

IMPORTANT DATES

Now: Make Doctor Appointment
Now: Sign-Up – Adults Too!!!
March 8 – May 17: \$25/meeting -
Payments Due
May 17: \$35 – **Final Payment**
April 26: Physical Exam Form Due

Summer Camp 2010 Troop 245 at Camp Ransburg July 4 – July 10, 2010 (Session 5)

The Setting

Ransburg Scout Reservation is a 624-acre camp on Lake Monroe, just south of Bloomington. Camp runs for 9 weeks each summer. We are attending the 3rd week of camp this year. There will be nearly 600 boys (plus adult leaders and camp staff) in camp that week. There are 38 separate campsites, and our troop will use Lakeview, located on Ridge 4.

The Facilities

We stay in canvas tents on wooden platforms off the ground. Two boys share each tent. Sleeping pads & metal cots are provided, however personal cots can also be used. Each campsite has running water and pit toilets. Warm-water showers are available in a central facility, which we'll use at least every other day. All meals are prepared and served in the Dining Hall, and the boys will take turns preparing our dining facility for each meal.

Sign-Up

Summer Camp Sign-up is due on March 22, 2010. The Troop has formally reserved 25 spaces for boys and 4 for adults - we can add or subtract at our final payment date in May. The attached Camp Ransburg Reservation Form must be returned at our Troop meeting on March 22. We would also like to get our adult volunteers committed early, so please indicate your willingness to come to camp on your son's form. Payment schedule for the boys is \$25 per regular Troop Meeting, Starting March 8 until May 17 with the last payment of \$35 on May 17. A payment schedule has been established to help spread the total cost of \$210/scout. The troop's final \$210/scout is due by May 1. We have already qualified for the early bird discount and this is already included in our fee schedule.

Adult Leadership

We are required to have 3 or more adult leaders in camp at all times. Scoutmaster Jon Cardwell and other Assistant Scoutmasters (TBD) have committed to be in camp all week. Ideally, we will have two more parents commit to stay the entire week. We need to have firm parent commitments by April 12. **Parents may volunteer for as little as 3 days.** The cost for adults that stay for less than the full week is \$18 per day, or \$70 for the week for the first additional three Adults, and \$90 per week for additional Adults. Parents/leaders who want to participate in waterfront activities or stay for more than 72 hours in a row need a medical exam signed by a physician (see page 3).

There are many training opportunities available this year at camp for Adult Leaders. With the Troop High Adventure activities that we plan for the coming years, Youth Protection, Safety Afloat, Safe Swim Defense, Low Impact Camping, and Climbing will help prepare our new Assistant Scoutmasters to take on these new challenges.

Scout Leadership

While we are in camp, just as in any other Troop activity, our elected Troop Junior Leaders will be running the day-to-day activities of the Troop with the help of the Adult Leadership. The Scouts are expected to give their Senior Patrol Leader, Assistant Senior Patrol Leader, and Patrol Leaders the same respect and cooperation given to any Adult leader. Ransburg Camp Staff is made up of Senior Scouts (15 – 21 yr old) and is charged with serious responsibility for the activities and programs they teach and supervise. They have been trained to make immediate decisions regarding safety, emergencies, and

first aid. Listen to them & follow their instructions!! They will help make our week exciting and fun.

Departure and Return

We will meet at the Mt. Auburn Church parking lot at 11:00 on Sunday morning, July 4, 2010. After loading the scout trailer, we will leave promptly at 11:30. We will return to the same place at 12:00 Noon on Saturday, July 10, 2010.

All Scouts will return together to Mt. Auburn on Saturday morning. **Scouts are NOT allowed to leave camp early.** Parents & families are welcome for our closing Campfire on Friday evening, but the Scouts are expected to stay in Camp for departure and check-out on Saturday morning. There are several wrap-up activities for advancement and merit badge sign-offs that must be completed on Saturday morning and **ALL** Scouts must be present to complete these activities. In addition, we all work together on Saturday morning to pack-up our personal and troop gear and clean up the campsite before checking-out. It is not fair for a Scout to avoid his cleanup responsibilities by leaving early, and it will not be allowed.

Mail

All Scouts like to get mail from home. We have mail call in camp before dinner every day, and everyone likes to get letters, cards, and surprises while they are in camp. **The scouts especially like those home baked surprises.** Mail one letter on Friday, July 2, so that it arrives early in the week. Mail another letter or two **no later than** Wednesday, July 7. **Any packages should be mailed First Class by Monday, July 5.** Let grandparents and other relatives know, too. The address is:

Scout _____
Squirrels Den Campsite: Troop 245
Ransburg Scout Reservation
7599 E. Waldrip Creek Road
Bloomington, IN 47401

Phones

The camp phone number, **for emergency use only, is (812) 837-9423.** There is a fax at (812) 837-9397. Parents should not ask their son to call home from camp. **Scouts will not be allowed to have cellular telephones or other electronics (MP3 players, etc) in camp.**

Camp Fees

Camp costs \$210 this year. Of this amount, \$200 goes to Scout Headquarters for your sons' week, and the balance (\$10) is set aside for miscellaneous Troop expenses such as Wednesday night dinner, propane for the lanterns, etc. The first \$25 payment is due on Monday, March 8 and the final \$35 is due no later than Monday, May 17.

If a family is not able to provide the Summer Camp fee, please contact Scoutmaster Jon Cardwell or Committee Chairman Mike Foster. Special Camper-ships from Council and Troop resources are available to make sure that **NO** Scout misses camp because of a financial problem.

Medical Exams

Scouts: All Scouts and Adults **MUST** submit an "**Annual Health and Medical Record**" medical exam, **signed by a parent & physician, by April 26, 2010.** This medical form is due every year. A physician must sign the form.

Adults: All adults who stay in camp for more than 72 hours, and all adults who wish to participate in waterfront activities must submit one of the new "**Annual Health and**

Medical Record” medical form by April 26, 2010. This medical form is due every year. A physician must sign this form.

Note: May 1 is the due date for our troop to submit all medical forms to Camp Ransburg, so you may want to call your doctor’s office right away to get an appointment scheduled. A Blank “**Annual Health and Medical Record**” form will be distributed at troop meetings, and is available on the Troop 245 Website.

Prescription Medicine

Prescription medicines are logged by the camp health officer at our Sunday afternoon check-in. Medicine will be dispensed as scheduled at the health office under the supervision of the camp medical officer, and returned to the Scout at our Saturday checkout. Medicine must be sent in the original pharmacy-labeled container.

Swim Check

All Scouts will be required to take the scout swim test upon our arrival at Camp Ransburg on Sunday. No Scout can participate in any waterfront activity, other than basic swimming instruction, without evidence of passing the swim test (100 yds with turns, backstroke, and floating).

Daily 6-Period Schedule

Days are divided into 6 activity sessions, with sessions 1, 2, and 3 in the morning; and sessions 4, 5, and 6 in the afternoon.

Session 1	9:00 a.m. to 10:00 a.m.
Session 2	10:00 a.m. to 11:00 a.m.
Session 3	11:00 a.m. to 12 noon
Session 4	2:00 p.m. to 3:00 p.m.
Session 5	3:00 p.m. to 4:00 p.m.
Session 6	4:00 p.m. to 5:00 p.m.

In the morning, sessions 1, 2, and 3 are for *rank advancement*. That means working on Tenderfoot, Second-Class, and First-Class rank requirements; and working on merit badges. Tenderfoot, Second-Class, and First-Class rank advancement takes place in two ways. Troop 245 adult and junior leaders teach in the campsite and camp staff teach at the Scoutcraft shelter, according to the following schedule: Session 1 for Tenderfoot, Session 2 for Second Class, and Session 3 for First Class. All merit badge instruction is provided by the camp staff in locations away from the troop campsite.

In the afternoon, Session 4 is for swimming instruction, for any Scout who is a non-swimmer or beginner. Scouts who are already swimmers (having passed the 100 yard swim test) may use this period for additional rank advancement. Session 4 is also available for extra practice for those working on rifle shooting and archery merit badges. This time is also available for Firecrafter program activities and advancement.

Sessions 5 and 6 are for troop group activities like riflery (22s, not BB guns), archery, swimming, and canoeing. Scouts should avoid scheduling merit badges during Session s 5 and 6. Exceptions may be made for older Scouts who are working on Firecrafter, advanced Merit Badges and High Adventure activities.

C.O.P.E.

An alternative activity for boys who are 13 years old by January 1, 2010 is “C.O.P.E.”, which stands either for Challenging Outdoor Personal Experience. While some people have described C.O.P.E. as a giant obstacle course, it is much more than that. C.O.P.E. is meant to inspire a scout to reach for his potential. C.O.P.E.’s activities have been

carefully designed and constructed to offer it's participants a challenging and exciting arena in which to pit their skills. Climbing, swinging, balancing, and experiencing the zip line are just a few of the activities that Scouts will encounter.

The C.O.P.E. program is based on the following principles.

Leadership:	Everyone has a chance.
Problem Solving:	Instructors divulge nothing.
Communication:	Speaking isn't the only way.
Self-esteem:	You do it, not us.
Trust:	You rely on the group.
Decision-Making	There are many possibilities.
Teamwork:	It cannot be done alone.

C.O.P.E. is an intensive weeklong program of five half-day sessions. Scouts have a choice of the morning session (1-3) or the afternoon session (4-6).

Merit Badge and Rank Advancement

Scouts may choose to work on a variety of merit badges at summer camp. Most merit badges are offered at several times, as shown on the enclosed table entitled "Camp Ransburg Daily Merit Badge and Activity Choices". Note that some merit badges meet for two-hour classes instead of the usual one-hour class. Some merit badges have an age requirement, height and weight requirement, or swimming ability requirement. Some charge extra for supplies (handicraft, shotgun shooting, and horsemanship). Some have prerequisite requirements that must be completed before coming to camp, in order to finish the merit badge while attending camp.

Older Scouts, working on their Star, Life, and Eagle ranks, will probably want to work on 3 or 4 merit badges. A few Scouts may want to work on more than that, but it's important not to take too heavy of a merit badge load. The Scout may feel pressured like he's back in school instead of having fun at summer camp.

Newer Scouts should work on no more than two merit badges, so that there will be plenty of time to work on Tenderfoot, Second Class, and First Class rank advancement requirements in the campsite.

Note: All Scouts are required to participate in rank advancement activities.

Recommended Schedule for First-Year Scouts

- Session 1: Merit Badge in Aquatics, Scoutcraft, Ecology, Handicraft, or Sports
- Session 2: Work on Second Class requirements at the Eagle Quest Shelter on Ridge 3
- Session 3: Work on First Class requirements at the Eagle Quest Shelter on Ridge 3
- Session 4: Work on a Merit Badge or Swimming Instruction
- Session 5: Firecrafter Program – Camper – Woodsman
- Session 6: Troop group activities (swimming, boating, riflery, archery)

Our Troop Guides and the Assistant Scoutmasters will assist new Scouts in planning activities to get the most out of the advancement sessions and activities available. We will be working with each member of our new patrol over the next several weeks to help the boys plan their activities.

Merit Badge Registration - May 10, 2010

Between now and May 10, Scouts must decide what merit badges they want to take at camp. They will report selections on the attached “Merit Badge Advance Registration Form” and bring it to the May 10th troop meeting. If a Scout doesn’t register in advance, our troop’s Advancement Chair will make their merit badge selections for them. Changes to merit badge selections once at Camp Ransburg is a tedious challenge.

Also at the May 10th troop meeting, Scouts will have an opportunity to choose Dining Hall Hopper assignments for the week. All Scouts will take turns setting up our meal service & cleaning up afterwards (the job of the Hopper).

Firecrafter

Special “camp-ranks” which can only be earned at summer camp are offered through the Firecrafter program. Scouts can get help in our campsite and at the Scoutcraft Shelter to achieve their Firecrafter rank advancement. Troop 245 Firecrafters will also be available in our campsite to assist with Firecrafter rank advancement. The Scoutcraft Shelter schedule is:

Camp Rank 1	“Camper”	Period 1 and/or Period 4
Camp Rank 2	“Woodsman”	Period 2 and/or Period 5
Camp Rank 3	“Firecrafter”	Period 3 and/or Period 6

Troop 245 has a long and proud tradition of participation in the Firecrafter Program.

We strongly encourage all scouts to advance through the Firecrafter Ranks. We will have several youth and adult Firecrafters in camp to assist with the advancement requirements. Additional information about the Firecrafter program is available at www.firecrafter.org.

Spending Money

Scouts will want to have some spending money for snacks and drinks at the trading post. Scout items (knives, flashlights, books) and souvenir items (t-shirts, sweatshirts, mugs) are also available. Optional trail ride tickets cost \$5. Certain merit badges carry an extra charge. (See the “Notes” section of the “Camp Ransburg Daily Merit Badge and Activity Choices” page.) How much spending money should Scouts bring? We suggest each scout bring \$30 - \$40 in addition to any merit badge charges.

Scout's Obligation

Scouts are expected to obey the troop leadership and camp staff, to participate in troop activities (evening camp-wide events, showers, evening troop events, etc.), and to generally conduct themselves according to the Scout Oath and Scout Law.

We require the Scouts to travel in camp according to the "Buddy System". No Scout is permitted to go anywhere in camp alone. The Water Front strictly enforces the Buddy system for swimming and boating activities, and we require it for all activities while in camp. Violations of this rule are treated as severe infractions and require a Scoutmaster/SPL conference. Repeated violations will require parental involvement.

Scouts are also expected to make productive use of their time. While there will be plenty of free time, Scouts need to be actively engaged in camp activities, rank advancement, and (for older scouts) instructing others.

Homesickness

Homesickness is rarely a problem, but it does occur. The camp chaplain counsels homesick boys, and offers the following advice for parents who suspect it may be a problem for their son: (1) Alert the Scoutmaster beforehand, (2) Send daily letters, (3) Consider spending a few days in camp as a part-time leader, (4) Do not drop in to say "hello", (5) Do not call or take calls from your son, (6) **Do not take a Scout home early.**

Family Visits

Visits can be scheduled during the week. In 2010 we plan on having a formal visitors' night planned for **Wednesday July 7th**. Also, please feel free to come down any time, **just be sure to leave your Scout with us for the entire week.** He's in great hands and will be successful with all of the activities he undertakes. If you plan to visit, please let the Scoutmaster know in advance. Cell phones work in camp and the adult leaders can be reached at most times.

Note: all visitors must sign in and sign out at the Camp Office (the building closest to the flags).