Summer Camp Coordinators.
  - Two or Three Merit Badges: Scouts participating for two hours in the Troop’s Dan Beard program will then choose two (2) or three (3) merit badges (most pick 3) for the time when not in Dan Beard.

- See recommended age-appropriate merit badges on page 16 of the Program Guide and carefully review the descriptions in the Program Guide to determine whether the badge is appropriate for your scout before submitting requests to the Summer Camp Coordinators.
  - Many badges are recommended for older scouts, either because of physical requirements (e.g., canoeing or kayaking) or because the requirements and course are intensive.
  - In addition to those listed on page 16 of the Program Guide, badges and activities common for first year scouts include archery (although some scouts receive a partial due to shooting requirement), metalwork, paint ball, bike track, game design, movie making, swimming, woodcarving and sculpture.
- Scouts First Class and Above:
  - Select four (4) or five (5) merit badges, making sure times do not conflict.
  - Since the Troup is running its own Dan Beard program, please leave one merit badge slot free during the time of that program (9-11) so that you can teach the younger scouts.
- For each merit badge, you must:
  - Review Prerequisites and complete prior to camp.
    - Ex.: Emergency Preparedness - must have completed First Aid merit badge prior to camp and must work on requirement 1 before camp.
    - Ex. 2: Personal Management – must complete 90-day budget and revenue/expense tracking and bring it with you to camp.
  - Review Age Requirements.
    - Rifle – must be 12+; Shotgun – must be 13+.
    - ATV Program – 14+.
    - “Older Boy Program Area” – 14+ (welding, plumbing, etc.)
  - Review Rank Requirements.
    - Many badges require or suggest a minimum rank and/or recommend that badge is for older scouts.
  - Review Monetary Requirement.
    - Some badges have a fee (e.g., shotgun) or require a minimal purchase of materials (\$5 to \$25). These fees are paid as part of the registration process.
- Review By Troop 7 Leadership:
  - All Merit Badge and activity selections will be reviewed by Troop leadership to assure appropriateness with respect to age, rank, scout, and logistics.
- Logistics:
  - Other criteria may affect selection of merit badges such as location. Merit badge locations that are too far from the location of the prior badge could lead to incomplete merit badges or the need to make up work during free period (because the scout misses portions of the second class). We can help you determine how to order the merit badges your scout wants to take to reduce this possibility. For example, Archery is located very far from the Waterfront where Swimming will be held. If a scout is taking a merit badge class at the Waterfront, he should consider, e.g., (1) taking it first period or immediately prior to lunch (to

have extra time to go to or return from the Waterfront) or (2) taking consecutive badges at the Waterfront, during the afternoon session if available.

#### 6. **PACKING LIST/ GETTING TO CAMP/ CAMP PHONE NUMBER:**

- Personal Gear: Your packing list can be found on the *Troop 7 Website Summer Camp Page* (<http://www.troop7bsa.com/summer-camp.html>)
- Scouts are responsible for arranging their own transportation to and from camp. Carpools are encouraged. See the *Troop 7 Website Summer Camp Page* (<http://www.troop7bsa.com/summer-camp.html>) for directions to Onteora – You should allow about three hours for travel.
- Camp Phone Number: 845-439-5239 (For Emergencies Only)

#### 7. **SPENDING MONEY:**

- You will need to send your son with some spending money. He may need to purchase materials for one or more of his merit badges or other activities. Also, he will have the opportunity to purchase drinks, food, and souvenirs from the trading post. (\$30 to \$50 Suggested; \$50 to \$100 Max).
- **NEW FOR 2018:** Instead of sending cash, you can add money to your scout's ID card. See instructions at the following link: <https://www.onteora.org/2018CamperGiftCards>
  - NOTE, MONEY EXPIRES AT THE END OF CAMP, SO DO NOT PUT MORE MONEY ON THE CARD THAN YOUR SON REASONABLY NEEDS.

#### 8. **ADULT LEADERSHIP:** TROOP 7 WANTS YOU!!!

- **Adult Volunteers Needed to Run Program:** As you know, the Boy Scouts is a volunteer led program. Without adult volunteers, there is no program. Theodore Roosevelt Council (TRC) runs and operates Onteora, a beautiful camp facility for your son to enjoy. However, Troop 7 cannot participate without adult volunteers. As a new member, or existing member of Troop 7, we urge you to become involved as an Adult Leader and help us furnish the program to these young men.
- **Attend Camp:** Specifically, we need a **few** Adults to attend camp and help supervise. If you can attend, please let us know as soon as possible.
  - **Adult Leader Responsibilities:** While Adults who attend camp have ample opportunity to enjoy some of what Onteora has to offer, there are many Troop-level responsibilities during camp where we will need Adults to help out (e.g., Boards of Review), and these should take priority.
  - **Adult Medical Forms:** **Adults need medical forms too.** If attending for 72 hours or more, adults must have a physical and complete Parts A, B and C of the medical form. If attending for less than 72 hours, adults must complete only Parts A and B of the medical form.
  - **Training:** Training is highly recommended for camp and going forward. You are the future of Troop 7. Here is the Training you will need:
    - **Youth Protection Training:** All Adults **must** take this to attend camp.
    - **Scoutmaster and Troop Committee Adult Leader Training:** Do not let the title fool you. This is the training for all Adult leaders, not just Scoutmasters. Courses are available during the year, and will also be offered once a week at Onteora.

- Introduction to Outdoor Leadership Skills: This is a two day course and is highly recommended for any adults that plan to camp with the Troop, either during the Scouting year or at summer camp.
- Details on training can be found on the *Troop 7 Website Advancement & Training Page* (<http://www.troop7bsa.com/advancement--training.html>)
- Adult Visitation: If you are not attending camp, but would like to visit for part of a day, this can be arranged. Check in and out at Administration Building; Troop 7 is at Dull Knife Campsite. Please contact the Troop 7 Summer Camp Coordinators if you are planning to visit.

9. **QUESTIONS:**

- Any questions, please contact Troop 7 Summer Camp Coordinators:
  - Michael Dayan, [mdayan@cgsh.com](mailto:mdayan@cgsh.com)
  - Mike Frevola, [michael.frevola@hklaw.com](mailto:michael.frevola@hklaw.com)