



Marin Sierra 2025

Scouts BSA Summer Resident Camp

UNIT LEADERS' GUIDE



"THIS CAMP IS YOUR CAMP!"

SCOUTING'S IDEALS

SCOUTING AMERICA'S MISSION STATEMENT:

The mission of Scouting America is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Scout Law.

THE SCOUT OATH:

On my honor I will do my best to do my duty to God and my country and to obey the Scout Law; to help other people at all times; to keep myself physically strong, mentally awake, and morally straight.

THE SCOUT LAW:

A Scout is . . . Trustworthy, Loyal, Helpful, Friendly, Courteous, Kind, Obedient, Cheerful, Thrifty, Brave, Clean, and Reverent.

THE SCOUT MOTTO: Be Prepared!

THE SCOUT SLOGAN: Do a good turn daily.

THE AIMS OF SCOUTING:

Every Scouting activity and program is designed to align young people with the four basic aims of character development, citizenship training, leadership skills, and personal fitness.



MARIN COUNCIL
Boy Scouts of America

Scouting  America™

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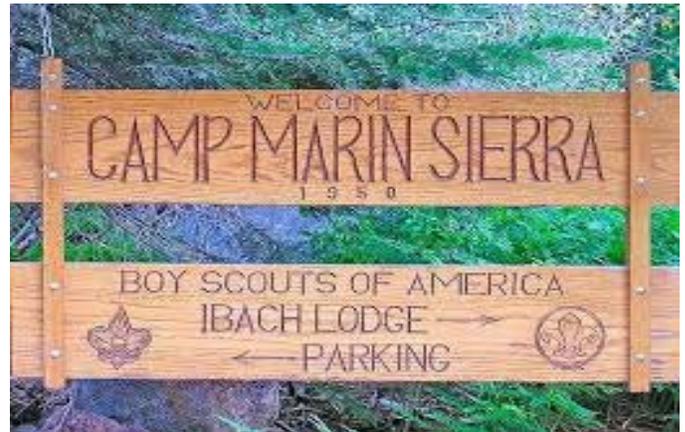
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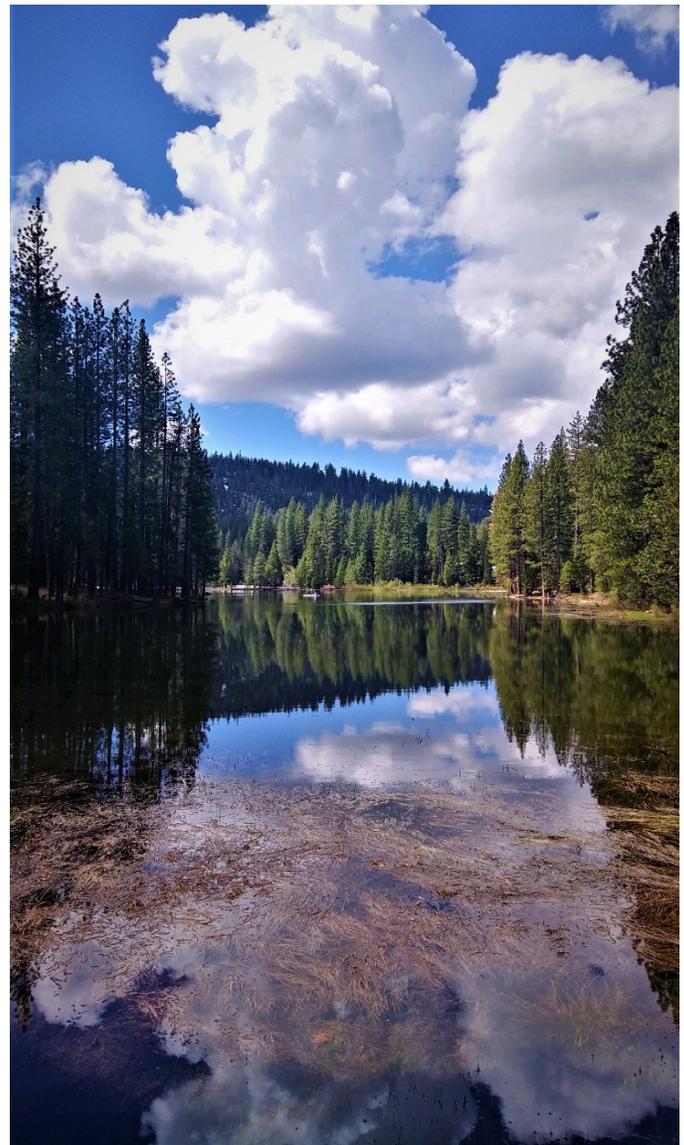
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BSA OUTDOOR CODE Inside Back Cover

WHAT TROOPS SHOULD BRING





Marin Sierra

40990 State Highway 20
Emigrant Gap, CA 95715

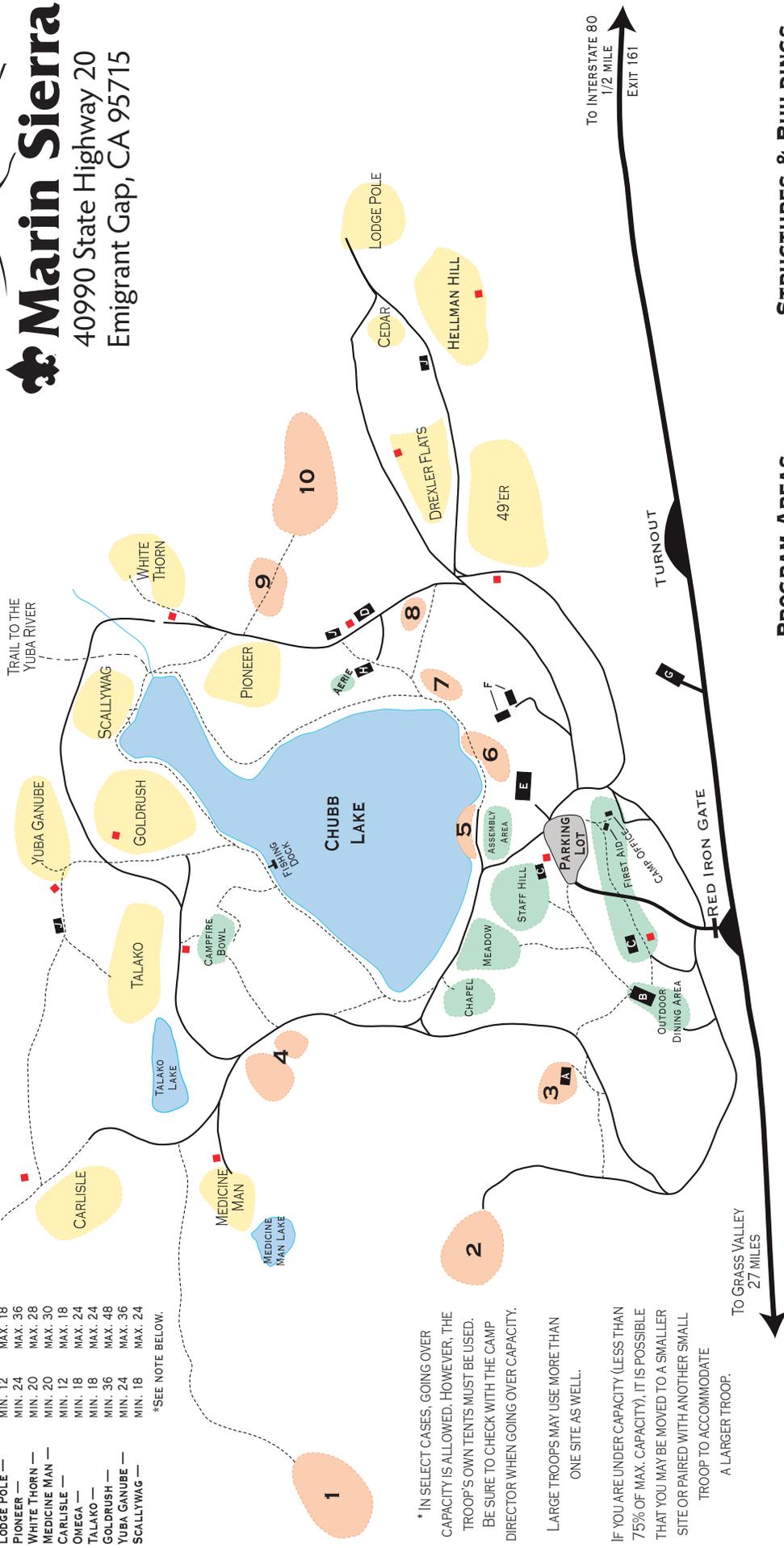
CAMPSITE CAPACITIES*	
49'ER —	MIN. 30 MAX. 40
DREXLER FLATS —	MIN. 24 MAX. 36
HELLMAN HILL —	MIN. 24 MAX. 36
CEDAR —	MIN. 10 MAX. 14
LODGE POLE —	MIN. 12 MAX. 18
PIONEER —	MIN. 24 MAX. 36
WHITE THORN —	MIN. 20 MAX. 28
MEDICINE MAN —	MIN. 20 MAX. 30
CARLISLE —	MIN. 12 MAX. 18
OMEGA —	MIN. 18 MAX. 24
TALAKO —	MIN. 18 MAX. 24
GOLDRUSH —	MIN. 36 MAX. 48
YUBA GANUBE —	MIN. 24 MAX. 36
SCALLYWAG —	MIN. 18 MAX. 24

*SEE NOTE BELOW.

* IN SELECT CASES, GOING OVER CAPACITY IS ALLOWED. HOWEVER, THE TROOP'S OWN TENTS MUST BE USED. BE SURE TO CHECK WITH THE CAMP DIRECTOR WHEN GOING OVER CAPACITY.

LARGE TROOPS MAY USE MORE THAN ONE SITE AS WELL.

IF YOU ARE UNDER CAPACITY (LESS THAN 75% OF MAX. CAPACITY), IT IS POSSIBLE THAT YOU MAY BE MOVED TO A SMALLER SITE OR PAIRED WITH ANOTHER SMALL TROOP TO ACCOMMODATE A LARGER TROOP.



STRUCTURES & BUILDINGS

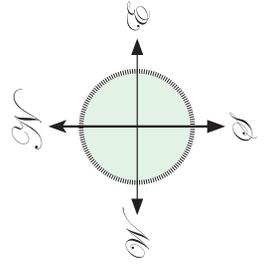
- A—RIFLE RANGE
- B—COMMISSARY/KITCHEN
- C—STAFF SHOWERS
- D—CENTRAL SHOWERHOUSE
- E—IBACH LODGE
- F—MAINTENANCE BUILDINGS
- G—RANGER RESIDENCE
- H—MURRAY LODGE/TRADIN' POST
- J—SHOWER BUILDINGS
- TOILET BUILDINGS

PROGRAM AREAS

- 1—CLIMBING
- 2—SHOTGUN RANGE
- 3—RIFLE RANGE
- 4—ARCHERY/TOMAHAWK RANGES
- 5—WATERFRONT
- 6—ECOLOGY/CONSERVATION
- 7—TRAIL-TO-FIRST CLASS
- 8—HANDY-CRAFT
- 9—SCOUT-CRAFT
- 10—COPE

ROADS & TRAILS

- MAIN HIGHWAY
- PAVED DRIVEWAY
- DIRT CAMP ROADS
- - - - - WALKING TRAILS



Marin Council, BSA
225 West End Avenue
San Rafael, CA 94901
415.454.1081
www.boyscouts-marin.org

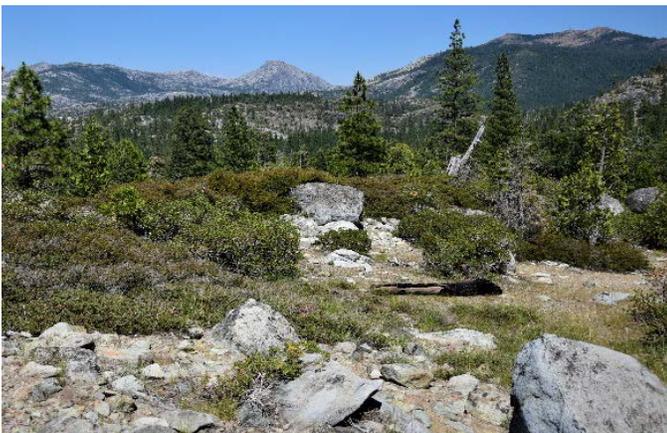
WELCOME TO CAMP MARIN-SIERRA

ABOUT MARIN-SIERRA (CMS)

Scout Troops have been coming to Marin-Sierra for Summer Camp adventures since 1950, the year after the property was acquired by the Marin Council, BSA. Its easy travel access and beautiful natural setting attracts units every year from all over California, Nevada and beyond! Our diverse Summer Camp programs and tidy facilities operation are fully-accredited every year by the BSA National Camp Accreditation Program standards and includes something for everyone!



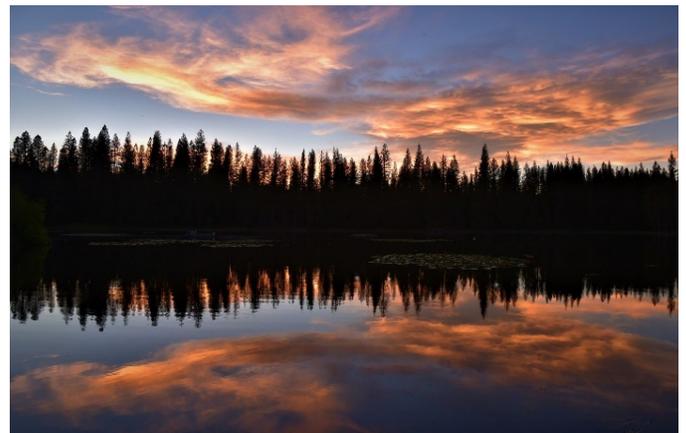
Our private 20-acre Chubb Lake is the scenic central feature of camp providing a variety of aquatic activities including canoeing, fishing, kayaking, rowing, swimming, and sailing. In fact, Chubb Lake is one of the warmest lakes on the Western Slope of the Sierra Nevada due to plenty of sunshine and relatively shallow depth (<36ft). Large granite ridges along the perimeter of camp provide fantastic hiking views and challenging climbing and rappelling routes.



The camp has fifteen forested campsites with canvas wall tents on wood platforms, vault toilets, handwash stations and shared shower facilities. No campsite is very far away from daily activities, and they are well-spaced from each other for privacy.

Area programs like Aquatics, HandyCrafts, Ecology/Conservation (Nature), Outdoor Skills (ScoutCraft), Trail-to-First Class, and Range & Target activities offer fun and excitement for Scouts of all ages. Adults have fun too, learning new skills in our variety of BSA adult training sessions including an Outdoor Ethics workshop, Trek Safely, Safe Swim Defense, Safety Afloat and much more. Marin-Sierra offers valuable opportunities for everyone!

Pre- or post-camp unit backpacking treks, alpine hiking, granite rock-climbing and whitewater rafting opportunities abound. Spaulding Reservoir, the Yuba River canyon, Eagle Lakes and the Fordyce Wilderness are located within a couple miles of camp in the Tahoe National Forest. Several 15-to-50-miler routes have trailheads behind camp or along the magnificent Pacific Crest Trail, while river rafting can be arranged with local guides on the American River within an hour's drive.



We encourage you to make the most of your Summer adventure by contacting the Marin Council and coordinating with the Camp Ranger to make Marin-Sierra your base of operations. We hope you will find that Marin-Sierra is much more than a great week of Summer camp! Please read through this informative guide, and if you have further questions, contact the Marin Council directly about our 75th- anniversary season!

HOW TO USE THIS UNIT LEADER GUIDE

This publication contains all the information you should need to make your preparation and stay with us pleasant and successful. However, we realize that there is a massive amount of information here. Therefore, we have included several helps throughout the book to assist you in finding the information you need:

- ✓ Table of Contents (preceding this section)
- ✓ Chapters organized by pertinent topics
- ✓ The General Information chapter's main headings are organized alphabetically
- ✓ Cross-references in various parts of the text
- ✓ Camp Forms Appendix at the end

If the information you are seeking is not presented plainly or your questions remain unanswered, do not hesitate to contact us by email or phone call using the information in the box below:

MARIN COUNCIL, BSA

Scout Service Center

225 West End Ave
San Rafael, CA 94901
office: 415-454-1081
fax: 415-454-5511
camping@boyscouts-marin.org

Camping Director

Michael "MJ" Andrews
mobile: 510-378-0774
office: 415-454-1081 x104
mandrews@boyscouts-marin.org

Camp Marin-Sierra

PO Box 86 (mailing)
40990 State Hwy 20 (physical)
Emigrant Gap, CA 95715

Camp Ranger

Jake Van Winkle
mobile: 530-333-7741
jake@boyscouts-marin.org

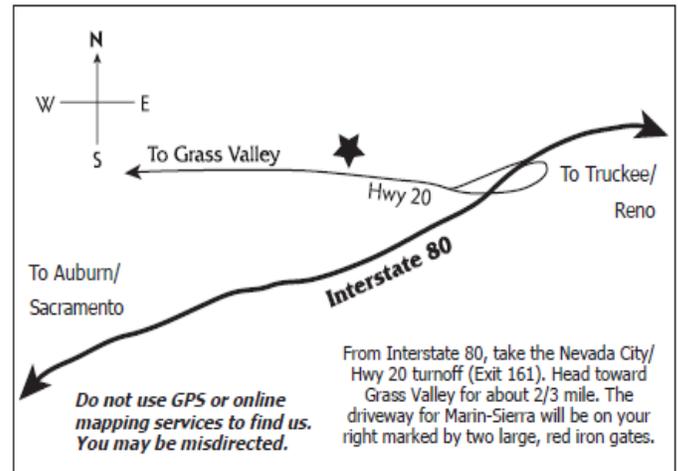
Scout Executive

Michael Dybeck
office: 415-454-1081 x106
mdybeck@boyscouts-marin.org

GENERAL ACCESS INFORMATION

Traveling to Marin-Sierra:

Camp is located just off the transcontinental railway corridor a half-mile west of the junction of Interstate 80 and CA Highway 20 (Exit 161) in scenic Emigrant Gap. It is about a 90-min drive East of the junction of I-5 and I-80 in Sacramento, and an hour plus from Reno depending on traffic.



Sending Mail or Packages to Camp:

Scout youth, adult leaders, and seasonal staff can receive and send mail during their stay at camp. There is UPS/FedEx delivery directly to camp, but no US Mail to this address; we travel 12 miles roundtrip daily to the nearest local USPS rural delivery box. Please allow enough time so that your Scouts will receive the mail; we suggest that you mail at the end of the week prior to their departure for camp. Be sure to include a return address on all letters and packages so it can be mailed back if it misses their actual camp stay.

Troop mail will be left in the troop's mailbox located in Ibach Lodge. Note that the Troop number and Council name are extremely important. It is not unusual to have more than one troop of the same number from different councils in camp. If these two items are omitted, it is unlikely the mail will be delivered correctly. The format and address for sending US Postal mail to camp is:

<Full Name>

<Council Initials>, <Troop number>

Camp Marin-Sierra

PO Box 86

Emigrant Gap, CA 95715

Calling in to Marin-Sierra:

The best way to contact your Troop or Scout is through your unit leaders' cell phones. Only for extreme emergencies should you call the Camp Director or Camp Ranger. Please do not leave non-emergency messages with the camp leadership since these may not be forwarded to the troop mailbox until the following day.

PRE-CAMP PLANNING CALENDAR**December 31, 2024**

\$500 per unit deposit for the 2025 season is non-refundable after this date and can only be applied to your troop's total Summer Camp fees.

March 31, 2025

Early-bird camp fees due by this date: \$675 per Scout; \$225 per leader. Free T-shirt included!

April 30, 2025

Watch for announcements of pre-camp leader orientation meetings in early May via ZOOM, and our annual Memorial Day Wknd volunteer work party to open-up camp facilities after the winter.

May 31, 2025

Regular camp fees due-in-full by this date: \$700 per Scout; \$675 for recently-bridged Webelos; \$250 per leader. Last date to order paid T-shirts.

June 1, 2025 until 2-weeks prior to your camp arrival

Late camp fees during this period: \$725 per Scout; \$700 for recently-bridged Webelos; \$275 per leader.

Scouts and leaders can be added after June 1 all the way up to your arrival at camp (fees increase!)

See 2025 Troop Payment Form in Chapter 10 (page 52) or Fee Schedule (page 44) for complete fee structure details and due dates.

Saturday Afternoon Early Arrival Option:**Beginning at 3pm until 5pm**

Those having placed a reservation to arrive on Saturday should drive into camp after 3pm when there will be a senior staff member to direct you to your campsite. There is a \$10 per person

camp fee for this option. The full check-in will be done on Sunday with the other troops as outlined below. No food service or program is provided if you arrive on Saturday. The first meal served is dinner on Sunday evening, so be prepared to use only propane stoves in case of high fire danger.

Sunday Regular Arrival, Parking & Check-In: Beginning at 12noon until 2:30pm

We suggest a dining stop or bringing a sack lunch to eat on the way to camp. The first meal in camp is dinner! *We will wait for your entire troop to arrive, so make sure you all come together!*

From 12noon to 3:30pm - Round-Robin with a Troop Guide (most often in this order):

- **Unit Roster & Financial Review** with *Business Mgr or Camp Director* with all forms.
- **Medical Re-check** by the *Camp Health Officer* for BSA Annual Health forms and insurance card copies, medications and prescriptions, and last-minute Special Dietary Needs forms. *Please prepare all forms in alphabetical order with NO staples and queue your Scouts similarly in line.*
- **Swim Checks** by our *Lifeguard Staff* are required due to our open-water natural alpine lake, and necessary for all aquatics merit badge programs, recreational swimming and boating. *We suggest you arrive wearing swimsuits under your uniform or carry them with you to change into them at the waterfront.*
- **Camp Tour** with your *Troop Guide* includes dining area procedures, Range & Target Activities safety briefing, and program areas' orientation. We understand that many troops that come to Marin-Sierra year after year are familiar with the property layout. However, not only does the BSA require us to do the camp tour, but for the sake of new Scouts and any changes we have made to camp programs or facilities, we ask for your patience during this process. *Your final stop will be your campsite for unpacking and set-up.* Before that, you will leave your packs either in your vehicles or in pack lines by the assembly area until the above round-robin sessions are completed.

4:45pm – Scoutmaster & Senior Patrol

Leader meeting at Ibach Lodge (*will go from here straight to assembly, then dinner, so wear your field uniform and bring your mess kit.*)

5:45pm – Camp-wide Assembly & Grace
6:00pm – Sunday Dinner
7:20pm – Camp-wide Safety Demonstration
8:10pm – Interfaith Worship Service/Chapel

Sunday evening – finish setting up your campsite and approving blue cards for Scouts

(Monday Morning Merit Badge Madness begins at 8:20am following Camp Assembly; see page 24.)

Saturday Check-Out: early morning

6am – Merit Badge “blue cards” in mailboxes
6:30 – Troop Guide arrives at your campsite
6:30-7:30 – Move all gear to parking lot
7-8:30am – Final Campsite Inspection, then unit check-out in front of Ibach Lodge
7-8:30am – Breakfast at dining area

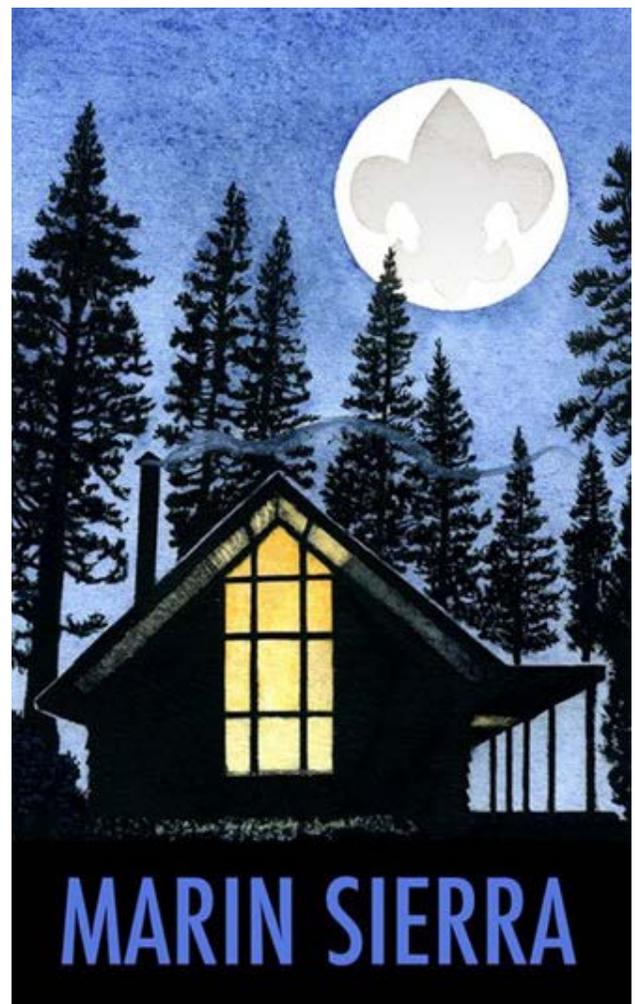
Program Area Directors will be available here. This is the time to settle any merit badge issues or discrepancies. Area directors are not available after the camp season is over. Although we do keep records at our San Rafael office, reconstructing merit badge class details becomes more difficult after the season is over.

INTRODUCTION TO CAMP PROGRAMS

Marin-Sierra offers five general camper program tracks for Scouts and adults. They will be discussed in more detail through the following chapters, but here is a synopsis:

- ***The Trail-to-First Class Program Area (T-t-FC):*** Young Scouts can work on Scout, Tenderfoot, Second-, and First-Class requirements with the assistance of qualified staff and leaders. This is a vital area designed to kick-start the new Scout's advancement trail. *See pages 7-9.*
- ***BSA Merit Badge Programs:*** these learning and advancement opportunities are focused primarily toward Second- and Third-year campers, but are open to all levels of Scouts. Scouts should not only work on their Eagle-required badges, but we encourage them to try something new – something they have never done before. *See pages 10-17.*
- ***Older Scout Programs:*** these areas include the Trail-to-Eagle merit badge offerings, black-powder rifle shooting, advanced aquatics programs, rock-climbing and Project COPE, and backcountry treks. *See page 18-19.*

- ***Camp-wide Activities:*** include general assemblies, camp-wide games, unique Camp “Merit Badges”, special theme days, evening campfires and various other activities are for everyone in camp to make the experience for you and your Scouts fun, spirited and memorable. *See page 20.*
- ***Adult Programs:*** here are some of the possible relevant and useful training in which leaders can participate: Scoutmaster & Assistant Scoutmaster Leader-Specific Training, Safe Swim Defense, Safety Afloat, Leave No Trace Outdoor Ethics, Knot Fun, Trek Safely, and Troop Committee Orientation. Having adults volunteer as commissioners or merit badge experts to help out in camp is not only valuable, but it gives each adult additional activity that is rewarding for both themselves and others. We want leaders to have as much fun as their Scouts do! *See page 31.*





SCOUTS BSA SUMMER CAMP GENERAL SCHEDULE **2025**

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Morning	<p>6:00 Swim Checks</p> <p>7:10 Breakfast</p> <p>8:10 Camp-wide Assembly & Flag Ceremony</p> <p>8:20 Merit Badge Madness (sign-ups)</p> <p>9:00-12:00 Program Areas & Tradin' Post Open</p> <p>9:30 Leader Mtg @ Ibach Lodge</p> <p>10:00 Volunteer Camp Commissioner Training</p>	<p>6:00 Polar Bear/Mile Swim</p> <p>7:30 Breakfast</p> <p>8:35 Camp-wide Assembly</p> <p>9:00-12:00 Program Areas & Tradin' Post Open</p> <p>9:30 Leader Mtg @ Ibach Lodge w/ Marin Scout Exec</p> <p>10:15-11:45 – Adult MB Counselor Training</p>	<p>6:00 Polar Bear/Mile Swim</p> <p>6:30-7:00 Breakfast</p> <p>Food Delivery</p> <p>7:15 Jamboree-style Breakfast in Campsites</p> <p>8:35 Camp-wide Assembly</p> <p>9:00-12:00 Program Areas & Tradin' Post Open</p> <p>9:30 Leader Mtg @ Ibach Lodge</p> <p>10:15-11:45 – Adult Scout Leader-Specific Training for SM/ASM's</p>	<p>6:00 Polar Bear/Mile Swim</p> <p>7:30 Breakfast</p> <p>8:35 Camp-wide Assembly</p> <p>9:00-12:00 Program Areas & Tradin' Post Open</p> <p>9:30 Leader Mtg @ Ibach Lodge</p> <p>10:15-11:45 – Adult Scout Leader-Specific SM/ASM's</p>	<p>6:00 Polar Bear/Mile Swim</p> <p>7:30 Breakfast</p> <p>8:35 Camp-wide Assembly</p> <p>9:00-12:00 Program Areas & Tradin' Post Open</p> <p>9:30 Leader Mtg @ Ibach Lodge</p> <p>10:15-11:45 – Adult Scout Leader-Specific Training Part 3 for SM/ASM's</p>	<p>6:15 Troop Guides arrive at campsites</p> <p>6:15-7:00 Troop Gear is moved to Parking Lot</p> <p>7-8:30 Unit Check-out</p> <p>1) Campsite Inspect</p> <p>2) Scoutmaster Check-out @ Ibach Lodge</p> <p>3) Commissary</p> <p>Breakfast with Area Directors for MB</p> <p>Records Review</p> <p>8:30 Breakfast Ends</p> <p>8:30-9:30 Troops Depart</p>
Afternoon	<p>12:00 Troop Arrivals</p> <p>Drive-in to camp with your entire unit together as early as possible!</p> <p>12-2:30 Unit Check-in</p> <p>1) Business/Financial</p> <p>2) Health/Medical</p> <p>3) Swimming/Aquatics</p> <p>4) Dining & Shooting</p> <p>5) Camp Areas Tour</p> <p>4:45 All Scoutmasters & SPLs meet in field uniform @ Ibach (bring mess kits for dinner)</p>	<p>12:15 Lunch</p> <p>12:15 SPL Lunch Meeting</p> <p>1:30-4:30 Program Areas Open</p> <p>1:30-5:00 Tradin' Post Open</p> <p>2:00-3:00 Adult Training – Leave No Trace Awareness / Outdoor Ethics Workshop</p>	<p>11:30-12:00 Lunch</p> <p>Food Delivery</p> <p>12:15 Jamboree-style Lunch in campsites (<i>invite a staff member!</i>)</p> <p>1:30 Garbage Pick-up</p> <p>1:30-4:30pm Program Areas Open</p> <p>1:30-5:00 Tradin' Post Open</p> <p>2:00-2:30 – Adult Trek Safely Training</p>	<p>12:15 Lunch</p> <p>12:15 SPL Lunch Meeting</p> <p>12:15 OA Lunch Gathering</p> <p>1:30-4:30 Program Areas Open</p> <p>1:30-5:00 Tradin' Post Open</p> <p>2:00-3:30 – Adult Troop Committee Training</p>	<p>12:15 Lunch</p> <p>12:15 SPL Lunch Meeting</p> <p>1:30-4:30 Program Areas Open</p> <p>1:30-5:00 Tradin' Post Open</p> <p>3:30 Camp-wide Scoutdoor Games "The Fandangol!"</p> <p>3:30 Scoutmaster Shotgun Shoot</p>	<p>3:00-5:00 Early Unit Arrivals for next week</p> <p>sent directly to assigned Campsites for set-up (regular check-in at 12noon Sunday)</p> <p>ALL Program Areas and Facilities are Closed</p>
Evening	<p>5:45 Camp-wide Assembly (wear field uniform & bring mess kit for dinner)</p> <p>6:00 Dinner</p> <p>7:15 Camp-wide Assembly & Camp Safety Demo</p> <p>8:10-8:30 "A Scout is Reverent" Interfaith Gathering @ Chapel</p>	<p>5:30 Dinner</p> <p>6:45 Camp Assembly & Flag Ceremony (take mess kits to campsite)</p> <p>7:00 Garbage Pick-up</p> <p>7:00-8:00 Camp-wide Activity & Tradin' Post open</p> <p>7:00-8:00 Safe Swim Defense / Safety Afloat Training</p> <p>7:00-8:00 "Knot Fun"</p>	<p>4:30-5:00 Dinner Food Delivery</p> <p>5:30 Jamboree-style Dinner in campsites</p> <p>7:00 Garbage Pick-up</p> <p>7:00-8:30 Troop Activity in campsites</p> <p>For troop activities, see Leaders' Guide or Camp Commissioner for ideas</p>	<p>5:30 Dinner</p> <p>6:45 Camp Assembly & Flag Ceremony</p> <p>7:00 Garbage Pick-up</p> <p>7:00-8:00 Program Areas & Tradin' Post open</p> <p>7:00-8:00 Patrol Challenge @ Meadow</p> <p>8:00-8:30 So you want to be on Camp Staff? Introduction @ Ibach</p>	<p>5:45 Camp Assembly & Flag Ceremony</p> <p>6:00 Dinner</p> <p>7:00 Garbage Pick-up</p> <p>7:15 Camp Awards Ceremony by unit @ Meadow</p> <p>7:40-8:40 Closing Campfire Program on Granite Ridge</p>	<p>STAFF ONLY in CAMP</p> <p>ALL Program Areas and Facilities are Closed</p>

Please note: ALL details are subject to change at ANY time.

SCOUTS BSA SUMMER RESIDENT CAMP MERIT BADGES

More than 55 topics offered in 2025!

AQUATICS

Canoeing
Kayaking
Lifesaving[@]
Rowing
Small-Boat Sailing
Swimming[@]

CHALLENGE

~~*Climbing*~~ *(cancelled)*
*Personal Fitness**

ECOLOGY/ CONSERVATION

(NATURE)
Astronomy
Bird Study
Environmental Science[@]
*Fish & Wildlife
Management*
Forestry
Geology
Mammal Study
Mining in Society
Nature
Oceanography
Plant Science
*Soil & Water
Conservation*
Weather

HANDY CRAFTS

Art
Basketry
Chess
Fingerprinting
Indian Lore
Leatherwork
*Photography**
Pottery
Railroading (new)
Sculpture
Woodcarving

OUTDOOR SKILLS

(SCOUTCRAFT)
*Backpacking**
*Camping**
~~*Cooking**~~ *(cancelled)*
*Emergency
Preparedness**
Exploration (new)
*Fire Safety**
First Aid
Fishing
Hiking^{@}*
Orienteering
Pioneering
Search & Rescue
Signs, Signals & Codes
Wilderness Survival

PATH TO

ENLIGHTENMENT (TRAIL-TO-EAGLE)

*American Heritage**
(new)
*Citizenship in the
Nation**
*Citizenship in the
World**
*Communication**
*Personal Management**
*Salesmanship**
*Scouting Heritage**

RANGE & TARGET

Archery
Rifle Shooting
Shotgun Shooting

GRAPHIC KEY:

CAMP PROGRAM AREAS

*Merit Badge topics
that are Eagle-required or
([@]) are an alternate choice;*

Merit Badge topics ()
that have one or more pre-
requisites which need to be
finished outside of Camp to
complete all requirements.*

(Comments)

PROGRAM & ACTIVITY AREAS

Camp Marin-Sierra's developed program areas provide opportunities for Scouts to advance in rank, earn merit badges, or grow through learning and new experiences in a variety of subjects. They are open to all Scouts. Limitations on any merit badges are based on capacity and equipment. We attempt to not restrict Scouts from any experience or goal they want to pursue while at camp and thus do not have many restrictions on our programs.

As with the individual and unit advancement programs at home, we rely heavily on the Scoutmasters to work with their Scouts to plan for advancement and help select the merit badges and activities in which a Scout will participate.

Ultimately, it is the Scoutmaster's responsibility to approve all merit badges a Scout will begin at camp, and this is shown through the Scoutmaster's signature on the front of a merit badge application (blue card) before beginning a session at camp.

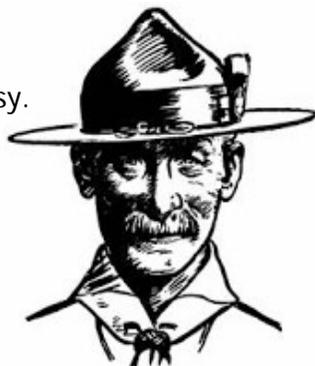
Following is a description of each general program area and the merit badges and activities offered, their difficulty, and if there are any pre-requisites (which must be completed before a Scout can attempt the badge), or requirements that cannot be completed in camp (but can be done before or after camp). Badges and programs are ranked in terms of difficulty. Please understand that these ratings are based on experience with various ages and maturity-levels of Scout youth. Difficult means what it says, and we have all too often seen young ambitious Scouts attempt something over-their-head only to fail. We encourage Scoutmasters to carefully monitor the merit badges their Scouts are attempting and set them on a course for success.

The ratings are:

"A" for Difficult;

"B" for Moderate;

"C" for Relatively Easy.



TRAIL-TO-FIRST CLASS (T-T-FC) ARENA

This primary program area focuses on the skills necessary for a new Scout to progress through the first four ranks of Scouts BSA: Scout, Tenderfoot, Second Class and First Class. Many, but not all of the requirements for these ranks can be completed at camp. Please see the list of requirements covered on the following pages; most of the activities in this area are rated "C."

As stated in the Scouts BSA Handbook, only the Scoutmaster or a designee can pass a Scout on a requirement. However, the T-t-FC staff will keep a skills sheet in the area to track when a Scout has demonstrated a requirement in the area. It is up to the troop leadership to test and sign the Scout's book as having completed the requirement. A copy of this tracking sheet will be included with the troop's check-out packet on Saturday morning.

Scheduled Sessions

The T-t-FC program has scheduled sessions instructed by a staff member or other adult volunteer, and all of the equipment is provided to learn most skills. For groups of Scouts (3 or more), an adult leader from the troop should accompany the Scouts to assist with instruction of the skills. Scouts may also work on skills on a drop-in basis (see next section). Please check with the T-t-FC program area staff on Monday to arrange times to work on your advancement.

Drop-In Instruction

Although many of the T-t-FC classes are scheduled sessions, we realize that this can be in conflict with other camp programs. We encourage them to come at the scheduled times, but if that will not work, then they can drop-in to the program area or schedule a class with one of the staff members in advance. We also encourage Scoutmasters, Assistant Scoutmasters, and other trained adult leaders to instruct one Scout or a group of Scouts from their troop in the T-t-FC area. The equipment is provided (unless the same requirement is being instructed at the same time by another leader or staff) or troops can bring their own equipment to use. Adult leaders can then sign off a Scout if a requirement has been passed to their satisfaction.



TRAIL-TO-FIRST CLASS

Daily	Monday	Tuesday	Wednesday	Thursday	Friday	
9am	N3a-b; T2c Scouting Basics (Patrols)	F5a Identify 10 Local Plants	F4a Orienteering Course	N5; T3d Knife, Saw & Axe (Totin' Chip)	S2b Prepare Firewood (must have Totin' Chip)	
9:30	S3a Map & Compass	F5b-d Hazardous Weather		N5; T3d Knife, Saw & Axe (Totin' Chip)	S2b Prepare Firewood (must have Totin' Chip)	
10am	N4a; T3a-c Square knot, two half-hitches, taut-line hitch	S2f-g Bowline & Sheet Bend	N4b Whipping & Fusing Rope	T4a-c; S3c Basic First Aid, Poisonous Plants, Injury Prevention	S3a Map & Compass	
10:30	F3a-d Hitches & Lashings	S2a, c Fires & Stoves		N4b Whipping & Fusing Rope	T4a-c; S3c Basic First Aid, Poisonous Plants, Injury Prevention	S3d Direction-finding Without a Compass
11am		N5; T3d Knife, Saw & Axe (Totin' Chip)	T4a-c; S3c Basic First Aid, Poisonous Plants, Injury Prevention	N4a; T3a-c Square knot, two half-hitches, taut-line hitch	S6a-e First Aid, Injury Prevention, Emergency Response	
11:30-12	N=Scout T=Tenderfoot S=2nd Class F=1st Class			5-Mile Hike (Bring at least 1-liter of water; Lunch included)	LUNCH	
Lunch 12-1:30pm	N=Scout T=Tenderfoot S=2nd Class F=1st Class					
1:30	T7a; S8b Flag Etiquette	S5c-d; F6e Water Rescues (wear swimsuit; bring towel)	N5; T3d Knife, Saw & Axe (Totin' Chip)	T5a-c Hiking Rules S1b Leave No Trace S3b Hiking Injuries & Prevention S3b 5-Mile Hike (Area Closed)	S5c-d; F6e Water Rescues (wear swimsuit; bring towel)	F3d Lashing Project
2pm	S3d Direction-finding Without a Compass		F6b-d Boats & Boating			
2:30	S3d Direction-finding Without a Compass	F4a Orienteering Course	S2f-g Bowline & Sheet Bend	S3b 5-Mile Hike (Area Closed)	S5c-d; F6e Water Rescues (wear swimsuit; bring towel)	F3d Lashing Project
3pm	N5; T3d Knife, Saw & Axe (Totin' Chip)		S2b Prepare Firewood (must have Totin' Chip)			
3:30	N5; T3d Knife, Saw & Axe (Totin' Chip)	F4a Orienteering Course	S2b Prepare Firewood (must have Totin' Chip)	S6a-e First Aid, Injury Prevention, Emergency Response	S5c-d; F6e Water Rescues (wear swimsuit; bring towel)	F3d Lashing Project
4-4:30pm	S2a, c Fires & Stoves		F6b-d Boats & Boating			
4:30-7pm	Afternoon Break, Camp Assembly & Dinner					
7-8pm	Campfire Night (area closed)	Dutch-Oven Cooking (anyone)	Troop Night (area closed)	F7a-c First Aid, CPR, Heart Attack, Transports	Campfire Night (area closed)	

TRAIL-TO-FIRST CLASS RANK REQUIREMENTS

FIRST- & SECOND-YEAR CAMPER TRACKING SHEET

SCOUT

- 1a. Scout Oath, Law, Motto & Slogan _____
- 1b. Explain Scout spirit _____
- 1c. Scout Sign, Salute, and Handshake _____
- 1d. Describe First Class badge _____
- 1e. Repeat Outdoor Code and LNT Principles _____
- 1f. Recite Pledge of Allegiance and explain _____
- 2a. How is youth leadership in troops provided _____
- 2b. Describe Four steps of advancement _____
- 2c. Describe Scouts BSA Ranks _____
- 2d. Describe Merit Badges _____
- 3a. Explain Patrol method _____
- 3b. Patrol knowledge & spirit _____
- 4a. Square knot, two half-hitches & taut-line _____
- 4b. Whip & fuse the ends of a rope _____
- 5. Explain Pocketknife safety and responsibility _____

TENDERFOOT

- 1c. Practice Outdoor Code and LNT at camp _____
- 2b. Food safety cleaning & handling _____
- 2c. Explain eating together as a patrol _____
- 3a. Demonstrate use of a Square knot _____
- 3b. Demonstrate use of Two half-hitches _____
- 3c. Demonstrate use of a Taut-line hitch _____
- 3d. Demonstrate care & use of knife, saw, axe _____
- 4a. Show basic first-aid for 8 main injuries _____
- 4b. Describe common poisonous plants _____
- 4c. Prevent or reduce common injuries _____
- 4d. Assemble a personal first aid kit _____
- 5a. Explain importance of the buddy system _____
- 5b. Describe what to do if lost _____
- 5c. Explain rules of safe and responsible hiking _____
- 5d. Explain importance of durable surfaces _____
- 7a. Display/raise/lower/fold US flag _____
- 8. Describe steps in Teaching EDGE method _____

SECOND CLASS

- 1b. Recite Leave No Trace 7 principles _____
- 2a. Explain when to use fire if appropriate _____
- 2b. Use tools to prepare cooking fire supplies _____
- 2c. Demonstrate how to build a fire and light it _____
- 2d. Explain appropriate use and safety of stoves _____
- 2f. Demonstrate the Sheet bend knot and use _____

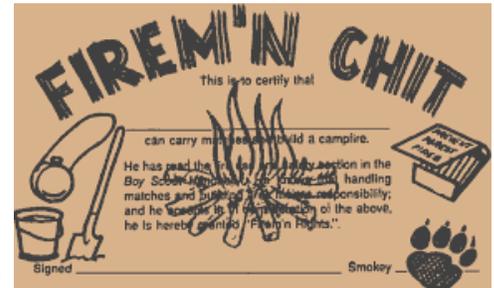
- 2g. Demonstrate the Bowline knot and use _____
- 3a. Demonstrate compass use & map reading _____
- 3b. Use a map & compass to take a 5-mile hike _____
- 3c. Describe hiking hazards & injuries _____
- 3d. Demonstrate how to find directions _____
- 4. Identify 10 kinds of wild animals in the area _____
- 5a. Tell precautions for safe swim _____
- 5b. Demonstrate ability to pass BSA swim test _____
- 5c. Demonstrate water rescue methods _____
- 5d. Explain using swimming rescues _____
- 6a. Demonstrate First-aid for 7 types of injuries _____
- 6b. Show what to do for "Hurry" cases _____
- 6c. Tell how to prevent/reduce injury outdoors _____
- 6d. Explain what to do for emergency response _____
- 6e. Tell how to respond to vehicular accident _____
- 8a. Participate in a flag ceremony _____
- 8b. Explain what respect is due the US flag _____
- 9a. Explain the 3 "R's" of personal safety _____
- 9b. Describe bullying and appropriate response _____

FIRST CLASS

- 1b. Explain importance of Outdoor Code & LNT _____
- 2d. Demonstrate safe food storage and disposal _____
- 3a. Discuss the use of lashings _____
- 3b. Demonstrate Timber hitch and Clove hitch _____
- 3c. Demonstrate square/shear/diagonal lashing _____
- 3d. Use lashings to make a useful camp gadget _____
- 4b. Demonstrate how to use a GPS and follow _____
- 5a. Identify 10 kinds of native plants in the area _____
- 5b. Identify two ways to get a weather forecast _____
- 5c. Describe 3 types of hazardous weather _____
- 5d. Describe local extreme weather conditions _____
- 6a. Successfully complete BSA swimmer test _____
- 6b. Tell precautions for a safe float trip _____
- 6c. Identify basic parts of canoe/kayak & paddle _____
- 6d. Describe body position in a watercraft _____
- 7a. Demonstrate bandages for 3 types of injury _____
- 7b. Show how to transport victims _____
- 7c. Explain heart attack symptoms and CPR _____
- 7d. Describe utility services & potential hazards _____
- 7e. Develop an emergency action plan for home _____
- 7f. Explain how to obtain potable water _____

Basic Knife & Fire Safety: "Totin' Chip" & "Firem'n Chit"

Classes in Totin' Chip and Firem'n Chit are scheduled on several select morning and afternoon periods or can be taught by a troop adult with the necessary skills. These fire and knife safety training recognitions are offered to Scouts who have not earned them before as well as Scouts who need to re-earn them.



MERIT BADGE PROGRAM AREAS

Aquatics/Central Waterfront

Chubb Lake is the centerpiece of camp and has an average temperature of 70–75 degrees during the Summer months making it ideal for swimming and boating at Scout camp. Supervised by a BSA National Camping School-certified Aquatics Director and an all-Lifeguard staff, merit badges include Canoeing, Kayaking, Rowing, Swimming and Lifesaving, and Small-Boat Sailing with Lazer sailboats. Campers may also enjoy swimming, stand-up paddleboarding and boating during the open period most afternoons. Advanced aquatics programs such as "Swimming & Water Rescue" and "Paddlecraft Safety" are available upon request for those 16-years old and older including adults. In addition, there are the 6am morning Polar Bear swim and the weekly Mile Swim regimen. Troops may schedule a special troop swim time with the Aquatics Director.

Swimming and Rowing require at least a Beginner swim classification, and Lifesaving, Canoeing, Kayaking and Small-Boat Sailing require a Swimmer classification. If a Scout does not pass the Swimmer test or just wants to learn to swim, he or she may enroll in the basic Learning to Swim and the Trail-to-First Class Swimming section. The goal of the Learning to Swim class will be to improve the Scout's skills and self-confidence so that the Swimmer test can be passed and they become confident and safe in the water. If the Swimmer test is passed on the first day of instruction, the Scout may at the discretion of the Aquatics Director join another aquatics class if available.

The Marin Council Guidelines on Swimwear at our Camp Properties:

Throughout all of Scouting, "appropriate attire is required for all activities", and the same is true for swimwear.

We recommend that:

- ✓ Swimwear should be comfortable, functional, and appropriate for the specific aquatic or waterfront activity.
- ✓ Participants choose swimwear that is designed for the activity --- active swimming, aquatic lifesaving exercises, boat handling, etc.
- ✓ Swimwear is secure enough not to shift, become entangled, or fall off while participating in waterfront activities.
- ✓ While participants may wear T-shirts or an additional layer, those should only be allowed if they do not hamper movement in the water.

MERIT BADGE or Activity Topic	Difficulty	Pre-Camp Prep	Drop-in or Scheduled Sign-up	Comments
<i>CANOEING</i>	B	None	Two scheduled morning classes	Extra practice and study required*
<i>KAYAKING</i>	B	None	Three scheduled morning classes	Extra practice and study required*
<i>LIFESAVING</i>	A	Must have Swimming MB	Three scheduled morning classes	CPR knowledge required; physically demanding and may be difficult for smaller Scouts*
<i>ROWING</i>	B	None	One scheduled morning class	Extra practice and study required**
<i>SMALL BOAT SAILING</i>	B+	None	Two scheduled morning classes	Extra practice and study required*
<i>SWIMMING</i>	B	None	Three scheduled morning classes	Fundamental for younger Scouts.**
<i>Learn to Swim</i>	C	None	One scheduled afternoon class or upon request	Swimming skills for those who want to learn to swim and/or pass the BSA Swimmer test.
<i>Mile Swim BSA</i>	B+	Must be in good physical condition	6am every morning Tuesday through Friday	Scouts or adults must complete progressive build-up swims throughout the week*
<i>Polar Bear Plunge</i>	C	None	6am daily challenge	Rise and Shine for "Oh, what a beautiful morning!"
<i>Paddleboarding BSA</i>	B	None	Available upon request of Aquatics staff.	
<i>Swimming & Water Rescue</i>	B+	None	Scheduled sessions to be determined by Aquatics Director. Classes take a significant amount of time each day.	Difficult program but will prepare youth and adults to manage unit swim activities safely.
Footnotes	*Swimmer classification required **Must be able to achieve Swimmer classification			



Ecology/Conservation (Nature) Cove

This program area provides the opportunity for Scouts to earn such popular merit badges as Astronomy, Environmental Science, Fish & Wildlife Management, Forestry, Geology, Mammal Study, Mining in Society, Nature, Soil & Water Conservation, Weather and many more. Scouts attempting any of the Nature merit badges should bring pencils and/or pens and a notebook. A lakeside Nature Trail with 32 stops is also available to walk at your leisure with the use of a guidebook full of natural highlights.

MERIT BADGE	Difficulty	Pre-Camp Preparation	Drop-in or Scheduled Sign-up	Comments
<i>ASTRONOMY</i>	B	None	One scheduled class daily plus required overnight outpost	Cannot be completed if skies are cloudy.
<i>BIRD STUDY</i>	B	None	One scheduled class daily	Requirements #5-8 may be completed at home.
<i>ENVIRONMENTAL SCIENCE</i>	A	None	Scheduled classes both morning or afternoon	Requires extensive study outside of class time. Keyed to older Scouts with a mature understanding of science.
<i>FISH & WILDLIFE MANAGEMENT</i>	B	None	Drop-in	Requires one 3-hr observation period outside of class.
<i>FORESTRY</i>	B	None	Drop-in plus one scheduled evening session	Part of Thursday evening program
<i>GEOLOGY</i>	B	None	Drop-in	One of our most popular topics!
<i>MAMMAL STUDY</i>	C	None	Drop-in	Great for younger Scouts.
<i>MINING IN SOCIETY</i>	C	None	Drop-in	
<i>NATURE</i>	B+	None	One scheduled morning class	
<i>OCEANOGRAPHY</i>	B-	None	Drop-in	
<i>PLANT SCIENCE</i>	B	None	One scheduled afternoon class	
<i>SOIL & WATER CONSERVATION</i>	B	None	Drop-in	
<i>WEATHER</i>	B	Possibly Req #9b	Drop-in	Advanced preparation helpful.



CHUBB LAKE NATURE TRAIL

A scenic 1-mile lakeside route with 32 stations.
Specific guidebook available at the Tradin' Post.



HandyCrafts Pavilion

There are many popular merit badges in this program area such as Art, Basketry, Fingerprinting, Indian Lore, Leatherwork, Photography, Woodcarving, Pottery and Sculpture. Paints, dyes, leather stamps and other tools are all available. Basketry, Indian Lore, Leatherworking and Woodcarving kits are available for MB work at no charge, or projects may be purchased in the Tradin' Post along with other handycraft supplies. If you have some of your own supplies, please feel free to bring them along!

MERIT BADGE	Difficulty	Pre-Camp Prep	Drop-in or Scheduled Sign-up	Comments (MB kits are available in the Tradin' Post)
<i>ART</i>	C	Requirement #6	Drop-in on the hour	Must complete Req #6 at home; good for younger campers expressing creativity.
<i>BASKETRY</i>	C	None	Drop-in on the half-hour	Good for younger campers; MB kit included.
<i>CHESS</i>	B	None	Three scheduled classes daily	Learning and gamesmanship outdoors under the tall pines!
<i>FINGERPRINTING</i>	C	None	Drop-in on the hour	Easy to complete in one sitting; great for younger Scouts.
<i>INDIAN LORE</i>	B	None	Drop-in on the hour	See our authentic Native American tipi display! MB kit included.
<i>LEATHERWORK</i>	C	None	Drop-in on the half-hour	Great camp tradition! MB kit included.
<i>PHOTOGRAPHY</i>	B	Requirement #1a --- Digital Safety video	Two scheduled classes below	Must complete Req #1a at home by watching with parents (https://www.scouting.org/training/youth/scouts-bsa/); bring digital camera & memory card, or cell phone camera only for class time.
<i>POTTERY</i>	B	None	Two scheduled morning classes	Must complete Req #7 at home.
<i>RAILROADING</i>	B	None	Drop-in daily	Follow the historic Transcontinental Railroad above Marin-Sierra!
<i>SCULPTURE</i>	B	None	One scheduled afternoon class	All project materials included.
<i>WOODCARVING</i>	C	Earn Totin' Chip	Drop-in on the half-hour	Great camp tradition! MB kit included.



Outdoor Skills (ScoutCraft) Grove

The ScoutCraft staff works with Scouts on First Aid, Emergency Preparedness, Orienteering, Pioneering, Wilderness Survival, Fishing, Hiking, Backpacking, and Camping, along with other merit badges. Individual Scouts and patrols can build towers and bridges from the available resources including ropes and poles. Fishing is done on Chubb Lake, especially from the nearby fishing dock. Cooking merit badge is offered in the outside dining area adjacent to the Commissary where there is a limit of 10 Scouts in each class.

MERIT BADGE	Difficulty	Pre-Camp Preparation	Drop-in or Scheduled Sign-up?	Comments
<i>BACKPACKING</i>	A	Reqs. #10 & 11	Drop-in	Treks best handled by the units away from camp.
<i>CAMPING</i>	B	Requirement #9	Drop-in	20 nights of camping, etc.
<i>COOKING</i>	B	Requirement #4	Three scheduled classes	Parts of Reqs. #4 must be completed outside camp; must be at least First Class.
<i>EMERGENCY PREPAREDNESS</i>	B	Requirements #3a-b	Two (2) scheduled classes	
<i>EXPLORATION</i>	B	None	Drop-in	Requires brief planning for expedition at camp.
<i>FIRE SAFETY</i>	B	Requirement #5g	Drop-in	Home fire drill.
<i>FIRST AID</i>	B+	None.	Four scheduled classes	Requires work outside of class.
<i>FISHING</i>	C	None	Drop-in	Camp has fishing gear.
<i>HIKING</i>	C	Reqs. #4 & 5	Drop-in	Hikes best handled by the units away from camp.
<i>ORIENTEERING</i>	B	Requirement #7	Two scheduled classes	Requires 1 hr per day.
<i>PIONEERING</i>	B	None	Two scheduled classes	Requires 1.5 hrs per day.
<i>SEARCH & RESCUE</i>	B	None	Two scheduled classes	
<i>SIGNS, SIGNALS & CODES</i>	C	None	Drop-in	
<i>WILDERNESS SURVIVAL</i>	B	None	Two scheduled classes	Best for older Scouts; scheduled outpost sleepover in shelter.



Range & Target Activities

Scouts and adult leaders all receive the Marin-Sierra Range & Target Activities Safety Briefing following arrival and check-in at camp on Sunday afternoon. During the week we encourage all Scouts to drop-in and experience the excitement and precision of marksmanship training in the safest environment possible! Upon request, leaders will be given one free ticket for each eligible Scout to use at the rifle range to try shooting. An eligible Scout is one who is not taking Rifle Shooting merit badge and has parental permission to shoot. Additional tickets are \$1 each for ten shots of .22-caliber rifle. (All ticket purchases are non-refundable.)

Our BSA-certified ranges --- Archery, Rifle, Shotgun and Tomahawk --- are among the safest available and provide proper safety instruction, equipment care, and excellent coaching from BSA National Camping School, National Rifle Association, and US Archery Association trained and certified instructors. **Per BSA policy, NO personal firearms are allowed to be brought to camp by anyone. This includes rifles, shotguns, handguns, paintball guns, airguns, pellet guns, BB guns, wrist rockets, sling shots, and water guns or imitation guns.** Any personal firearms brought to camp must be checked-in and locked up with our Range and Target Activities Director, therefore we strongly advise that you do not bring them.

Archery Range:

The archery range is equipped to handle all aspects of the Archery merit badge. Scouts are encouraged to come and shoot even if they are not working on the merit badge. Arrow-making kits and materials are included for those Scouts working on the merit badge. Personal bows may be brought to camp but must be secured by the Archery Director/Rangemaster during your stay at camp. Crossbows are not allowed in camp. If brought to camp, they need to be checked in and locked up at the archery range. No tickets are necessary to shoot at archery or the adjacent tomahawk range.



Rifle Range:

The Marin-Sierra rifle range is equipped with .22-caliber practice and qualification rifles supervised by a BSA National Camping School-certified director with NRA-certified Instructor and Range Safety Officer status. It is strongly advised that if a Scout wishes to finish the merit badge in this area that they sign up by Monday or Tuesday in order to have enough time to complete the marksmanship requirements. Due to the nature of the subject, there are no partial merit badges given in this area. If a Scout brings a partial Rifle Shooting merit badge to camp, they will not be able to complete it without re-doing all the requirements for education and safety (we do not accept partial cards). There is no charge to shoot for those taking the merit badge; however, this is only during the class sessions. There is a \$1 charge per ten (10) shots for open shooting. Tickets can be purchased at the Tradin' Post (non-refundable).



Shotgun Range:

A certified NRA Instructor supervises and provides instruction to Scouts wishing to earn Shotgun Shooting merit badge. Due to the nature of this activity only seriously-interested Scouts with prior rifle-shooting experience and weighing at least 100lbs. should attempt the merit badge. Tickets must be purchased at the Camp Tradin' Post, and the price of a merit badge ticket is included in the camp fee and covers one session of the basic number of shots needed. If the Scout needs to retake the shooting test or if he/she desires additional shooting opportunities, they can be purchased at \$5 for 5 shots. There are no partial merit badges given in this area.



MERIT BADGE or Activity	Difficulty	Pre-Camp Prep	Drop-in or Scheduled Sign-up	Comments
<i>ARCHERY</i>	B	None	Sign-up for two scheduled morning sessions and one afternoon session	Time consuming; requires practice to qualify. Approximately 1.5–2 hrs/day needed. \$8 arrow kit supplied free.
<i>Archery Open Shoot</i>	C	None	Drop-in afternoons	No charge
<i>Black-Powder Open Shoot</i>	C	None	Tuesday 7pm for youth at Rifle Range Thursday 7pm for adults at Rifle Range	Traditional, heavy, muzzle-loading .50-caliber rifle. 14 years and older, no charge.
<i>RIFLE SHOOTING</i>	B	None	Sign-up for morning and afternoon sessions; NO Drop-ins.	Requires extra practice. Scoutmasters administer written test to Scouts outside of range time. No partials issued. No cost for MB class thanks to NRA ammunition grants.
<i>Rifle Open Shoot</i>	C	None	Drop-in afternoons when available at Rangemaster discretion	Open shoot is \$2 for 10 rounds (non-refundable). Purchase tickets at the Murray Lodge Tradin' Post.
<i>SHOTGUN SHOOTING</i>	A	Previous Shooting Sports experience	Sign-up for two scheduled morning sessions and one afternoon session; NO Drop-ins.	Difficult for new shooters. Recommended for 2nd- or 3rd-year campers weighing at least 100 lbs. Requires extra practice. No cost for MB class thanks to NRA grants.
<i>Shotgun Open Shoot</i>	B	Previous Shooting Sports experience	Drop-in afternoons when available at Rangemaster discretion	Open shoot is \$5 for 5 shots (non-refundable). Purchase tickets at the Murray Lodge Tradin' Post.
<i>Slingshot/Tomahawk</i>	C	None	Drop-in Tuesday & Thursday evenings when available	No charge . . . Just for Fun!

<< SHOOTING SPORTS RANGE IMAGES >>



PROGRAM AREAS ACTIVITY SCHEDULE

Program Area Names & Map Locations	Merit Badge Subject or other activity	Length of Session Required per day	Class Times Start When? (attend daily unless noted)
Aquatics & Boating @ Chubb Lake Waterfront	Canoeing Kayaking Lifesaving Mile Swim & Polar Bear Plunge Paddleboarding BSA Rowing Safe-Swim Defense Training Safety Afloat Training Small-Boat Sailing Swimming	1 hr/day 1 hr/day 1 hr/day 0.5-1hr/day 1 hr 1 hr/day 0.5 hr 0.5 hr 1.5 hrs/day 1 hr/day	9am, 10am 9am, 10am, 11am 9am, 10am, 11am 6am daily TBD by Aquatics Director 11am daily 7pm Tuesday @ Ibach 7:30pm Tuesday @ Ibach 9am, 10:30am 9am, 10am, 11am
Archery & Tomahawk Ranges @ Western Junction	Archery Open Archery Shoot Tomahawk-throwing	1.5 hrs/day One dedicated lane Adjacent Range time	9am, 10:30am, 1:30pm Afternoons on the hour TBD by Archery Rangemaster
Challenge Ledges @ Perimeter Trail	Climbing Personal Fitness	3 hrs+/day 1 hr/day	9am-12noon (cancelled 2025) 3:30pm @ Trail-to-Eagle Aerie
Ecology/Conservation @ Nature Cove	Astronomy Bird Study Environmental Science Forestry Nature Plant Science Weather All Other Subjects	1 hr/day + overnight 1 hr/day 1.5 hrs/day 1 hr drop-in + evening 1 hr/day 1 hr/day 2 hr drop-in + ZOOM Drop-in varies	10am daily and Thursday 9pm 9am daily 9am, 10:30am, 1:30pm Drop-in plus 7pm Thursday 11am daily 2:30pm daily ZOOM session TBD by Director Anytime on the hour
HandyCrafts @ Central Pavilion	Chess (below HandyCrafts) Photography Sculpture All Other Subjects	1 hr/day 1 hr/day 1 hr/day Drop-in varies	9am, 11am, 2:30pm 1:30pm daily 10am daily As noted on area schedule
Trail-to-Eagle @ Granite Aerie	Citizenship in the Nation Citizenship in the World Communication Personal Management Salesmanship All Other Subjects	1 hr/day 1 hr/day 1 hr/day 1 hr twice 1 hr/day Drop-in varies	9am, 1:30pm 10am, 2:30pm 11am, 3:30pm 7pm Tuesday & Thursday 9am Drop-in on the hour
Rifle Range @ Powerline Trail	Rifle Shooting Open Rifle Shoot Muzzle-loading (Black Powder)	1.5 hrs/day Drop-in 1 hr special	9am, 10:30am, 1:30pm Afternoons on the hour 7pm Tuesday & Thursday
ScoutCraft Grove @ Western Shore	Emergency Preparedness Exploration First-Aid "Knot Fun" for Adults Orienteering Pioneering Search & Rescue Wilderness Survival All Other Subjects	1 hr/day & evening drill 1 hr twice 1 hr/day 1 hr 1 hr/day 1.5 hrs/day 1 hr/day 1 hr/day plus outpost Drop-in varies	9am plus Thursday 7pm Tuesday & 9am Thursday 10am, 11am, 1:30pm 7pm Thursday 1:30pm daily 2:30pm daily 1:30pm daily 2:30pm + 8:30pm Thursday Anytime on the hour
Shotgun Range @ Canyon View Ridge	Shotgun Shooting Open Shotgun Shoot	1.5 hrs/day Drop-in	9am, 10:30am, 1:30pm Afternoons on the hour

MARIN-SIERRA'S UNIQUE "MERIT BADGES"

16 Ways to Have More Fun at Camp!

Bacon



Birthday



Bro!



Cowboy



Marin-Sierra's 75th



Fantasy



Morning Awesomeness



Moustache



Mystery



Nap Safely



Olympians



Time Travel



Trail to Turkey



Treasure Hunt



Tropical



Zombology



OLDER SCOUT PROGRAMS

We recognize that Scouts who have come to camp for a number of years and have earned many of the more basic merit badges often are looking for new challenges and areas of interest. Troops want older boys to come for leadership and mentoring opportunities with younger Scouts, but they need something to keep them busy and engaged during the week. The aforementioned Marin-Sierra unique “Merit Badges” are a fun place to start!

Generally, older Scouts are those who are 14 years old or third- or fourth-year campers. The older Scout program at Marin-Sierra has these components: Project COPE, rock-climbing, black powder shooting, the Trail-to-Eagle merit badges, and advanced aquatics programs. Each of these is summarized in this chapter with the specific age recommendations or requirements.

Advanced Aquatics Programs

Swimming & Water Rescue and Paddlecraft Safety training courses were developed to address the need for older Scouts and unit leaders to be familiar with the skills needed to run their own aquatics activities year round. Since BSA Lifeguard was designed only for those youth and adults that work at Scouting Summer camps, these other courses are designed for the unit level. Please note that BSA Lifeguard is no longer offered as a course.

Both courses are open to anyone 16-years old or older, take approximately 8 hours each, and are valid for three years (*See page 11.*) There is a fee of \$15 for the manual (covers both courses), which can be purchased in the Tradin’ Post. Trained cards will be issued after passing required skills and completing the test exams with a score of 80% or higher. Swimming skills are necessary and prior lifesaving skills are recommended. Participants must pass the BSA Swimmer’s test to enroll.

Swimming & Water Rescue expands the Safe Swim Defense training to include skills and knowledge to prepare a unit leader to prevent, recognize, and respond to swimming emergencies during unit swim activities. Although Safe Swim Defense training provides required guidelines for conducting safe swimming activities and is

required, it does not provide the skills training mandated by those guidelines. This course supplements and provides in-depth training, and addresses important informational skills not covered in BSA or ARC lifeguard training.

Paddle Craft Safety expands the Safety Afloat training to include the skills and knowledge to confidently supervise canoeing or kayaking excursions on flat waters. Safety Afloat does not provide the skills mandated by the guidelines. The training also addresses important informational skills not covered in BSA/ARC lifeguard training.

Black-Powder Rifle Shooting

Can Scouts shoot the black powder muzzle-loading rifle at camp? Yes they can if they meet the following criteria:

- ✓ be age 14 or older.
- ✓ have parents’ permission on their Minor Activity Release Form.
- ✓ sign up at the rifle range by.
- ✓ qualify by shooting 2 courses of firearms safely and accurately on the .22LR bolt-action rifle before 12noon on Friday (Scout must purchase rifle tickets from the Camp Tradin’ Post for this qualification if they are not taking the Rifle Shooting merit badge while they are at camp)

With the exception of the rifle tickets needed to qualify with the .22LR bolt-action rifle as stated above, there is no additional charge for Scouts that qualify to shoot the black powder muzzle-loading rifle. Any Scout that meets the above criteria may arrive any time between 1:30pm and 4pm on Friday to shoot the black powder rifle. No video photography is allowed for this activity. No new rifle range check-ins can be accepted once this activity has begun. Others who have previously signed up to do so before 12noon on Friday may shoot the .22LR bolt-action rifles and complete the rifle merit badge requirements. Can adults shoot the black powder muzzle-loading rifle? Yes, but not during the same period Scouts are shooting. Adults have a dedicated time at 7pm on Thursday evening, and there is no charge.

Trail-to-Eagle Merit Badges @ the Aerie

As part of our older Scout program, Marin-Sierra offers select Eagle-required merit badges at a rocky granite outlook known as "the Aerie". Merit badges offered are shown below with 3 of the most popular classes scheduled in both the morning and afternoon. Generally, the difficulty and comprehension levels of these badges are appropriate to Scouts who are 13-years old or who have at least attained the rank of First Class. However, there are no age restrictions except for having the approval of the Scoutmaster to begin. Some badges have work that must be done ahead of camp and brought to the instructor in order to complete the badge at camp. Take a look at the requirements below and determine what must be done in advance to finish these at camp. In some cases, the work can be done after camp to finish at home.

MERIT BADGE	Difficulty	Pre-Camp Prep	Drop-in or Scheduled Sign-up	Comments
<i>Special Note:</i>	Prerequisite work is not required for any of the merit badges listed below in order to sign-up at camp. However, if Scouts wish to complete the merit badge subject, they will need to begin some requirements at home. It is up to the Scout, in conversation with their parents AND Scoutmaster, to evaluate which requirements are best accomplished away from Summer Camp sessions.			
<i>American Heritage</i>	C	#3c: research your family's history. Find out how various events and situations in American history affected your family. If your family immigrated to America, tell the reasons why. Share what you find with your counselor. #5: Do ONE of the following (a or b or c).	Daily; drop-in on the hour.	#3 and #5 require work at home outside of camp.
<i>Citizenship in the Nation</i>	B	#2(a-d): bring evidence of having done these. Make the required visit or tour. (Note: Capitol refers to a building, not the whole Capital city.) #3: if done before camp, please bring newspapers with you to camp or have a MB Counselor or Scoutmaster sign off at home that you watched the news; bring your viewing notes. #8: write the required letter and mail it. Bring a copy of the letter to camp with any approval or response.	Daily; 9am and 1:30pm	It helps to have already taken US History in school. For those doing Requirement #2 before camp, remember the CA State Capitol is open 7 days a week. Since resources may be limited in camp, please bring any support material you need for presentations or speeches.
<i>Citizenship in the World</i>	A	#3(a & b): research and assemble all information necessary to answer this question. It is a tough requirement. 7: if you do a, b, c, d, or e, bring some proof of completion.	Daily; 10am and 2:30pm	We supply the World map, but this MB topic can be challenging.
<i>Communication</i>	B	#5: attend a town meeting and take notes. The meeting must be approved by a MB Counselor at home to qualify. #7: do one of a, b, or c. #8: if done at home, please bring evidence of completion.	Daily; 11am and 3:30pm	Be sure to bring proof of your work for any requirements completed at home.
<i>Personal Fitness</i>	A	#1(a & b): have examinations; discuss. #2-5: be prepared to discuss. #6: start at home, complete at camp. #7-8: if you wish to complete this merit badge topic at camp, you must begin these requirements with your own MB Counselor no later than 3 months prior to coming to camp. Otherwise you can start the requirements at camp and finish with your own MB Counselor at home.	Typically 3:30pm daily. However, this time can change depending on the availability of a MB Counselor	#1b: bring a note from dentist visit. #2-5: read all pertinent information. #8: requires 12 weeks to complete all records.
<i>Personal Management</i>	A	#1: some will have to be completed at home with the family. #2: can begin at camp and finish at home after camp. #8: done at home. Please bring proof of completing this before camp or you will need to finish it at home afterward.	7pm Tuesday & Thursday	Participants can do most of the requirements at camp except those that require time and discussion with family members or others outside camp or those that need more time than we have available at camp.

Salesmanship	B	#5(a or b or c): Do ONE of the following and keep a record (cost sheet). Use the sales techniques you have learned, and share your experience with your counselor.	Daily; 9am.	#5: Personal sales opportunity outside of camp.
Scouting Heritage	B	#4: Do ONE of the following (a or b or c). #5: Learn about the history of your unit or Scouting. #6: Make a collection of your personal Scouting.	Daily; drop-in on the hour.	An important badge for learning Scouting traditions.

CAMP STAFF & VOLUNTEER OPPORTUNITIES

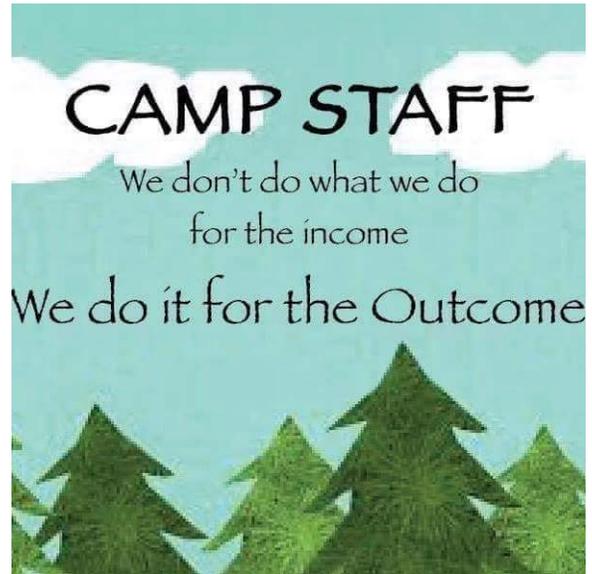
Older Scouts that have been to camp many times and may seem reluctant to return as campers are often interested in becoming staff members. This gives them a new perspective on camp life and often invigorates their commitment to Scouting.

There is no question that a staff position can be hard work, is different than coming with the troop, and is in effect, a real job. However, there are some significant benefits that young people receive by working at camp:

- ✓ Improved work ethic
- ✓ Lasting, life-long friendships from close camaraderie with other staff members
- ✓ Public-speaking skills and ability to instruct other Scouts as well as adult leaders
- ✓ Improved interpersonal association and strong relationships with adults
- ✓ Memories that will last a lifetime!



Young people who are 14-17 years old may work at camp for two to four weeks in our Counselor-in-Training (C-i-T) program. Those 15 and older are eligible to be full-time paid staff and will be considered for regular employment for four to five weeks. Young people 18 and older showing leadership ability can work as program area directors or apply to work in certain age-restricted areas that require additional training and certifications (Aquatics, Project COPE & Climbing, and most Range & Target activities).



If you or someone you know may be interested, please have them contact our camp office immediately to inquire and request an application. Although staff opportunities for this year may be already filled, applicants can submit applications at camp for the following season. A Camp Staff introductory meeting is held every Thursday evening from 8pm-8:30pm at Ibach Lodge. Early applications are crucial to securing a desired job position. Applications can also be found on our Marin Council website and Camp Marin-Sierra webpage here:

<http://www.boyscouts-marin.org/camping-facilities/scouts-bsa-summer-camp/4507>





THE MERIT BADGE PROCESS FOR SCOUTS

One important and imperative part of the merit badge process is that the Scout initiates the contact with the merit badge counselor. This teaches Scouts to take initiative, be responsible for their advancement, and learn to associate with adults.

Because of the importance of this part of the experience, it is one of the reasons we do not support online merit badge applications before camp. Even though a Scout may not get into the desired class, it teaches him or her to plan and make a back-up plan, evaluate, and make decisions based on this experience.

STEPS IN THE PROCESS

- Pick a badge that interests you.
- Talk with your Scoutmaster about the badge and get approval.
- If there are pre-requisites or requirements that cannot be done

at camp, make a plan with your Scoutmaster to complete those ahead of camp or afterwards.

- Complete a merit badge application (blue card) and have your Scoutmaster sign it on front only.
- Sign up for the merit badge during Monday morning sign-ups (for scheduled sessions only).
- Bring your signed and completely filled out blue card with you to the first session.
- Attend all scheduled or agreed-upon sessions to complete all requirements.



- When completed, your counselor will sign your merit badge application. If you have not completed the badge by the end of the camp week, the counselor will not sign the application but will list the requirements that have been completed on the grid.
- On Saturday morning at 6 a.m., all merit badge applications (completed and partial) will be in the troop mailbox and available to be picked up.

MONITORING YOUR SCOUT'S MERIT BADGE PROGRESS

Merit badge instructors will be keeping daily progress records for each merit badge. At the end of the day, the instructors will post copies of the progress reports in Ibach Lodge. Leaders can stop by Ibach to check the reports and monitor their Scouts' progress. Non-merit badge programs are tracked in the area where the program is conducted such as Trail to First Class.

MONDAY MORNING SIGN-UPS

Merit badge sign-ups occur on Monday morning at 8:20, following the assembly, and conclude with time for Scouts to attend their first class at 9:00. The only classes



for which a Scout needs to sign up are the scheduled classes. See page 17. For example, Swimming, Emergency

Preparedness, or Pottery need sign-ups, but Fishing, Mammal Study, or Rifle do not. The latter are drop-in badges. There is no need to sign up for classes at Trail to First Class either.

The pre-planning and sign-up process teaches Scouts valuable lessons. Planning, adjusting plans, perhaps even being disappointed are life lessons that, with the supportive guidance of Scout leaders, will produce a young person that is able to navigate similar experiences throughout life.

The merit badge process is not merely about gaining a badge, it is a learning opportunity.

This is the reason we want the Scout to initiate the contact with the counselors, not the parent nor even the Scout leader.



We recommend that every Scout have a plan and backup plans for how to construct his or her day. (There is a template a Scout can use in the back of this book. See page 60.) If they cannot get into the 9:00 Swimming class, then they probably can get into a later class. This may cause him or her to have to adjust other class schedules or even drop or take an alternate class. We have found through experience

that the majority of the time Scouts can get into the classes they desire but not always at the times they want. Often, we open up additional classes if there is significant demand, an available time slot, and staff.

Highly recommended is a mixture of scheduled classes and drop-ins. This is because drop-ins can be taken at any time during the day and fill the gaps between scheduled classes. For first-year Scouts, a couple easy merit badges are worth more than being overloaded



with classes or having classes that are too difficult. This may set the Scout up for failure.

Evaluate the age, rank, and maturity of your Scouts.

While there are no age limits on most of our classes, first-year Scouts should not sign up for difficult merit badges or Trail to Eagle merit badges. Not only will these classes often be too advanced, but because they fill up with younger Scouts, older Scouts that need the classes for advancement, end up not being able to get into them.

Counselors will be stationed in various parts of the assembly area with signs indicating which classes they represent. COPE will also be there taking sign-ups. Waterfront will take sign-ups at the waterfront, which is adjacent to the assembly area. Leaders will be given a helpful map to show where the counselors will be as well.

Scouts do not need to bring merit badge applications (blue cards) to the sign up session. However, they must have them to give to the counselor at the first class they attend. This is true of scheduled classes or drop-ins.

Have Scouts first get in line to sign up for the classes they want the most. That way, there is a better chance of

getting into the time slot they want. Scout leaders may not stand in line for the Scouts.

We often get calls in our office from parents who wish to construct their Scout's merit badge schedule. While it is great that



parents are working with their Scouts, we try to direct them back to the Scout leaders. It is the Scoutmaster—not us nor the parent—that oversees the advancement program for the Scout, and we respect that. While we are not against being called with questions, we do want parents—and actually Scouts—to work with their leaders on their advancement.

SCHEDULED VS. DROP-IN MERIT BADGES

Scheduled merit badges exist for classes that (1) usually take most to all week to complete, or (2) need the class size limited for safety reasons or popularity. These classes occur at a certain time every day. For example, if Scouts sign up for the 10:00 Swimming class, they will take Swimming every day for the set period at 10:00 until the end of the week or the badge is completed. See page 17.

Drop-in merit badges are those that the Scout can attend or start at any time during the day or week. However, even though a Scout may “drop in” at any time during the day, we recommend that they come to the classes on the half-hour. That way, the instructor does not have to make people wait or restart a class every 5 minutes when a Scout appears. If a class is too full, an instructor may ask the Scout to come back another time if possible.

It is important that Scouts take the initiative to procure the merit badge books for the badges in which they are interested. Studying the badge before camp, knowing what pre-requisites may be required, and coming to camp prepared will help them be successful in the merit badge classes.



Many troops are already thinking about what they want to accomplish at camp this year. Will advancement be a key factor? Will the patrol method be the focus? These and other questions need attention.

Your summer program may already include many opportunities available at Marin Sierra. Inventory the strengths and weaknesses of all the Scouts. How many need to participate in the Trail to First Class program? How many want to work on merit badges? Are the merit badges the Scouts want to work on appropriate? Do you have any older Scouts who want something a little more challenging?

The evening hours can be a valuable time for troops to conduct troop programs, check with Scouts about how their week is going, or just have some old-fashioned campsite magic. Troops should plan programs so that Scouts have activities during the twilight hours. For suggestions or equipment, consult your commissioner.

An important question to ask is: Is the patrol leaders council involved in the planning process? Don't let it become the adults telling the Scouts what they'll be doing at camp. Use the materials contained in this packet to evaluate what needs to be accomplished and what the Scouts want to accomplish.

PLANNING YOUR WEEK

Scoutmasters have requested that we include a section in the guidebook providing some suggestions that both they and we have learned through experience over the years. Here is a collection of those ideas.



- Plan your schedule to include as many of the campwide programs as possible.
- First-year Scouts seem to feel successful when working toward advancing a rank in the Trail to First Class area and working on completing one or two moderately easy merit badges.
- Encourage Scouts to participate in programs they find interesting—not just merit badges. Camp is a great opportunity for new experiences and to just have fun.
- Review the difficulty level of all badges and encourage Scouts to work on four or fewer merit badges.
- Many merit badges require advance work before coming to camp. Encourage all Scouts to come prepared if they intend to complete these merit badges at camp.
- Organize the attending Scouts into patrols before coming to camp
- Bring your troop and Scout spirit to camp. Your troop's attitude will affect not only the attitudes of your Scouts—especially first-year campers—but also the other troops, Scouts, leaders, and staff in camp.

- Again, camp is here to help achieve your troop's goals and individual Scout's goals. These should be priorities at all times. Our staff is here to assist in your troop program needs, so let us know if there's anything we can do to help.

BADEN-POWELL HONOR TROOP AWARD

The honor troop award requirements are met by earning points throughout the week based on various categories. Each of the categories are things that will make your camp experience better from participating in programs to campsite safety. The categories are:

- Daily campsite inspection score averages a minimum of 85
- Troop attends all 10 morning & evening campwide assemblies
- Troop participates in one service or conservation project giving at least one hour of service per Scout
- Senior Patrol Leader (SPL) attends all scheduled SPL meetings
- At least one unit adult attends each of the 9:30am leader meetings.
- The Troop invites at least three (3) staff members during any meals (Wednesday lunch not included).

- Each Scout in the troop earns at least one merit badge, or participates in at least 2 Trail-to-Eagle MB classes, or completes 5 requirements toward rank advancement while at camp.
- At an assembly, your troop members show appreciation to another troop or member of another unit for their Scout spirit, service, or good Scout example.
- Troop participates in the Friday evening campfire program
- The troop participates in at least one activity as a troop: troop campfire, troop swim, troop, and so on (not a service project)

SENIOR PATROL LEADER MEETINGS

Senior Patrol Leader meetings are held Sunday with the adult leaders in Ibach Lodge at 4:45pm, and with only the SPL on Monday, Tuesday, Thursday, and Friday during lunch in the dining area. *See page 5.* If the troop is dining jamboree style, the SPL will be provided with paper products for the meal outside the commissary.

SPLs are responsible for planning a campwide program and carrying important information to the troop from SPL meetings. He or she is also responsible for signing the troop up for a flag ceremony, campfire presentation, Tuesday night troop activity, and more.

CAMPSITE ACTIVITIES

CAMPFIRES

Many troops use troop campfires to relax, share wisdom, perform and show-off, and check in with the Scouts about their time at camp so far. Generally, you are welcome to have a campfire in your campsite fire circle anytime you have the resources for supervision and safety. The only time fires are restricted is when there are fire restrictions within the Tahoe National Forest; we will announce those at the morning leader's meetings. *See page 39.*





MERIT BADGES

Troops are always welcomed and encouraged to conduct their own instruction of merit badge requirements. Whether it be helping Scouts with an assignment or working on requirements as a troop, you're welcome to check out supplies from area directors to help. Most supplies can also be bought in the Tradin' Post or brought with troop gear.

COOK-OUTS

Troops are encouraged to request cooking supplies and ingredients for cook-out cobbles, desserts, or meals in the campsite from the food services director. Cook-outs can also be done on the trail or in an outpost campsite. Requests are usually due to the food services director or commissioner 48 hours in advance.

ACTIVITIES AROUND CAMP

BACKPACKING

Marin Sierra borders a part of the Tahoe National Forest that offers terrific backpacking possibilities for your troop. It is possible to start a pre- or post-camp, multi-day trek from either Marin-Sierra or one of the many trail heads nearby up to the Pacific Crest.

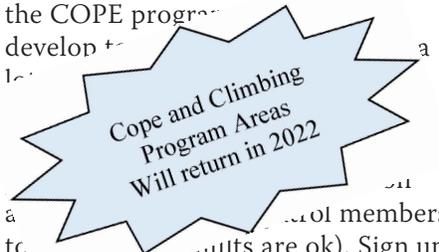
Any troop planning on using Marin-Sierra as a trail head must make arrangements with the Marin Council in advance. For tips and information about back country experiences you may email our ranger, Jake Van Winkle, at jake@boyscouts-marin.org.

CAMPWIDE GAMES

Special activities and competitions will take place several times during your week. These activities include cooking demonstrations, individual sports competitions, troop competitions, campfires, and the Mile Swim. Check the program schedule for specific times. *See page 5.*

COPE COURSE AND PATROL CHALLENGE

Patrols will use the activities from the COPE program to develop their patrol members' skills. A patrol of members to participate (adults are ok). Sign up Monday morning in the assembly area or after that with the COPE Director.



FISHING

Try out the fishing pier. Chubb Lake is home to bass and catfish. The record catch is a 4½-pound, small mouth bass. We highly recommend that you bring your own fishing gear. There are only a few fishing poles available at camp.

GEOCACHING

Geocaching is like treasure hunting using global positioning devices and good, old-fashioned coordinates and maps.

HIKING

There are many hikes in and out-side of Camp Marin-Sierra. When

beginning a hike, short or long, always check with someone who has made the hike recently, check on predicted weather conditions, and take the "10 Outdoor Items" listed in the Scouts BSA Handbook. Check with the ranger or commissioner for best routes. Be sure to use the buddy system and check in and out of camp.

INTERFAITH AND WORSHIP SERVICES

Your troop can hold an interfaith chapel service or faith-specific worship service in addition to the camp-wide chapel service offered at 8:10pm on Sunday. Simply schedule use of the Chapel to hold the service with the commissioner. You can invite other troops as you please.

INTERTROOP CAMPFIRE

Campfires with other troops can be done in campsites, the Chief's Fire Circle, or at the Campfire Rock. Be sure to check with the commissioner or ranger on the current fire conditions. *See page 39.*



ORIENTEERING

Create your own orienteering course using a map of the area or use the one set up by the Trail to First Class area or Scout Skills area. Don't underestimate the orienteering opportunities on a plain old troop hike.

OUTPOSTS

Troops are encouraged to pack up and head out for a hike or overnighter



to one of the nearby lakes or rivers. Lake Spaulding and the Yuba River are less than two miles away, and the beautiful Fordyce Creek is five miles away. Each destination can be accessed by trails beginning at the back door of Camp Marin Sierra. No shuttling is necessary or available.

You may want to do an overnighter the Saturday night before you begin your camp session or on Wednesday night, which is troop night. We strongly recommend that troops take



at least two water filters with them, and, if doing an overnighter, also plan on using backpacking-type stoves for your cooking. These items need to be brought by the troop to camp.

Troops planning an overnight trip while at camp must complete a food request form and submit the order to the food services director or the commissioner at least 48 hours in advance. Ask your commissioner or the ranger for help planning your outpost trip.

SPORTS AND GAMES

The Meadow at Marin Sierra is a large grassy area that is great for playing games or sports. Troops can challenge each other to hold a troop activity in the field. SPLs should sign-up with the commissioner to reserve the Meadow.

STAR WATCHING

Star watching is a great opportunity at camp that is not always available at home in the city. Star watch for fun or fulfill Astronomy merit badge requirements. See the Nature director for star charts and stories about the night sky or pick up a book in the Tradin' Post.

Marin Sierra Camp Song

Chorus

This camp is your camp
 This camp is my camp
 From Poop Out Hill
 To the garbage dump fill—Phil who?
 From the archery range
 To the boon docks strange
 This camp was made for you and me

As I arrived here, I was flabbergasted
 My springs were rusted, my ridge pole busted
 My cot was ripped, my platform tipped,
 This camp was made for you and me
 (yee haw)

Chorus

I rowed and paddled my leaky boat
 All around the diving dock and float
 But when I swamped it
 (Aquatics director name) grabbed my throat
 This camp was made for you and me
 (yee haw)

Chorus

As I was hiking that Wildcat Trail
 I saw before me those luminous nails
 While all around me the pine cones hailed
 This camp was made for you and me
 (yee haw)

Chorus

As I was leaving, my heart was grieving
 My stomach heaving, my snake bite stinging
 But to make it clear, I'll be back next year!
 (wait for the echo)
 Camp Marin Sierra have no fear (yee haw)

This camp is your camp
 This camp is my camp
 From Poop Out Hill
 To the garbage dump fill—Phil who?
 From the archery range
 To the boon docks strange
 This camp was made for you and me.
 One more time!
 (repeat chorus)



MORNING AND EVENING ASSEMBLIES

Assemblies are held each morning and evening after meals except for Wednesday evening. Check the program schedule for times. Assemblies are times to show off your troop in



their field or troop activity uniforms and impress the staff and the camp with your troop yell. They are also an important time for the camp to disperse important information and be sure that all troops are present in camp. We request your presence or representation at all assemblies.

Assembly attendance is part of the Baden-Powell Honor Troop Award. *See page 27.*

OPENING AND CLOSING CAMPFIRES

Campfires are held on Monday night and Friday night. On Monday, the staff will perform in the campfire. For Friday night, your SPL will sign your troop up to make a presentation or performance at the campfire. Start preparing now to make a contribution of a run-on, song, skit, story, flag retirement, or other performance that is 4–5 minutes or less. All presentations will be previewed by the Program Director to receive approval per National Standards by Thursday.

CAMPWIDE GAMES

Campwide activities are scheduled for Tuesday from 7:00–8:00 p.m. and Friday from 3:30–4:30 p.m. Activities may be between patrols or troops depending on the activity.

Participation is part of the Baden-Powell Honor Troop Award. *See page 27.*

TROOP/PATROL CHALLENGES

Troop/patrol challenges are on Tuesday evening from 7:00–8:00 p.m. and Thursday afternoon at 3:30. Patrols compete against other patrols in a Quadathlon. Winning patrols are announced at the awards assembly on Friday evening.

SPECIAL DAYS

2025 THEME DAY—TUESDAY

Scouts and leaders are encouraged to join the staff on theme day: "Back to Marin-Sierra" for 2025.

This is based on the famous "Back to the Future" movie trilogy starring Michael J. Fox. The possibilities are endless! You can let your creativity run wild with this opportunity. We leave your costume to your imagination, and the level of your participation is up to you. Of course, make it Scout-appropriate, and just have fun with it.

TROOP DAY—WEDNESDAY

On Wednesdays, your troop will be cooking and dining jamboree-style for all three meals in your campsite using food that we deliver to you. We also leave the evening hours open so that your troop can plan its own activities.

Troops should plan in advance what they will be doing during these hours. Your troop may plan a day hike or overnighter. You can also do pioneering projects, cooking competitions, or games in the Meadow. Other troop activities include, but are not limited to campfires, songfests, and service projects. Your commissioner can help you plan your activity.

Planning and participating in a troop night activity can be part of the fun and count toward the Baden-Powell Honor Troop Award. See page 27.



ORDER OF THE ARROW DAY—THURSDAY

Order of the Arrow (OA) is the honor camping society in most councils. Contact your Council's OA Lodge for more information about the requirements a Scout must meet to be nominated for membership in the OA.

We encourage OA members to wear their sashes on Thursday. There will be an OA lunch at the dining hall for Scouts who are members or for those who want to learn more about the OA.





LEADER MEETINGS

The first meeting is on Sunday at 4:45pm for Scoutmaster and SPL. Short meetings are held daily from 9:30–10:00am at Ibach Lodge. We ask that one adult (more if you'd like) attend these meetings. We will be updating information, giving reminders, and taking care of some administrative business

during these meetings. It is also a guaranteed chance to catch the commissioner, program director, or camp director to give them any feedback, fix any problems, or ask questions.

LEADER AWARDS

We want to recognize adults who make an effort to contribute to

camp and their troop and to better themselves through training for the benefit of their Scouts. It is not required but fun. Requirements will be available at camp and may include volunteering in a program area, taking or giving training, and attending leader's meetings.

VOLUNTEERING IN CAMP

We encourage adults who are available to volunteer in camp. We believe that there are many adult leaders who have expert knowledge. We hope they will share with the Scouts because often they are more effective mentors to older Scouts than younger staff members. Many adults also have skills and hobbies in areas that we do not offer at camp. Talk to the program director, commissioner, or food services director about ways you can assist at camp. Here are some ways to help:

- Assisting in a merit badge session
- Offering a merit badge we don't have at camp





- Instructing skills in Trail to First Class with your Scouts or others
- Demonstrations like woodcarving or other crafts
- Offer special skills: lifeguarding, climbing instruction, or teaching a Scout to Swim
- Professional skills like carpentry, plumbing, electrical, and others.

LEADER'S LOUNGE IN IBACH LODGE

Ibach Lodge is used as a leader lounge and training venue from 7:00am to 6:00pm daily, and a staff lounge after dinner time. We request that leaders not use the lodge after 6:00pm except in cases of emergency. If you need to find a staff member, chances are you may find the person in the lodge or they may know how to locate them to help you.

You are welcome to use the bathrooms anytime, but please refrain from use of the shower outside for **STAFF ONLY**. Respect the staff lounge since they have limited places and times to congregate and relax for 5 weeks during the Summer.

Remind your Scouts that Ibach Lodge is closed to youth campers at all times.

We provide coffee, hot water and an assortment of teas throughout the day along with forms and camp resources by the troop mailboxes. There are 110-volt outlet towers for charging, and we offer StarLink internet access by request. PLEASE, no streaming of media content or Zoom meetings due to our limited bandwidth.

CHAT WITH THE MARIN COUNCIL SCOUT EXECUTIVE

This session with the Scout Executive is for any adults to share their thoughts about camp, Scouting, and learn what the Marin Council has in store for the future. This may be a lunch, campfire setting, or during a morning leader meeting. The time will be announced at camp. Remember: *This Camp Is Your Camp!*

ADULT TRAINING

We believe that training is the key to a successful advancement and camping program for Scouts; therefore we offer many adult training opportunities. With these three factors (Advancement, Camping, and Training), Scouts are more likely to stay in your troop program and gain all the benefits of Scouting. While you're at camp, we encourage you to

take advantage of all the training opportunities you can. Each one saves you an hour or more of time you could be spending with your family when you get home.

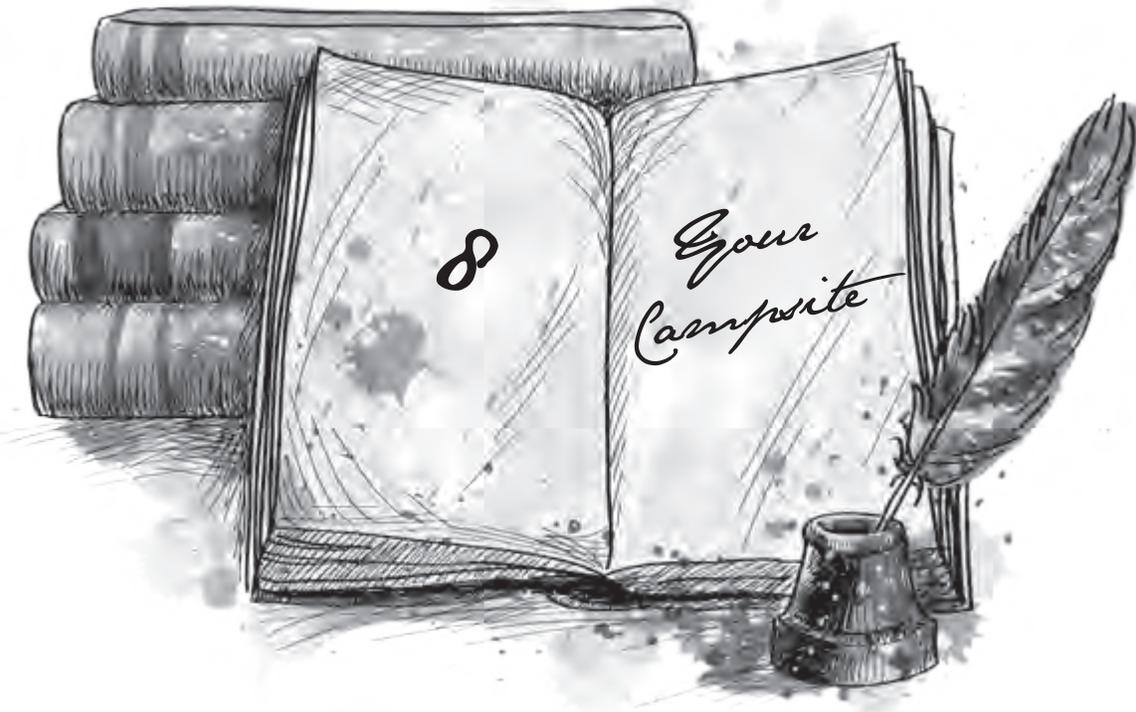
All the trainings offered will be listed on the General Program Schedule on page 8. While this list can change, here are some of the possible offerings:

- Troop Committee Member
- Merit Badge Counselor
- Scoutmaster and Assistant Scoutmaster Leader-Specific
- Safe Swim Defense/Safety Afloat
- Swimming and Water Rescue (8 hours). *See page 11.*
- Paddlecraft Safety (8 hours). *See page 11.*
- Trek Safely
- Outdoor Ethics/Leave No Trace

We do not offer Youth Protection or Hazardous Weather due to Scouting America requirements that these be completed using the online materials.

There are also other leader opportunities in camp. See the General Program Schedule on page 5.





THE HEART OF THE CAMPSITE

The campsite is where Scouting begins at Camp Marin-Sierra. The opportunities for improving Scout skills and advancement are tremendous. The most important thing for a troop leader to remember at Marin-Sierra is that nearly anything that can be done in a program area can be brought into your own campsite. Scout skills are a troop activity. Staff members can help set up teaching demonstrations, pioneering projects, or other campcraft activities right in your campsite.

TENTS AND COTS

We provide two-person tents. The health department stipulates that we can only have two people on the platform space provided. The tents are in generally good repair and must be treated with respect and care. Do not prop up the middle of the tent with sticks. This results in holes and tears in the tent for which troops will be charged. Please do not move

any tent platforms. The result may be inadequate support of the platform, which leads to damaging the platform. Consult the commissioner or maintenance director if you have any problems with your campsite.

Cots will only be issued to leaders. The cots are located in the leader wall tents. Scouts should be instructed to

bring their own cot, air mattress, or foam pad.

In order to ensure the longevity of our tents, loosen the tent ropes in the event of rain. Canvas shrinks when wet and loosening the ropes prevents the tent from ripping. Don't drive nails into tent poles or tent platforms. Notify your commissioner if there are





any rips that need repairing during the week.

As part of the check-in process, each tent and cot must be inspected before you take over the site. A close-out inspection will take place upon check-out and any new rips or tears will be charged as damage and must be paid by the troop.

Troops can put up some of their own tents if there is space and they desire to do so.

TOILET BUILDINGS

Each campsite has its own toilet facility or KYBO which must be swept out daily and hosed-down at least twice during the week. The building should be swept and hosed clean before Saturday departure as well. Hoses will be provided to reach from the spigot to the toilet building. Hoses should be coiled neatly on the when not in use. Please do not hang the hoses. It makes kinks in them.

Make sure after each use of the facilities, the toilet lid is shut and the door is closed. Although the camp staff will add odor control agents, it will be up to the Scouts to perform daily cleaning. Scouts are also responsible for maintaining the supply of toilet paper. Toilet paper can be acquired at the from the Maintenance

Supervisor. Wash racks should also be cleaned daily by the troop.

Cleanliness and safety of your campsite and its amenities is part of the Baden-Powell Honor Troop Award. *See page 27.*

Food or ice chests should never be stored in toilet buildings.

SHOWER FACILITIES

“A Scout is Clean.” We hope that each Scout will use a shower facility regularly during his or her stay at camp. There are two shower facilities including the modern central Showerhouse, and the traditional Yuba boiler showers that

are heated by wood fires built by the Scouts. Troops generally collaborate and develop a heating schedule so everyone can enjoy a warm shower. Leaders may NOT use the shower at Ibach Lodge, nor the staff showers near the Commissary or on Staff Hill

There are a few rules about fires at the showers:

- Fires are always built within the fire boxes and never outside or under boilers. There is not only a danger of fire spreading but also of scalding because the water can get too hot.
- Do not remove fire tools from shower area.
- Fires must always be attended by a responsible person (adult or youth). If left unattended, they will be extinguished and the fire box will be locked.
- Do not adjust valves on the tanks.

FIRE TOOLS

Each campsite has fire tools that must stay in the campsite at all times. These tools include a shovel, rake, water buckets and a garden hose.



A broom is also provided to help the Scouts keep their tents and toilet buildings clean.

Hoses should be coiled neatly to hang on the hanger or on the ground when not in use. Report any broken items to the Camp Commissioner, who will arrange for a replacement.

SUMP HOLES

Sump holes are dug as a way to eliminate liquids that could attract dangerous wild animals or insect pests becoming a fecund mess in your campsite.

- Lay sticks side-by-side across the top of the hole.
- On top of the sticks, lay pine needle branches or small sticks crosswise to the first sticks. (The needles and smaller sticks are used to filter any food chunks that are mixed into the liquid. Chunks do not go in the hole.)
- Do not over flow the hole and do not put grease in it. Grease will plug your sump hole. Grease should go in a disposable container, harden, and then be put in the trash.

- Don't leave food unattended
- Clean up thoroughly (table, ground, garbage, face, and hands) when done cooking or eating
- Do not allow personal snacks to be brought to camp (inevitably, they end up in sleeping bags and tents)
- Put all "smellables" in a bear box when not in use
- Keep your body, tent, and campsite clean
- For jamboree-style feeding—whether all week or just on Wednesday—have someone at the drop point to pick up the food. Food cannot be left unattended!



So, if you dispose of any liquids in your campsite, other than water, they must go into a sump hole. Liquids can not go in the garbage cans, shower drains, toilets, the stream, lake or any-where else in your campsite. Here are the guidelines for making a sump hole:

- Position near your bear box but not in a path to it or immediately around it.
- Dig the hole about a foot deep and 6" wide. Pile the dirt next to the hole as you will need it to fill in later in the week.

BEAR BOXES

There are black bears in the vicinity of Camp Marin-Sierra. When they smell something good, they come into camp to look for it. Good things to bears can be in your garbage, tent, pack, sleeping bag, or on your picnic table. We call the things that bears like "smellables". This includes deodorant, shampoo, lotion, bug repellent, and certainly all food including candy. To keep bears away from your campsite, we recommend these precautions:

CAMPSITE INSPECTIONS

Volunteer commissioners will conduct daily campsite inspections for safety and for the Baden-Powell Honor Troop Award. *See page 27.* All Scout troops are encouraged to use the inspection as inter-patrol competition and a teaching tool.

The Scout Law

A Scout is:
Trustworthy
Loyal
Helpful
Friendly
Courteous
Kind
Obedient
Cheerful
Thrifty
Brave
Clean
Reverent



ANIMALS AND PLANTS

The Outdoor Code is our commitment to the outdoors. Leave all animals and plants as they are when you find them. Do not pick up animals or cut or pick plants or trees without the permission of the Nature area director. If you need more information about animals in camp, please ask the Nature area director.

We do have dangerous animals in camp. They are usually bears, rattlesnakes, and, for some, bees and yellow jackets. If you see a dangerous animal (or think you might be seeing one), notify a staff member or the Nature area director.

BEARS

Though rare, sometimes bears will wander into camp. They are only looking for what they smell—your food or what smells like food. We do require that any troop storing food in their site use a bear box to lock the food.

Please be aware that the best way to avoid bears is not to have food in your campsite except during meal time with supervision. *See page 35.*

BUDDY SYSTEM

Scouts will always hike and swim with a buddy or buddies and get leader permission for the hike, route, and return time. No Scouts are allowed to hike outside of camp without adult two-deep leadership. We recommend adults have buddies when possible. The buddy system should be implemented in the campsite and in all troop programs in camp.

CALLING HOME

We don't recommend Scouts placing calls home unless absolutely necessary. If they do call home, we highly recommend a troop leader being present. There is NO camp landline phone to use for Scouts or leaders.

Troops should depend on the use of their own cell phones for calls to home. Usually calls to or from home make homesickness worse and can even cause homesickness in a Scout who was not homesick before. *See page 40.*



CELL PHONES AND ELECTRONICS

Let's give Scouts a true outdoor experience (and have one ourselves). Cell phones and other electronic devices should not be brought to camp by Scouts. They aren't just a phone; they are sources for games, email, chatting, and so on. Our philosophy is that camp will be better utilized by the Scouts if the devices on which they are normally dependent are not an option.

We would rather not have adult leaders bring them either, but if you need to, they should only be used discretely and out of the view of Scouts. The parking lot, Ibach Lodge, and your vehicle are good places to use these items.

There is no limited broadband internet service in camp. *See page 41.*

REGULAR CHECK-IN DAY—SUNDAY

See page 3.

CHECK OUT

Although your Staff Guide won't arrive at your campsite until after 6:30am, we recommend that your troop start packing and cleaning up by 6:00am. You must return any equipment that you checked out from the kitchen prior to the campwide evening meal on Friday. Thoroughly clean all the equipment before returning it. It will not be accepted in an unclean condition.

Inform any parent drivers to plan to arrive no later than 8:00am on Saturday. Make sure they depart from home early enough to achieve this goal. Troop leaders will be required to remain in camp until all of their Scouts have been picked up.

CHECK-OUT PROCEDURES AND TIMELINE

6:00am—Merit Badge cards are available at Ibach Lodge for pickup



by leaders. Leaders should sort through them and bring any questions they have with them to breakfast where they can talk to the program area directors.

6:30am—Troop guide arrives in campsite

6:00–7:00am—Troops clean up camp for final check-out inspection. Move gear to parking lot.

7:00–8:30am—The following happens between these hours.

- Finish preparing your campsite for check-out inspection.
- Troop guide inspects campsite with a leader present.
- Guide and Scoutmaster go to Ibach Lodge for final check-out with the camp director or business manager
- Troop to breakfast at the dining area (plates and utensils provided). Breakfast is drop-in and is available between 7:00 and 8:30. Leader can meet with area directors to discuss merit badge cards and solve any problems.
- The troop finishes packing up and leaves camp. The staff guide will notify the camp director that your troop has left.

DAMAGES

Troops are responsible upon leaving camp to pay for any damages incurred in camp such as: tent rips and tears, broken tools and other camp property,

vandalism, and so on. Your troop guide and a leader should thoroughly inspect the campsite upon arrival. Then the campsite is again inspected when you are ready to depart on Saturday for damages that were not present during the arrival inspection. The troop leader, troop guide, and business manager will go over damages before the troop leaves camp.

COMMISSIONERS

The main job of the camp commissioner is to see that each troop's experience is going well. For troops eating jamboree style, the commissioner can be the liaison between the troop and food services. If food portions are not correct, let your commissioner or food services director know. Commissioners also help troops gather supplies and gear for troop activities done in the campsite. Volunteer commissioners will conduct daily campsite inspections. Remember, your commissioner is there to help, so please don't hesitate to ask.

If an adult leader from your troop would like to volunteer to be a commissioner during your week at camp, have them speak with the commissioner when they arrive at camp.

EMERGENCIES

Although we hope they do not happen, we are prepared for various

eventualities. Refer to the emergency information given at the Safety Demo on Sunday evening.

EQUIPMENT AND SUPPLIES

Troops should bring their own troop gear that they would normally take on a camping trip. This includes lanterns, rope, cook stoves, dining fly if desired, record keeping materials, mess kits, and personal gear including sleeping pads and packs.

All day Wednesday, you will be cooking jamboree style and the camp will provide wash tubs, cleansers, and garbage bags.

The camp provides service project tools and has some cooking to loan out. Anything else you may need, call the Marin Council service center before June to confirm that it is available at camp.

FIRES

Misuse of and inattention to fire is a serious offense in camp. Scouts or an entire troop can be asked to leave camp for not complying with fire use policies and restrictions.

Fires are permitted in designated campfire rings only under adult supervision and with a fire suppression method (like a bucket of water). Always be aware of any current fire restrictions which can be obtained by asking the ranger, commissioner, or camp management and will be announced at the daily leader's meetings.

Do not ever use liquid fuel to start fires or briquettes. Dead wood can be used for fires and can be gathered around camp from the ground. Burning sticks/logs the size of a Scout's arm or smaller is required. Do not use green wood or live trees or plants for fuel. Never leave a fire unattended.

FIREARMS AND BOWS

Per Scouting America and Marin Council policy, personal firearms are not allowed at Camp Marin-Sierra. If a personal firearm is brought to camp, it must be checked in to the appropriate Rangemaster for lock-up upon entering camp. It will be returned to you when you depart.

Personal bows must be checked in with the Archery Rangemaster upon



entering camp and will be stored in the locked archery shed. No crossbows are allowed in camp.

FLAMMABLES, PROPANE, AND OTHERS

All excess flammables—propane or gas—for lanterns and stoves, spray paint, and any other flammable materials need to be stored at the kitchen in the flammables locker. Troops have access to the locker through the food services or maintenance directors.

FOOD ALLERGIES AND SPECIAL DIETS

We are aware that some people have moderate to severe allergies to certain foods and others require modified diets for many different reasons. Because of this, we have created the Special Dietary Needs Form. *See page 54.*

This form should be faxed or mailed to our office no later than two weeks prior to your troop coming to camp. Then, the form should be brought to camp and submitted during check-in with the medical form.



During the camp tour, be sure to introduce yourself or have the Scout introduce himself to the cook to find out the procedure for obtaining the necessary food at meal times. We go to great lengths to make sure there is adequate food for everyone in camp; however, because of the volume of people present, it is the individual's responsibility to make sure their dietary needs are met by seeking out and following the important guidelines for mealtimes. Let us emphasize that individuals should only consult with the cook or his designee as to the contents of meals being served. Servers or other food services staff should not be consulted.

In the case of severe allergies, the individual must always carry the necessary medication (e.g., epi pens) should he or she accidentally ingest the wrong food.

It is our hope that through cooperation, everyone can have a successful and incident-free experience at camp.

GARBAGE

Garbage goes in trash cans. If you see garbage on the ground, we ask that you pick it up and throw it away. Each campsite has a garbage can near the road and some campsites have a garbage bucket closer to the campsite.

All garbage in your campsite needs to be in the garbage can by the road



by 7:00pm each night for pick-up. Any garbage left in the campsite or generated after garbage pick-up, must be stored in a bear box for the night. On Wednesday, garbage pick-up will occur after each meal. Remember, no liquids in the garbage. Liquids go in your sump hole. *See also Recycling page 46.*

HARASSMENT

The Marin Council and Camp Marin-Sierra take our harassment policies very seriously. Harassment of any kind is not tolerated or allowed at camp. Scouting America has a strong policy concerning any kind of abuse, hazing, or harassment. Whether it is directed toward or emanating from adults, Scouts, or staff, it will be dealt with swiftly according to the BSA's Youth Protection and harassment policies.

Harassment can include but is not limited to verbal abuse, strong language, sexual innuendo or propositions, inappropriate touching, or creating a hostile work or camp environment for anyone.

If you witness or are the subject of any harassment, report it immediately to the camp director. *See page 48.*

HEALTH OF SCOUTS

Every troop leader should pay close attention to every Scout to make sure he or she is happy, healthy, and involved in the camp program. Leaders must also teach their Scouts proper campsite care. Daily inspections for health and safety conditions will take place to enhance a Scout's experience at camp.

Don't let problems grow. Solve them immediately or get help. Actions such as putting on sun screen and lip balm or changing clothes daily will keep problems from growing. Difficult problems should be referred to the Camp Commissioner or Camp Director.



HAZING

Absolutely no form of hazing is allowed in camp or in any Scout troop or program. Initiations and other forms of hazing will not be tolerated at any time by anyone—youth or adult. Troop leaders are responsible to insure that all Scouts are properly supervised to prevent hazing and other forms of abuse. Please refer to the BSA Youth Protection Guidelines for a full description of hazing and abuse.

HOMESICKNESS

An active program is the best insurance against homesickness, so Scout leaders are urged to do everything they can to keep all Scouts engaged. However, there are still times when younger Scouts get homesick. From experience, we have learned that the more youth call home, the worse the problem becomes. If your Scout is homesick, and the Scoutmaster allows a call home, please be supportive of him or her staying and finishing the week. If the Scouts feel you want them to be successful at camp, they are more likely to want to finish the week. Also, often after a Scout gets through the first few days and has bonded more with the troop, they are more likely to feel better about staying.

A way to help Scouts that you suspect may become homesick is to mail a short, positive note to them right away so that they receive it on Monday or Tuesday. However remember that telling them how much you miss them or that you wish they were at home will only reinforce feelings of homesickness.

A troop might not allow Scouts to use cell phones in camp. A troop leader must be (and remain) in attendance if the homesick Scout calls home.

HYDRATION

With the busy camp lifestyle, it is easy to forget or neglect to drink plenty of fluids during the day. It is vitally important that both youth and leaders drink plenty of liquid. Symptoms such as headaches and upset stomachs are common when this important health need has not been given attention. Make sure all members of your troop carry water bottles and that they fill and drink from them regularly as well as drinking plenty at meals.

HYGIENE

Being at camp can tend to make people lenient with hygiene. Scouts are often uncomfortable with the bathrooms or showers because of the unfamiliar setting, and they may tend to use those places less or for not an adequate amount of time. Please build hygiene into your troop's routine at camp. Making hygiene an expectation will help new Scouts feel more comfortable with new situations and avoid more uncomfortable conversations about odors and communicable diseases.

SLEEP

A good night's sleep is essential to the health of each camper. The camp asks for quiet between 10:00pm and 6:00am. Each Scout needs 8 to 9 hours of sleep per night.

INTERNET SERVICE

Because of improvements in modern technology, even at the remote location of Camp Marin-Sierra, we are now

able to receive satellite internet service. In addition, the camp uses an AT&T MiFi unitcell phones in our office to connect to the internet. There is StarLink access for leaders to use for email and browsing. No streaming is allowed because we do not have the bandwidth to accommodate that. Leaders will be issued the ID and password upon check-in. This is strictly off-limits for all Scout youth.

JAMBOREE DAY

All troops will cook and eat jamboree style all day on Wednesday in their campsites using food we deliver to a drop point near the sites. Be sure to fill out the Patrol Count Form (*page 55*) so that we can pack out food accurately.

Jamboree day is an opportunity for Scouts to earn their cooking rank requirements. Although we have cooking gear that can be checked out, we strongly recommend that you bring all of your own cooking gear along with your propane stoves to camp, even if you are doing central feeding most of the week. It is a great idea to have an ice chest. We will provide the ice only on jamboree cooking day.

Typical items available are patrol cook kits and utensil sets, griddles, and Dutch ovens. Bringing your own gear saves you lots of time dealing with check-in and check-out. Even if you are doing central feeding, having your regular gear for Jamboree Wednesday may be more convenient for your Scouts. Having a roll or two of paper towels is also helpful. The camp will supply soap and scrubbies for cleaning.

LEADERSHIP IN CAMP

Each troop must have the National BSA required minimum of two adult leaders, and we recommend a ratio of one leader to every ten Scouts. Both leaders must be at least 21 years old. All attending adults must be registered adult members of Scouting America and be trained in BSA Youth Protection, and the CA Mandatory Reporter statute #AB-506 if residing in the state of California.

Camp Marin-Sierra, along with every troop, should be a safe haven for all youth and adults. Troop leaders must insure that no Scout be allowed to remain alone in a campsite or anywhere in camp and that hazing or abuse of any kind is never permitted. It should be immediately reported to the camp director if it does occur. There must be a minimum of two or more Scouts or two adult leaders in the campsite. In other words: one adult and one Scout should not be alone in camp.

KNIVES, AXES, AND TOOLS

POCKETKNIVES

Some camp programs for Scouts require the use of pocketknives. Many of these programs have knives to use and personal knives are welcome. Anyone who uses a knife in camp must have a Totin' Chip card, which can be obtained in the Trail to First Class area, and must be used in accordance with the Totin' Chip guidelines. There is no use for knives with blades over four inches in camp so please do not bring them. Pocketknives are available in the Tradin' Post and can only be purchased by a Scout if accompanied by an adult leader from the troop. No trading or selling of knives or any other property is permitted between participants in camp.





HATCHETS AND AXES

Troops may include the use of a hatchet as part of their program or fire building tools. Hatchets should only be used under adult supervision by someone trained to use the hatchet and only in an area designated as the axe yard. Hatchets and axes should be stored under a cot in a leader's tent or can be stored locked upon request.

Occasionally, we find ax or hatchet marks on trees. Leaders should carefully monitor their use so that this does not happen. Reckless use of axes and hatches can injure or even kill trees.

TOOLS

Tools should be used under the supervision of an adult. Tools that cut should be used in a safe and clear area. Please care for all tools. They do break.

MEAL OPTIONS

Camp Marin-Sierra offers two meal plans: Jamboree Style and Central Dining. Note that regardless of the option that you choose, every individual must bring his or her own non-breakable plate, bowl, cup, and utensils. Sunday dinner, Monday breakfast, Friday dinner, and Saturday breakfast

will be served centrally at the main dining area for all campers. On Wednesday all troops are required to prepare their meals in their campsite (Jamboree Style).

CENTRAL DINING

The troop eats all meals in the spacious environment of the outdoor dining area located next to the kitchen. *Troops will be dismissed to be served when the troop (Scouts and adults) is present or accounted for at each meal.* Each troop is responsible for the cleanliness of their area. Troops will be provided a patrol box to store their gear in. Cleaning is done by the Scouts using the 3-basin dip method of, "wash," "rinse," "sanitize." The kitchen staff will provide hot water, sanitizer tablets, and rinse water. Buckets and sponges will also be provided to clean the tables and seats. Remember, all individuals must bring their own non-breakable plate, bowl, cup, and utensils.

JAMBOREE COOKING

The troop receives a delivery of food for every meal at a drop off point close to the site during a pre-designated time period and prepares it themselves. Jamboree food service will be available for all meals during the week except Sunday dinner, Monday breakfast, Friday dinner, and Saturday breakfast. All food is boxed according to the total number of members in each patrol. A representative must be at the drop off

point to accept the food for health and safety reasons. A drop-off time schedule will be included in your packet when you check in and is also posted on your bulletin board with a map of the drop points. You can talk to your commissioner to adjust your drop-off schedule or to adjust the portions of your meals.

STOVES IN CAMP

We strongly recommend that you bring propane stoves and extra propane with you to camp for any cooking that you plan to do. If using small canisters of propane, you may keep one extra canister per stove with you in your campsite; all other cylinders need to be checked in and stored by the camp. The camp has a limited number of propane stoves that can be checked out, but bringing your own guarantees that you have them when you need them and saves your Scouts the hassle of checking gear out from the kitchen. Extra propane will be for sale in the Tradin' Post. White gas stoves are acceptable but not recommended at Camp Marin Sierra. If you bring them, extra fuel will need to be checked in and stored at the kitchen.

TIPS FOR TROOPS COOKING JAMBOREE STYLE

- Each patrol has a representative at the food drop location at the scheduled time prior to each meal. Nevada County Health Department regulations require



us to not leave food unattended. If a representative is not there, we cannot leave the food.

- Use your commissioner or communicate with the food services director to help us get the portions correct. We would rather you have too much food than too little, but we don't want to waste food. Letting us know if you are getting too little or too much food will help us all.
- Bringing an ice chest or cooler to camp allows you to store some of your leftovers as snacks for later on. Ice is available at the Nyack store or the kitchen can supply ice. If you are doing jamboree cooking all week, please use the bear box provided in your campsite, and you must bring your own cooler to place inside.
- You may bring extra food supplies to camp if you like but limit this to troop food only. The food services staff can store these items for you. It is against the health department regulations to store food in bathroom buildings or at unsafe temperatures.
- Propane stoves are the simplest way of heating food during preparations. Please train your Scouts in proper use of your cooking equipment.
- Jamboree style eating allows the Scouts an opportunity to work on Cooking merit badge or to fulfill the Tenderfoot, Second-, or First-Class cooking requirements.
- Thoroughly clean up after each meal and put trash in the trash can. Health regulations dictate that we cannot re-use any food item which has already been delivered to a site, therefore it either becomes a snack for later or it goes into the trash.
- Secure all trash from animals when you leave the site; most of our garbage cans do not have lids.

COOKING MERIT BADGE

Scouts whose troops are cooking Jamboree-style may use the



opportunity to work on the Cooking merit badge. Cooking merit badge is also offered by the camp, and is taught in the dining area. *See page 12.*

MEDICAL FORMS

Everyone who camps overnight at Marin-Sierra must have a currently updated copy of the BSA medical form (parts A, B, and C),



which requires a signature from a doctor or nurse practitioner. The troop will bring these forms to camp with them. The only exception is someone

who is visiting camp for just the day; they only need parts A and B of the form, which does not require a doctor or nurse signature. Because of the remote nature of the camp property and the alpine elevation over 5000ft, we cannot make exceptions to this policy. *Be prepared.*

The current 2019 edition of the BSA medical form, is the only one we accept. The form can be downloaded from the BSA web site at www.scouting.org. The only exceptions are the Kaiser Permanente patients version of the Part C.

MEDICATIONS

All medications for youth and adults must be checked in at the medical lodge upon arrival at camp and be in original bottles or packaging. This is a national standard with which we must comply. If a prescription medication, the prescription label matching the patient's name should accompany the medication.

SCOUT MEDICATIONS

Due to Scouting America policy, all medications belonging to youth must be kept locked at the medical shack

The adult in the troop in charge of medications is responsible for distributing the medication at the medical lodge according to the Scout's doctor's orders. If any medications need refrigeration, the adult leader will need to schedule a time to meet the medical officer to get the medication.

If the Scout has an emergency medication, like a rescue inhaler or epi pen, these medications must be carried by the Scout at all times. Be sure the Scout's name is clearly printed on any carrying cases, kits, or pouches containing the medication.

ADULT MEDICATIONS

Adult's medications can be retained by the adult in a locked car. Adults also have the option (which we recommend) of leaving their medications at the medical lodge with the Scout medications. The refrigerator in Ibach Lodge may be used to store personal medication that needs refrigeration. Be sure any medications that are potentially dangerous have a close watch on them. There are many youth in camp, and not all of them are aware of the dangers of other people's medications.

Emergency medication, such as inhalers, heart medicine, and epi pens, must be carried at all times in case of a medical event.

OFF-LIMITS AREAS

IBACH LOUNGE

Leader's lounge by day, staff lounge by night, youth camper's lounge NO!

Please be sure campers know this building is off-limits at all times except in case of emergency.

MAINTENANCE AREA

Very dangerous tools and equipment are stored in the maintenance area, and there may be other hazards as well. It is off limits to everyone in camp except the ranger and designated staff.

PROGRAM AREAS

All program areas are off-limits when staff are not present. The waterfront, climbing area, and all



range & target activity areas each require permission to enter and exit the areas. At the shooting sports areas, no flag raised means the range is closed and you may not enter. Also, the hill between the archery and rifle range is off limits to everyone at all times.

RANGER'S HOME

This is the ranger's home year-round. Please respect his home and privacy as he respects your campsite.

STAFF HILL

The staff housing area is their home away from home. This area is off limits to all campers and leaders. If you need to speak with a staff member who is in his or her cabin, please have the camp director, program director, commissioner, or another area director contact them for you.

PAYMENTS, FEES, AND REFUNDS

The payment form (*page 51*) should accompany any and all payments. Send the form and the payment together. The form is not payment in itself; it must be accompanied by a check or credit card number.

The camp fees are listed here below. All camper and adult fees should be paid by the troop before camp, but if there are outstanding fees due upon arrival, the camp management will work with you to collect them when you arrive. Plan on bringing a troop check or other form of payment if you think you might need to make a payment at camp or for making a deposit for the 2025 season.

Everyone that pays by April 1, 2025 is eligible to receive a free camp T-shirt. Mark the sizes on the payment form. (These are adult sizes only.) They will be available in the Tradin' Post at camp for a leader to pick up during your week at camp. We do

2025 SUMMER CAMP FEE STRUCTURE <small>(all Scout Youth and Adult Leaders must be registered BSA members)</small>	Scout Youth	Adult Leaders	Provisional Scouts
Early-Bird Reservation (full payment by March 31, 2025)	\$675	\$225	\$695
Regular Weekly Reservation (full payment by May 31, 2025)	\$700	\$250	\$725
Late Reservation (full payment received at least 2 full weeks prior to arrival)	\$725	\$275	\$750
On-Arrival Registration Fee (full payment less than 2-weeks prior to arrival)	\$775	\$300	
Saturday Early Arrival (per person; no meals or program available)	\$10	\$10	
Provisional Leader or Visitor Fee (overnight stay includes daily meals)		\$75	



not keep track of who should receive shirts, only the number of shirts needed. The troop needs to identify who paid early. No free t-shirts are available for those who pay after April 1, 2025. The same t-shirt will be available for sale in the Tradin' Post for approximately \$20 each.

SHARED LEADERSHIP

While many adults can come to camp for an entire week, there are occasions when, because of work or other family obligations, an adult can only attend with the troop for part of a week. There are a couple of payment options available.

If two or three leaders are going to share the time at camp, and their total time equals the entire six days of camp, then they should be paid as one leader. For example, if one leader stays Sunday through Tuesday, and a second leader stays Tuesday through Saturday, then that is the same as one leader for an entire week.

Alternatively, if a leader is staying a fraction of a week with no one else filling the remainder, then the leader should pay the rate of \$75 per day. This can be paid on arrival in camp. However, it may be less expensive to pay for the leader for an entire week if the per day fee exceeds the per week amount.

PARTIAL WEEKS FOR SCOUTS

Fees are not discounted nor prorated for Scouts that can only attend for a partial week.

REFUND POLICY

Please understand that fees paid for Scouts and leaders begin to be used to buy supplies prior to summer camp. When someone decides not to come to camp, part of their money has already been used.

Refunds will be granted on the following basis: Full refund

(excluding deposit) before April 1, 2025; 50% refund after April 1 through April 30, 2025; 25% refund from May 1 through June 1, 2025. No refunds after June 1, 2025. Partial refunds may be granted after June 1, 2025 for extreme situations (death in family; serious illness) and may be *requested by writing to our council office*. No full refunds will be granted after April 1, 2025 for any reason.

PROVISIONAL TROOP CAMPERS

Some Scouts choose to attend a second week of camp or simply cannot come the same dates as their own troop. Scouts can camp provisionally any of the four sessions offered providing space is available. The Marin Sierra management team will seek to link them with an attending troop the week they desire.

Provisional campers are signed up by their parents with Scoutmaster approval to attend camp with a provisional troop. To sign up, they should complete and submit the Provisional Scout Application Form found in Chapter 10 or on our web site. Scouts may register up to two weeks before they come to camp;



however, every effort to register as early as possible after June 1 should be made to insure placement with an attending troop. There are *absolutely no* On-Arrival registrations for provisional Scouts.

QUIET HOURS

All areas of camp should be quiet between 10:00pm and 6:00am. Overall, please respect the unique opportunities presented by the great outdoors at Marin-Sierra during the day and at night. Dusk and dawn are great times to catch a glimpse or the sound of many animals. Make it possible for others in camp to take advantage of these opportunities at anytime.

RECYCLING

We are often asked why we do not have a recycling program at Camp Marin-Sierra. While it may appear that we have no recycling program, we actually do. The disposal company that services our camp uses a “single-stream” method of collection.



In other words, they sort all the trash when it arrives at their facility, removing recyclable items as needed. We have no separate pickup for trash and recycling. If you have any questions about it, please ask the camp director or ranger.

SMOKING AND TOBACCO

Smoking and tobacco use—only by adults 21 and over—is allowed only in one specific designated area: the backside of Ibach Lodge near the staircase where there is a canister for use. Smoking and tobacco use should not be done around or in view of Scouts. Smoking is considered an open flame and must be treated as fire hazard.

THE TRADIN’ POST

The Tradin’ Post sells camp souvenirs, mugs, t-shirts, sweatshirts, snacks, sodas, maps, mosquito repellent, sunscreen, toiletries, camping gear, and other supplies. It also carries many of the items your Scouts will need to complete most of the requirements offered at camp. Merit badge pamphlets, woodcarving and leather-working kits, arrow-making supplies, and some first aid supplies are just some of the items available.

Plan ahead, bringing needed merit badge books with you. Because of the frequency of merit badge changes, we carry only a limited supply for those who need them at the last minute due to an unplanned class or change.

Hours of operation will be posted at camp but the Tradin’ Post is usually open during program times. We allow a maximum of five customers (youth or adult) in the Tradin’ Post at one time. Any more than that wait in line outside the front door.

We suggest that Scouts bring a minimum of \$50-60 to camp based on the types of merit badges they will take, how well prepared they are with gear, and the types of souvenirs they might like to bring home.

The Tradin’ Post does sell caffeinated beverages and candy. We do expect adults in charge of the troops and Scouts during their stay in camp to monitor the Tradin’ Post use by their Scouts.

The Tradin’ Post accepts cash, checks, debit cards, and credit cards (with a brief delay in processing). It is the responsibility of the troop to decide if and how to monitor a Scout’s purchases.

Here is a cross-section of the items you might find in the Tradin' Post with approximately what they might cost (actual price may vary):

- T-shirts, \$20
- Sweatshirts, \$38
- Hats, \$14-20
- Water bottles, \$10-20
- Tickets for 10 rifle rounds \$1 (non-refundable)
- Ticket for Shotgun rounds, \$10 for 5 rounds (non-refundable)
- Handicraft kits, \$8-\$20
- Soap/toiletries, \$2-\$7
- Merit badge pamphlets, \$6
- Sharpening stone, \$5
- Snacks & drinks, \$2-\$5

UNIFORMS IN CAMP

FIELD UNIFORM

Scouting America tan shirt with olive shorts or pants, belt, socks, and neckerchief (neckerchief optional for Scouters). OA sash is optional but recommended for Thursday, which is OA day. *See page 31.* Field uniform is required only for the evening meal and evening flag ceremony. Individual troops can determine when their Scouts and leaders will wear the field uniform at other times.

ACTIVITY UNIFORM

These are designated by troop and are usually a Scouting-related polo or t-shirt, BSA shorts or pants, BSA socks, and belt. Activity uniform is encouraged but not required for Scouts at all times while at camp. There will be no points or awards based on troop activity uniform, but uniforms raise Scout spirit and troop spirit.

VEHICLES IN CAMP

Only authorized vehicles are allowed on camp roads. Do not assume that because there are roads that everyone has the right to drive on them. In order

to keep camp roads safe, protect against erosion, and maintain them for future generations, the following vehicle travel policy must be followed. For troops with 25 or less total population, one vehicle may make one trip to the camp-site. For troops with over 25 people, two vehicles will be permitted to make one trip each. Trucks with trailers count as one vehicle. Don't overpack, but plan accordingly, and have Scouts and leaders pack their own gear to the sites. Use the vehicles for troop gear only. This way, troops can make the trip to the campsite with one vehicle. Most



sites are approximately a five-minute hike from the parking lot.

Vehicles are allowed to stay a maximum of 30 minutes at the site. Drive out, unpack, then drive back. Do not block the roads with your vehicle. Vehicles or trailers may not remain parked in campsites.

Because of limited access, trailers are not allowed at the following sites:

Cedar and Lodgepole off the South road, and Omega, Carlisle, and Medicine Man on the North side.

Late arrivals or those who arrive or leave mid-week are not permitted to drive to the campsites. If there is gear, utilize Scouts or other leaders to carry gear to or from the campsite.

If anyone has special needs limiting their ability to walk to or from their campsite, contact the commissioner to arrange for transportation. Again, do not assume you can drive to the site.

during the week. Seat belts must be worn in all vehicles at all times while in motion. Drivers should always carry their keys with them.

VISITORS

Guests are always welcome; however, it's best for the troop and the camp if people do not drop in unannounced. Although entire families may visit for a short time (please, no pets), there are no overnight accommodations for siblings or entire families.

On arrival, visitors must check in at the camp office, pay any necessary fees, and visit the medical officer to receive a wrist band—required to be in camp. Visitors submit their medical form at that time if they are staying the night, assuming the form was not already brought up with the troop.

Let your troop and the camp office know before camp when guest meals may be needed. The charge for guest meals is \$10 per meal per person. For adults desiring to stay overnight, the charge is \$75 per person per night and includes the meals. We ask leaders to show their guests where and how much to pay.

Visitors spending one night must bring with them at least the currently updated parts A, B & C of the 2019 BSA medical form, which can be downloaded from www.scouting.org. For more than one night, the full medical form (parts A, B, and C) must be submitted. Persons without medical forms cannot stay overnight in camp. *See page 43.*

YOUTH PROTECTION GUIDELINES

New in 2021, all adults in each troop must be registered with BSA and currently trained in Youth Protection. This training will not be offered during camp so everyone must be a registered adult leader to attend.

No youth should ever be alone with one adult—there must always be two present. Adults must always shower, sleep, or change clothes separately from youth other than their own children.

WHAT NOT TO BRING

FIREWORKS AND FIRE STARTERS

Fireworks are against the law, and extreme fire hazards during the summer make them very dangerous. Fire starters can be brought as troop gear but should not be in the possession of Scouts. If necessary, they should only be used by Scouts under close adult supervision for a short time.

AEROSOL SPRAYS

Please don't bring them. They damage our tents.

ALCOHOL OR DRUGS

None of these items are allowed in camp. Those possessing alcohol or drugs or under the influence thereof will be asked to leave camp immediately. Anyone possessing illegal or

unapproved drugs may be reported to the sheriff.

PETS

No pets are allowed at camp or to be kept in cars during the camp week. Likewise, no animals at camp should be removed and brought home or stored as pets. Please inform guests not to bring them.

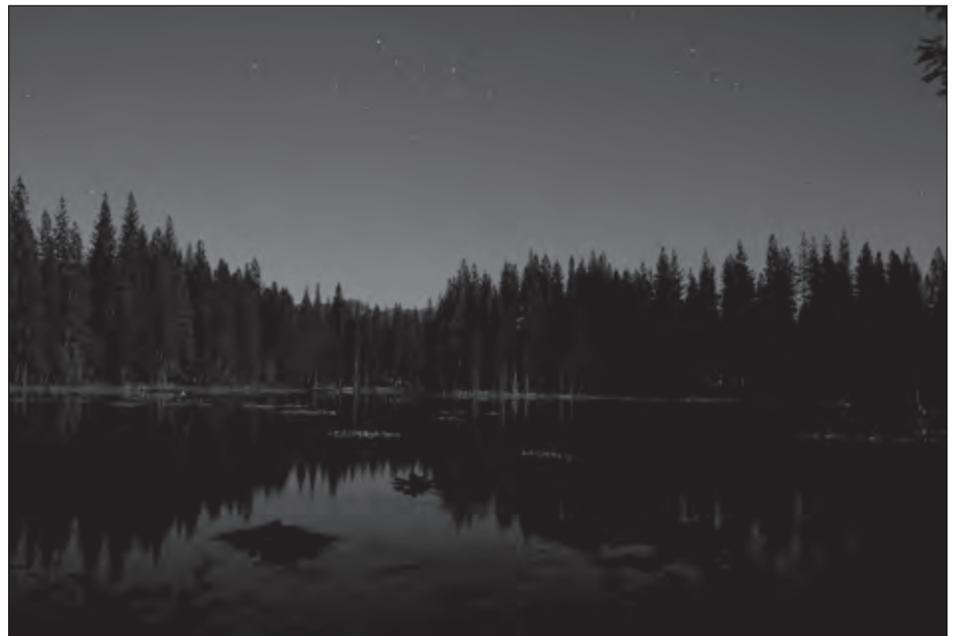
UNSCOUT-LIKE LANGUAGE OR BEHAVIOR

All language, behavior, camp-fire skits and songs, any media, and anything written should be Scout-appropriate. This is true for both youth and adults. The Scout Oath and Law are not sayings we memorize but ideals to live by. Camp should be filled with the best examples.



THANK YOU TO ALL THE PHOTOGRAPHERS WHO'S PHOTOS APPEAR IN THIS GUIDE:

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MAX SNYDER, BOB TONG, TIM WELLS



WHAT TROOPS SHOULD BRING TO CAMP

SUBMIT UPON ARRIVAL/CHECK-IN

Each Scout and adult in attendance must have a current and valid BSA Annual Health & Medical Record form, Parts A/B/C, and all minors must have a completed parent authorization form in order to stay at camp.

- **Current Health Forms** (youth & adult) in alphabetical order. **The current BSA Health & Medical form (2019 edition)** is available online at www.scouting.org. Advise any visiting guests that they need to bring the same health forms (Parts A/B). Anyone staying overnight must have the complete health form (Parts A/B/C) and BSA registration.
- **Medications & Prescriptions** must be in original bottles or packaging. Please remember that all medications need to be declared and left with the Camp Health Officer (except for epi-pens, inhalers, or heart medicine).
- **Special Dietary Needs Forms** --- be sure to fax or email these forms to the Marin Council office at least two weeks prior to your arrival at camp. Discuss allergies or special diets with the Camp Health Officer during check-in and confirm meal options with the Food Services Director, Assistant Kitchen Manager or Special Dietary Cook.
- **Minor Activity Release Forms** --- **(please file separate from health forms)** Anyone under 18 must have this release signed by their parents or guardians to participate in restricted activities. If this form is not submitted or approved, a youth will not be able to participate in certain events including shooting sports.

REQUIRED TROOP MATERIALS

- **Adequate adult leadership** is required for your unit to attend camp. BSA Youth Protection policies require a minimum of two registered adult leaders at all times when youth are present in their campsites (**use the Adult Leader AB-506 Confirmation form**).
- **Emergency Contact Information** for every attendee in your unit is required in case of any large-scale evacuation or public health emergency (**use the Camp Unit Attendance Roster**).
- **Meals by Patrol Count Form** --- this form is required for all troops so that jamboree meals can be packed up by patrol size numbers for jamboree-cooking all-week and every Wednesday.
- **Camp payment records.** We have these filed at camp, however in the case of a discrepancy, it is wise to have your own unit receipt copies as well.

RECOMMENDED UNIT SUPPLIES

- **BSA Merit Badge application forms** (blue cards)
- **Unit program plans** for troop while in camp during periods of group activities
- **Lanterns and extra fuel or batteries** (propane or electric)
- **Ice chest** (for Jamboree-cooking days)
- **Troop and/or patrol cooking gear** including stoves (*propane only please!*); some equipment is available at camp.
- **Emergency Funds "Bank"** for youth.
- **Troop Flag** on pole (bring to assembly)
- **American Flag** for campsite (optional)
- **Campsite Gateway Banner** (optional)

2025 SCOUTS BSA SUMMER RESIDENT CAMP --- TROOP RESERVATION FORM

Use this form to reserve a week in 2025. Do not use this form for unit payments. Deposit is for the unit only, not for individual Scouts or leaders.

TROOP: # _____ *Boys* ___ **COUNCIL:** _____ **DATE:** _____
Girls ___ (not District)

WEEK (check one): ___ #1/June 29–July 5 ___ #2/July 6-12 ___ #3/July 13-19 ___ #4/July 20-26

Troop Representative Name: _____ Best Phone # _____
Contact name of individual responsible for all Summer Camp correspondence with your unit.

Email Address: _____ Alternate Phone # _____
Please print clearly, and indicate an email that is checked frequently.

Mailing Address: _____

City / State / Zip: _____



Actual Projected Attendance <i>(OK to adjust later)</i>	_____ Scout Youth , with _____ Adult Leaders (min 2 per BSA Youth Protection standards) <i>Please provide your best estimate so we can place you in the appropriate campsite based on size & availability.</i>
Preferred Campsite Requests <i>(see map on next page)</i>	First Choice: _____ Alternate: _____ <i>Two-person platform tents are provided for all Scout youth. Wall tents & cots are provided for adult leaders who are registered and paid prior to June 1, 2025. Additional adult leaders and visitors may need to bring personal tents if greater than campsite capacity. Every attempt will be made to place you in your first-choice campsite, however your selection is not guaranteed. We reserve the right to re-assign your unit to match the overall capacity demands of your camp week.</i>
Meal-type Selection <i>(choose one)</i>	___ CENTRAL Dining (most meals served outdoors @ Commissary; Wednesday ONLY Jamboree @ campsites) ___ JAMBOREE-style (food delivered to troop for cooking and serving most meals by patrol at campsite all week)
Anticipated Arrival Time <i>(choose one)</i>	___ REGULAR: Sunday 12noon – 2pm ___ EARLY: Saturday 3pm – 5pm <i>Please note that Saturday arrival does not include any food or program until Sunday afternoon; see extra fee below.</i>
Deposit Payment <i>(choose one method; DO NOT USE for additional unit or individual payments following initial deposit)</i>	A \$500 deposit is due with this completed form to hold your unit reservation and campsite request for Summer Camp 2024. The deposit will be applied toward your total camp fees due based on projected attendees. All deposits are non-refundable after March 1, 2025. (Refund policy noted below applies to camp fees only.) ___ \$500 unit deposit is enclosed (please make check payable to: <u>Marin Council, BSA</u>) ___ Charge \$500 unit deposit to Council account (Marin units only); Troop # _____ ___ Charge \$500 unit deposit to credit card # _____ Expiry Date _____ / _____ Security Code _____ (on back) Billing Zip Code _____ Name on card _____ Signature _____

Return by US Mail: Marin Sierra / 225 West End Avenue / San Rafael, CA 94901 **or Fax:** 415-454-5511
 Phone: 415-454-1081 Email: camping@boyscouts-marin.org Website: www.boyscouts-marin.org

2025 SUMMER CAMP FEE STRUCTURE <i>(all Scout Youth and Adult Leaders must be registered BSA members)</i>	Scout Youth	Adult Leaders	Provisional Scouts
Early-Bird Reservation (full payment by March 31, 2025)	\$675	\$225	\$695
Regular Weekly Reservation (full payment by May 31, 2025)	\$700	\$250	\$725
Late Reservation (full payment received at least 2 full weeks prior to arrival)	\$725	\$275	\$750
On-Arrival Registration Fee (full payment less than 2-weeks prior to arrival)	\$775	\$300	
Saturday Early Arrival (per person; no meals or program available)	\$10	\$10	
Provisional Leader or Visitor Fee (overnight stay includes daily meals)		\$75	

Camp Fee Refund Policy: Fully up to 03/31/25; 75% from 04/01-30/25; 50% from 05/01-31/25; 25% from 06/01-30/25; nothing as of 07/01/25. Partial refunds may be granted during the Summer in exceptional circumstances; please see current edition of the Leader Guide for more information.

2025 SCOUTS BSA SUMMER RESIDENT CAMP --- TROOP PAYMENT FORM

Payment is on behalf of the unit only, not for individual Scouts or leaders. Please include this form with any payments beyond your initial troop reservation deposit (except for Provisional Scouts). **Always use a new form for each payment (do not update or reuse a prior payment copy).**

TROOP: Boys ___ **COUNCIL:** _____ **DATE:** _____
 # _____ Girls ___ (not District) _____

WEEK (check one): ___ #1/June 29–July 5 ___ #2/July 6-12 ___ #3/July 13-19 ___ #4/July 20-26

Troop Representative Name: _____ Best Phone # _____
Contact name of individual responsible for all Summer Camp correspondence for your unit.

Email Address: _____ Alternate Phone # _____
Please print clearly and indicate an email that is checked frequently.

Mailing Address: _____

City / State / Zip: _____



Payment NO later than March 31, 2025 (includes free t-shirts!)			
Camper Type:	Weekly Fee:	Quantity:	Subtotal:
Scout Youth	\$675		
Adult Leader	\$225		
If this is the first payment after your initial reservation, then deduct the \$500 deposit amount here:			
Total amount being paid:			

Payment after 03/31 but NO later than May 31, 2025			
Camper Type:	Weekly Fee:	Quantity:	Subtotal:
Scout Youth	\$700		
Webelos Bridged in 2025	\$675		
Adult Leader	\$250		
If this is the first payment after your initial reservation, then deduct the \$500 deposit amount here:			
Total amount being paid:			

Payment after 05/31 but NO later than 2 weeks before arrival*			
Camper Type:	Weekly Fee:	Quantity:	Subtotal:
Scout Youth	\$725		
Webelos Bridged in 2025	\$700		
Adult Leader	\$275		
If this is the first payment after your initial reservation, then deduct the \$500 deposit amount here:			
Total amount being paid:			

** Do not mail payments within 2-weeks of your camp session; please pay on arrival. Rates are higher for "on-arrival" reservations and payments; see current Leaders' Guide.*

Payment Method:

___ Troop check # _____ enclosed (payable to *Marin Council, BSA*)
 ___ Charge payment amount to VISA / MC / AMEX # _____
 Expiry Date ___ / ___ Security Code ___ (on back) Billing Zip Code _____
 Name on card _____ Signature _____

Summer Camp T-shirts Pre-order Program!

Order your quantities by size in advance, and your Scouts will have fresh, clean Marin-Sierra T-shirts waiting for pick-up @ the Murray Lodge Tradin' Post

Free if ordered by 03/31!
 Only \$15 (SM thru XL) or \$18 (XX or XXX) by 05/31!

Pricing will be higher at camp, and size selection is not guaranteed!

___ SM ___ MD ___ LG ___ XL
 ___ XX ___ XXX

___ T-shirts @ \$15 = _____
 ___ T-shirts @ \$18 = _____

Please add your total T-shirt pre-order to any troop payment amounts indicated at the left; tax and shipping are included!

Return by US Mail: Marin-Sierra / 225 West End Avenue / San Rafael, CA 94901 **or Fax:** 415-454-5511
 Phone: 415-454-1081 Email: camping@boyscouts-marine.org Website: www.boyscouts-marine.org

Camp Fee Refund Policy: Fully up to 03/31/25; 75% from 04/01-30/25; 50% from 05/01-31/25; 25% from 06/01-30/25; nothing as of 07/01/25. Partial refunds may be granted during the Summer in exceptional circumstances; please see current edition of the Leader Guide for more information.

MINOR CONSENT & ACTIVITY RELEASE FORM

Parent/Guardian Authorization for Youth Under 18 Years of Age

This specific and current form must be prepared in advance and present on the property of Camp Marin-Sierra during attendance at Summer Camp weeks. **No other form will be accepted.** Scouts without this completed form will not be able to participate in the activities listed below. This form must be completed-in-full and brought with the Troop to be submitted at the unit check-in on Sunday for distribution to relevant program areas.

Week (check one): ___ #1/June 29 – July 5 ___ #2/July 6-12 ___ #3/July 13-19 ___ #4/July 20-26

Council: _____ **Troop #** _____ **Scout Name:** _____

Please note: while not absolutely required, the Marin Council, Scouting America prefers the signatures of both parents/guardians below, and for any activity selection that is chosen, the matching initials of both adults.

The undersigned parent(s) or legal guardian(s) consent that the Archery, Tomahawk, Rifle or Shotgun instructor of the Marin Council, Scouting America may furnish only at the approved range facility the BSA-approved archery, tomahawk or firearm equipment with ammunition to the above-named minor for the purpose of education and instruction in safe handling, target shooting and other marksmanship-related activities. Please initial each box below where permission is granted for the minor to participate.

This authorization expires automatically on August 1, 2025.

Archery (bow & arrows) _____ **Tomahawk** (throwing) _____ **Rifle** (.22 caliber) _____

Muzzle-loading (.50 caliber black powder) _____ **Shotgun** (20-gauge) _____

The above-named minor may participate in the normal activities of the camp program including --- but not limited to --- swimming, boating, hiking, outdoor cooking and field games. In addition to these, permission is granted to participate in the following special activities if available at camp during the week. Please initial each box below where permission is granted for the minor to participate in:

Internet Access (under supervision of Merit Badge Counselor in class for requirement completion) _____

Rock-climbing (with unit leader approval) _____ **COPE** (with unit leader approval) _____

Parent/Guardian #1 Name: _____ **Initials** _____

Parent/Guardian #1 Signature: _____ **Date:** _____

Street Address: _____ **City / State / Zip:** _____

Best Phone # _____ (mobile / home / work) **Alternate #** _____ (mobile / home / work)

Parent/Guardian #2 Name: _____ **Initials** _____

Parent/Guardian #2 Signature: _____ **Date:** _____

Street Address: _____ **City / State / Zip:** _____

Best Phone # _____ (mobile / home / work) **Alternate #** _____ (mobile / home / work)

2025 SCOUTS BSA SUMMER RESIDENT CAMP

INDIVIDUAL SPECIAL DIETARY NEEDS FORM

*Use this form to notify the Marin-Sierra Commissary Staff of any special dietary needs, food allergies or other restrictions. Please be specific in explaining special dietary needs, allergic reactions or food preparation requirements. We will make every reasonable effort to accommodate your conditions reported below including vegetarian, vegan, dairy/gluten/nut/soy-free, etc. We do not have the capacity to prepare for special dietary choices such as Keto or Paleo for which you will need to supplement your favorite foods at camp. **This form is NOT for dietary preferences (i.e. doesn't like peas)***

WEEK (check one): #1/June 29–July 5 #2/July 6-12 #3/July 13-19 #4/July 20-26

Youth Adult Troop # _____ Council Name (not District) _____

Individual Name: _____ Best Phone # _____

Email Address: _____ Alternate Phone # _____
Please print clearly, and indicate an email that is checked frequently.

Troop Representative Name: _____ Best Phone # _____
Contact name of individual responsible for all Summer Camp correspondence for your unit.

Email Address: _____ Alternate Phone # _____
Please print clearly, and indicate an email that is checked frequently.

Procedure: (must review all steps!)

- 1) **Do not submit this form if you have NO special dietary needs or restrictions.**
- 2) **Submit this form no later than two (2) weeks prior to your arrival at Summer Camp.** Email, Fax or Mail to the address information at the bottom of this page. Your form will be forwarded to the Commissary staff.
- 3) **Provide your Troop leader with a copy to be brought to camp and presented with the medical forms.**
- 4) **You must confirm** with the Special Dietary Needs Cook, Assistant Kitchen Manager or Food Services Director at each meal to make sure you get what you need. We are preparing up to 420 servings for each of 3-meals-a-day; filing this form does not guarantee that you will receive the correct foods unless you meet in-person with those Commissary Staff individuals noted above.
- 5) In the event you believe that you may have received the incorrect type of food, do not hesitate to contact any one of the Commissary Staff individuals noted above in #4. If you ingest something to which you are allergic, please see the Camp Health Officer immediately or have a staff member radio them for emergency response!
- 6) It is the responsibility of those persons with severe allergies to make sure they always carry the proper medication (such as an Epi-pen) with them at all times in case of emergency.

Description: (please be very specific about what you cannot eat, or type of diet needed, or any allergic reactions)

2025 SCOUTS BSA SUMMER RESIDENT CAMP

PATROL COUNT FORM FOR JAMBOREE-STYLE MEALS

Use this form to notify the camp of the distribution of Scout Youth and Adult Leaders in your troop by patrol for Jamboree cooking meals. It is important to complete this form accurately so we can appropriately pack and deliver your food for all Jamboree meals. **DO NOT mail this form; bring it with you to camp to submit during Sunday afternoon check-in.**

WEEK (check one): #1/June 29–July 5 #2/July 6-12 #3/July 13-19 #4/July 20-26

Troop # _____ **Council Name** (not District) _____ **Total # of Patrols** _____

Unit Leader In-Camp: _____ **Cell Phone #** _____

Some troops choose to prepare and cook meals Jamboree-style in their campsites all week (Monday lunch through Friday lunch). All troops, including those with Central Dining at the Commissary, will cook and eat Jamboree-style all day on Wednesday (breakfast/lunch/dinner) in their campsites using the food supplies delivered to a drop point nearby. At Marin-Sierra, we believe this helps to reinforce your Scouts cooking skills by the Patrol Method. Be sure to complete this form accurately so we can provide the correct amount of food. **Minimum patrol size: 5 persons; maximum: 10.**

Please Check One:

Central Dining Plan at the Camp Commissary all week (except Jamboree Wednesday!)

Jamboree-style cooking option in your campsite (except the first two/last two meals of the week)

First Patrol Name: _____

of Scout Youth _____ # of Adult Leaders _____

Total # in Patrol _____

Fifth Patrol Name: _____

of Scout Youth _____ # of Adult Leaders _____

Total # in Patrol _____

Second Patrol Name: _____

of Scout Youth _____ # of Adult Leaders _____

Total # in Patrol _____

Sixth Patrol Name: _____

of Scout Youth _____ # of Adult Leaders _____

Total # in Patrol _____

Third Patrol Name: _____

of Scout Youth _____ # of Adult Leaders _____

Total # in Patrol _____

Seventh Patrol Name: _____

of Scout Youth _____ # of Adult Leaders _____

Total # in Patrol _____

Fourth Patrol Name: _____

of Scout Youth _____ # of Adult Leaders _____

Total # in Patrol _____

Eighth Patrol Name: _____

of Scout Youth _____ # of Adult Leaders _____

Total # in Patrol _____

SUMMER RESIDENT CAMP UNIT ROSTER

Complete this form by listing all unit campers attending **with Troop #** _____ **from** _____ **Council**

Week # _____ Troop Leader _____ Phone # _____

	<i>First & Last Name</i>	<i>Emergency Phone #</i>	<i>Youth or Adult</i>	
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				
21				
22				
23				
24				

Council Verification of AB 506 Compliance

Unit #: _____

Camp Attending: _____

Council: _____

Camp Dates: _____

Confirm that the listed Adult(s) are in compliance with the following:

- Currently registered member of the Boy Scouts of America through a unit, district or local Council.
- Current BSA Youth Protection Training
- AB 506 Volunteer Training Complete
- AB 506 Live Scan & Background Check Complete

Please mark "Yes" or "No" if the listed Adult(s) are in compliance with the above items.

Pack
 Troop
 Crew
 Post

	Last Name	First Name	Member ID	Currently Registered (Yes/ No)	Current BSA YPT (Yes/ No)	AB 506 Training (Yes/ No)	Live Scan & Background Check (Yes/ No)
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							

X _____

Council Verification (Sign) _____ Printed Name _____ Date _____

X _____

Unit Leader Verification (Sign) _____ Printed Name _____ Date _____

Provide one copy to camp and retain one copy for unit record.

2025 SCOUTS BSA SUMMER RESIDENT CAMP

PROVISIONAL SCOUT APPLICATION

At Marin-Sierra, we offer your individual Scouts BSA or Venturing BSA youth an alternate opportunity to attend Summer Camp. This is appropriate when the Scout cannot attend with their own Troop due to a family schedule conflict or they are looking for an additional Summer Camp experience. We make every attempt to place your Scout with a host troop from your same council or a Marin unit.

WEEK (check one): ___ #1/June 29–July 5 ___ #2/July 6-12 ___ #3/July 13-19 ___ #4/July 20-26

Scout Name: _____ **Scout Phone #** _____
First Middle Initial Last

Age: _____ Rank: _____ Home Troop # _____ Council (not District): _____

Scout Email Address: _____ Application Date: _____
Please print clearly, and indicate an email that is checked frequently.

Mailing Address: _____

City / State / Zip: _____



1st Parent/Guardian Name: _____ Best Phone # _____

Email Address: _____ Alternate Phone # _____
Please print clearly, and indicate an email that is checked frequently.

2nd Parent/Guardian Name: _____ Best Phone # _____

Email Address: _____ Alternate Phone # _____
Please print clearly, and indicate an email that is checked frequently.

Scoutmaster Name: _____ Best Phone # _____

Email Address: _____ Approval Signature _____
Please print clearly, and indicate an email that is checked frequently.

Provisional Scout Individual Reservation:	Weekly Camp Fee:	Payment Method: <small>(do not include with any Troop Camp Reservation deposits or Payment forms)</small>
Early-Bird (by March 31, 2025)	\$695	___ Check is enclosed (make payable to: <u>Marin Council, BSA</u>) ___ Charge to credit card # _____ Exp. Date ___/___/___ Sec. Code _____ (back) Zip Code _____ Name on card _____ Signature _____
Regular (by May 31, 2025)	\$725	
Late (after May 31, 2025 and at least 14-days/2-weeks prior to arrival for camp week)	\$750	

Return by US Mail: Marin-Sierra / 225 West End Avenue / San Rafael, CA 94901 **or Fax:** 415-454-5511
 Phone: 415-454-1081 Email: camping@boyscouts-marin.org Website: www.boyscouts-marin.org

Camp Fee Refund Policy: Fully up to 03/31/25; 75% from 04/01-30/25; 50% from 05/01-31/25; 25% from 06/01-30/25; nothing as of 07/01/25. Partial refunds may be granted during the Summer in exceptional circumstances; please see current edition of the Leader Guide for more information.

PARENT/FAMILY INFORMATION FOR PROVISIONAL SCOUTS

Preparing You and Your Scout

To prepare your family for your Scout's Summer Camp experience, download the current Marin-Sierra Summer Camp Leaders' Guide and Parent Information Guide from the Marin Council website Summer Camp page:

<http://www.boyscouts-marin.org/camping-facilities/scouts-bsa-summer-camp/4507>. All current information, forms, schedules, policies and other materials will be posted there. Be sure to involve your Scoutmaster in the application process with an approval signature, and any follow-up so the Scoutmaster can also help prepare your Scout. You are also welcome to attend any of the Camp Leader meetings held online in May. Request a ZOOM link from the Camp Director.

Advancement Planning

- ✓ Review the Marin-Sierra Merit Badge offerings and schedules online or download those pages.
- ✓ Talk with your Scoutmaster about the Merit Badge topics and other programs you want to participate. This is an important step in preparing for your Summer Camp week advancement opportunities.
- ✓ If there are pre-requisites or requirements that will not be covered at camp, make a plan with your Scoutmaster to finish those in advance of your camp week so you can complete the Merit Badge there.
- ✓ Complete a Merit Badge application (blue card) for each class you plan to take and make sure your Scoutmaster approves and signs these. Don't forget to bring them with you to camp!
- ✓ Sign-up for the scheduled Merit Badge class sessions Monday morning at the end of the camp assembly. Many other programs are available as "drop-in".
- ✓ Bring your Scoutmaster-approved and completely filled-out blue cards with you to your first Merit Badge session in the program areas.
- ✓ By the end of the week, the Merit Badge counselor will sign your blue cards if you have completed all requirements. If they are not complete, you will receive a "partial" blue card with those requirements completed listed on the back page grid.

Arrival: Sunday 12noon - 1pm ONLY!

As a provisional Scout, on-time arrival at camp in uniform is critical to ensure that you have the opportunity to be placed with your host Troop and meet

everyone in advance of the full check-in process. Provisional Scouts will proceed through the camp orientation process with their host troop. Parents are welcome to stay during this time.

During Camp Check-in: turn in all forms for the provisional Scout. Eat lunch on the way to Camp or bring a bag lunch; there is no food service until dinner. The round-robin orientation format with your host troop and Troop Guide will include:

- ✓ Med-check review: turn-in the BSA Annual Health & Medical Record parts A/B/C, any medications in clear zip-lock bags, and the Minor Activity Release form with parental approvals for all activities noted.
- ✓ Swim Check: necessary for use of the waterfront area including Aquatics merit badge sessions and recreational swimming and boating. Wear your swimsuit under your uniform when traveling to camp to make this process convenient.
- ✓ Camp Areas Tour: Commissary, Range & Target Safety Orientation, Program Areas, Tradin' Post.
- ✓ Campsite Check-in and set-up will be last.
- ✓ Camp-wide Assembly (5:45pm); Dinner Service (6pm); Safety Demonstration (7:15pm); Chapel Service (8:10pm)

Departure: Saturday 7:30am - 8:30am!

Please ensure your on-time arrival at camp to pick-up your Scout. We recommend coming to visit your Scout the Friday afternoon before and viewing the closing campfire program, then returning in the morning to pick them up and meet with the host Scoutmaster to check on their rank & MB advancements, program participation and behavior/assimilation with the host troop.

Contacting Your Scout

If you need to contact your Scout during the week, be sure to obtain the phone numbers of the Troop leadership with whom they are staying. We discourage Scouts from using cell phones around camp other than as digital cameras, and many troops may have restrictions against their Scouts using them constantly for gaming or social media. For extreme emergencies, first try the Council office (415-454-1081) during weekday business hours, or the Camp Director (cell 510-378-0774) with whom you can leave a message which will be delivered to the host troop's mailbox.



SCOUTS BSA SUMMER CAMP INDIVIDUAL PLANNER

Marin Sierra

2025

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	
Morning	<p>STAFF ONLY in CAMP</p> <p>ALL Program Areas and Facilities are Closed</p>	<p>6:00 Swim Checks</p> <p>7:10 Breakfast</p> <p>8:10 Camp-wide Assembly & Flag Ceremony</p> <p>8:20 Merit Badge Madness (sign-ups)</p>	<p>6:00 Polar Bear/Mile Swim</p> <p>Swim</p> <p>7:30 Breakfast</p> <p>8:35 Camp-wide Assembly</p>	<p>6:00 Polar Bear/Mile Swim</p> <p>6:30-7:00 Breakfast</p> <p>7:00 Food Delivery</p> <p>7:15 Jamboree-style Breakfast in Campsites</p> <p>8:35 Camp-wide Assembly</p>	<p>6:00 Polar Bear/Mile Swim</p> <p>7:30 Breakfast</p> <p>8:35 Camp-wide Assembly</p>	<p>6:00 Polar Bear/Mile Swim</p> <p>Swim</p> <p>7:30 Breakfast</p> <p>8:35 Camp-wide Assembly</p>	<p>6:15 Troop Guides arrive at campsites</p> <p>6:15-7:00 Troop Gear is moved to Parking Lot</p> <p>7-8:30 Unit Check-out</p> <p>1) Campsite Inspect</p> <p>2) Scoutmaster Check-out @ Ibach Lodge</p> <p>3) Commissary</p> <p>Breakfast with Area Directors for MB</p> <p>Records Review</p> <p>8:30 Breakfast Ends</p> <p>8:30-9:30 Troops Depart</p>	
Afternoon	<p>12:00 Troop Arrivals</p> <p>Drive-in to camp with your entire unit together as early as possible!</p> <p>12-2:30 Unit Check-in</p> <ol style="list-style-type: none"> Business/Financial Health/Medical Swimming/Aquatics Dining & Shooting Camp Areas Tour <p>4:45 All Scoutmasters & SPLs meet in field uniform @ Ibach (bring mess kits for dinner)</p>	<p>12:15 Lunch</p> <p>12:15 SPL Lunch Meeting</p>	<p>12:15 Lunch</p> <p>12:15 SPL Lunch Meeting</p> <p>12:15 OA Lunch Gathering</p>	<p>11:15-11:45 Lunch Food Delivery</p> <p>12:15 Jamboree-style Lunch in campsites (invite a staff member)</p>	<p>12:15 Lunch</p> <p>12:15 SPL Lunch Meeting</p> <p>12:15 OA Lunch Meeting</p>	<p>12:15 Lunch</p> <p>12:15 SPL Lunch Meeting</p>	<p>ALL Program Areas and Facilities are Closed</p>	
Evening	<p>5:45 Camp-wide Assembly (wear field uniform & bring mess kit for dinner)</p> <p>6:00 Dinner</p> <p>7:15 Camp-wide Assembly & Camp Safety Demo</p> <p>8:10-8:30 "A Scout is Reverent" Interfaith Gathering @ Chapel</p>	<p>6:00 Dinner</p> <p>7:15 Camp Assembly & Closing Flag Ceremony</p> <p>7:30-8:30 Opening Campfire Program on Granite Ridge</p>	<p>5:30 Dinner & Flag Ceremony (take mess kits to campsite)</p>	<p>4:30-5:00 Dinner Food Delivery</p> <p>5:30 Jamboree-style Dinner in campsites</p>	<p>5:30 Dinner</p> <p>6:45 Camp Assembly & Flag Ceremony</p> <p>8:00-8:30 So you want to be on Camp Staff? Introduction @ Ibach</p>	<p>5:45 Camp Assembly & Flag Ceremony</p> <p>6:00 Dinner</p> <p>7:15 Camp Awards Ceremony by unit @ Meadow</p> <p>7:40-8:40 Closing Campfire Program on Granite Ridge</p>	<p>5:45 Camp Assembly & Flag Ceremony</p> <p>6:00 Dinner</p> <p>7:15 Camp Awards Ceremony by unit @ Meadow</p> <p>7:40-8:40 Closing Campfire Program on Granite Ridge</p>	<p>STAFF ONLY in CAMP</p> <p>ALL Program Areas and Facilities are Closed</p>

Please note: ALL details are subject to change at ANY time.

OUTDOOR CODE

BOY SCOUTS OF AMERICA

AS AN AMERICAN, I WILL DO MY BEST TO:

BE CLEAN IN MY OUTDOOR MANNERS

I WILL TREAT THE OUTDOORS AS A HERITAGE TO BE IMPROVED FOR OUR GREATER ENJOYMENT. I WILL KEEP MY TRASH AND GARBAGE OUT OF AMERICA'S WATERS, FIELDS, WOODS AND ROADWAYS.

BE CAREFUL WITH FIRE

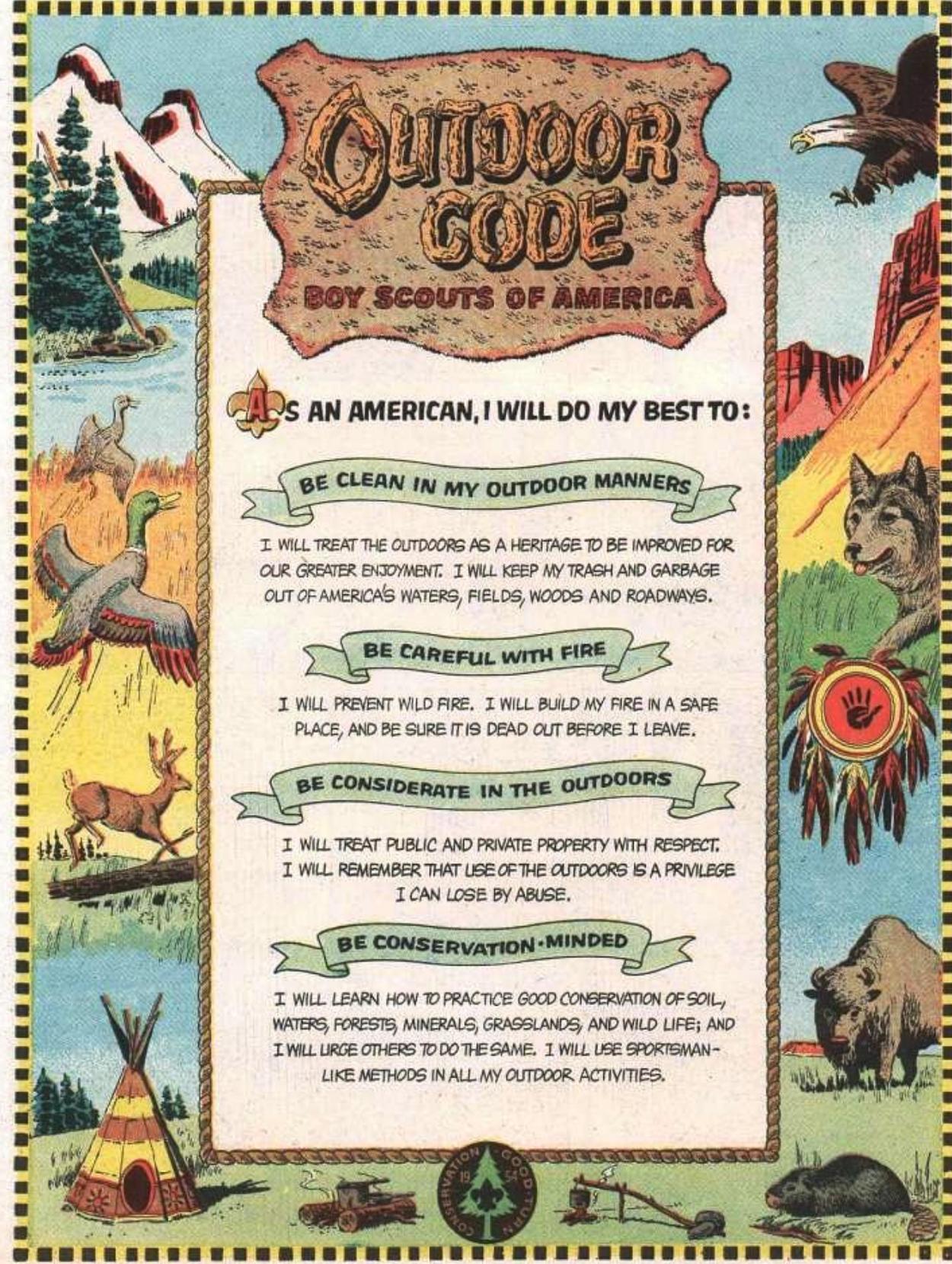
I WILL PREVENT WILD FIRE. I WILL BUILD MY FIRE IN A SAFE PLACE, AND BE SURE IT IS DEAD OUT BEFORE I LEAVE.

BE CONSIDERATE IN THE OUTDOORS

I WILL TREAT PUBLIC AND PRIVATE PROPERTY WITH RESPECT. I WILL REMEMBER THAT USE OF THE OUTDOORS IS A PRIVILEGE I CAN LOSE BY ABUSE.

BE CONSERVATION-MINDED

I WILL LEARN HOW TO PRACTICE GOOD CONSERVATION OF SOIL, WATERS, FORESTS, MINERALS, GRASSLANDS, AND WILD LIFE; AND I WILL URGE OTHERS TO DO THE SAME. I WILL USE SPORTSMAN-LIKE METHODS IN ALL MY OUTDOOR ACTIVITIES.





"MAY THE FOREST BE WITH YOU!"