

Theodore L. Storer Scout Camp

50TH ANNIVERSARY

**Boston Minuteman Council
Boy Scouts of America**

**2007
Parent's Guide**

WELCOME FROM THE CAMP DIRECTOR

March 29, 2007

Dear Leader,

Well after a long process the Leader's guide is here. Please make sure you take some time and read through it. We have had some major additions with very important information.

1. Diabetic Policy
2. Food Allergies
3. Merit Badge Requirement Changes. Please check all the Pre-Req's listed in the Program Section.
4. High Adventure Treks (read about and contact me for more info).
5. COPE & Climbing Times

Also we are celebrating our 50th Anniversary this summer. We'll have a big celebration every Friday afternoon with food and games. Plus on Saturday July 14th we'll be having an celebratory Dinner marking our landmark achievement. We're inviting all alumni to revisit & reconnect with old friends. Scoutmasters, campers, and staff are welcome to bring their family and friends.

THE SPIRIT IS BACK!

*Yours in Scouting,
Matthew Ghirarda*

SIGN-UP INFORMATION

“How do I sign-up for T.L. Storer Scout Camp?”

Come with your Troop

Your Troop can attend Storer with all its Scouts and under its own leadership. It is always more fun to go with the scouts in your Troop. Your unit will stay at a campsite that is all prepared and ready for your arrival. Make sure you speak with your Scoutmaster about attending Summer Camp. Prepayment of all Scout fees must be paid in full by May 1, 2007

Stay with Troop Gilwell

If your Troop is unable to attend camp, or if you have Scouts who would like to be at camp for more weeks than your Troop is staying, they can attend as provisional campers. At Gilwell campsite, the camp staff provides all the leadership and supervision for your Scouts. Don't let your Scout miss this unique opportunity. Promote Troop Gilwell to your Scouts before coming and while at camp.

Become a Counselor-In-Training (CIT)

Take the opportunity this summer to challenge yourself, learn about leadership and the skills required of a camp staff member. The CIT program is designed for Scouts 14 years of age and over who are interested in preparing themselves for camp staff duty. You will enter a training program and spend time learning how to be an effective member of the camp staff. You will learn leadership and camp skills under the guidance and direction of an area director. Learn, grow, and develop leadership skills in the CIT program. Program is a six-week program beginning with staff training week and extending through seven weeks of camp (6/30-8/21/07).

Participants are selected by the Camp Director. Submit a staff application now to the Camp Director for consideration. No fee for this program!

Sign up for High Adventure Trek

Guided by a National Camp School certified Trek Leader this is an adventure of a lifetime. Paddle 50 miles on Maine and New Hampshire's rivers, cook your meals, and navigate by map and compass. Live in the backwoods for a week and fine-tune your outdoor skills. The trek will be customized to the desires of the group. Treks will be leaving camp every week, led by our Staff. Preparation prior to summer camp is essential to a fun but safe trip. Scouts have the option of attending as a Provisional Scout or going with their Troop.

Join the Trail to Eagle

During the last week of the summer, Storer has the perfect program for you – Trail to Eagle Camp. This is a great opportunity for you to get a head start on earning Eagle. For Scouts FIRST CLASS and above Find out about service projects, learn to organize yourself for these challenges, and earn those required Eagle merit badges that aren't offered to the rest of the camp. With school, sports, and work keeping you busy all winter, this specialty program is your opportunity to focus on the merit badges and the preparation needed to reach the top rank of the BSA. Scout attending Eagle Week must receive approval from their Scoutmaster before registration.

- FOR ONE WEEK ONLY – Beginning Sunday, August 12, 2007

Spaces are limited; Register soon!

2007 T.L. Storer Scout Camp Fees

It's only \$270 for a Scout to attend a week of T.L.Storer Scout Camp.

For this amount scouts attending camp get meals provided, have access to all our program areas, a dedicated summer camp staff who are there to not only assist each scout with their Merit Badge requirements, but will also committed to making each scout's stay a special one.

Camperships

It is the policy of the Boston Minuteman Council that **NO Scout** shall miss the opportunity to attend summer camp for lack of funds. A limited number of camperships are available directly from the Boston Minuteman Council. The necessary form requiring information and certification from both the Troop leader and the parent/guardian is provided in the Forms Section of this guide. Campership applications must be submitted on or before May 1, 2007 along with a \$50.00 deposit.

Family Discount

Each **additional** Scout attending T.L. Storer Scout Camp from the same family will receive a \$20 discount

Stay for a 2nd Week!

Any scout, who wishes to stay for a second week of summer camp, can do so for only \$200! This includes any of our specialty camps: Eagle Camp, Aquatics Camp, or Schuetzen Camp. This is only applicable for scouts who have already signed up for 1 week of camp at the full price.

Refunds/Cancellations

Refunds of camp fees (exclusive of deposits) will be considered only if written communication is submitted to the council office two weeks prior to the scheduled arrival date. Unit Deposits are not refundable. Refunds will be issued for the unused portion (exclusive of deposits) for a Scout who leaves camp for a verifiable medical reason. Homesickness is not considered a "refundable" medical reason. Camp fees are transferable to another Scout in your unit. No refunds can be granted for any reason after August 31, 2007

Unit Reservations

Boy Scout Troops and Venturing Crews can reserve a site T.L. Storer Scout Camp for just \$200 per week. Reservations are only confirmed once the Troop or Crew fills out a 2007 Reservation form and the Deposit has been received by the Boston Minuteman Council. Site requests are not guaranteed and the Boston Minuteman Council reserves the right to move or add any Troop or Crew to a campsite to better fulfill the Site capacity. If there are any questions about the Unit Reservation Process please feel free to contact the Camp Director at 617-615-0004 ext 311.

Check-In Procedures

Arriving at Camp:

Your unit should arrive at camp, no earlier than 1:00pm on Sunday, and gather in the parking lot. All gear is to be placed by your campsite sign. If parents are dropping their own children off please make sure they know which camp site their child is staying at. In case of rain, please bring tarps to cover the gear. Adults and youth should have a bathing suit and a towel with them so they can take their swim test. You may begin your Check-In by starting with the Dining Hall, where a leader will settle the unit account. Please present your troop roster to the Camp Director listing ALL Scouts & Adult Leaders, including anyone who is checking in later in the week. You will then go to the Health Lodge where the Health Officer will check in all adults and youth. After this you will be taken to the waterfront to for swim tests. During this time, our crews will transport your baggage to your site.

***Note:** Because of the risk of transporting propane, our baggage crew will do a separate propane delivery after all the other equipment has been delivered.

Medical Check-In:

Send Medical/Permission Forms to camp ahead of your arrival!*

We ask that all Scouts and Scouters have their medicines clearly marked and in Ziploc bags.

Medical Recheck:

After finishing camp check-in, you and your Scouts will turn in bagged medicines and complete the medical recheck with our Health Officer. Buddy tags will be issued and your unit will proceed to the waterfront for swim checks. If your unit has all the Medical/Permission Forms turned in to the Health Officer by the June 1st deadline, prior to your arrival your check-in will be expedited, otherwise you will need to stand by while our Health Officer takes the time to thoroughly review each medical form. You can avoid this delay, and the possible further complication of having a Scout rejected for incomplete medical information by getting forms in to camp early. You may either hand Medical/Permission Forms to the Camp Director at the pre-camp meeting or have them delivered to camp or to the Council Office. When you do this, our Health Officer will have the time to review the forms and advise you by phone of any issues before you arrive in camp.

Because we are required to retain the medical form at close of camp, we strongly urge that the original be maintained by the unit/family. Provide a copy to camp. Prior year camp medical forms will not be available at camp or from the Council Office.

Health & medical Services

Health Lodge

Our Health Lodge is always open to those in need of medical attention. If the Health Officer is not in the Health Lodge, she or he can be reached through our radio network. There is a base radio in the Camp Office, and the staff have auxiliary radios at most program areas. All of our program areas are equipped with first aid kits that are regularly checked and restocked by the Health Officer. We are required to log all incidents requiring any level of first aid or medical attention.

If a scout is sick for more than a day, then a Parent must come & pick him up. He cannot stay at camp! If Mom, Dad, or anyone listed on the Medical Form cannot pick him, the Leader is responsible for bringing him home.

Medication

All medications must be brought to the Camp Health Officer upon check-in. This includes any non-prescription medications (i.e. Tylenol). The Scout may carry inhalers, with a pharmacy label, after the Camp Health Officer logs them in. All prescription medications must be in their original, pharmacy-labeled containers. Unit leaders are asked to assist the Health Officer in making sure that the Scouts requiring medications report to the Health Lodge at the appropriate times. The Health Officer may choose to bring medications to meals at her/his discretion to help Scouts remember to take them.

The Health Lodge stocks several non-prescription medications as directed in the camp physician's standing orders. Medication should not be part of a personal or unit first aid kit. Adults (18 and older) may not retain their own medications. It is required that these medications be listed on the adult's Medical Form. No medication may be kept for, or administered to, Scouts by an adult leader other than the Health Officer while on camp property.


Religious Exemption

Requests for religious exemption from medical care and treatment should be directed to the Boston Minuteman Council, telephone # 617-615-0004 ext 311.

First Aid Merit Badge

First Aid Merit Badge will be taught on Mondays & Wednesdays. If extra help is needed, then a third class will be offered on Thursday. Each class will begin at 7pm and end approximately at 8:30pm. Classes will meet at the Dining Hall.

Monday	7pm - 8:30 pm	Dining Hall
Wednesday	7pm - 8:30 pm	Dining Hall
Thursday	As Needed	

First Aid	Recommended for:	Preparation:	Other Information:
	2 nd Year Scouts <i>Eagle Required</i>	CPR Requirement Complete requirement # 2B & #7 Bring Cravat & a completed 1 st Aid Kit	Merit Badge Book is required

The Medical/Permission Form

And It's Importance!

Medical:

If there is one single item that can be called the most important of camp planning, it is the Medical/Permission Form. It must be completed and signed in order for a Scout to stay in camp. **No Scout, youth or adult, will be allowed to stay over night in camp without a Medical/Permission Form.**

The Medical Form is required by NH State Law for anybody staying in camp. It must be filled out to show the results of a physical exam by a Licensed Medical Practitioner within the last 24 months (12 months if 40 or over) All other Sections and the Permission Form must be filled out or updated, every year, by the parent/guardian or applicant (if over 18). This includes Scouts and adults. The immunization records must have a date on each one. "Up to date" written on them is not acceptable.

Camp Leaders, Please Note:

The following must be completed on the Medical/Permission Form before your unit arrives in camp

- Parent/guardian signature
- Licensed Medical Practitioner signature
- Health Examination by a Licensed Medical Practitioner:
- Within the past 24 months for people under 40 years of age
- Within the past 12 months for people 40 years of age and older
- All immunizations must have a date

If these are not completed, according to NH state law and National BSA policy, the person cannot stay in camp.

NO EXCEPTIONS!

Please make copies of the forms before you come to camp. The camp cannot and will not be able to make you copies. All Scouts will receive a medical recheck at camp. Leaders will receive a confidential list of their unit's medical conditions.

NOTE FOR ADULTS:

New Hampshire state law does not require an annual TB test, however the date of the last TB test must be supplied.

Permission:

The Permission Form must be completed. Please make certain that parents understand the purpose of the form and complete it correctly. Emergency notification numbers should reflect where and how to best reach the Scout parent or guardian *during the time the Scout is at camp*. Sending the forms in advance lets the Health Officer review them and lets the unit leader know ahead of time if there is any information missing. We ask that you have medical forms turned in to you, the Unit Leader, by the 1st of June. The Medical forms may be sent to the Council Office or T.L. Storer Scout Camp, and can be addressed to either the Camp Director or Health Officer. All Medical Forms must be submitted to the Camp at **LEAST TWO WEEKS PRIOR** to your week of Camp.

In case of a divorce, separation or instability within a Scout's family, make sure that the parent/guardian notes who has legal custody of the child, and, more specifically, who cannot remove the Scout from the property. This should be written in a clear, easy to see manner on or attached to the Medical/Permission Form.

POLICY FOR YOUTH CAMPERS WITH INSULIN-DEPENDENT DIABETES

The goal of this policy is to allow youth with insulin-dependent diabetes to participate fully in summer camp while maintaining adequate glucose control. Given the serious consequences of glucose extremes, any youth attending camp with insulin-controlled diabetes needs to be mature and knowledgeable enough to act cooperatively with the Camp Health Officer. The camper's endocrinologist (diabetes specialist) must specifically clear the youth participant for Camp. This clearance must be demonstrated with a set of signed orders or signed diabetes plan. Depending upon the doctor's wishes, a parent may be asked to attend camp with the Scout.

Any youth camper with insulin-dependent diabetes will have a completed BSA health form and a detailed diabetes plan on file with the Camp Health Officer **two weeks before arrival at camp**. The completed health form must include or be accompanied by detailed orders from the camper's diabetes specialist, including:

- instructions for blood sugar monitoring frequency
- directions for treatment of hypo- and hyperglycemia
- monitoring / reporting guidelines
- full contact information for the camper's diabetes specialist

Campers using insulin pumps will also need physician orders for:

basal settings of insulin pump
parameters for bolus infusions

In the event that any of this information is missing, the Camp Health Officer will contact the camper's parent prior to the camper's arrival at camp. If the camper arrives at camp without this information, the Camp Health Officer may decline to allow the camper to be released from his parent's care until the required signed orders are faxed directly to the Camp Health Officer.

Monitoring and control at camp should accord with the doctor's orders/diabetes plan. The goal of glucose control while at camp should be avoidance of extreme blood glucose levels. Careful consideration needs to be made concerning the risk for hypoglycemia. Consideration should be given to checking blood glucose levels before/after or during strenuous activities, as well as before each meal and before bedtime. The camper may need to check blood glucose before and after starting strenuous activity for the first 2-3 days of camp.

Detailed documentation by the Camp Health Officer is important. Blood glucose levels must be documented daily for campers in good control, more often if the camper's blood glucose is often low or high. Blood glucose levels should always be done with the camper's own monitor and the same monitor used every time. A blood glucose monitor with memory to document frequency and levels is very desirable.

The camper should have access to appropriate snacks and should carry some quick sources of glucose as well as glucagon at all times. The Camp Health Officer should have an extra glucagon kit in the Health Lodge.

The diabetic youth must have three meals and two scheduled snacks per day. Snacks and snack times should be worked out with the camper, again in accord with the doctor's orders/diabetes plan. The Food Service Director or other staff member should provide the camper with information on carbohydrate counts for all meals and snacks. An adult staff member or adult volunteer leader should be making sure the camper eats appropriately.

Any concerns of camp staff or adult volunteers should be brought to the Camp Health Officer's attention.

Communicating with Scouts at Camp

Two of the most common questions from parents are:

"Where will our son be?" and "How can we reach him?"

Please write, but don't call the camp unless it is an emergency. Remember that there is no telephone next to your son's tent! The camp phone is for business and emergencies.

Mail:

(Scout's Name)
Troop # and Town
Campsite Name
T.L. Storer Scout Camp
1513 Province Road
Barnstead, NH 03218

Emergency Phone #'s

Camp Office
603-942-5483
603-942-5925 (FAX)

Boston Minuteman Council
617-615-0004
617-615-0005 (FAX)

Camp Director

Matthew Ghirarda (before June 30th) 617-615-0004 ext.311
(On/after June 30th) 603-942-5483

Camp Ranger

Steve Jaeger 603-942-5483 (all the time)

Food Packages

Food packages mailed to your Scout at camp should only contain as much food as can be eaten in a single day. Scouts should not store food in their tents.

Cellular Phones

It is the policy of the Boston Minuteman Council (BMC) that use of cellular phones, be restricted to the Unit leaders only, and that any scout or youth will not be allowed to bring a "cell" phone to any of the BMC properties owned or operated by the council. These include but are not limited to Camp Sayre in Milton, Camp Massasoit in Plymouth, and Parker Mountain Scout Reservation and T.L. Storer Scout Camp in Barnstead NH. Unit leaders will be asked to secure any phone found in the possession of any scout or youth, and to keep it safe until the units' time at the property is finished. Any leader may bring their own cell phone for their personal use, and at their own discretion. Reception at our properties is unreliable, and the BMC will not provide facilities to keep batteries charged. Parents, who need to speak with their child, may contact the Camp office. Scouts, who are homesick, are preferred to speak with either their leader or a member of the camp staff first, before calling home. Boys who are homesick may make a phone call at the camp pay phone or office phone under the supervision of the unit leader or camp staff. Units leaders who allow usage of their personal phone due so at their own discretion, and the BMC is not responsible for damages or any charges that may appear on their phone.

Visitors to Camp

Visitors to Camp Are Welcome

Visitors are welcome in camp if invited by their Troop. Parents, relatives and friends are welcome on Saturday Morning for the Closing Ceremony and during drop-off on Sunday afternoon. Except for these two times, all visitors must sign in and out at the Reservation Office and must be approved by the Camp Director. A wristband will be issued to all adults not on staff. **All adults not on camp staff are required to wear a wristband to identify them as having signed in.** The camp must know who is in camp in the event of an emergency. We encourage all Troop leaders and Committee Members to come up during the week. For a Troop trying to recruit adult volunteers, this is a great opportunity for them to see Scouts in action.

If you are not affiliated with a Troop staying in camp and wish to visit our facility, please stop at the Reservation Office and arrange for a camp tour, or better yet, phone ahead to arrange a visit before your arrival. Camp phone number: (603) 942-5483.

Meals

Visitors in camp are more than welcome to join their Troop during a meal at the Dining Hall. Visitors who wish to eat with their Troop in the Dining Hall should see the Business Manager and arrange for meal payment. The costs are as follows:

Breakfast	\$4.00
Lunch	\$5.00
Dinner	\$6.00

Overnight Visitors

Visitors are welcome to stay overnight if invited by their Troop. Visitors must sign in at the Reservation Office and must be approved by the Camp Director. They also must provide a full medical form and review it with the Health Officer. The cost for an overnight stay is just the cost of their meals.

Following BSA guidelines, units must have two registered adults or one registered adult and one parent of a participating Scout (one age 21 or older and the other 18 or older) with the Troop at all times.

When leadership changes during the week, leaders must sign in and out at the Camp Office and incoming leaders must pick up a wristband.

All those who stay overnight, both adults and youth, must have a current Medical Form on file in the Health Lodge.

Visitor or Scout Check-Out

Visitors and Scouts must sign-out at the Camp Office if they are leaving camp prior to the normal Saturday morning departure. A Scout must fill out a Scout Leaving Camp Form and submit it to the Camp Office with the signatures of the Scoutmaster, Camp Director and where the parents/guardians of the Scout can be reached to approve the Scout's departure.

Camp Guidelines for Food Allergies

Reactions to food allergens can be life threatening. Prevention of exposure is the best way to protect the allergic person. Common food allergies include peanuts and nuts. The following guidelines are appropriate for allergies to peanuts or nuts as well as to other foods.

Any camper with a known food allergy will have a completed BSA health form submitted at least two weeks before arrival at camp. When anticipating the arrival of a camper with a known food allergy, the Camp Health Officer will choose an action plan for reducing risk of exposure to allergens. Such a plan should be developed in consultation with, as appropriate, the camper's parent or physician as well as the Camp Director and Dining Hall Director.

An action plan may include, but is not limited to, either:

- 1) A table free of allergenic food items where an allergic Scout can eat with others who are not eating the allergenic food; or
- 2) A separate table where the allergenic food is offered, and scouts wishing to eat the allergenic food eat at that table.

In all cases, care must be taken to ensure that hands and tables are carefully washed with soap and water after eating or serving the allergenic food. Waterless sanitizing products do not remove allergens.

Cross-contamination is always a worry with food allergies. A peanut-allergic camper might not be allergic to "tree nuts," but care must be exercised with any nut-containing products because nuts are often processed on equipment also used for processing peanuts.

Food handlers also must be careful of cross-contamination. If a food containing the allergen is being served, it should be prepared away from other food and served separately (e.g., at the end of the food service line by one designated server only).

The Camp Health Officer shall promptly inform the Dining Hall Director whenever it is known that a camper is expected to arrive who has a food allergy. It is the Dining Hall Staff's responsibility to read all food labels carefully when food allergies are known or suspected. When in doubt, do not serve the allergic camper the food in question.

Finally, adult volunteers and camp staff must be cognizant of, and strive to reduce, potential risks of exposure that might occur outside the dining hall. Snacks packed from home or received by other campers in "care packages," as well as items purchased at the camp trading post, could all be possible sources of allergens. As such, the Camp Health Officer's action plan for a food allergic camper should address these other possible pathways of exposure, including providing instructions as needed to other camp staff and adult volunteers.

Any concerns of camp staff or adult volunteers should be brought to the Camp Health Officer's attention.

What Should a Scout Take to Camp?

The items should be packed in a footlocker, duffel bag or backpack

Medical Form:

- The Troop is to submit medical forms one week before arriving at camp. Scouts should also keep a copy of their medical form for their records.

Recommended Personal Gear:

- | | |
|--|--|
| □ Scout Uniform(s) Shirt,
Shorts, Socks, Neckerchief,
Belt, OA sash, hat | □ Sleeping Bag & Pillow |
| □ Extra Shirts | □ Personal First Aid Kit |
| □ Extra Pants | □ Flashlight & Batteries |
| □ Extra Shorts | □ Wallet & Money |
| □ Extra Socks | □ Notebook, Pen & Pencil |
| □ Extra Underwear | □ Scout Handbook & Merit
Badge Books |
| □ Jacket | □ Non-Aerosol Bug Lotion |
| □ Rain Gear | □ Sun Screen Lotion |
| □ Sleep Wear | □ Toilet Items: Soap, Comb,
Toothpaste, Toothbrush,
Shampoo, Deodorant |
| □ Sneakers or Hiking Boots | □ Other items needed for your
merit badge work |
| □ Swim Trunks | |
| □ Towels | |

Optional Personal Gear:

- | | |
|-----------------------------|--|
| □ Mountain Bicycle & Helmet | □ Canteen |
| □ Watch | □ Alarm Clock |
| □ Compass | □ Pocket Knife |
| □ Camera & Film | □ Musical Instrument |
| □ Sunglasses | □ Binocular |
| □ Songbook or Nature Books | □ Cards, Chess, Checkers |
| □ Sports Equipment | □ Personal Bows may be brought
to camp. Bows are to be
checked in at the Res. Office |
| □ Bible or Prayer Book | |
| □ Fishing Gear & Bait | |
| □ Stationery & Stamps | |
| □ Dirty Clothes Bag | |

Items to Leave at Home:

Pets, (cell phones), sheath knives, fireworks, firearms, ammunition, radios, tape players, CD players, walkmans, electronic games, squirt guns, dice, unscout-like literature, alcoholic beverages, and non-prescription controlled substances are not permitted in camp. Valuable items should be left at home.

Remember: Label Your Gear!

Prohibited Items

The following items are NOT to be brought into camp by any youth. If any items are found in camp, disciplinary actions may be decided upon by camp Leadership, which may include but is not limited to confiscation of item or immediate dismissal from camp.

- Firearms
- Fireworks
- Ammunition
- Alcohol
- Narcotics
- Pets
- Squirt Guns
- Dice
- Tobacco use or possession by underage individuals
- Un-scout-like literature
- Radios, CD Players, Electronic Games, IPODS, or anything electronic
- Cell Phone use or possession by underage individuals
- Knives w/ Blades over 3" or Fixed
- COPE or Climbing Equipment
- Any item determined by the Camp Leadership to be unsafe or used in an unsafe manner

JUST REMEMBER....

The Staff of T.L. Storer Scout Camp and the Boston Minuteman Council are not responsible for any items that are stolen, misplaced or broken. So if it's valuable, you probably shouldn't bring it to camp.

IMPORTANT NOTE ON LIQUID FUELS

NATIONAL POLICY ALLOWS FOR THE USE OF LIQUID FUELS UNDER PROPER ADULT SUPERVISION. HOWEVER, DURING THE WARMER SUMMER MONTHS, THIS TYPE OF FUEL CARRIES WITH IT A GREATER RISK OF ACCIDENTAL COMBUSTION THAN THE PROPANE CANISTERS WE RECOMMEND. CAMP HAS THE EQUIPMENT AVAILABLE TO PROVIDE SCOUTS THE OPPORTUNITY TO COMPLETE REQUIREMENT 2F FOR SECOND CLASS, WHICH REQUIRES THEM TO DEMONSTRATE LIGHTING A LIGHTWEIGHT STOVE, AND CAN BE DONE UNDER APPROPRIATE STAFF SUPERVISION.

ALSO ...

We have a limited number of Coleman propane stoves that can be provided for cooking upon request. If you are a patrol unit and wish to bring liquid fuels for use in camp, you must first get the approval of the Camp Director and are subject to a safety inspection by a Camp Commissioner. All liquid fuel will be stored under the supervision of the Ranger.

CAMPSITE INSPECTIONS

Campsites are visited by the Camp Commissioners daily (usually between 9am and 2:00pm). They inspect for issues of health, safety, neatness and equipment care. Please assign the necessary daily duties to your Scouts:

- **Fire Warden:** Makes certain that the site fire barrel is filled to the top and #10 cans are near it. Makes sure that the Fireguard Chart is filled out, that all fires are out and fire circle is clean.
- **Latrine Crew:** Sweep floor (but not with tent platform broom), wash seats with brush and disinfectant, disinfect faucets and washstand, and make sure there is toilet paper.
- **Site Inspector:** Reviews all the tents and the site for neatness and litter control.
- **Everyone! :** Sweep tent platforms; pick up litter in and around tents. Store loose clothing and gear, make beds neat and roll up or keep all tent flaps down depending upon the weather.

Awards & Certifications

The following awards are open to all scouts, leaders, and units. Forms can be picked up at the Quartermaster Building. All forms are due into the Reservation Office each Friday by 5:00p.m.

Honor Troop

Recognize troops that participate in the camp program, behave according to the Scout Oath, Law, and Outdoor Code and work toward the betterment of their community. Troop must be in full and complete uniform for evening colors every day.

Honor Scout

This is a camp award designed to recognize individual Scouts who have been active in their troop for 3 or more years, who in the opinion of their Scoutmaster have a solid history of achievement, behave in a way as to exemplify the ideals of Scouting, and participate in the camp program. Scout must be in complete uniform.

HONOR TROOP AWARD APPLICATION

Troop # _____

Week _____

To earn this award the troop must earn a total of 80 points by completing the following:

1. Troops must submit evidence of a planned program on the Monday of the week they are in camp (10 points).
2. Units must participate in the camp activities, such as Daily and Evening retreat Ceremonies, Saturday Dress Parade Ceremony and Sunday and Friday Campfires. (10 points)
3. The troop must score 80% or above on their Clean site inspection. (10 points)
4. The Senior Patrol Leader must participate in the senior patrol leader planning and training sessions. (10 points)
5. Troops must display good Scout spirit while in camp, good sportsmanship, good manners, singing in the dining hall, etc. The Program Director, Camp Commissioner and the Camp Director will decide the determination of a Troops Scout Spirit. (10 points)
6. Troops must participate in the Advancement Program of the camp.(10 points)
7. Two deep leadership provided by troop; and senior patrol leader must be in attendance and performing their rolls at camp during the entire week. (10 points)
8. Your troop flag must be present at retreat ceremony each evening. (10 points)
9. All troop members dressed in full and complete Class A uniform every evening at evening retreat. (20 points) points are deducted for troops not in complete Class A uniform.
10. One or more Troop members must have participated in the Thursday O.A. Service Project. (10 points)

Troops that earn **80 or more points** by meeting the above requirements and have the requirements signed off will be eligible to receive the **Storer Honor Troop Award**, which will be presented during the Saturday Dress Parade. All troops should strive to be the very best they can be, so work hard, and become a Storer Honor Troop!

REQUIREMENT SIGN OFF

CAMP COMMISSIONER

_____ 10pts	_____ 10pts
_____ 10pts	_____ 10pts
_____ 10pts	_____ 10pts

PROGRAM DIRECTOR

_____ 10pts	_____ 10pts
_____ 10pts	_____ 10pts
_____ 10pts	_____ 10pts
_____ 10pts	

Camp Director

Date

Honor Scout Award Application

Name: _____ Troop # _____ Town _____

Week # _____ Site: _____ Council _____ District _____

Troop Leader _____

Completed application is due in the Camp Office by 5:00pm on Friday.

1. Scout must participate in an evening colors ceremony in full and complete uniform consisting of official shorts, socks, shirt and belt. Hat may be of troop's choosing. Scouts not in full uniform will not be considered for Honor Scout.
2. Scout must have at least three years of prior BSA or International Scout summer camp experience, preferably at Storer, and be at least a First Class Scout
3. Scout must be active in a Patrol, with patrol flag & call
4. Scout must participate in the following camp-wide activities:

- ☐ Opening Campfire
- ☐ Closing Campfire
- ☐ Magee Patrol Competition
- ☐ The Storer Games

Troop Leader

5. Scout must participate in the following activities during their 2004 week at Storer

Waterfront (need 2 out of 3)

- ☐ Swimming ☐ Boating ☐ 2 Polar Bear Swims

Waterfront Director

Shooting Sports (need 2 out of 4)

- ☐ Rifle ☐ Shotgun ☐ Archery ☐ Muzzle Loader

Range Director

Outdoor Skills

- ☐ Camp Cookery ☐ Pioneering Project

Outdoor Skills Director

Nature

- ☐ Nature Hike or ☐ Star Hike

Nature Director

☐ **C.O.P.E. Activity**

Area Director

☐ **Climbing Activity**

Area Director

☐ **Handicraft Activity**

Area Director

☐ **Field Sports Activity**

Area Director

6. Scout must give 1 hour to a camp service project. Project can be either Thursday O.A. project or other project assigned by the Camp Ranger or by Head Commissioner

Project Completed

Verified by

7. Scoutmaster/Troop Leader Recommendation:

I have personal knowledge of the above named Scout's participation in our troop, prior attendance at summer camp, his achievements and his adherence to the ideals of Scouting.

I recommend this Scout for the T.L. Storer Honor Scout Award

Scoutmaster/Troop Leader

8. Senior Staff Recommendation: (2 Needed)

I have personal knowledge of the above named Scout's participation in the T.L. Storer Camp Program, and find his behavior to exemplify the ideals of Scouting.

I recommend this Scout for the T.L. Storer Honor Scout Award.

Senior Staff Member

Senior Staff Member

9. Program Director's Approval:

Signature

Date

Mountain man Program

With Mountain man Guide - Greg Weeden

This program is designed for Scouts 13 and older and Includes an overnight experience sleeping under the stars.

Hey Scouts and Leaders!

Want to have a good time and learn a bit of history? Like to shoot a *muzzle-loading rifle*, a *muzzle-loading shotgun* and a *bow*?

How about sticking a tomahawk and knife in a target? Want to build a fire the old fashion way? Cooking your own meal over an open fire sound good to you? Do you like stories around the campfire?

Ah, sleeping under the stars!

Sound like a good time?

Well, this is it!

The Mountain Man Program is back!

Mooseman included!

The program runs from immediately after lunch on Thursday until Friday morning. Sign up is limited to 20 Scouts and 4 adults per week. So sign up early to reserve your spot in this fun program.

What do you need to bring? A blanket roll, rain gear, canteen of water and plenty of spirit! A good, clean story to share around the campfire is in order also. That's it! Everything else is supplied.

If you really want to get in to the spirit of the program, wear some period clothing (1790 - 1840). (*Long pants and a long sleeve tee shirt are very advisable anyway.*)

Mountain Man Program Sign Up

(Minimum age is 13)

Week #: _____ Troop #: _____ City/Town: _____

Estimated number of Scouts: _____ Adults: _____

Dietary considerations:

Evening meal is beef stew with potatoes, carrots, onion, garlic, celery, biscuits (if time permits), bug juice, milk and a desert.

Breakfast is a baked apple: (apple, raisins, cinnamon, and nutmeg, butter

Medical Considerations:

Trailblazer

Trailblazer is an exciting program, specially designed to introduce a first-year Scout to the fun of Summer Camp. The Trailblazer program emphasizes the fundamentals of the Boy Scout outdoor program. The program makes available the "in-camp" requirements for reaching the goal of Tenderfoot, Second Class, and First Class.

T.L. Storer offers this exciting program for the youth needing to place more emphasis on Tenderfoot and Second Class requirements then on merit badges, we offer Trailblazer in the morning so that they may participate in afternoon troop activities.

The morning program will offer a three-hour session (9:15am-12pm) and provides options for troop activities in the afternoon. During these three hours the boy will learn camping skills, while also having the time to earn Swimming Merit Badge.

Totin' Chip and Firem'n Chit are also covered in the Trailblazer Program.

"Patrols" will be formed at the first meeting. Each patrol will spend the week together with a Staff Guide, attending all the different sessions. Multiple sessions for the same skill area are taught on different days so that Scouts have time in the evening to practice their skills with the troop leaders. We encourage Scoutmasters to spend time every evening with the Scouts so that the Scouts learn more and the Scoutmasters are aware of what the boys are learning.

On Wednesday, Trailblazers will cook their own lunch over an open fire.

On Thursday, Trailblazers also meet at the dining hall at 2pm for the Thursday 5 mile hike.

Trailblazers must attend all training sessions, those who have previously earned swimming merit badge will be excused during this instruction period.

Trailblazers will need to bring their own water bottle or canteen to camp to use on the Thursday Hike. A day pack might also be useful.

Trailblazer Program

Tenderfoot & 2nd Class Requirements

Requirement Summary

Tenderfoot:

		With Troop	At Camp
1	Present Before Campout with Gear	X	
2	Camp out one night in a tent	X	
3	Cooking a meal		X
4a	Whip/fuse a rope		X
4b	Knot tying		X
5	Rules of safe hiking		X
6	Flag respect		X
7	Oath/law/promise	X	
8	Patrol cheer/yell	X	
9	Explain buddy system		X
10a	Pushups/pull-ups	X	
10b	Show improvement 30 days	X	
11	Identify/Treat Poisonous Plants		X
12a	Heimlich	X	
12b	First Aid	X	
13	Scoutmaster conference	X	
14	Board of review	X	

Second Class:

		With Troop	At Camp
1a	Compass/map symbols		X
1b	5-mile hike		X
2a	5 troop activities	X	
2b	Select site/tent	X	
2c	Knife/saw/ax		X
2d	Prepare firewood		X
2e	Fire/stove safety		X
2f	Light fire/stove	X	
2g	Plan and cook meal		X
3	Flag ceremony	X	
4	1hr service project	X	
5	Identify 10 wild animals		X
6a	Hurry cases	X	
6b	Make first aid kit	X	
6c	Demonstrate first aid	X	
7a	Safe swim defense	X	
7b	50 yard swim		X
8	Program on drugs/alcohol	X	
9	Live oath/promise	X	
10	Scoutmaster conference	X	
11	Board of review	X	

Trailblazer Program

First Class Requirements

Requirement Summary

First Class:		With Troop	At Camp
1	Find direction with compass		X
2	1 mile orienteering course		X
3	Ten troop activities	X	
4a	Plan patrol menu	X	
4b	Food cost and purchase	X	
4c	Cooking gear	X	
4d	Safe food handling	X	
4e	Cook for patrol	X	
5	Visit civic leader	X	
6	Identify 10 native plants		X
7a	Lashings		X
7b	Hitches and Lashes		X
7c	Make camp gadget		X
8a	Tie bowline		X
8b	Bandage injuries	X	
8c	Transport injured	X	
8d	Common signs of heart attack/CPR	X	
9a	Safety afloat	X	
9b	Complete BSA swimmer test		X
9c	Clothing life vest	X	
9d	Line rescue	X	
10	Live oath/promise	X	
11	Scoutmasters Conference	X	
12	Board of review	X	

Wednesday Trailblazer Cook Off.

12:00pm Meet at Trailblazer for lunch

Thursday Day Hike 5 Miler:

2:00pm get water in Dining Hall and depart

4:30pm: Arrive back at Trailblazer Area

Aquatics

Adams Pond Waterfront, will be the main waterfront in Storer this year. It will host all of the normally offered activities and merit badges as well as our swimming and lifesaving programs. Wild Goose Waterfront is on the larger of the two ponds and will be utilized during our Water World specialty week. Waterskiing Merit badge will only be offered during this time. All those who choose to use the waterfront facilities must take a swim test, which lets the staff know each person's ability level.

Early Morning Opportunities

Free Swim

6:30-7:00am Polar Bear Swim: Early morning swim open to all. Come to three out of the four mornings Monday – Thursday and receive the Polar Bear Award.

Morning Opportunities

Merit Badges and Instruction

Session	Adams Pond Waterfront
9:15-10:00AM	Swimming MB for Trailblazers ONLY Lifesaving MB* Rowing MB BSA Lifeguard^ Swimming Instruction
10:15-11:00AM	Swimming MB Motorboating MB* Canoeing MB* Lifesaving MB* BSA Lifeguard^ Swimming Instruction
11:15-12:00PM	Swimming MB Motorboating MB* Canoeing MB* Sailing MB BSA Lifeguard^ Swimming Instruction

*means that the class meets for a double.

^ BSA Lifeguard meets for all three morning period

Afternoon Opportunities

Free Time, Instruction and Troop sign-up (Monday-Thursday)

Troop Sign-Up at Adams: K2, Watermelon Tussle, Canoeing Kayaking and Rowing

Troop Activities:

✓ **Watermelon Tussle** - Units buy a watermelon coupon from the Trading Post and bring it to the back of the dining hall for a watermelon from the food service director. The Troop is divided into two teams or challenges another troop. The object is to push the melon to the other team's goal. Non-swimmers play at the discretion of the Aquatics Director.

- ✓ **Kayaks*** - All Scouts and Leaders that are swimmers can come down and cruise around in our Kayaks
- ✓ **Canoes*** - You and your partner can race the rest of the Troop to Leach Beach and back. Must be a swimmer.
- ✓ **Rowboats*** - Take some time and row around the lake, showing off those skills you learned in Rowing merit badge. Beginners may use a rowboat if accompanied by a swimmer.
- ✓ **K2 - The Iceberg** Try to reach the summit and slide down. . Must be a swimmer.

* All participants must wear a personal flotation device (PFD) when in a boat or at K2.



Evening Opportunities





Free Time, Instruction and Troop Games from 7:15-8pm (Monday-Thursday)


In the evening, all the boats are open for Scouts to use. No Troop reservations for boats in the evening. If there are no Troops signed up for evening games, the waterfront may have an Open Swim.

✓ **Water Polo** - Using teamwork you try to get the ball in the other team's net
7:15-8:00pm Mile Swim Practice

Important Merit Badge Info:

<p style="text-align: center;">Canoeing</p> 	<p>Recommended for: 2nd year or older Scouts.</p>	<p>Preparation: Complete requirement #3 prior to camp.</p>	<p>Other Information: Merit Badge Book is required 1] Know CPR techniques; 2] Know first aid for injuries or illnesses that could occur while canoeing, including hypothermia, heatstroke, heat exhaustion dehydration, sunburn, contusions, lacerations, and blisters. 3] Read BSA Safety Afloat Plan.</p>
<p style="text-align: center;">Lifesaving</p> 	<p>Recommended for: 3rd year or older Scouts, Strong swimmer Eagle Required</p>	<p>Preparation: Complete requirement #1 prior to camp.</p>	<p>Other Information: Need long-sleeved button-down shirt and long pants or jeans. Merit Badge Book is required 1] know CPR techniques; 2] Know first aid for injuries or illnesses that could occur while swimming or boating, including hypothermia, heat reactions, muscle cramps, sunburn, stings, and hyperventilation.</p>

Motorboating 	Recommended for: 3rd year or older Scouts,	Preparation: Complete requirement #3 prior to camp.	Other Information: Merit Badge Book is required 1] Know CPR techniques; 2] Know first aid for injuries or illnesses that could occur while motor boating, including hypothermia, heatstroke, heat exhaustion dehydration, sunburn, insect stings, tick bites, blisters, and hyperventilation; 3] Read the Safety Laws for Motor boating (Mass. or N.H.) 4] Know the Scout Boating Code.
Rowing 	Recommended for: 2nd year or older Scouts	Preparation: Complete requirement #3 prior to camp.	Other Information: Merit Badge Book is required 1] Know CPR techniques; 2] Have spare footwear, socks, swim trunks, long pants, belt, long sleeve shirt, for survival skills in the water: 3] Know first aid for injuries or illnesses that could occur while rowing including hypothermia, dehydration, heat stroke, heat exhaustion, sunburn, contusions, lacerations, and blisters.
Small Boat Sailing 	Recommended for: 3rd year or older Scouts	Preparation: Complete requirement #2 prior to camp.	Other Information: Merit Badge Book is required 1] Know CPR techniques; 2] Know first aid for injuries or illnesses that could occur while small-boat sailing, including hypothermia, dehydration, heat reactions, motion sickness, cuts, abrasions, contusions, puncture wounds, and blisters.3] Read BSA Safety Afloat Plan.
Swimming 	Recommended for: All Scouts Ideal for first-year Scouts. Eagle Required	Preparation: Complete requirement #3 prior to camp. Latest Merit Badge book is required.	Other Information: Need long-sleeved button-down shirt and long pants or jeans. 1] Know CPR techniques; 2] Have spare footwear, socks, swim trunks, long pants, belt, long sleeve shirt, for survival skills in the water: 3] Know first aid for injuries or illnesses that could occur while doing this activity including hypothermia, dehydration, heat reactions, muscle cramps, stings, bites, scrapes, spinal injuries and hyperventilation.

<p>Water-skiing</p> 	<p>Recommended for: 3rd year or older Scouts. Must be 13 years old.</p>	<p>Preparation: Complete requirement #3 prior to camp.</p>	<p>Other Information: Merit Badge Book is required 1] know CPR techniques; 2] Know first aid for injuries or illnesses that could occur while waterskiing, including hypothermia, heatstroke, heat exhaustion dehydration, sunburn, contusions, lacerations, blisters, and hyperventilation; 3] Read the Water-Skiers Safety Code.</p>
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CERTIFICATIONS AND AWARDS

Mile Swim, BSA

The National Award given to Scouts and Scouters who complete a training program and swim a full mile. Qualifications and actual mile swim times will be announced at camp. If you are a good swimmer, swim the mile! After completing the award, the mile swim patch is available in the Trading Post.

Snorkeling, BSA

The National Award given to Scouts and Scouters who complete a training program and demonstrate snorkeling proficiency. After completing the award, the patch is available in the Trading

B.S.A. Lifeguard:

This is a week-long course for anyone, male or female, age fourteen or older interested in becoming a lifeguard. The level of certification is roughly equivalent to that of Y.M.C.A. or Red Cross Lifeguard. A current CPR certification is required. It may not be possible to get a CPR trainer for each week of camp so it is recommended that anyone interested in this program come with prior certification.

Safety Afloat & Safe Swim Defense:

Taught together, this is a dual course for Troop leaders about planning and conducting safe Scout boating and swimming events.

Outdoor Skills

The Outdoor Skills area is where Scouts work on several basic camping and outdoor skills. It teaches many of the traditional Scouting skills that teach youth to be capable and conscientious in the wilderness.

Morning Opportunities

9:15-10:00AM	Pioneering MB*, Orienteering MB and Wilderness Survival MB
10:15-11:00AM	Pioneering MB* and Camping MB, Orienteering MB
11:15-12:00PM	Camping MB and Wilderness Survival MB

*means that the merit badge meets for a double period.

Note: Wilderness Survival MB and Camping MB will hold an overnight session every Wednesday.

Afternoon Opportunities

Free Time, Instruction and Troop sign-up (Monday-Thursday)

Troop Activities:

Lashing/Rope-making - Scouts receive instructions in lashing and how to make rope from twine.

Day Hikes - Day hikes in and around Storer's hundreds of acres present an excellent opportunity to do some exploring and enjoy the natural beauty of the Granite State.

Orienteering/Treasure Hikes - Learn how to use a map and compass to find your way around the camp. Then using directions that the staff member gives you, you can go on a Treasure Hunt. If you're good, you can be the first Patrol to the Treasure. The Troop provides a Treasure.

Knot Workshop - Instruction in the basic Scout knots with a few trick knots thrown in to keep things interesting, and a contest to test the Scouts.

Low Impact Camping - Learn how to be environmentally conscious when your troop goes camping.



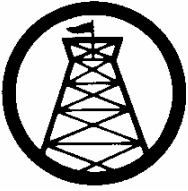

Pioneering Project - Learn how to construct useful pioneering projects and work on week long camp projects.

Cooking Hour at 4:15 - Dutch oven pizza; eggs cooked in an orange shell; tasty homemade biscuits baked in a reflector oven. Come on down and see our master chefs at work. Tuesday is Dutch Oven, Wednesday is Utensiless Cooking, and Thursday is Specialty Meals.

Any individual Scout who would like to come down to the Outdoor Skills area with a buddy for instruction is more than welcome to come. Scouts needing Merit Badge help should make an appointment with the instructor first.

Evening Opportunities

Classes: Totin' Chit, Fireman Chit, Paul Bunyan Axeman

Camping 	Recommended for: 2nd year or older Scouts with First-class rank. <i>Eagle Required</i>	Preparation: Complete Requirements #2... # 5a, d, e...# 8c...# 9a, b prior to camp.	Other Information: Merit Badge Book is Required Know first aid for and how to prevent injuries or illnesses that could occur while camping, including hypothermia, frostbite, heat reactions, dehydration, altitude sickness, insect stings, tick bites, snakebite, blisters, and hyperventilation.
Orienteering 	Recommended for: 3rd year or older Scouts with First-class rank.	Preparation: Complete Reqs. # 7a, b...#8a, b...#9...# 10 before camp.	Other Information: Merit Badge Book is required. 1] Know first aid for the type of injuries that could occur while orienteering, including cuts, scratches, blisters, snakebite, insect stings, tick bites, heat and cold reactions (sunburn, heatstroke, heat exhaustion, hypothermia), and dehydration. 2] Know identification of poisonous plants and poisonous animals found in your area.
Pioneering 	Recommended for: 2nd year or older Scouts	Preparation: Complete requirement #2a	Other Information: Merit Badge Book is required. Know first aid for injuries or illnesses that could occur while working on pioneering projects, including, minor cuts and abrasions, bruises, rope burns, blisters, splinters, heat and cold reactions, dehydration, and insect bites or stings.
Wilderness Survival 	Recommended for: 2nd year or older Scouts	Preparation: Requirements 5 must be completed prior to camp.	Other Information: One overnight is required. Merit Badge Book is required. 1] Know first aid for and how to prevent injuries or illnesses that could occur in backcountry outings, including hypothermia, heatstroke, heat exhaustion, frostbite, dehydration, sunburn, stings, tick bites, snakebite, and blisters. 2] Know five international ground-to-air signals.

Nature and Conservation

The Anthony N. Toto Nature Center will serve as the area from which Scouts have the opportunity to move out into the thousands of acres of forest, ponds, and streams in search of the wonders of nature.

Morning Opportunities - Merit Badges

9:15-10:00am	Environmental Science MB*, Weather MB
10:15-11:00am	Environmental Science MB* and Nature MB
11:15-12:00pm	Reptile and Amphibian Study MB and Mammal Study MB

(*means that the merit badge meets for a double period.)

Afternoon Opportunities

2:15-3:00 pm	Fish and Wildlife Management MB
3:15-4:00pm	Soil and Water Conservation MB
4:15-5:00pm	Forestry MB
By Appointment	Oceanography, Geology and World Conservation Award

Free Time, Instruction and Troop sign-up (Monday-Thursday)

Troop Activities:

- ✓ **Nature Games** - Have fun playing outdoors and learning about our natural world.
- ✓ **Conservation Projects** - You can work toward the Honor Troop award by selecting a conservation project from the approved list in the Nature Area. Your Troop will take pride in the service performed and camp will benefit from your hard work
- ✓ **Scavenger Hunt** - This is a patrol contest where Scouts collect specimens and samples listed by the Nature Department. Prizes must be provided by the Troop.
- ✓ **Nature Hikes** - Your Troop goes on a hike into the woods and observes signs of nature, including types of trees and signs of wildlife.

Any individual Scout who would like to come down to the Nature area with a buddy for instruction is more than welcome to come.. Scouts needing Merit Badge help should make an appointment with the instructor.

Evening Opportunities

Merit Badges and Troop sign-up from 7:15-8pm (Monday-Thursday)







- ✓ **Leave No Trace** to earn the youth patch



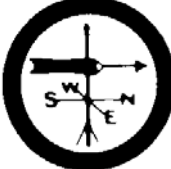

Late Night Opportunities

Troop sign-up at 9:00pm

There will be one star hike scheduled each week, depending on weather conditions. On clear nights upwards of 30 constellations can be seen along with such atmospheric phenomena as meteors and the Milky Way. This is a troop activity, weather permitting. Telescope will also be used when and where possible.

Important Merit badge Info:

Environmental Science 	Recommended for: 2nd year or older Scouts <i>Eagle Required</i>	Preparation: Reqs. # 1, #3b2, #3d3, #3e3, #3f1, #3f2, #6 should be completed before camp.	Other Information: Merit Badge Book is required and should be READ. Bring camera, pencils & paper Boy Scout Fieldbook is also helpful.
Fish and Wildlife Management 	Recommended for: 2nd year or older Scouts.	Preparation: #5 (your option)...#6 (your option)...#7 (your option)...#8 should be completed prior to camp.	Other Information: Merit Badge Book is required Know # 1, #2, #3, #4; Be familiar with your states Hunting & Fishing Laws; Read MB Book;
Forestry 	Recommended for: 3rd year or older Scouts	Preparation: Complete # 5a, 5b or 5c(your option) & # 7 prior to camp. Difficult to complete in one week at camp.	Other Information: Bring spiral notebook, pencil and a tree identification guide. Merit Badge Book is required
Geology 	Recommended for: Older Scouts	Preparation: #4a or 4b (your option) must be completed prior to camp.	Other Information: Merit Badge Book is required Bring notebook, collection box and writing material.
Mammal Studies 	Recommended for: All Scouts	Preparation: #4e (if that is your choice) must be completed prior to camp.	Other Information: Merit Badge Book is required and must be read.
Nature 	Recommended for: All Scouts	Preparation: Complete Req. #4a2 (your choice) & #4d2 (your choice) prior to camp.	Other Information: Must have paper and pencils. Lots of study time necessary. Merit Badge Book is required and must be read.

Reptile & Amphibian Study 	Recommended for: All Scouts	Preparation: Req. #8 AND #10 must be completed prior to camp.	Other Information: Merit Badge Book is required and must be read.
Soil & Water Conservation 	Recommended for: 2nd year or older Scouts	Preparation: Req. #7 must be completed prior to camp.	Other Information: Paper and pencils are required. Merit Badge Book is required and must be read.
Weather 	Recommended for: 2nd year or older Scouts	Preparation: Complete # 2, #3, #6 and # 8b (if you choose this option) prior to camp.	Other Information: Merit Badge Book is required and must be read.
Astronomy 	Recommended for: Older Scouts	Preparation: Complete Reqs. # 4, #5, #6, # 7, and # 10 prior to camp.	Other Information: Requires night classes and clear nights. Merit Badge Book is required Partial may be given.

World Conservation Award

This award for Scouts is available at Storer. The Nature Center has the requirements, and patches are sold at the Camp Trading Post. The Scoutmaster gives final approval for the World Conservation Award.

Handicraft

The Carl Christiansen Handicraft Center at Adams Pond is a great place for Scouts of all ages to come down and work on the Handicraft Merit Badges. These are all open program Merit Badges, meaning that the Scouts can come down any time to sign-up and work on them from 9:15am-12pm and 3:15pm-5pm.

Morning Opportunities Merit Badges

9:15-10:00am	Basketry MB, Woodcarving MB,
10:15-11:00am	Leatherworking, Woodcarving MB,
11:15-12:00pm	Basketry MB, Leatherworking MB,

Afternoon Opportunities

Free Time, Instruction and Merit Badges (Monday-Thursday)

Scouts can come down during free time and work on Merit Badges even if they are not in the morning class.

2:15-3:00pm	Art MB
3:15-4:00pm	Sculpture MB

Indian Lore (by appointment)







Evening Opportunities

7:15pm-8:00pm Open Program and Scheduled Instruction (Monday-Thursday)

Tie-dying, Natural Art, Weaving, Art to wear, Art to Give, Patrol Flag making

Note: Basket and Stool Weaving Kits as well as Clay for Sculpture are all available for purchase at the Trading Post

Important Merit badge Info:

Art 	Recommended for: Any Scout with some previous experience	Preparation: None	Other Information: Merit Badge Book is required
Basketry 	Recommended for: All Scouts, especially new Scouts	Preparation: None Kits are available in our trading post	Other Information: Must purchase \$15 of supplies. Merit Badge Book is required May not take all week to complete.
Indian Lore 	Recommended for: All Scouts	Preparation: Complete # 1 & #4a Bring Materials that you can make clothing out of. i.e. fabric, trims and sewing supplies	Other Information: Merit Badge Book is required
Leatherwork 	Recommended for: All Scouts	Preparation: None Projects available for purchase in our Trading Post	Other Information: Must purchase \$5-\$10 of supplies. Merit Badge Book is required
Sculpture 	Recommended for: All Scouts	Preparation: None	Other Information: Merit Badge Book is required May not take all week to complete
Wood Carving 	Recommended for: All Scouts	Preparation: Must have earned Totin' Chip.	Other Information: Need appropriate pocketknife. Merit Badge Book is required Recommended

Field Sports

Come to the sport's field in the afternoon with your troop - play: softball, soccer, basketball, tetherball or other team sport of your choice. Challenge another troop to a game! A good way to work up an appetite before dinner!

Morning Opportunities

Merit Badges

9:15-10:00am Fishing MB
10:15-11:00am Athletics MB
11:15-12:00pm Sports MB

Afternoon Opportunities

Cycling MB - by appointment only
Troop Sign-up (Monday-Thursday)

Meet at Sports Field

2:15, 3:15, 4:15 - Troop Sign Up

Cycling Treks 2:15 till... ?

(trek length varies each day)

Evening Opportunities

Troop Sign-Up


Fishing




Scouts 15 years old and younger do not need a fishing license to fish at camp during the summer. The privilege is valid for taking of warm water fish only. The taking of salmon or trout under this privilege is prohibited. Fishing is permitted along the shore of the ponds of Storer Scout Camp. Those 16 and over wishing to fish at camp will need to obtain a New Hampshire Fishing License. Licenses can be obtained locally, ask the Camp Office for details

Cycling

T.L. Storer Scout Camp is known for its extensive use of mountain bikes. Sign up for the merit badge with the instructor and learn how to take proper care of your bike, handle roadside emergencies, and the proper and safe operation of a bike. Afternoon Troop bike rides are offered. Please speak with Area Director to make arrangements.

Important Merit badge Info:

<p>Athletics</p> 	<p>Recommended for: All Scouts</p>	<p>Preparation: Req. # 1...# 4...#5 should be completed prior to camp.</p>	<p>Other Information: Average Difficulty Merit Badge Book is required READ Merit Badge requirement # 1</p>
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<p>Fishing</p> 	<p>Recommended for: All Scouts</p>	<p>Preparation: 1) Know injuries that could occur while fishing and the proper treatment, including cuts, scratches, punctures, insect bites, hypothermia, dehydration, and heat reactions. 2) Know the five (5) safety practices you should always follow while fishing. 3) Know Leave no Trace Principles and the Outdoor Code.</p>	<p>Other Information: Bring own fishing gear if possible Merit Badge Book is required</p>
<p>Sports</p> 	<p>Recommended for: All Scouts</p>	<p>Preparation: Req. # 3, # 4, #5 should be completed prior to camp.</p>	<p>Other Information: Merit Badge Book is required Know first aid for injuries or illnesses that could occur while playing sports, including, sprains, strains, contusions, abrasions, fractures, blisters, muscle cramps, dehydration, hypothermia, heat and cold reactions, injured teeth, nausea, and suspected injuries to the back, neck, and head.</p>
<p>Cycling</p> 	<p>Recommended for: 3rd Year or Older Scouts Eagle Required</p>	<p>Preparation: Req # 8 should be completed prior to camp and <u>bring your bike</u></p>	<p>Other Information: High Difficulty Requires afternoon out of camp bike trips. 50 miles on final trip to complete badge Merit Badge Book is required 1) Know first aid for injuries or illnesses that could occur while cycling, including hypothermia, heat reactions, frostbite, dehydration, insect stings, tick bites, snakebites, blisters, and hyperventilation. 2) Know your states traffic laws for bicycles.</p>

Shooting Sports

Shooting Sports encompasses several different areas: Rifle Range, Target Archery Range, and Shotgun Range.

Morning Merit Badges:

9:15-10:00am	Rifle Shooting MB, Archery MB, Monday Shotgun MB
10:15-11:00am	Rifle Shooting MB (Continued), Archery student practice shoot, Monday Shotgun MB (Continued), Wednesday Shotgun MB Qualifying (During Open Shotgun Shoot)
11:15-12:00pm	Archery MB, Monday Shotgun MB (Continued), Wednesday Shotgun Qualifying shoot

Note: Special times for Shotgun MB -

Primary Safety Class - **Mandatory** for all MB participants!

Monday 9:00 through to 12pm at the Shotgun Range.

Shotgun Cleaning Class - **Mandatory** for all MB participants!

Wednesday 8:15 PM at the Shotgun Range or Dining Hall. (TBD by weather)

Shotgun MB Qualifying shoot may extend into the afternoon this depends on the class and individual skill levels.

Afternoon Opportunities

All afternoon range activities are open shoots No Troop Sign ups

	.22Rifle Range	Archery Range	Shotgun Range
9:15-10:00am	Merit Badge Class	Merit Badge Class	Mon. Merit Badge Class Wed. open shooting
10:15-11:00am	Merit Badge Class	Merit Badge Class	Mon. Merit Badge Class Wed. open shooting
11:15-12noon	Merit Badge Class	Merit Badge Class	Mon. Merit Badge Class Wed. open shooting
2:15-3:00pm	Open Shooting	Open Shooting	Wed. open shooting
3:15-4:00pm	Open Shooting	Open Shooting	Wed. open shooting
4:15-5:00pm	Open Shooting	Open Shooting	Wed. open shooting

Evening Opportunities

Free Time




	.22Rifle Range	Archery Range	Shotgun Range
7:15-8:00pm	Black Powder (Tues & Thurs), Scoutmaster Shoot on Wed.	Open Shooting Monday, Wednesday & Thursday	Open Shooting* Wednesday
8:15pm	N/A	N/A	Shotgun Merit Badge Class (Shotgun Cleaning)

Special Programs:

1. Scoutmaster's Rifle Shoot- On Wednesday night from 7:15 to 8pm there will be a Scoutmaster competition up at the Rifle Range.
2. Archery Top Shot of the Week- Awards will be given out at the end of the week for the Scouts with the highest score in rifle and archery.
3. N.R.A. Marksmanship Program- See the Rifle or Shotgun Range Director to sign-up.
4. N.A.A. Marksmanship Program-See the Archery Director to sign-up.
5. N.R.A. Postal Competition - Compete with people from around the country! This is a national competition where targets are signed by range officer and mailed (hence postal) in to be checked against others! Open to all. Weekly Junior (first year and/or under 13) and Senior Champs will receive award pin. Overall Summer Junior and Senior Champions will receive a Champion Belt Buckle.
6. Team USA Award Program - See the Rifle Range Director to sign-up.
7. Scoutmaster's Shotgun Shoot - On Tuesday Night from 7:00 PM to 8 PM.

** For Shotgun Open Shoot you there is a fee of \$1.00 per 5 shots. Purchase tickets at the Trading Post and redeem them at the range. Shot for use in Shotgun Merit Badge Class will be issued at no cost.*

Important Merit badge Info:

Archery 	Recommended for: Older Scouts Difficult Merit Badge	Preparation: Fill out attached Archery Work Sheets (3 pages)	Other Information: Merit Badge book is required 1) READ Merit Badge book 2) know Range Safety rules
Rifle Shooting 	Recommended for: 2nd year or older Scouts	Preparation: Fill out attached Rifle Shooting Work Sheets (4 pages)	Other Information: Merit Badge Book is required. Note: Only Option A is available at Camp
Shotgun Shooting 	Recommended for: 3rd year or older Scouts.	Preparation: Fill out attached Shotgun Shooting Work Sheets. (3 sheets)	Other Information: Merit Badge Book is required. Special schedule meets all morning Monday and Wednesday, may go longer on Wed. NOTE: Option A Only

C.O.P.E. & Climbing

Challenging Outdoor Personal Experience

The T.L. Storer C.O.P.E. & Climbing Program is comprised of a series of outdoor challenges, beginning with basic group initiative games and progressing to more complicated low-course and high-course elements. Some of these activities involve a group effort, while others test individual skills. Participants climb, swing, balance, jump and think through solutions to a variety of challenges. Most participants find that they can accomplish much more than they initially thought. The underlying goals of Project C.O.P.E. are consistent with the methods of Scouting. Group activities are ideal for emphasizing the patrol method and developing leadership ability. Individual activities help promote personal growth and self-esteem.

The following are some of the standards of the BSA that pertain to the operation of the C.O.P.E. Area:

1. A Scout must be 13 years old by January 1, 2007 in order to participate in the C.O.P.E. certification program.
2. Non-participating observers are not allowed on the course because it tends to destroy group dynamics and interaction.
3. Participants are instructed to notify an instructor if they become tired, physically weak, hot, or cold.
4. No participant is coerced or pressured into attempting any activity. A participant may be encouraged to take the next small step toward the ultimate goal of the activity. The final choice of participation and performance is left entirely to each individual. A staff member never asks a participant to do something that the staff member has not done.

Project C.O.P.E

Instruction at 2:15 pm-15:00pm (Monday-Thursday)

T.L. Storer's C.O.P.E. Certification Course is an intense 2 day training program that will teach you everything you have ever wanted to know about C.O.P.E. It is perfect for Older Scouts and adults. There will be 2 classes per week. Class 1 will begin Monday & Tuesday. Class 2 will begin Wednesday & Thursday.

Afternoon Opportunities


Troop sign-up at 2:15, 3:15 and 4:15pm (Monday-Thursday)

Troops may sign-up to go Climbing in the afternoon. The troop should schedule two periods, either back to back or on different days. Scouts & Adults may not bring their own equipment.

Morning Merit Badge

Climbing Merit Badge will be offered for three periods. Scouts must attend all three classes from 9:15am to 12pm.

Important Merit badge Info:

Climbing 	Recommended for: 3 rd year or older Scouts	Preparation: Scout must be physically fit and not afraid of heights	Other Information: 1] Know first aid for and how to prevent injuries or illnesses that may occur during climbing activities, including hypothermia, blisters, sprains, snakebite, abrasions, fractures, insect bites, or stings. 2] Know CPR.
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Evening Opportunities at 7:15-8:00pm (Monday-Thursday)

Climb on Safely

Designed for Troop leaders, this course provides instruction on how to plan and conduct a safe Scout climbing event.

High Adventure Treks

If your Troop has been attending camp for a longtime, and it is time for a challenge, then we have the program for you. Spend your week of camp, out-of-camp, on a 5 day 4 night excursion. We have the ability to work with you to create a unique experience or we can take you out on our own pre-planned trips. Using T.L.Storer as the base camp, Troops are able launch their trip into many different parts of New Hampshire and Maine. Whether you are canoeing down the Pemigewassett and Saco Rivers, or you are experiencing the views of the Presidential Range of the White Mountains, Units will challenge themselves to the utmost of their ability. Storer will provide your Troop an experienced guide to help you not only navigate through the trip, but is there to help you plan the route, the menu, or just to help answer a question.

To participate in the Trek program, you must be at least 13 years of age by the 1st of the year (January 1st, 2007). Scouts must also have a signed medical form by their Doctor. Troops must register at least 4 scouts and 2 Adult leaders for their trips. However Units are allowed a maximum of up to 3 Adults and 10 scouts, but no more than 12 people altogether. T.L. Storer has some gear & equipment that can be used, however Troops are encourage to use their own gear. A packing list will be provided to help those units who are new to the experience. Units that are taking a Canoe Trek will be able to use the camp canoes at no extra cost. Finally, all participants in the High Adventure Treks must go through Sunday Night Shake Down. The Shake Down is the last chance the guide will have to go over equipment and finalize any changes. The Trek Guide will have final say on all of the Scouts' participation. Safety is chief concern for all Treks. All scouts must be properly outfitted with gear and clothing before attending camp.

Specialty camps

Week of August 12th to August 18th

Not getting enough time on the rifle or archery range? Want to become a better marksman? Does learning to water-ski or kayak sound like a cool way to spend a week? Ready to attain Eagle rank - but are unsure about how to identify and organize a project? We have Specialty Camp Week just for you! Scouts are invited to join us during these weeks to gain intensive skills in shooting sports, water sports or Eagle requirements. Every day you get to focus on your chosen activity - with experts and guidance to bring you to the next level. There is also time in each day for relaxing and participating in many of the other camp activities you enjoy including swimming, campfires and more. Scouts will be organized into Troops by interest, so you'll get to meet Scouts from many different places who share your passion. Join us for fun, adventure and learning!

Schuetzen:

Schuetzen is designed for Scouts at least 13 years old who want an intense course in gun and archery shooting sports. Scouts get hands on experience in trap and skeet shooting, 22 cal. rifle including participation in the NRA/SA Postal Shoot and Team USA Award and an in camp tournament and muzzle loading rifle and shotgun. Archers are invited to bring their bows. Tournament, field shooting and bow hunting instruction will be given in the use of traditional long bow, the recurve bow and compound bow. The camp will have some compound bows but if you have one, bring it with you. Schuetzen week will concentration on advanced aspects of shooting sports, and will not be geared towards earning the merit badges. It is recommended that you complete the shooting sports merit badges at a prior week at camp. As with all Scout-led shooting instruction, safety is the most important thing we teach! Instruction will be provided by National Camping School—BSA, National Rifle Association, National Archery Association, NH Fish and Game Hunter Education and NH Fish and Game Bow Hunter Education Instructors.

Come to Schuetzen Week and “Have a Blast”...”Fire in the Hole”

Wterworld:

Want to spend a week on the water? Can't wait to learn to water-ski? Want to kayak, sail or snorkel? This is your week! We'll spend the entire week at the Goose Waterfront with a focus on FUN! We'll offer instruction on all types of boats. Spend the morning learning to improve your kayak or canoe strokes. Spend the afternoon learning to read the wind, tack and race a sailboat. Zip around Goose Pond on a motorboat and learn to water-ski! Snorkel a quiet cove and get up close to the fish! It's all up to you! If you love water sports, this is your week! **Merit Badges: Water-skiing, Sailing, Motorboating, Canoeing, BSA Snorkeling Certification**

Eagle Week:

A weeklong adventure to help you along the trail to Eagle! Scoutmasters from around the council are gathered together to assist those scouts on their path to the highest rank in Scouting!

Special Work Shops Include:

- How to Select your Eagle Project
- Steps Involved to Completing your Project
- Preparing for the Eagle Board of Review

The week also includes:

- Eagle Required Merit Badge Classes
- Regularly Scheduled Summer Camp Activities!

Merit Badges: Citizenship in the Community, Citizenship in the Nation, Citizenship in the World, Communications, and many more!

Merit Badge Schedule at a Glance 2007

	9:15	10:15	11:15	2:15	3:15	4:15	7:15
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Aquatics							
Swim lessons	X	X	X				
BSA Lifeguard	(X	and X	and X)	X	X	X	X
Lifesaving	(X	and X)					
Swimming	X	X	X				
Canoeing		(X	and X)				
Rowing	X						
Motorboating		(x and	X)				
Sailing			X	practice	practice	practice	
C.O.P.E & Climbing							
Project COPE				(X	X	X)	
Climbing	X	X	X				
Field Sports							
Athletics				By Appt	By Appt	By Appt	
Fishing	X						
Fly Fishing		X					
Sports			X				
Cycling				By Appt	By Appt	By Appt	
Handicrafts							
Indian Lore				By Appt	By Appt	By Appt	
Basketry	X		X				
Leatherwork		X	X				
Woodcarving	X	X					
Sculpting					X		
Art				X			
Nature & Conservation							
Environmental Science	(X	and X)		(X	And X)		
Mammal Study							X
Astronomy							By Appointment
Fish and Wildlife Management				X			
Forestry	X	X	X				
Geology			X				
Nature		X					
Weather	X						
Reptile and Amphibian study			X				
Soil and Water Conservation					X		
Oceanography	By Appointment						
Leave No Trace							X
Scoutcraft							
Camping		X	X				
Orienteering	X						
Pioneering	(X	and X)					
Wilderness Survival			X				
Shooting Sports							
Archery	X	student shoot	X				
Rifle shooting	(X	and X)					
Shotgun shooting	(Mon & wed)	(Mon & wed)	(Mon & wed)	(Wed)	(Wed)	(Wed)	

T. L. STORER WEEKDAY

SCHEDULE

Monday-Friday	6:30am	Polar Bear Swim (Mon-Thurs)
	7:00am	Reveille
	7:50am	Waiter Call
	8:00am	Assembly & Colors at Adams Pond Parade Field
	8:10am	Breakfast
	8:50am	SPL Meeting - Location TBA
	9:15-10am	1st Morning Period
	10:00am	Morning Roundtable at Leader's Coffee Coral in Dinning Hall
	10:15-11am	2nd Morning Period
	11:15-12pm	3rd Morning Period
	12:20pm	Waiter Call
	12:25pm	Assembly
	12:30pm	Lunch
	1:00-2pm	Siesta (all areas closed)
	2:15-3pm	1st Afternoon Period
	3:15-4pm	2nd Afternoon Period
	4:15-5pm	3rd Afternoon Period
	5:40pm	Waiter Call
	5:50pm	Dress Parade & Colors at Adams Pond Parade Field in uniform
	6:00pm	Dinner
	7:15-8pm	Evening Period
	8:15-10pm	Evening Program
	10:00pm	TAPS-All Scouts in their site, QUIET IN CAMP.
Monday	12:00-1:30pm	Troop Pictures at the Beaver Lodge Field
	1:30 - 2:00pm	Individual Pictures meet at the Beaver Lodge
	8:30pm	Eagle Candidate Seminar in the Dining Hall
Tuesday	7:15pm	Magee Patrol Competition
Wednesday	12:00-1:00pm	Trailblazer Cook-off
	5:15-5:30pm	Scout Vesper Service - Open to all in camp
	7:15pm	Scoutmaster Shoot at Rifle Range
	7:15pm	Wilderness Survival Overnight Begins
Thursday	1:15	Mountain Man Overnight Begins
	1:15-2:15pm	Order of the Arrow Service Project
	2:15-4:30pm	Trailblazer 5 miler
Friday	2:15-3pm	Equipment Return/ Merit Badge Completion
	3:15pm	The Storer Games
	5:50pm	Camp-wide Cookout @ Adams Pond Parade Field
	8:30pm	Closing Campfire @ Adams Pond Campfire Circle

To Be Announced: Climb On Safely, CPR, Trek Safely, Safe Swim Defense and Safety Afloat

Campership Application

Name: _____ Date: _____

Troop/Pack/Team#: _____ Town: _____ District: _____

Camp: _____ Week#: _____

Limited funds are available to assist Scouts in attending camp. Requests are approved when simple criteria are met. It is expected that the Scout's family and unit will fund some portion of the Scout's camp fee; the Council will strive to subsidize the remainder. As a rule of thumb, the Council is willing to consider up to half the fee for camp.

Camp Fee: \$ _____
Family Contribution: (_____)
Unit Contribution: (_____)
Amount Requested: \$ _____

A \$50 deposit must accompany all campership requests.

Family Certification:

☐ I certify there is a financial need and without assistance the above named Scout will not be able to attend summer camp

If unable to provide a portion of the camp fee, provide a brief explanation:

Signature _____ Address _____
Parent/Guardian _____

Unit Certification:

☐ I certify that to the best of my knowledge the above provided information is correct.

If the unit is unable to provide a portion of the camp fee, provide a brief explanation

Signature _____ Address _____
Unit Leader _____

This request must be at the Boston Minuteman Council office on or before May 1, 2007

Provisional Scout Registration

Youth's Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Telephone (H): _____ Age: _____ Rank: _____

E-mail: _____

Troop # _____ Town _____ District _____

Troop Leader: _____ Council _____

Check Box or Boxes to indicate desired date(s).

Program	Week 1 July 8- 14	Week 2 July 15-21	Week 3 July 22-28	Week 4 July 29-Aug 4	Week 5 Aug 5- 18
Provisional Troop					

Program	paid in full before 5/1/2007	paid in full after 5/1/2007
Provisional Troop	\$270	\$300

The total registration fee must accompany this registration form. Checks should be made payable to the Boston Minuteman Council. Visa, MasterCard, Discover and American Express are also accepted.

Type of payment: Charge or Check (circle one) Amount Enclosed: \$ _____

Name on Card: _____ Card Type: _____

Card #: _____ Exp. Date: _____

Signature: _____

I grant permission for my child to attend T.L. Storer Scout Camp. I understand that Scouts need to be brought to camp between 1pm and 2pm on Sundays and picked up from camp between 10:00am and 11:00am on Saturdays. I understand that my child must be accompanied by me or another authorized adult when signing in and out of camp.

I understand that Provisional Scouts will not be able to stay in camp on Saturday night.

Signature: _____ Printed: _____ Date: _____

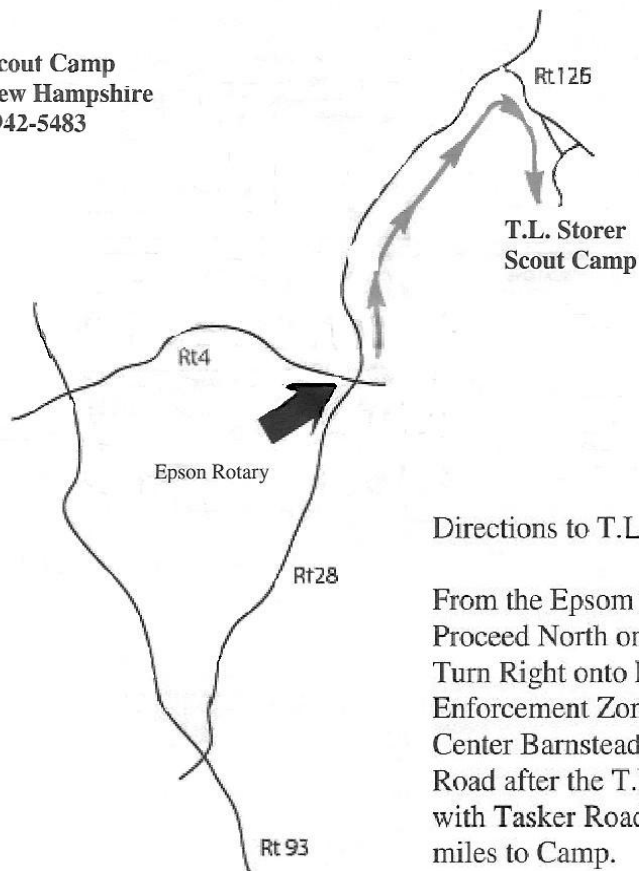
Mail to:

Attn: Matt Ghirarda
Boston Minuteman Council-BSA
411 Unquity Rd.
Milton, MA 02186

IMPORTANT: The site reservation is not final unless both the Reservation Form and a \$200 Deposit check have been issued. Any/and all money that is overpaid will be refunded back to the unit or deposited into the unit account with the Council. Units will NOT be able to ROLLOVER money from this summer to next summer.

DIRECTIONS TO T.L. STORER SCOUT CAMP

T.L Storer Scout Camp
Barnstead New Hampshire
Phone: 603-942-5483



Directions to T.L. Storer

From the Epsom Rotary:
Proceed North on Route 28 for 11.2 miles
Turn Right onto Route 126 (Intense Speed
Enforcement Zone) and proceed through
Center Barnstead. Turn right onto Bow Lake
Road after the T.L. Storer Sign. At the "T"
with Tasker Road turn right and proceed 1.4
miles to Camp.

T.L Storer Scout Camp
1513 Province Road
Barnstead NH 03218
603-942-5483
Mail with Troop, site and
week on envelope