

2019 LEADER'S GUIDE



SAN FRANCISCO BAY AREA COUNCIL
BOY SCOUTS OF AMERICA



The San Francisco Bay Area Council offers a variety of Summer Camp programs for registered members of the BSA and does not discriminate against any Youth or Adult with regard to race, religion, color, age, sex, gender, disability, or national origin.

Wente Scout Reservation and Camp Royaneh are accredited by the National Council of the Boy Scouts of America. These camps maintain top ratings for their facilities, programs, and Staff. Both camps operate under guidelines established by the State of California, and by Mendocino and Sonoma counties, respectively.



YOUTH PROTECTION

Each Unit shall ensure that **every** Adult receives current BSA Youth Protection Training before arrival at Camp. You can contact your Council or District Training Chair for available training dates or complete the training online here: www.Scouting.org/Training/YouthProtection.aspx

In accordance with the National Youth Protection Policy, we have instituted the following Council policies:

- Adults must maintain two-deep Leadership in Camp **at all times**
- Notify the Camp Administration prior to arrival if you will have difficulties doing so.
- Adults must respect the privacy of Youth members.
- Adults & Youth will not share sleeping facilities at any time (unless parent & child).
- If private issues between a Youth and an Adult must be dealt with, two-deep Leadership must be maintained during the conference, health check, or other event.
- Please see the Camp Administration if you or your Unit need assistance or advice in this area.

DEAR UNIT LEADER:

The San Francisco Bay Area Council proudly offers two great Summer Camp experiences for your Unit. Whether you have decided to attend the wonderful Wente Scout Reservation in the foothills of Mendocino County or the redwood setting of Camp Royaneh, this guide will help you make the most out of your Unit's Summer Camp experience.

We take pride in the high quality of our Camp programs. At each camp a well-trained and enthusiastic Staff is awaiting the arrival of your Scouts and is eager to assist your Unit in carrying out its plan. You are still in charge of your Unit, and your Unit's program should reflect the needs and desires of your Scouts. After all, no one knows them better than you.

Your task as a Unit Leader is to compress many years' worth of adventure into one week of Camp. With unique and unparalleled programs, an experienced, handpicked Staff, and an emphasis on customer service, both Camps offer you the best Scouting environment you could ask for in a Summer Camp. Come to Camp expecting, and demanding, a great time.

Your Unit's program can be tailor-made to meet your Unit's needs. The experience level of your Scouts and Adult Leaders will be important considerations in building your Camp program. The Camp Staff is available to help you make your individualized Camp program work.

Read this guide *carefully* and use it to plan your week. If you have any questions, please allow us to answer them.

The Camping Program of the San Francisco Bay Area Council is proud to be a part of your Troop's effort in serving our Youth.

Thank you.



Rick Schempp, Camping Chairman



Jason B. Lewis, Director of Support Service



Robert Graves
Camp Director
Wente Scout Reservation
CampDirector@WenteScoutReservation.org

Kyle Merritt
Program Director
Wente Scout Reservation
ProgramDirector@WenteScoutReservation.org

TABLE OF CONTENTS

YOUTH PROTECTION	1
DEAR UNIT LEADER:.....	2
TABLE OF CONTENTS	3
PRE-CAMP PLANNING	4
COUNCIL REFUND POLICY	5
CAMPERSHIPS	5
CAMP FEES AND PAYMENT SCHEDULE	6
PROVISIONAL CAMPING	6
SPECIAL NEEDS.....	7
CAMP STAFF AND CIT'S.....	7
LEADERSHIP REQUIREMENTS AND RESPONSIBILITIES	8
PLANNING YOUR CAMP ADVENTURE	10
UNIFORMING	12
EQUIPMENT LIST	13
ARRIVAL AND CHECK-IN	14
FORMS REQUIRED FOR CAMP CHECK-IN	15
CHECK-IN TIPS:.....	15
ORIENTATION TOUR.....	16
WHILE AT CAMP	17
NOTES FROM THE RANGER AND MAINTENANCE STAFF	18
CAMP COMMISSIONERS	18
CAMP POLICIES	19
COMMUNICATION, PACKAGES, AND THE INTERNET	20
DAILY SCHEDULE INFORMATION	20
RELIGIOUS SERVICES.....	20
CAMP SAFETY.....	21
ADMINISTRATION BUILDING.....	22
TROOP MEETINGS AND CAMPFIRES	23
YOUR CAMPSITE AT WENTE	23
TENT REPAIR/ACCOUNTABILITY PROGRAM	24
SERVICE AT CAMP.....	24
VISITORS AT CAMP.....	25
FOOD SERVICE	25
HEALTH AT CAMP	26
MERIT BADGE INFORMATION.....	28
QUICK REFERENCE MERIT BADGE CHART	29
PROGRAM AREAS	32
CLIMBING	32
THE COMMISSIONERS.....	33
EAGLE TRAIL	34
FIELD SPORTS	35
HANDICRAFT	36
MOUNTAIN BIKING	37
NATURE	38
RISIN' W CORRAL.....	39
SCOUTCRAFT.....	40
WATERFRONT	41
NOTES.....	42
SPECIAL PROGRAMS	43
ADULT LEADER TRAINING AND ACTIVITIES	45
FINNEY VALLEY LUMBER COMPANY.....	47
FINNEY VALLEY AWARDS.....	48
HONOR TROOP & HONOR PATROL AWARDS	49
DEPARTURE FROM CAMP	50
NOTES.....	51
FIREARMS PERMISSION SLIP	52
MAP OF WENTE SCOUT RESERVATION	54
MAP TO WENTE SCOUT RESERVATION	55
2020 RESIDENT CAMP	59

PRE-CAMP PLANNING

Unit Timetable

To be Completed as Soon as Possible:

- Choose the week you wish to attend Camp and submit a Stake-A-Claim.
- Be aware of the Camp Fee Payment Schedule and the Council Refund Policy.
- Schedule a parents' night to promote and explain Summer Camp.
- Talk with Webelos who will graduate into your Troop about going to Camp.
- Provide Campership information for Scouts in need.
- Provide Provisional Camper information for Scouts unable to go to Camp with you.
- Share the Leaders Guide with all unit Leaders *including the SPL*.
- Attend one of the Camp Leader's Orientation meetings:
 - April 13th @ Wente Scout Reservation at 1:30 pm.
 - April 16th @ 1001 Davis Street, San Leandro at 7 pm.

Two Months Before Departure:

- Unit Leaders and Troop Committee review this guide together.
- Unit Leader should begin the program planning process for Camp.
- Obtain commitments from other Adult Leaders to assist at Camp.
- Provide each camper with:
 - current BSA Annual Health and Medical Record forms*
 - Individual Equipment Needs List (p. 13)
 - Firearms Permission Slip (Youth only)
- Secure commitments to attend Camp from each Scout and the Scout's family.
- Review Troop equipment needs.
- Review individual advancement needs.
- Check which Merit Badge requirements must be completed prior to Camp.
- Communicate with SFBAC about any changes to your planned Camp attendance.

One Month Before Departure:

- Submit a Unit roster of Youth and Adults attending Camp.
 - Notify Camp Administration of **Monday arrivals**
 - File **Saturday Arrival Request Form**
- Confirmation of fees due or paid through Council Office. Pay balance due.
- Collect and check to see if all forms have been properly completed and are signed
- *Health form required to be updated annually*
- Review suggested personal equipment checklist.
- Counsel Scouts on their personal goals for fun and advancement.
- Check on final transportation arrangements.

Three Weeks Before Departure:

- Hold final Troop Leader's Council
- Unit committee meets to tie up loose ends: transportation, Troop equipment, etc.
- Provide address, emergency phone number, and travel plans to your Troop.
- Double check all forms, especially the BSA Annual Health and Medical Record, are complete, current, and signed by parents and doctor.
- Notify Camp Administration of Special Dietary Needs. e-mail needs to Chef@WenteScoutReservation.org

*Old Versions of the BSA Annual Health and Medical Record will **NOT** be accepted!

COUNCIL REFUND POLICY

A great deal of advanced planning and purchasing takes place for all programs and events of the San Francisco Bay Area Council during the months and weeks prior to an event, such as: facility rentals, supplies, Staff hiring, food contracting, and program material acquisition.

Refunds requested two weeks (14 days) prior to an event/Camp may receive **up to** an 80% refund, less any portion which is non-refundable. Requests made more than one week (7 days) prior to your event/Camp may receive **up to** a 60% refund.

Types of refunds considered: serious illness or injury (doctor's certification required), or death in immediate family. Refunds are not given for no-shows, conflict of schedule (such as sports events), weather conditions, or behavioral issues occurring before or during the event/Camp.

The \$500 Stake-a-Claim deposit is non-refundable. Refund requests made fewer than 7 days from the beginning of the event/Camp are **not considered**.

Refunds will be returned to the person(s) or entity from which the funds were received. Please include: participants' names, Unit number, District, address, contact phone number, name of the event, and date or session of the event.

Send refund request to:

San Francisco Bay Area Council
Camping Department
1001 Davis St
San Leandro, CA 94577-1514



CAMPERSHIPS

The San Francisco Bay Area Council believes each Scout should be given every opportunity to attend Camp. At times it can be hard for a family to raise the money, and Camperships can help cover part of the cost of a week of Camp for SFBAC Scouts attending an SFBAC Camp. Campership applications are due June 1st. Applications are available at <http://www.sfbac.org/forms/62765>

Scouts who are applying for Camperships still pay the \$150.00 deposit but may wait to pay the remaining balance until the family is notified of the amount of their Campership. If the Campership is **not** approved, you may ask for a full refund. We suggest that Troops set up a savings plan to help Scouts, and that Scouts in need participate in any fundraising opportunities that their Troop offers in order to provide for their Camp fees and necessary supplies.

Council's notification of funding is not received until June. Although this can be inconvenient for Units trying to settle their Camp fees, it is necessary that we wait until this notification is final to approve any Camperships.

CAMP FEES AND PAYMENT SCHEDULE

Youth Camp Fees		\$465 Per SFBAC Scout	\$500 Out-of-Council Per Scout
Stake-A-Claim	At Time of Reservation	\$500 per unit/per site/per week (NON-REFUNDABLE)	
Payment	1/10/2019	\$150 deposit per Scout to hold the campsite reservation ** NON-REFUNDABLE & NON-TRANSFERRABLE	
Camp Fee Deadline	3/14/2019	Balance of \$465 (additional \$30 fee after that date)	Balance of \$500 (additional \$30 fee after that date)
Final Payment for additional Scouts	5/23/2019	Unpaid Unit Balance Due. Additional charge of \$30 on all unpaid Scout Balances*	
Adult Leader Payment	5/23/2019	Two Adults Free all additional Adults pay \$270	
Refunds	Request Deadline	Refund request forms can be found at: Refunds will be granted per our Council Refund Request Policy	

*New Webelos registering with Unit in spring 2019 pay original camp fee until May 22nd.

**Units not paying for original Youth number will be subjected to smaller campsite or sharing (we will try to take into consideration Webelos crossing over)

San Francisco Bay Area Council Camping Refund Policy applies to all Summer Camps.
Camp Scholarships are available based on 'need' for all SFBAC Scouts ONLY.

PROVISIONAL CAMPING

Provisional Camping is available to Scouts who cannot attend Camp with their own Units, or who would like to spend an extra week at Camp. Scouts will be placed with another Unit in Camp, and the host Unit will provide the necessary Leadership for the Scout. Every effort will be made to match Provisional Scouts with their host Troop prior to their arrival in Camp.

Provisional Scouts should contact their host Units and try to visit at least one of their Troop meetings before going to Camp, to familiarize themselves with their host Unit's Scouts and Adult Leaders.

The Scout's family or host Unit is responsible for transportation to and from Camp. Provisional Camper applications can be found at <http://www.sfbac.org/forms> Contact the SFBAC Camping Department for questions or more information.

SPECIAL NEEDS

Campsites are available for use by physically challenged Scouts and Adult Leaders. Please check with the SFBAC's Camping Department for availability and accessibility to facilities. For dietary and other food related needs see *Food Service* on page 27 of this guide. When appropriate, Merit Badge Counselors should be made aware of special needs required by any Scout in order to provide effective instruction and the best possible program for everyone involved.

CAMP STAFF AND CIT'S

Wente Scout Reservation and Camp Royaneh are always seeking qualified applicants for both paid and volunteer Staff positions. Older Scouts and Scouters are encouraged to apply as well.

The minimum age requirement for employment at Summer Camp is 16. A Counselor-in-Training program exists for 14 & 15-year-old Scouts who are interested in applying for Camp Staff when they turn 16.

The application process and interviews for Camp Staff are ongoing. Interested individuals should contact the SFBAC or Camp Administration for more details. Seasonal Camp Staff Applications may be found at: <http://www.sfbac.org/forms>. This will also allow Scouts at Camp to be notified of future Staff openings.



Wente Staff wants YOU !

CIT Program

The Wente Scout Reservation CIT program is a 3-week commitment of camping, learning and teaching. Each week will focus on specific skills and aspects of Staffing at summer camp. By the end of this program CITs will learn, among other things: team development, presentation skills, class management, and how to showcase camp spirit.

CITs will need to be available for the entirety of one of the sessions below:

Session A: June 9 - June 29th

Session B: June 30 - July 13th

Session C: July 7 - July 27th

Session D: July 21 - August 10th

LEADERSHIP REQUIREMENTS AND RESPONSIBILITIES

The success of your Camp program should not be measured by the number of Merit Badges earned. Success should be measured by the extent to which your Troop has learned - to stand on its own two feet, to use its Scout Leaders, to train its own instructors in Scouting skills, to acquire new interests that stimulate program in the upcoming year, and to strengthen the individual Scout.

The skills that your Troop Leadership bring to Camp, combined with those of our skilled Staff, will ensure that the Scouts of your Troop have a top-notch experience. You are encouraged to make full use of these Leadership resources for the benefit of your Troop.

One of the most enjoyable experiences at Camp for an Adult Leader is getting to know other Adult Leaders and sharing ideas and experiences with each of them. There will be plenty of opportunity for formal and informal gatherings, including a few friendly competitions among the Adult Leaders in Camp. Your Camp Commissioner will let you know about the scheduled events.

While at Camp, Units are expected to follow the traditional chain of command and organizational structure of a Troop. This section outlines those requirements and responsibilities while at Camp for: Adult Leaders (Scoutmasters, Assistant Scoutmasters, parents, etc.), Senior Patrol Leader and The Buddy System.

Adult Leaders: Scoutmasters, Assistant Scoutmasters, and Parents:

The Scoutmaster and Assistant Scoutmasters are some of the most important people in Camp. You are with your Troop 52 weeks a year and know your Scouts better than anyone else. While many of your formal duties may be logistical, it is also important to remember that you are a role model, coach, counselor, and friend. Scouts will often emulate their Adult Leaders and your behavior often sets the tone for how the Scouts will behave in Camp. Some Scouts do not have strong role models at home, and even though you may not be aware of it, they are looking to you to for how to behave. *What you do, what you say, and who you are in their day-to-day interactions are worth more than a thousand formal lectures and sermons.*

It is extremely important that each Scout has a quality experience and this is more likely to happen when full-time Leaders are in Camp. Although it is difficult at times for an Adult to take a full week away to attend Camp, to do otherwise is very hard on your Scouts in attendance. A great deal of time is spent explaining the Camp program and operation when a Unit is rotating Leadership. The Scouts suffer when new Leaders do not know what to expect.

Adult Leader Requirements:

Each Unit must provide its own registered Two Deep Leadership. The BSA requires:

- *A minimum of two Adult Leaders who are **at least 21** years of age.*
- **ALL ADULT LEADERS must be registered members of Scouts BSA and have completed up-to-date Youth Protection Training prior to camp.**
- Adults can register by filling out the BSA Adult Application at:
<http://www.Scouting.org/filestore/pdf/524-501.pdf>
- Contact your Council or District Training Chair for available training dates or complete the training online at: www.Scouting.org/Training/YouthProtection.aspx
- In the case of very small Units, it may be possible for the Council to pair you up with another Unit in order to pool Leadership. Contact the SFBAC Camping Department for more information.

Adult Leader Responsibilities

- Three weeks before arrival, inform the Camp in writing of any special needs a Scout or Adult Leader may have with regard to disabilities, medications, or dietary needs due to health or religious beliefs.
- Follow all Camp policies regarding the early release of Camper for any Scout leaving during the week.
- Distribute Unit medications individually.
- Monitor Scout's behavior and enforce Camp rules and policies.
- Adults should know where their Scouts are at all times and be aware of the activities they are involved in.
 - **Checking the Advancement Board** – the records show the name and Troop number of each Scout as well as their attendance and the progress towards completion. Records are updated each afternoon and evening within an hour of program areas closing.
 - **Enforce the buddy system.** Scouts need to have a buddy in program areas, on hikes, while swimming, and during other activities they are participating.
 - Ensure that Scouts in their Units do not damage Camp facilities and program materials. *Units will be billed for any damage done to Camp property.* This will include the cost for materials, labor, and any other cost in relation to repairs or replacements.

Suggestions for Scoutmasters

- If you want a rule enforced, be immediate, consistent and definite.
- If you have a problem with Scouts from another unit, turn the problem over to their Scoutmaster. Contact your **Camp Commissioner** if you need further assistance.
- Monitor your Scout's advancement.
 - Keep a copy of each Scout's program.
 - Spot-check attendance and progress.
 - Observe the quality of advancement.
 - Guide younger Scouts with their advancement.
- Become acquainted with the Staff. Please direct any suggestions to the Area Director, the Program Director, or the Camp Director.
- Conduct a personal inspection of each Scout's gear within 24 hours of arrival, if not prior to leaving for Camp. Make a mental inventory. **Lock all valuables in your car.**
- Fireworks **MUST** be turned in for disposal.
- Confiscate weapons or potential weapons

Senior Patrol Leader

The Senior Patrol Leader (SPL) runs the Troop and is the key Junior Leader of your Unit. An SPL should be well trained to carry out Camp responsibilities and will be invited to serve on the Camp SPL Council.

The Buddy System

Scouts should pair up with a "buddy" while participating in program activities. The Camp Staff will make announcements during the week reminding Scouts to use the Buddy System. Adult Leaders are encouraged to do the same. Scoutmasters should devise a check-in plan so that you can account for your Scouts at all times.

Buddy Responsibilities

The Buddy System should be enforced during all activities at Camp, including, swimming, boating, while on the trails, as well as during Merit Badge classes.

PLANNING YOUR CAMP ADVENTURE

It is never too soon to plan the week of adventure your Troop will have at Camp. Keep in mind that a great part of any adventure is the anticipation brought by planning. Here are some tips for planning your week at Camp:

- **Scouts' Interests** - Share a list of Camp activities with the Scouts. Get them excited about going to Camp. Find out what the Scouts would like to do together as a Unit, as a patrol, with a friend, or on their own.
- **Advancement needs** - Update your Unit's individual advancement records and have each Scout set a personal advancement goal for the week at Camp. Different badges and activities are appropriate for different Scouts.
- **Unit Objectives** - List the accomplishments that you hope to achieve with the Unit at Camp. Your plan should lead you toward achieving your goals.
- **Unit Committee** - Sketch out a program for the Troop's week at Camp. Discuss your objectives and design your week to accomplish those goals. Get the support of the committee behind you. Have the committee help you draft a list of activities for the program, and then use that list to give the Scouts a voice in the planning process.
- **Attend the Unit Leader Orientation Meeting** - Key Camp Staff will be on hand to help prepare your Unit for a super Summer Camp experience.
- **Plan for Camp Routine** - Camp program also includes and allows time for Camp housekeeping, set up, clean up, and inspections. Learning to live and work together can be a very important part of Scouting's purpose.
- **Plan for Unit Programs** - Be sure to leave time for the activities your Unit would like to do together including open swims, hikes, trail rides and Troop shoots.
- **Hold Ceremonies for Recognition** - This should be an important part of your program. A Friday evening Camp court of honor, or a daily recognition at Unit meetings give an instant but important recognition.
- **Do not be afraid to let the Scouts make mistakes** - After all, mistakes are the seeds that germinate learning and success. *Always keep safety in mind!*
- **Have patrols organized before coming to Camp.** Work on ideas as patrols and have the patrol Leaders represent the group at Camp. Come with some of your activities planned.
- **Make your Campsite the Heart of the Camp.** Your Campsite is your home for the week, so work at making it more comfortable. Try using banners and flags to dress it up.
- **Be spirited.** Top Troops show spirit. The Troop that comes to Camp with spirit, challenges the rest of the Camp to come alive. Bring your Troop cheer to Camp and show everyone that you are number one!
- **First-year Campers**, generally speaking, the Eagle Trail program at Wente Scout Reservation is a great way to start a Camp experience. In addition to this program, some easier Merit Badges are suggested.
- **Diversify Activities.** If a Scout has too many of one activity planned, Scoutmasters should suggest the Scout try something new this year in order to get a well-rounded experience.

Five Levels of Programming

The BSA Summer Camp program offers fun and adventure with a specific goal. Camps provide a program for Troop Leaders to use in helping their Scouts grow and learn. This program is developed to provide activities for the individual Scout, for buddies, for patrols, and for the Troop as a whole, culminating in a great total Camp experience. All programs in Camp have been designed with the following five concepts in mind:

1. **Scout** - Merit Badge programs and advancement opportunities are designed to help the Scout meet their personal advancement goals.
2. **Buddy** - Scouts should always travel in at least a group of two, so certain activities have been planned during the week which will encourage buddy pairs to work and have fun together.
3. **Patrol** - Baden-Powell once said that the patrol was the secret for the success of Scouting. One job of the Summer Camp is to strengthen patrols, and events are planned throughout the week to do just that.
4. **Unit** - Units will also have the opportunity to compete and work with each other in demonstrating their Unit pride and Troop skills.
5. **Total Camp Experience** - There's a chance to work with other Troops and to contribute to the total Camp experience through activities such as Camp-wide games, inter-Troop Campfires, Scout Vespers, Outpost and much more.

A Good Plan for Camp is:

- **Scout Planned** – The Troop's Summer Camp program can be part of the growth process of Scouting if the Scouts themselves are involved in the planning through the Troop Leader's Council. The TLC, with guidance from the Scoutmaster, should see that the Troop program reflects the individual goals of the various Troop members as well as the collective aims of the Troop.
- **Balanced** - Experience has shown that the best program at Camp is the one that offers a healthy balance between recreation and advancement, free time and structured activity, group events and individual pursuits. Each Scout should be allowed to enjoy their natural surroundings, pursue personal interests and build friendships.
- **Individualized** - A successful Camp program reflects the different ages, ranks and skill levels of the Troop. While it is good for the Troop to conduct some activities during your session at Camp, you should also allow sufficient time in your program for eating, sleeping, and clean-up of your campsite.
- **Flexible** - Remember that there are at least a dozen other Troops planning a program that involves the Staff and facilities at the same time your Troop will be using them. Most of the time the Camp's capacity is great enough to meet the demand, but sometimes it is necessary for one or more Troops to rearrange a part of their program to enable Staff to serve them properly. Please be prepared for this possibility and have enough flexibility built into your program so that you may accommodate changes.



Over-Programming

There are more activities at Camp than anyone can accomplish in a single week, which is why we suggests Scouts and Adult Leaders select a small number of activities to enjoy rather than trying to cram too many experiences into the week.

Scouts and Adult Leaders are not obligated to take part in every activity. Young Scouts in particular seem to enjoy spending their week fishing, catching frogs, and riding horses, rather than being rushed from activity to activity. It is important to remember that Scouts grow and learn just as much from these leisurely pursuits as they do from earning Merit Badges and picking up Camping skills. One of the goals of the Boy Scouts is to foster an appreciation of the outdoors, and sometimes that is best accomplished simply by being outdoors in the natural setting of Camp. Some tips to avoid over-programming:

- **Summer Camp is not a Merit Badge mill** where you pay a fee and get badges automatically. Instead, Camp offers Merit Badges as one portion of the overall program.
- **Be aware of which badges require the most** skill, endurance, or written work, since those will require more time during the week. Examples of these are: Environmental Science, Lifesaving, Horsemanship, Archery, Rifle Shooting, Shotgun Shooting and Pottery.
- **Be Prepared...some merit badges are made easier** if the Scout does some preparation in advance. Camp is not an ideal place for Scouts to complete written work and Scouts can prepare by completing their written work before arrival. Obtaining the Merit Badge pamphlet and at least knowing the requirements is a great place to start.
- **Communicate.** Let the Camp Staff know how they are doing, what you need, and how they can help meet your needs. Camp Staff is ready and willing to assist in any way they can.
- **Rest & Relaxation time** should be in your plan... That's right, rest. Too often Scouts don't take the time to sit back and enjoy the beauty Mother Nature has to offer. This goes for Scoutmasters as well.

UNIFORMING

All Scouts and Adult Leaders are strongly encouraged to be in full field uniform for the evening flag assemblies, dinner, and any chapel services.

The activity uniform consisting of Scout shorts, uniform socks, and a Scout, Troop, or Camp T-shirt is appropriate attire for morning flag assemblies and throughout the day. Troops are encouraged to set a uniform policy that their Troop can adhere to before Camp begins. Many Units display their pride with Unit shirts or hats.

Scout appropriate attire is required at all times.

Swimsuits and sleeping attire are **NOT** acceptable at meals.



EQUIPMENT LIST

Be sure all personal items are clearly marked with full name and Unit number. Adult volunteers, the Camp, Camp Staff, and the San Francisco Bay Area Council are NOT responsible for lost or stolen items.

Clothing

Scout Uniform (see bottom left)
Jacket, sweater, or sweatshirt
Rain Poncho/Raingear
T-shirts (at least 1/day)*
Pants or jeans
Underwear (at least 1/day)
Hiking Boots/sneakers
Socks (at least 1/day)*
Swimwear and towel
Pajamas or sweat pants
Hat or Visor*
Handkerchief

Camping Gear

Sleeping Bag
Ground cloth, sleeping pad, or mattress (camp does not provide cots)*
Pillow
Backpack/Day pack*
Canteen, water bottle, etc.*
Flashlight* with fresh batteries
First aid kit*
Pocket knife (need Totin' Chip)*

For the Patrol and/or Troop

Troop Flags and Poles
Patrol Boxes
Bulletin Board Push Pins
Clothesline and Pins
Lanterns

Toilet Kit

Toothbrush* and toothpaste*
Comb/Brush*
Soap*
Wash cloth and towel*
Kleenex*
Insect Repellent*
Sunscreen*
Chap Stick/Lip Balm*
Shampoo*
Deodorant*

Other Items

Sunglasses*
Compass*
Watch*
Money for Special Activities & Trading Post

Merit Badge Items

Scout Handbook*
Pen/Pencil
Notebook and paper*
Unfinished Partials
Merit Badge Pamphlets

Paperwork

BSA Annual Health & Medical Record Form (parts A,B & C), signed, dated & *completely* filled out**
Firearms Permission Slip
Dietary Needs Form
Final Unit Roster
Troop Advancement Records

Optional Items

Camera (Photo/Video)*
Musical instrument
Fishing gear*
Personal Eye & Ear Protection for Shooting Sports
Mountain Bike & Helmet
Card/Board Games

Items to Leave at Home:

Do NOT bring these to Camp:

Electronics (radios, MP3 players, iPods, DS or PSP, etc.)
Sheath Knives
Knives with blades longer than 3"
Weapons of any kind
Expensive jewelry
Hatchets
Fireworks
Ammunition, firearms
Alcohol and Drugs
Archery equipment
Un-Scout-like attitudes
Tobacco (for Youth)

* When available, these items are also sold in the Trading Post.
** Old Versions NOT Accepted

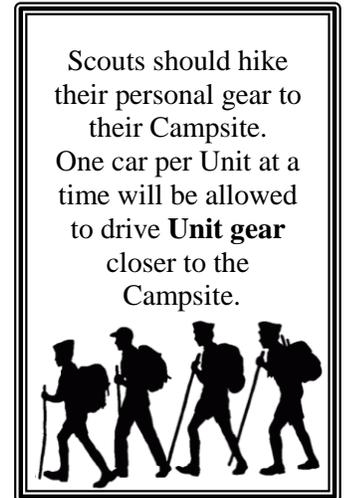
ARRIVAL AND CHECK-IN

Arrival Day

Troops should plan to arrive at Camp as a unit on Sunday between 12:00 pm and 2:00 pm. Check-in beginning at 12:00 pm. **Inform Camp and the Council Office if you are delayed and will not be arriving during this time.**

Your Troop will be met by a member of Camp Staff on the dam bridge. The Scoutmaster & Senior Patrol Leader should proceed to the Peninsula across from the parking lot to check-in with Camp Administration and meet up with your Troop Guide. Your Troop Guide will take you to your Campsite and onward on your tour. Having all forms and medications easily accessible will make your check-in go much smoother.

If your Troop arrives before noon, please remain in the parking lot until check-in begins. If your Scouts **need** to use the restroom, they may walk to the Dining Hall restrooms in buddy pairs.



Saturday Arrivals

Saturday arrival *may be permitted* with prior approval from the Council Office (extra fees apply). Saturday Arrival Request forms may be found online at: <http://www.sfbac.org/forms/62765>. Units arriving on Saturday are responsible for their own meals until Sunday dinner. Camp will not provide any program until check-in begins on Sunday and all program areas will be closed and off limits. This includes the swimming area and boats at the Waterfront.

Monday Arrivals

Units who are arriving on Monday morning need to arrive by 6:30 AM so that medical checks and Campsite check-in can be completed before Morning Flags. Please contact the Camping Department to make these arrangements at least 3 weeks prior to camp.

Driving and Parking

The speed limit at Camp is 10 mph and 5 mph once you round the corner to shotgun.

To protect the health and safety of the Campers and conserve Camp property, Council policy states that personal vehicles are not to be used on the in-Camp service roads. A parking lot is provided near the main area of the Camp for Leaders and visitors to park their vehicles. Scoutmasters should stop in this lot and Scouts should pack in all personal gear from this point. Parking in Campsites is not permitted.



Do not forget to back your vehicle in when parking for evacuation purposes. Please remember that our Camp properties are fragile environments and keep your vehicle on Camp roads at all times.

All vehicles should remain in the Camp's central parking lot throughout the week unless you are departing or entering Camp via the main road. Any Adults wishing to leave Camp during the week **must** check-out at the Camp Admin. Office and **should** make sure the other Troop Leaders in their Troop know where they are going and when they will return. For emergency purposes, the Camp Administration must be able to ascertain the whereabouts of each and every Scout and Adult Leader at all times.

FORMS REQUIRED FOR CAMP CHECK-IN

Please collect the following documents and have them readily accessible to speed up the check-in process.

Unit Forms

- *Final Unit Roster & Dietary Needs Form* can be found online at: <http://www.sfbac.org/forms/62765>
- *BSA Routine Drug Administration Record (Med. Log)* – If you would like a booklet ahead contact the SFBAC Camping Department. If you do not request one ahead at time one will be provided to your troop by the Health Officer upon arrival. This must be filled out prior to administering any prescription medication at camp.

Individual Forms

- *Firearms Permission Slip*: Official firearms permission slips are required for all Youth in order to participate in all shooting sports activities at Camp. **4 Signed copies Required**
- BSA Annual Health and Medical Record:
 - ALL Campers, Youth and Adult must have a current, completed BSA health form with **all three sections** (parts A, B, and C) and all appropriate parental & doctor signatures. This must be filled out prior to administering any prescription medications at camp.

REQUIRED FOR EVERY PARTICIPANT, YOUTH AND ADULT

If you do not have a current BSA Annual Health and Medical Record, you will not be allowed to remain on Camp premises or participate in activities, no exceptions. Adults who will be on site for less than 72 hours and are only coming to eat, sleep and pickup/drop off Scouts only need parts A and B of their BSA Health and Medical Record. **Old versions will NOT be accepted.**

CHECK-IN TIPS:

- Designate one Leader to be in charge of all forms for check-in.
- Read and complete all forms carefully.
- Double check ALL Camper's forms to make sure:
 - They are current, completed, and have **signatures**.
 - All medications listed on medical form are present and in original containers
- Bring this Leader's Guide with you for reference during the week.
- Hold a personal equipment inspection of each Scout's gear and belongings prior to departure.
- Bring any receipts for fees paid prior to Camp, and any approved Camperships along with a check to pay the balance of Camp fees due.
- Bring a second check to secure your Campsite Reservation for next year with a Stake-a-Claim.

ORIENTATION TOUR

Your Troop Guide - or TG - will take you on a tour of Camp that will last about 2 to 3 hours (perhaps more or less depending on the size of your Unit, familiarity with Camp, among other factors).



Setting up Your Site: On arrival to your Campsite, designate one Adult to inspect the Campsite with your Troop Guide to ensure that the Campsite is in proper condition. If you are sharing the site with another Troop, each Troop will be pre-assigned its tents. It is suggested that Adults bring their own tents if they wish to have separate accommodations from other Adults in their site. This is a good time to drop off your gear and change into swimsuits to prepare for swim checks.

* * Make sure to bring all your forms **AND** medications with you. * *

Medical Check: All campers will go through a brief medical re-check with Camp

Staff upon arrival.

All prescription medications brought to Camp must have original containers and instructions for distribution. Having this information is a requirement by the BSA National Council and will help us process the medical re-check on Sunday more efficiently. Not having completed health forms, **including a Medical Doctor's signature** for Part C, will delay the participation in Camp activities for that camper until completed forms are received by the Camp Office.

Swim Checks: All Youth and Adults interested in activities at the waterfront must take a BSA Swim Test prior to participating in such activities as Waterfront merit badges, Open Swim & Boating, Lunch Across the Lake, the Wentethalon, Camp-Wide Games or water based Adult Leader trainings.

Camp Tour/Program Visits: Meet the Director from each program area in centrally located sites around Camp to learn about each program area.

Dining Hall: Receive meal shift, seating assignments and waiter orientation. Please go over your Dietary Needs Form and alert the Dining Hall Steward of **any severe food allergies** or last minute changes to your submitted document.

Campsite: After checking in at the peninsula, head to your Campsite with your Troop Guide. It is highly recommended that you change into swimsuits at this time.

Sunday Schedule:

Noon	Check in and Camp orientation
5:15 pm	First Dinner (Staff provides Set-up & Clean-up on Sunday)
6:00 pm	Flags
6:15 pm	Second Dinner (Staff provides Set-up & Clean-up on Sunday)
7:00 pm	Scoutmaster/SPL meeting & Special Activity Sign-ups
8:30 pm	Opening Campfire

Leaders' Meeting: This meeting, located in the Skunk's Den above the Admin Building, is to allow you to meet the Camp Director, Program Director, your Commissioners, as well as other Unit Leaders (Youth and Adults). We will discuss an overview of some Camp policies and programs. It is highly recommended that your **SM and SPL** attend this meeting.

Program/Merit Badge Signups and Fee Payments: Sunday night after 7 PM, near the Trading Post, Scouts and Adults will have the opportunity to pay for any program and activity fees they would like to participate in.

WHILE AT CAMP



The Scout Law

The 12 points of the Scout Law guide our Camps. We ask that all Camper and Staff behavior follow the guidelines and principles set forth in the Scout Law. Negative and inappropriate conduct will not be tolerated. We ask for your cooperation and understanding in helping us maintain a high standard of personal behavior.

A SCOUT IS...

- Trustworthy:** Tell the truth and keeps promises. People can depend on you.
- Loyal:** Show you care about your family, friends, Scout Leaders, school, and country.
- Helpful:** Volunteer to help others without expecting a reward.
- Friendly:** Be a friend to everyone, even people who are/seem very different from you.
- Courteous:** Be polite to everyone and always use good manners.
- Kind:** Treat others as you want to be treated. Never harm or kill any living thing without good reason.
- Obedient:** Follow the rules of your family, school, and Troop. Obey the laws of your community and country. If you think these rules and laws are unfair, try to have them changed in an orderly manner rather than disobeying them.
- Cheerful:** Look for the bright side of life. Cheerfully do tasks that come your way. Try to help others be happy.
- Thrifty:** Work to pay your own way. Try not to be wasteful. Use time, food, supplies, and natural resources wisely.
- Brave:** Face difficult situations even when you feel afraid. Do what you think is right despite what others might be doing or saying.
- Clean:** Keep your body and mind fit. Help keep your home and community clean.
- Reverent:** Be reverent toward God. Be faithful in your religious duties. Respect the beliefs of others.

Mature Leadership is vital to the success of a Unit's stay in Camp. If your Unit's Leaders lack the necessary maturity to safely lead a Troop, your Unit may be asked to replace the Leaders in question or as a last resort leave Camp.

NOTES FROM THE RANGER AND MAINTENANCE STAFF

Wente's Resident Camp Ranger and his Maintenance Staff help make sure our facilities and grounds are in safe, working condition. If you notice anything broken in your campsite or around Camp, they ask that you fill out a "**Maintenance Request**" form, available in the Camp Office, with as much information as you can provide so that they can deal with the request more efficiently.

Camp Service Projects. A list of service projects will be in your mailbox at the beginning of the week so that your Troop can pick a project that will work for your Scouts! To sign up for a Camp Service Project you need to fill out a "Service Project Request" form at least 24-hr prior to when you want to help, available in the Camp Office, and deposit it into the Ranger's box. The Ranger will then use your mailbox to inform you if the project is accepted or if there are any changes that need to be made.

Propane - If your Troop is bringing any of the large 5-7 lbs. or greater propane tanks, you are **REQUIRED** to come to Camp with a 5-lb. fire extinguisher, one per Troop. If you do not have a fire extinguisher, you will not be allowed to use your propane tank.

Electricity is not available in any of our campsites, and you may not run an extension cord from any of our building such as Shower Houses. You must bring a battery if you need power in your campsite for any devices, medical or otherwise. No generators are allowed in campsites except for use by the Maintenance Staff. If you have any batteries, they may be charged at the Admin Building or the Dining Hall.

Vehicles - are NOT allowed to drive into our Campsites. When your Troop arrives, you will be allowed to drive one vehicle or one vehicle with a trailer close to your campsite depending on its location.

CAMP COMMISSIONERS

The Commissioner Staff is your Troop's first source to check for answers. Your Camp Commissioner will meet with you daily to see how things are going, follow up on any problems, and help whenever possible. Each Troop will have a Commissioner assigned to them for support throughout the week. Your Commissioner will be your primary program and communications link to Camp personnel.

The Commissioner Staff can:

- Help you secure Campsite equipment.
- Assist your Troop in Scout Skills instruction.
- Help arrange inter-Troop activities such as Campfires, games, etc.
- Work with Adult Leaders to resolve any problems that may arise during the week.
- Help and encourage Troop and Patrol spirit through development of flags, yells, and songs.

CAMP POLICIES

Alcohol and Drugs

Controlled substances are prohibited from Boy Scout activities and properties during Summer Camp. Personal medications are to be kept locked at the Health Office. The BSA and the SFBAC prohibit the use or possession of alcoholic beverages and controlled substances at encampments or activities on property owned and/or operated by the BSA, or at any activity involving participation of Youth members. The BSA National Council prohibits the use of alcoholic beverages and controlled substances at encampments or activities on property owned and/or operated by the BSA or at any activity involving the participation of Youth members.



Smoking

To promote Scouting's aim of physical fitness among its participants as well as to insure the protection and safe use of Council properties, the San Francisco Bay Area Council requires all Adult Leaders who smoke cigarettes, pipes, vaporizers or electronic cigarettes to do so only in designated smoking areas and are required to set the proper example by refraining from smoking in the presence of Scout Youth. Please see the Camp Office or Camp Ranger to learn where the designated smoking areas are.

Male and Female Sleeping Facilities

Male and female campers must have separate sleeping facilities. Married couples may share the same quarters if appropriate facilities are available, such as private tents.

Lost Property

Prior to coming to Camp, Scouts should be encouraged to clearly mark all personal items with their name and Troop number for easy identification. *Should a Scout inadvertently bring a valuable item, it should be locked inside one of your unit's vehicles.* Wentze Scout Reservation has a Lost and Found located in the Trading Post. Describe your lost item to the Trading Post Staff to retrieve them. The San Francisco Bay Area Council is not responsible for lost or stolen items at Camp.

Camp Courtesy

Dining Hall - please seat one Leader at each table to ensure order. Waiters should wait for instructions from the Dining Hall Steward before setting or cleaning up. Troop yells and songs are **encouraged** at *lunch, dinner and before flags*, but may be disruptive during program time. Please refrain from Troop yells during breakfast. A Scout is courteous.

Other Troop's Campsite If no one is present then you should NOT enter. Scouts should walk around other Troops' campsites, not through them. Please ask permission to enter or pass through another unit's campsite. **Please remind your Scouts that other Troops' campsites are off limits unless they are invited in.**

Quiet Hours are observed between **10:00 PM and 6:00 AM Youth**, including two-deep Leadership, should be in their campsite from 10:00 PM until 6:00 AM with the exception of certain Camp activities.

Electronics - If your Troop allows radios, MP3 players, video games, cell phones, and other electronics, during travel please confine them to the tent/shelter area or your campsite or lock them in a troop vehicle. These are **NOT** allowed for Youth around camp except for use with Camp program.

Camp Property - Leave all pipes, valves and other Camp infrastructure alone. Report maintenance issues to the Camp Ranger. This can be done in the Camp office using a "Maintenance Request."

COMMUNICATION, PACKAGES, AND THE INTERNET

The Camp phone is available for Camp business and emergencies only. Please let the families of your Scouts know these lines are **only for emergency purposes**, not to check up on their child.,

Telephone: (707) 459-2110

Fax: (707) 459-1527

We ask that any correspondence from home be sent via regular mail services and not over our fax line or e-mail. Verizon cell phones get reception fairly well AT&T and Sprint work in select locations (particularly near the dam bridge).

There is a Wi-Fi hotspot at the Administration building and password will be given to Adult Leaders at the Leader's meeting Sunday evening. This is confidential and **NOT** to be shared with any Youth! **Our internet is very limited and intended for quick emails and such for business purposes.** It is not to be used for uploading videos or streaming movies. It will be turned off as needed for Wentle business to be completed.

Each Unit will be provided with a mailbox in the Camp office. Incoming mail, messages, and some general Camp information will be placed in them daily. Please make certain all mail has a return address in case it arrives after the Unit has departed. All mail should be addressed as follows:

For **USPS**:
Scout's name and Unit #
Wente Scout Reservation
PO Box 453
Willits, CA 95490

For all other Carriers:
Scout's name and Unit #
Wente Scout Reservation
5401 Canyon Rd
Willits, CA 95490

DAILY SCHEDULE INFORMATION

The Daily Schedule (in the back of this guide) will have all the information for the routine of camp. Each morning and evening at flags, announcements for programs will be made. The schedule and more information can also be found on the Information Board by the Trading Post.

Merit badges generally meet for an hour Monday through Thursday, with a makeup session on Friday. Scouts learn in an interactive teaching environment with the same group of Scouts and counselors throughout the week. We encourage Scout Leaders to drop in on any of the Merit Badge sessions and lend a hand. Please remember that it is best to give any feedback or suggestions to the counselor in private after the session has ended.

RELIGIOUS SERVICES

A Scout is Reverent – The 12th point of the Scout Law. All Scouts and Leaders are welcome and encouraged to use the Camp Chapel on the peninsula of the lake. Troops requiring specific denominational services may invite their religious Leader to Camp to aid them with this.



CAMP SAFETY

Aquatics Safety

All Scouts and Leaders are required to take the BSA Swimmer's Test before participating in any aquatic activity. Waterfront is off-limits when no Staff is present. No swimming is allowed anywhere other than the official Waterfront.

Emergency Procedures

In the event of an emergency, notify a member of Camp Staff immediately. Do **not** attempt to deal with the emergency yourself, regardless of the situation. If the situation seems at all dangerous, as in the event of wildfire, the priority is to evacuate all Scouts and Leaders from the immediate area. For all emergency assembly purposes, a siren will sound, fire bell rung, and ALL Campers should report immediately to the Parade Grounds to await further instructions. When your Troop arrives at the assembly area, take roll using your Final Troop Roster. A key member of the Staff will ask for a Troop roll call. If anyone is missing, Camp Staff or appropriate Emergency Personnel will initiate a search. More information on emergency procedures will be available on your first day in Camp.

Emergency Drill

An Emergency Drill will take place within your first 24 hours at Camp. Emergency drills are held during each session of Camp. When the alarm sounds, all Scouts and Adult Leaders are to report immediately to the Parade Grounds, our designated assembly area and take roll using your Final Camp Roster.



Fire Safety

- Fires are permitted only in each Campsite's fire ring and should never be left unattended. Fires should always be under the supervision of an **Adult** unit Leader.
- National Council policy requires that each Unit post a completed Unit Fireguard Chart in their Campsite. These forms will be posted on your Campsite's bulletin board prior to your arrival.
- Each Campsite has a bucket, shovel, and rake. Do not remove these tools from your Campsite. Proper means of extinguishing fires should be on hand at all times. In case of extreme fire danger, the California Department of Forestry may temporarily suspend our Campfire permit.
- Liquid or propane fueled stoves or lanterns are to be operated only under direct Adult supervision. Any large quantity of fuel must be stored with the Camp Ranger.
- **Extreme caution must be taken whenever an open flame is involved.** Camp can be a very hot and dry tinderbox during the summer. Be sure that all lanterns used are of approved status.
- **Fireworks of any kind are illegal and strictly prohibited in Camp.** Possession of fireworks will be grounds for immediate dismissal from Camp property and could result in criminal prosecution.

Personal Safety

- Closed toed shoes are required throughout Camp. The only exception is the Waterfront where sandals may be worn.
- Travel only on designated trails.
- Report safety issues to the Camp Director immediately.
- All Camps operate on the buddy system. Scouts need to have a buddy in program areas, on hikes, and in any other activity they are participating.
- Initiations and/or hazing are strictly forbidden by BSA National Council Policy.
- Non-prescription drugs and alcohol have no place in Camp and are prohibited.
- No flames of any kind are allowed in a tent or outside a designated fire ring at any time.
- Fireworks are prohibited by county laws in both of our Camps.
- Pets of any kind are not permitted at Camp.
- Scouts and Adults are encouraged to use the Buddy System throughout the week.



Poison oak

Plants and Animals to Avoid

While most of the animals we have at Camp are harmless, there are some to be very cautious around. **Rattlesnakes, bears, and cougars** occasionally make their way around Camp. **Yellow jackets, scorpions, ticks, and spiders** can be found lurking just about anywhere; all of them bite or sting and are in general very annoying. Instructions on how to deal with each of these will be given at Camp.

Camp's climate is just perfect for growing **poison oak** (at left), and we do have some nasty patches of the stuff around. This can usually be avoided by staying on clearly marked paths. Make sure your Scouts and Leaders know what it looks like and to how avoid it. If you need any help just ask a Staff member to point some out.

Shooting Sports Safety

- Permission from a parent or guardian is required for Scouts to shoot at our Rifle and Shotgun ranges. This permission slip can be found at the end of this guide or online at <http://www.sfbac.org/forms/62765>.
- ALL personal firearms, ammunition, and archery equipment are prohibited in Camp.
- **Red flags** are used to designate a firing range
 - If the flag is **DOWN** the range is closed - - **DO NOT ENTER**
 - If the flag is **UP** the range is open and staff is present
- Yellow rope or caution tape designate the restricted area.
- Scouts may bring their own eye and ear protection for use at the shooting ranges.



ADMINISTRATION BUILDING

The Administration Building is home to the Camp Office, Skunk's Den (page 44), Trading Post, Health Lodge (page 26), and Mail boxes (page 20).

The Trading Post serves as a general store providing a variety of refreshments, as well as general Camping equipment, t-shirts, and Wente Scout Reservation souvenirs. Scoutmasters may want to provide Leadership to Scouts to assure that purchases are reasonable. The Trading Post is available after meals and during program time. The Trading Post accepts cash, checks, as well as Visa/ MasterCard.

We also have the Camping equipment and materials you'll need to complete those Merit Badges you're working on. If you forgot your coffee mug, you can pick up a new mug from our friendly staff. Merit Badge books can be purchased here too! The Lost & Found is located in the Trading Post. Please make sure that all of your Scouts' gear is marked with their name and Unit number in case it is turned in.



Located in the Handicraft building is the Trading Post annex, known as the Handi-Post. Here you can buy similar products that we have in the main trading post, including a smaller selection of soda, water, candy and other Camping supplies.

TROOP MEETINGS AND CAMPFIRES

During the week your Troop is encouraged to hold meetings to convey announcements, check Merit Badge progress, and take care of Troop business. Don't forget that your SPL should lead these meetings. Many Troops will assemble before meals or Camp-wide events and then walk over as a Unit.

Troops are encouraged to have a Campfire in your campsite. Feel free to invite Staff members or other Troops to encourage scouting fellowship and Troop interaction.

YOUR CAMPSITE AT WENTE

Your Campsite will be your home for the week at Wente Scout Reservation. Each Campsite has tent platforms with two-man canvas tents. Your Campsite will also have the following:

- A central fire ring and fire tools
- A bulletin board
- A flag pole
- A nearby washstand and "KYBO".

Remember, "A Scout is clean". Your Campsite should be a reflection of that principal. Please respect the privacy of the Camp Staff and stay out of Staff living areas and respect the Campsites of other Units by staying out unless invited.

Campsite Maintenance

Regular day-to-day cleaning and maintenance of the Troop Campsite is the responsibility of the Troop. The Campsite should be kept free of litter and other garbage, and the "KYBO" should be cleaned daily. Cleaning supplies, garbage bags, and toilet paper are available from the Camp Office or in the supply box near the "KYBO". If repairs to the Campsite are needed, please submit a Maintenance request to the Camp Ranger (Request forms located in the Camp office) who will work with you to take care of any problems.

Trash Removal

Troops must empty all Campsite trash cans each night to prevent attracting wildlife. Place all garbage in the dumpster behind the Dining Hall. Recycle bins are located throughout Camp; please use them. Do not leave candy, food, or anything smelly in tents or Campsites, since this may attract wildlife.

Shower Facilities

Wente has three shower houses available in Camp.

- The Palfreyman Shower House, located past the Archery Range, near Climbing & Mountain Biking
- The Wishbone Shower House, located above the Wishbone campsite
- The Madrone Shower House, located next to the Handicraft building

Shower houses are designed to meet Youth Protection Guidelines. All shower facilities have private shower stalls that can be used by Adults and Scouts alike. Senior Patrol Leaders are responsible for signing up during the Sunday night SPL meeting, or with the Program Director, for a cleaning rotation of each shower house and the Dining Hall bathrooms.

TENT REPAIR/ACCOUNTABILITY PROGRAM

Tents throughout Camp are the primary shelter for Scouts and visitors to our Camp. It is extremely important that we respect and maintain the canvas tents in our Camp. Due to accidents in the past, it is necessary to hold Troops accountable for damage to tents while in use during your stay. The prime examples of damage to tents are Scouts practicing woodcarving, using their pocketknives in their tent and cutting the walls of the tents, all of these types of accidents are irresponsible of the Scout and disrespectful of the equipment and Camp Property.



On arrival to your Campsite, you and your Scouts will inspect canvas tents with your Troop guide and note any previous damage in the tents. During checkout, if any new damage is found, Troops will be responsible for a charge of \$12 per inch of damage. Normal wear and tear due to environmental elements is understandable.

Questions should be brought up to your Camp Commissioner. However, the Camp Director has the final say on damage. After your site is checked, bring the check-out form to the office for final check-out, or if there is damage bring the form to the Trading Post first to pay for the damage.

SERVICE AT CAMP



Service is one of the cornerstones of the scouting world. Giving back to our communities. At our Camp home Troops, Patrols and individual Scouts are highly encouraged to participate in a service project sometime during the week. There are many service opportunities available at Wente all year-round as well through our Work Weekends (see below). Scouts and Leaders can find more information about Finney Valley Lumber Company and other service opportunities later in this guide or visit the Wente Scout Reservation Camp Office Staff.

Wente Work Weekends

Another way to improve Camp is to attend the Wente work weekends. Participants help provide much needed Camp clean up and assist with Camp improvement projects.

Work weekends happen once every month except for June, July, August, and December. Depending on the work weekend, some meals are provided, and Scouts can Camp free in return for participating in the work weekend service projects. Scouts should bring work clothes, water bottles and food for other meals.

For more information or to RSVP, contact Ranger Mike Hannah at: Ranger@WenteScoutReservation.org



VISITORS AT CAMP

Visitors are welcome at Camp, however there are a few things to keep in mind before inviting visitors. Camp does not have separate visitor accommodations, and it's important for parents to remember that Scouts will probably be busy with Camp activities. Due to liability considerations, friends and siblings of registered participants are not to attend Camp and cannot participate in Camp programs. Wenté Scout Reservation operates Family Vacation Camps before and after Summer, so everyone can have the opportunity to experience Camp. Please contact the Camping Department for more information.

Guidelines for Visitors at Camp

The best time to visit is the last full day of the session. All visitors must check in at the Camp Office immediately upon arrival at Camp. Visitors must park in the designated parking lot and walk to the office. Meals are available for the following fees: Breakfast \$13; Lunch \$13; Dinner \$15; or all three for \$35. There is also a nightly camping fee of \$42 per person per night. Please notify the Camp Office at least 48 hours in advance if you wish to purchase guest meals.

FOOD SERVICE



Wenté Scout Reservation offers two outstanding food plans for your Unit to choose from: Dining Hall service or Jamboree style cooking. Both plans provide tasty, well-balanced, and nutritious meals.

Dining Hall service provides three fully prepared meals a day. Dining Hall meal service will be done in two shifts per meal. Your Unit will be assigned a shift during your orientation tour of Camp. Each Unit eating in the Dining Hall will need to provide one waiter per table for each meal. Waiter duties will be explained during the orientation tour of Camp. Waiter call is 15 minutes before each meal.

Tables in the dining hall seat eight. Due to the final numbers within your Troop, the Dining Hall Steward may require you to share a table with other Troops. Only one waiter is needed for the shared table and the Senior Patrol Leaders for both Troops should work together to ensure the table service is not carried by only one Troop.

Seating provided to each Troop is determined by the number of full-week individuals. Visitors should pay for meals in the Trading Post (see *Visitors in Camp*) and join their Troop in the dining hall within the space allotted without encroaching on the space of neighboring Troops.

Jamboree Style allows your Unit to prepare some or all meals in your Campsite. Jamboree Style cooking is not the preferred food plan at Wenté. If you wish to choose this option, contact the SFBAC Council Office and email Chef@WenteScoutReservation.org at least 3 weeks prior to arrival to facilitate your jamboree style cooking needs. Please submit a final head count and your Dietary Needs Form with this communication.

Special Dietary Needs We will do our best to accommodate Special Dietary Needs (i.e., allergies, medical necessity, religious beliefs). Such needs must be communicated in your troop's Dietary Needs Form three weeks prior to arrival, severe allergies or more complex needs than listed on the form such needs must be emailed to Chef@WenteScoutReservation.org 3 weeks prior to arrival. Call the Camp office if you need to speak with the Cook. Please submit items you **can eat** as well as those you can't.

HEALTH AT CAMP

Medical Forms

BSA policy requires that all Youth and Adults have an annual medical evaluation, signed by a certified and licensed healthcare provider. All Scouts and Adults attending resident Camp at least one night are required to have a current and complete BSA Annual Health and Medical Record.

If you do not have a current version of the BSA Annual Health and Medical Record, or if your form is out-of-date, you may not attend Camp, no exceptions. It is recommended that you bring photocopies of these forms to Camp and that the Unit keeps the originals. These forms are found at

<http://www.Scouting.org/Scoutsource/HealthandSafety/ahmr.aspx>.

In instances where medical evaluation or immunizations are against religious beliefs, the requirement for medical examination forms can be waived with a written statement from the Camper's parent/guardian and church officials that a medical examination is a violation of religious belief. Those forms can be found at

<http://www.Scouting.org/Scoutsource/HealthandSafety/Forms.aspx>.

The BSA Annual Health and Medical Record authorizes:

- The Camp to provide medical treatment.
- Participation in Camp activities such as waterfront, COPE, and climbing.
- The San Francisco Bay Area Council, BSA and the National Council, BSA to use photographs taken at Camp for promotional purposes.
- Authorizes the drivers each Youth is allowed to leave camp with.

Insurance

Each Unit attending Camp must be covered by some type of accident and insurance plan. SFBAC Units are covered under BSA Campers' Accident and Sickness plan. Some Councils provide this insurance for their Units or offer the insurance for a small fee. Other Units are covered by their chartered organization. If your Council does not provide insurance, you will need to get a Unit application at your Council service center and apply for the insurance yourself. All out-of-Council Units MUST bring a claim form AND proof of insurance (if not covered by their Council) to Camp. This form is not necessary to go to the hospital but will provide helpful information in processing the claim.

Health Lodge

Our Camp has a well-equipped Health Lodge operated by a qualified Health Officer. All accidents, injuries, and illnesses must be immediately reported to the Health Officer. The Health Officer can handle most minor injuries and illnesses. Minor cuts not reported become difficult to treat later. Serious injuries or illnesses will be taken to a local medical facility where we have made arrangements for treatment.

Transportation to the medical facilities is the responsibility of the Unit, unless emergency medical treatment is necessary. **Night calls after 10 PM should be restricted to urgent situations that your Troop's Adult Leadership do not have the medical training to handle. Youth MUST be accompanied by an Adult Leader and follow the buddy system.**

Health Officer

A qualified Health Officer is on duty at all times during your stay. The Health Officer is located in the Health Lodge in the Camp Administration Building. The Camps have made arrangements with a local clinic nearby and have access to an ambulance service and the hospital in the event of an emergency.

Medications

Boy Scout National policy states:

All prescription drugs (including those needing refrigeration) are to be kept in locked storage and in compliance with local and state laws. An exception may be made for a limited amount of medication to be carried by a Camper, Adult Leader, parent, or Staff member for life-threatening conditions, including bee-sting or heart medication, and inhalers, or for a limited amount of medication approved for use in a first aid kit.

All medications taken at Camp should be listed on the Annual Health and Medical Record, in the medication log and need to be presented during the health screening.

Lockers for Unit use will be provided in the Camp Health Lodge. The Unit Leader will be given the combination to the locker. All Medications must be recorded in the provided log. This log must be left in the locker at the end of the week. The locker area will be open 24/7 while Camp is in session to allow access to your Unit locker.

Adult Unit Leadership will be responsible for seeing that the Scouts in their Unit needing medication take the necessary medications at appropriate times in correct doses. Non-prescription medications must be kept under the supervision of the Adult Leaders.

Special Dietary Needs

See: Food Service (page 25)

Preventing Homesickness

One of the biggest challenges facing Scouts at Camp is homesickness. This can be especially true for new or younger Scouts who have never been away from home. A great way to prevent homesickness before arrival at Camp is for families and Unit Leaders to stress all the fun the Scout will have at Camp with the many new experiences that are in store. It is good advice for family members to refrain from comments about how much they will miss the Scout or how much the Scout will miss everything at home.

At Camp, the Staff will help to fight homesickness by keeping the Scouts busy with fun and challenging activities. Unit Leaders need to keep a sharp lookout for homesick Scouts, and ought to tell their Commissioner, who can help brainstorm activities to keep the Scout busy.

A big cause of homesickness is a phone call home. If a Scout is not homesick, there's a good chance of it setting in after a call home. Scouts are discouraged from bringing cell phones to Camp. Parents should be discouraged from having their Scouts call home, except in an emergency. No Scout may call home without a Leader's permission, and a Leader must be present when placing a phone call.

Rest

Adequate sleep can be the key to a great week at Camp. Each person needs a certain number of hours of sleep each night. Unit Leaders need to see that the Campsite is quiet at 10:00 PM to permit those who wish the chance to get at least eight hours of sleep.

Some people need more time to rest during the day. Leaders need to be sensitive to this and provide opportunities for rest time. Too often Campers do not take the time to sit and enjoy the beauty of the Camp surrounding them.

MERIT BADGE INFORMATION

Merit Badge Philosophy

A Merit Badge is recognition for what a Scout has learned and done. The Merit Badge program was designed to help Scouts become familiar with their world and stimulate interest in new program areas. Furthermore, the program was designed to get Scouts out to meet new people in their community and gain a basic knowledge of a given topic.

To earn a Merit Badge at Camp, a Scout must complete the requirements of that badge. We give Scouts every opportunity to satisfy the requirements needed. Completing a Merit Badge certifies the Scout's knowledge. For example, signing off the application for First Aid Merit Badge implies a Scout knows how to splint a broken bone and can confidently do so in any situation.

We recommend that the average Scout sign-up for **2 to 4 Merit Badges**, depending on the individual. This should give the Scout plenty of opportunities to earn the Merit Badge and take part in the other program offerings of the Camp.

Camp Staff will provide and fill out ALL Blue Cards for Merit Badges *started* at Camp.

You should NOT fill out or bring your own Blue Cards for these Badges. If the Scout does not complete all requirements, the Scout will not receive the Merit Badge (see Partial Policy). The responsibility for completing those requirements lies solely with the Scout.

Partial Policy

There are many badges that have requirements that cannot be completed at Camp. Some of these are due to time requirements, and others simply cannot be done in a Summer Camp setting. It is the policy of the National Council of Scouts BSA that there is no time limit (other than the Scout's 18th birthday) on a Scout completing a Merit Badge after receiving a partial. Both Camps will honor partials regardless of date or location that requirements were completed.

Counselors will ask Scouts to review requirements already signed off to ensure that they are able to properly complete the Merit Badge. **It is necessary for Scouts to bring the Merit Badge blue card partial to Camp.** In cases where Merit Badges are not completed at Camp, a partial indicating the requirements that have been done will be issued and given to the Unit Leader. Many of these requirements can be completed before a Scout arrives at Camp. A Scout can contact a local Merit Badge Counselor for that badge, go over the work that has been done, and bring a partial to Camp. In some cases, Camp Counselors will require a partial directly from a Merit Badge Counselor, (indicated later in this guide.)

Merit Badge Limitations

We strive to give all Scouts a fair chance to participate in those Badges which must be limited because of facilities or safety. For this reason, Merit Badge counselors reserve the right to limit Merit Badge class sizes. Please remember to sign up for Merit Badge sessions prior to arriving at Camp to have the best chance of getting into the classes you want to take.

Scheduling

Most of Wente's Merit Badges run on a four-day schedule with Friday open for make-ups. Merit Badge sign-ups will happen online prior to Camp. Registration instructions and more information can be found online at www.sfbac.org or by calling the SFBAC Camping Department at 510-577-9218. Scouts may show up to Merit Badges on Monday to add a session but priority will be given to pre-registered Scouts. Merit Badge counselors will limit their class size as mentioned on the previous page in Merit Badge Limitations section. Below are also listed the limits for all of our Merit Badges.

QUICK REFERENCE MERIT BADGE CHART

Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
American Heritage	4		30	14	Offered during odd numbered years only. Must be Star rank.
Animal Science	3		25		2 hour session; Offered in combination with Veterinary Medicine.
Archery	5	\$20	16		2 hour session. May require extensive practice outside of Merit Badge; must be able to pull back a 25 lb. bow; fee covers arrow and bowstring kits for Reqs. 2 & 3.
Art	2	\$20	35		Fee covers projects for Reqs. 4 & 5.
Astronomy	4		25		Will require observation time outside of Merit Badge.
Backpacking	4		30		Offered during even numbered years only. Reqs. 6b, 8c, 9d, 10 and 11a-c not covered in Camp.
Basketry	2	\$25	25		Requires extensive outside time; Fee covers projects for Req. 3
Bird Study	5		30		Offered during even numbered years only. Will require observation time outside of Merit Badge.
Camping	2		30		Reqs. 4b, 5e, 7b, 8d, 9a, and 9b not covered at Camp.
Canoeing	3		24		Must pass BSA Swimmers test before starting badge
Chess	3		32		Will require time outside Merit Badge to complete tournament.
Citizenship in the Community	4		30	14+	3-day badge; Req. 3,4 & 7 not covered at camp; Must have achieved Star rank.
Citizenship in the Nation	4		30	14+	Req. 2 not covered at Camp. Must have achieved Star rank.
Citizenship in the World	4		30	14+	3-day badge; Req. 7 handled individually with counselor; Must have achieved Star rank.
Climbing	4		12	14+	2 hour session
Communication	4		25	14+	Req. 5, 7 & 8 not covered at Camp; Must have achieved Star rank.
Composite Materials	4	\$18	30		Offered during odd numbered years only. Fee covers projects for Req. 5
Cooking	4	\$20	12		Req. 4 & 6 not covered at Camp; Merit Badge will continue into 1 st meal shift while cooking.
Cycling	5		12	14+	Riding requirements must be completed outside of Merit Badge.
Emergency Preparedness	5		30	14+	Req. 2c, 6c, 8b & 9 not covered at Camp; Must have achieved Star rank.
Entrepreneurship	4		25		Offered during even years only. Req. 3 not covered at Camp.
Environmental Science	4		30		Will require observation time outside of Merit Badge. Requires extensive writing outside of Merit Badge.
Family Life	5		30	14+	1 day badge; Only Req. 1, 6a, and 7 will be covered at Camp; others to be discussed. Must have achieved Star rank.
Fingerprinting	1		35		Only need to attend one session.
Fire Safety	5		30		Req. 11 - field trip to local Fire Station that will require drivers, bring money for purchase of off-property lunch.
First Aid	3		35		2-hour session. Bring a first aid kit from home to fulfill req. 2d. Leaders please remember to bring your Troop's first aid kit to camp for req. 5b
Fish & Wildlife Management	2		35		Requires observation outside Merit Badge.
Fishing	3		15		Bring own fishing gear to Camp; requires fishing time outside of Merit Badge. May not be able to cook fish for req. 10.
Fly Fishing	4		12		Fly Fishing Gear is Provided by Camp! May require more fishing time outside of Badge. May not be able cook fish for req. 11.

Forestry	3		15		Req. 5 - field trip to a local lumber mill that will require drivers, bring money for purchase of off-property lunch.
Game Design	4		20	14+	Requires technical writing; will require work outside of Merit Badge.
Geocaching	3		20		Req. 7 & 9 not covered at Camp. Bring a GPS if you have one. Offered during even years only.
Geology	4		30		Offered during even years only.
Hiking	4		30		Req. 5,6, & 7 not covered at Camp; Offered during odd numbered years only.
Horsemanship	4	\$25	12	14+	3-Hours session, meets Monday – Friday. Must wear long pants and closed toed shoes every day.
Indian Lore	3	\$25	25		Fee covers projects for req. 2; Offered during even numbered years only.
Insect Study	4		30		Offered during odd numbered years only. Req. 9 not completed at Camp.
Kayaking	3		22		Must pass BSA Swimmers Test before starting Merit Badge.
Leatherwork	2	\$25	25		Fee covers projects for Req. 3 and 5c.
Lifesaving	4		25		2-hour session. Req. 1 must be completed before starting Badge.
Mammal Study	1		30		Only need to attend one session.
Mining in Society	3		25		Offered during odd years only.
Moviemaking	3		30		May require time outside of Badge. Must bring own video camera.
Music	2		25		Offered during even numbered years only.
Nature	2		30		Req. 4e – Bring your own fishing gear. Offered during odd numbered years only. Offered M & Tu OR W & Th.
Nuclear Science	3		30		Offered even years only.
Oceanography	3		30		Must give speech to Troop.
Orienteering	4		25		May require extensive time outside of Merit Badge.
Personal Fitness	5		30	14+	3 day badge; Req. 1b, 7, 8 not covered in camp. Wear comfortable clothes and bring a bottle of water. Must have achieved Star rank.
Personal Management	5		30	14+	Req. 1, 2 & 8 – not covered at Camp; Must have achieved Star rank.
Photography	3		20		Must bring own camera to Merit Badge; Cyberchip required.
Pioneering	3		25		2-hour session
Plant Science	5		30		Offered during even numbered years only.
Pottery	4	\$18	12		Fee covers all materials needed.
Public Speaking	4		20	14+	Scouts will talk a lot. Must have achieved Star rank.
Pulp & Paper	4		30		Offered during odd numbered years only.
Reptile and Amphibian Study	2		30		Req. 8 not covered at Camp*
Rifle Shooting	3	\$40	32	12+	2-hour session; May require extensive practice shooting outside of Merit Badge, fee covers materials needed.
Rowing	3		30		Must pass BSA Swimmers test before starting Badge.
Salesmanship	3		25		Offered during odd numbered years only.
Scouting Heritage	3		25		Req. 4 & 5 not covered at Camp – Offered during odd numbered years only.
Sculpture	3	\$18	20		Fee covers all materials needed.
Shotgun Shooting	4	\$40	20	14+	2-hour session; may require extensive practice shooting outside of Merit Badge; must be 100 lbs.; fee covers all materials needed.
Signs, Signals & Codes	3		20		Offered during odd numbered years only.
Small-boat Sailing	4		22		Must pass BSA Swimmers test before starting Badge. Session limits based on operable boats.
Soil and Water Conservation	3		30		Offered during odd numbered years only.
Space Exploration	3		20		
Swimming	3		30		Must pass BSA Swimmers test before starting Badge.
Textiles	2		25		Offered during even numbered years only.
Veterinary Medicine	3		15		2-hour session; Offered in combination with Animal Science.
Weather	3		30		Requires work outside of Merit Badge.
Wilderness Survival	3		35		Req. 9 is an overnight outpost.
Woodcarving	3	\$25	25		Fee covers projects in Req. 6 and 7; Totin' Chip required before carving.

* Initialed blue card from a registered Merit Badge Counselor is required; no other notes will be accepted for completion of requirement done outside of Camp.

Rotating Merit Badges

The following Merit Badges will be offered at Wentz on a rotational basis in order to accommodate as many merit badges as possible. Merit Badges listed in the Even Numbered Years Rotating list will not be offered in Odd Numbered Years and vice versa. Scouts should plan accordingly in order to not miss a needed Merit Badge in a particular Summer.

Rotating Merit Badges – Even-Numbered Years

Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
Backpacking	4		30		Offered during even numbered years only. Reqs. 6b, 8c, 9d, 10 and 11a-c not covered in Camp.
Bird Study	5		30		Offered during even numbered years only. Will require observation time outside of Merit Badge.
Geocaching	3		20		Req. 7 & 9 not covered at Camp. Bring a GPS if you have one.
Geology	4		30		Hands will get dirty handling rock specimens. Offered during even years only.
Music	2		25		Offered during even numbered years only.
Plant Science	5		30		Offered during even numbered years only.
Salesmanship	3		25		Offered during odd numbered years only.
Textiles	2		30		Offered during even numbered years only.

Rotation Merit Badges –Odd-Numbered Years

American Heritage	4		30	14	Offered during odd numbered years only. Must be Star rank.
Entrepreneurship	4		25		Offered during even years only. Req. 3 not covered at Camp.
Hiking	4		30		Req. 5, 6, and 7 not covered at Camp. Offered during odd numbered years only.
Mining in Society	3		25		Offered during odd years only.
Nature	2		30		Req. 4e – Bring your own fishing gear. Offered during odd numbered years only. Offered M & Tu OR W & Th.
Pulp & Paper	4		30		Offered during odd numbered years only.
Scouting Heritage	3		25		Req. 4 & 5 not covered at Camp. Offered during odd numbered years only.
Signs, Signals and Codes	3		20		Offered during odd numbered years only.
Soil & Water Conservation	3		30		Offered during odd numbered years only.

PROGRAM AREAS

CLIMBING

Out past the flagpoles of Gilwell Field sits the mighty Rock. You can sign up for the Climbing Merit Badge or just come on down for an open climb in the afternoon or evening.

Troop/Patrol Climb

The Rock is available for Troop/Patrol Climbs during evening open climbing times. If you would like to sign-up, see the Climbing Director. Please be aware that slots may fill up very quickly during the week. Group size is limited to 12.

Night Climb

"Climbing," called the Scout and, "Climb on," is the answer. Tired of living on the bottom? Well then, climb to the top! Learn climbing and rappelling techniques in this extended evening program. \$5 per person, delicious snacks included.

Climb On Safely

Adults can learn the BSA's procedures for organizing and carrying out a safe Unit climbing activity...then stick around and get hands on training while helping Scouts climb and belay The Rock!



Merit Badge Information



Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
Climbing	4		12	14+	2-hour session

THE COMMISSIONERS

The Commissioners are here to help! With our Merit Badge sessions located in the Redwood Grove or on the veranda of the Dining Hall, this program are is designed to help get older Scouts back to Camp and kick-started on finishing up those Eagle-required Merit Badges. We will also assist them in planning their timeline for completion of longer project when they return home from Camp.

Scoutmaster Float – All Adult Leaders join us at the Waterfront for water games, snacks, boating and socializing in the sun or shade!

To take these badges at Wentle Scout Reservation, a Scout must be at least 14 years old and Star rank. This policy has been set by the SFBAC Advancement Committee.

Merit Badge Information

Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
American Heritage	4		30	14	Offered during odd numbered years only. Must be Star rank.
Citizenship in the Community	4		30	14+	3-day badge; Req. 3,4 & 7 not covered at camp; Must have achieved Star rank.
Citizenship in the Nation	5		30	14+	Req. 2 not covered at Camp. Must have achieved Star rank.
Citizenship in the World	5		30	14+	3-day badge; Req. 7 handled individually with counselor; Must have achieved Star rank.
Communication	4		25	14+	Req. 5, 7 & 8 not covered at Camp; Must have achieved Star rank.
Emergency Preparedness	5		30	14+	Req. 2c, 6c, 8b & 9 not covered at Camp; Must have achieved Star rank.
Family Life	5		30	14+	1-day badge; Only Req. 1, 6a, and 7 will be covered at Camp; others to be discussed. Must have achieved Star rank.
Personal Fitness	5		30	14+	3-day badge; Req. 1b, 7 & 8 not covered in camp. Bring comfortable clothes. Must have achieved Star rank.
Personal Management	5		30	14+	Req. 1, 2 & 8 not covered at Camp; Must have achieved Star rank.
Public Speaking	4		20	14+	Scouts will talk in front of group a lot. Must have achieved Star rank.



EAGLE TRAIL

Eagle Trail, located near Scoutcraft, is our Scout-to-First Class rank advancement program area. Eagle Trail is designed for Scouts to learn beginning scout skills and the basics of our organization, then return to the Troop to be tested by your Leadership. Camp Staff will not be signing off requirements in Scout Handbooks, but Leader's are encouraged to check the advancement board, as a "Counselor Record" will be posted for each session showing attendance and requirements that were covered each day.



Remember to bring your Scout Handbook with you! Eagle Trail sessions have a 20 Scout limit. Sessions run starting on the hour just like Merit Badge Sessions.

Rank Advancement Session Information

Merit Badge	Diff	Class Size Limit	Requirements Covered	Other Information
Scout	1	20	1a-f; 2a-d; 3a (discussed); 4a-b; 5	Scout will earn Totin' Chip as part of Monday's session.
Tenderfoot	1	20	3a-d; 4a-c (discuss d); 5a-c; 7a; 8	Scout will be doing Personal Fitness on Tuesday...bring extra water.
Second Class	2	20	2f-g; 3a-d; 5a-d; 6a-e; 8a-b; 9a-b	Scout will get wet on Thursday, come in your swim gear.
First Class	2	20	3a-c; 4a; 5a-d; 6a-e; 7a-f	Scout will get wet on Thursday, come in your swim gear.



FIELD SPORTS



All of our shooting sports ranges emphasize safety and fun. The rules may seem strict, but they are designed to ensure a safe place for Scouts to hone their shooting skills. Please do not bring personal firearms, bows, or ammunition to Boy Scout Camp, there will not be any opportunities for personal equipment to be used on Camp property.

Archery

The entrance to the Archery Range is located near the top of the hill on the road that leads to the corral. Look for the flagpole with the red flag at the top.

Rifle

Follow the road past Scoutcraft, then look to the left for the sign and red range flag which marks the trail leading down to the Rifle Range.



Shotgun

The Shotgun Range is located across the lake from the admin building and can be reached by walking Lake Loop from Handicraft towards Campfire or by walking the main road the other direction.

O'Riley's Outpost – Black Powder Troop/Patrol Shoots

Scouts shooting black-powder rifles, throwing tomahawks and enjoying a meal by the fire like the mountain men of old. O'Riley's is on the far side of the lake near shotgun. O'Riley's Outpost slots are in high demand; Troops should pay at the Trading Post as early as possible. Limit 30 people for Lunch, 40 people for Dinner.



Troop Shoots at Rifle or Archery

All of our ranges are available for Troop Shoots during open shoot times. If you would like to sign up, see the Range Master. Be aware that slots do fill up quickly. Limit 24 for Archery and 32 for Rifle.

Open Shoot Fees – Field Sports Tickets are 50¢ each

- Archery: Free
- Rifle: 1 Ticket = 1 target, 5 shots per target.
- Shotgun: 1 Ticket = 1 clay pigeon, 1 shot per pigeon
- Black powder: 2 Tickets = 1 ball.

Merit Badge Information

Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
Archery	4	\$20	16		2-hour session. May require extensive practice shooting outside of Merit Badge; must be able to pull back a 25 lb. bow; fee covers cost of kits in Reqs. 2 and 3.
Rifle Shooting	3	\$40	32	12+	2-hour session. May require extensive practice shooting outside of Merit Badge, fee covers materials needed.
Shotgun Shooting	4	\$40	20	14+	2 hour session. May require extensive practice shooting outside of Merit Badge; must be 100 lbs.; fee covers all materials needed.



HANDICRAFT

The Handicraft Area is the Center for the Arts - *and crafts*. Here a Scout can fulfill the classic notion of bringing home something crafty that they handmade throughout the week. It is also where creativity and a willingness to give something new a try can lead to developing a passion for creating.

Movie Night – Join our Staff for an evening of cinema and snacks, fellowship and fun!

Merit Badge Information

Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
Art	2	\$20	35		Fee covers projects in Reqs. 4 and 5.
Basketry	3	\$25	25		Fee is for projects in Req. 3; requires work outside of class session
Chess	3		35		Requires time outside of class for tournament.
Composite Materials	4	\$18	30		Fee covers projects in Req. 5.
Entrepreneurship	4		25		Offered during even years only. Req. 3 not covered at Camp.
Fingerprinting	1		35		Only need to attend one day of session.
Game Design	3		20		Offered during even numbered years only.
Indian Lore	3	\$25	25		Fee covers projects for req. 2; Offered during even numbered years only.
Leatherwork	1	\$25	25		Fee covers projects in Req. 3 and 5c.
Moviemaking	3		30		May require time outside of Badge. Suggested to bring own video camera.
Music	2		25		Offered even numbered years only.
Photography	3		20		Must bring own camera to Merit Badge.
Pottery	3	\$18	20		Fee covers all materials needed.
Salesmanship	3		25		Requires time outside of Merit Badge.
Sculpture	3	\$18	20		Fee covers all materials needed.
Textiles	2		30		Offered during even numbered years only.
Woodcarving	3	\$25			Fee covers projects in Req. 6 and 7



MOUNTAIN BIKING

Challenge yourself riding some of the best trails in Northern California. Mountain Biking at Wente Scout Reservation is a unique and safe program for people to explore, push their limits and have fun! Wente offers an inspiring trail system with over 13 miles of purpose-built single-track trails and high-quality mountain bikes for people to use. The Mountain Biking program is open to all skill levels and encourages both Scouts and Adult Leaders to participate.

How can I participate?

There are 3 ways....Trail Riding, Merit Badge Session or ask a Camp Staff how to join the Skunk Works Trail Crew!



Trail Riding - Simply show up to the Mountain Biking program area, check in where your skill will be assessed, equipment will be checked out and you will be sent on a trail ride. The Mountain Biking program is a drop-in activity where anyone can participate during the open hours.

What do I need to bring?

- **Buddy to go on a ride with,**
- **Water container such as a water bottle or camel back,**
- **Close toed shoes worn on your feet.**



Do I need to bring my own bike?

You do not have to bring your own bike to go on a trail ride. Wente has a fleet of high-quality mountain bikes of all sizes which are checked out to individuals for trail rides. Helmets are also provided. See the Mountain Biking Staff for more details.

May I bring my own bike?

Yes, you may bring your own bike. We encourage that you ride the bike you feel most comfortable. However, you are required to check your personal bike into the secure Mountain Biking program building so it is locked up until you begin your trail ride. All bikes may only be used for recreational riding of designated trails, not for around camp transportation.

Pump Track

The Pump Track in a fun bike course with rollers and berms designed to teach individuals bike-handling skills. While challenging at first, the pump track is quickly mastered and is loads of fun! Pump track skills translate directly to more effective and safer trail riding ability.

Merit Badge Information



Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
Cycling	5		12	14+	All trail sessions must be completed outside of Merit Badge. Req. 7 not covered at Camp.

NATURE

2,200 acres of new and old growth Douglas Firs, meadows, natural springs, hundreds of different plants and animals, and learning how to be a good steward of nature. The Nature program offers many opportunities to get out and enjoy the wonderful outdoors.



Kali-Ama - enjoy the beauty of Nature while honing your orienteering and map reading skills on this self-guided challenging adventure.

* **BSA Complete Angler Award** - Do you love all types of fishin' no matter what time of day it is? By earning all 3 Fish related Merit Badges and teaching a fishing skill to your troop you can earn the BSA Complete Angler Award while at camp!

Merit Badge Information

Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
Astronomy	4		25		Will require observation time outside of Merit Badge.
Bird Study	5		30		Offered during even numbered years only. Will require observation time outside of Merit Badge.
Environmental Science	4		30		Will require observation time outside of Merit Badge. Requires extensive writing outside of Merit Badge
Fish & Wildlife Management*	2		30		Will require observation time outside of Merit Badge.
Fishing*	3		15		Bring own fishing gear to Camp; requires fishing time outside of Merit Badge. May not cook fish for req. 10.
Fly Fishing*	4		12		Gear is provided by Camp! May require more fishing time outside of Badge. May not cook fish for req. 11.
Forestry	3		15		Req. 5 - field trip to a local lumber mill that will require drivers.
Geology	4		30		Offered during even years only.
Insect Study	5		30		Req. 9 not covered at camp.
Mammal Study	1		30		Only need to attend one day of session.
Mining in Society	3		25		Offered during odd numbered years only.
Nature	2		30		Offered during odd numbered years only.
Nuclear Science	4		30		Requires work outside the Merit Badge.
Plant Science	5		30		Offered during even numbered years only.
Pulp & Paper	4		30		Requires work outside the Merit Badge.
Reptile and Amphibian Study	2		30		Req. 8 not covered at Camp.
Soil & Water Conservation	3		30		Offered during odd numbered years only.
Space Exploration	3		20		Requires work outside of Merit Badge.
Weather	3		30		Requires work outside of Merit Badge.



RISIN' W CORRAL

If you love horses, the Risin' W Corral is the place for you! Our outstanding horse program includes the Horsemanship, Animal Science & Veterinary Medicine Merit Badges, Trail Rides, meal rides and an Overnight Outpost Ride. These ride slots can be purchased in the Trading Post at the Admin. Building.

Trail Rides: \$25

- ☐ Monday 7 PM – 8:30 PM
- ☐ Friday 6:30 Pm – 8 PM

Outpost Ride: \$40

- ☐ Tuesday 4:30 PM – 7 AM

Root Beer Float Ride: \$25

- ☐ Wednesday 1:30 PM – 3 PM

Cowboy Breakfast Ride: \$30

- ☐ Thursday 6:30 AM – 8:45 AM

Dinner Ride: \$30

- ☐ Thursday 4:30 PM – 8 PM

Lunch Ride: \$30

- ☐ Friday 11:30 AM – 1:45 PM

Trail Rides

Times subject to change, plan on arriving at the barn 20 minutes before departure. See the Announcement Board in front of the Trading Post for changes and more details. All rides can change last minute due to horse and weather conditions. Ride Tickets may be purchased at the Trading Post in advance.



Long pants and closed toes shoes are REQUIRED for all Scouts and Adults to ride horses.

The Risin' W Overnight Outpost

The Risin' W Outpost starts with a long horse ride into the back-country that wanders up to a rugged campsite where you will settle down for a nice Steak Dinner. Then try your hand at some activities our Wranglers have rustled up just for y'all. Soon it'll be time to settle into your bedroll under an open sky as the crickets sing you to sleep. Participants should pack a flashlight, sleeping bag, and warm clothes and place them in the trailer located in the Redwood Grove near Dining Hall before lunch on day of the Outpost Ride. *Nothing brought to the Corral will be taken to the Outpost Ride.* Tickets for the overnight Outpost Ride are for sale at the Tradin' Post. Sign up early because these rides fill up fast.

Merit Badge Information



Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
Animal Science	3		25		2-hour session; Offered in combination with Veterinary Medicine.
Horsemanship	4	\$25	12	14+	3-hour session; 5-day course Mon-Fri. Must wear long pants and closed toed shoes every day.
Veterinary Medicine	3		25		2-hour session; Offered in combination with Animal Science.

SCOUTCRAFT



Scoutcraft has been called the heart and soul of Scouting over the years by many. Join our Scoutcraft staff and keep this tradition alive earning Merit Badges as you sharpen your Scout Skills and your pocketknife while also learning personal, tool, & fire safety.

Join us for Evening Program 7-8pm and earn your **Totin' Chip & Firem'n Chit**, then pass on the skills while earning the Paul Bunyan Woodsman Award.



Fire Safety

This Merit Badge session will take a field trip on Wednesday during session and lunch to Willits' own Little Lake Fire Department, so we need Adults to sign-up in the Camp Office to drive!

Wilderness Survival Outpost

Do you want to learn how to survive a night with just the clothes on your back? If so, this Outpost is for you. The Wilderness Survival Outpost is primarily for those taking Wilderness Survival Merit Badge but anybody desiring to participate may do so. Participants will have the chance to spend the night in a shelter they have built themselves. For more details or to sign-up to attend, see the Scoutcraft Director.

Merit Badge Information

Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
Backpacking	4		30		Reqs. 6b, 8c, 9d, 10 and 11a-c not covered in Camp. Offered during even numbered years only.
Camping	2		30		Reqs. 4b, 5e, 7b, 8d, 9a, and 9b not covered at Camp.
Cooking	4		12		Req. 4 & 6 not covered at Camp; Merit Badge will continue into 1 st meal shift while cooking.
Fire Safety	5		30		Req. 11 - field trip to local Fire Station that will require drivers, bring money for purchase of off-property lunch.
First Aid	3		30		2-hour session. Bring a first aid kit from home to fulfill req. 2d.
Geocaching	3		20		Req. 7 & 9 not covered at Camp. Bring a GPS if you have one. Offered during even years only.
Hiking	5		30		Req. 5,6, and 7 not covered at Camp. Offered during odd numbered years only.
Orienteering	4		25		May require extensive time outside of Merit Badge.
Pioneering	3		25		2-hour session.
Scouting Heritage	3		25		Req. 4 & 5 not covered at Camp. Offered during odd numbered years only.
Signs, Signals & Codes	3		30		Offered during odd numbered years only.
Wilderness Survival	3		35		Req. 9 is an overnight outpost.



WATERFRONT

The warm water of our 80-acre lake is good for swimming, splashing, and boating. Your Unit's Scouts and Adults are guaranteed to have a Wentastical good time!

Mile Swim BSA - Scouts need to be in good physical shape to complete the rigorous requirements of this activity. Before swimming the mile, all participants must attend four training sessions. Each swimmer must bring a rower and an accompanying spotter. Visit the Waterfront Staff Monday morning for more information on the mile swim at 6:00 AM.

Snorkeling BSA – T & Th from 7-8pm. This patch is a chance to experience the lake in a whole new way. By exploring under its surface, you may happen upon the Narwhal.

BSA Stand Up Paddleboarding – T & Th from 7-8pm. This is the 1st season, a trial run, offering this patch; due to limited equipment class size is 5; Youth only.

The Wente Wooly Wash

Early in the morning as the tulle fog rises off the lake, the Wooly will, at times, sneak down for a dip. Come down for a morning splash of fun and you may even see this elusive beast! Attend any three mornings at 6:00 AM and become a member of the Wente Wooly Club.

Swim Instruction - Scouts needing extra help with swimming skills can get it from the Trained Waterfront Staff. Just talk to the Director to find a time that works!



Merit Badge Information

Scouts must pass the BSA Swimmers test to participate in ALL Waterfront Merit Badges



Merit Badge	Diff	Fees	Class Size Limit	Age Limit	Information
Canoeing	3		24		Must pass BSA Swimmers test before starting Merit Badge.
Kayaking	3		22		Must pass BSA Swimmers test before starting Merit Badge.
Lifesaving	4		25	14+	2-hour session. Req. 1a must be completed before starting class; Recommended 14+.
Rowing	3		25		Must pass BSA Swimmers test before starting Merit Badge.
Small-boat Sailing	4		22	14+	Must pass BSA Swimmers test before starting Merit Badge; limits based on operable boats; Recommended 14+.
Swimming	3		30		Must pass BSA Swimmers test before starting Merit Badge; bring shoes, socks, long pants, belt, and long-sleeve shirt that can get wet

SPECIAL PROGRAMS

Campfires



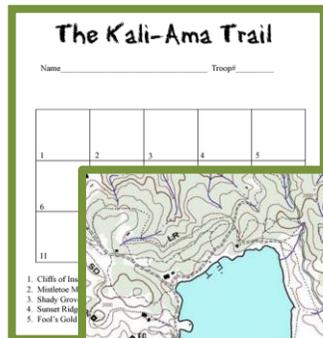
Our opening Campfire on Sunday night is a great opportunity for Scouts to meet the spirited Staff, learn some of Wente Scout Reservation's great traditions, and get fired up about the week ahead. Come join the show!

Wednesday night is set aside as Troop Campfire night. Your Troop can settle into your campsite for a night of bonding or get together with other Troops for a large Campfire. Don't forget to invite your counselors along for the show.

Closing Campfire Friday night is a time when the Scouts can perform skits, Camp Staff presents awards earned throughout the week and our progressive camper Finney Valley Ceremony rounds out the evening.

Cobblers

Does a bubbling fruit cobbler fresh out of a Dutch oven sound good? We offer Units the chance to make Dutch oven cobblers in their Troop's Campsite. To take advantage of this great experience sign up the night before you want to make cobblers, at the Trading Post. Flavors available vary week to week.



Kali-Ama - The Kali-Ama is a series of posts throughout Camp, designed to hone your map reading and orienteering skills. The use of GPS to find posts is highly discouraged.

Scouts and Adult Leaders who wish to earn their patch must get a stamp each post, write your name on your completed map and drop it off with the Nature Staff during normal program hours.

King Kali-Ama - After conquering the Kali-Ama, why not take the next step and try tackling the King Kali-Ama? These posts tend to be further into the backcountry and more difficult to find. Again, this is an orienteering activity so no bikes, cars or horses for transportation and please no use of GPS.



Outposts – Outposts are a wonderful way to experience the adventurous activities outside of regular Merit Badge programs. Some can be done as a Unit, others as a Patrol and some on an individual basis.

More information on each outpost experience can be found in the program specific descriptions.



Fishing the Lake - There's nothing like spending a day on the shore of a lake fishin' for that big ol' Largemouth Bass. Wente's 80-acre lake offers great fishing of both Bluegill and Largemouth Bass. We recommend bringing your own fishing gear; though, the Trading Post does stock a limited supply of bait, lures and rods.

Fly Fishing Rods are available in the Tradin' Post for Scouts to borrow using a deposit; fee only applied if item is returned damaged.

Reminder – Wente is a catch and release lake *only*.

Lunch Across the Lake - for a change of scenery. Adult Leaders will have the chance to use their Safety Afloat training as they venture out in boats with their Scouts for a picnic lunch at Black Oak Point. Just sign up as a Troop in the Trading Post at least one day before if you are interested.



THEME DAYS - Join our Camp theme days & show us your Scout Spirit!

- **Monday** is Scout Spirit Day...
- Timmberrrr **Tuesday**, show us your Finney Valley **Lumberjack** Spirit.
- Wear Your Helmet/Safety **Wednesday**,
- Alternate Uniform **Thursday**,
- Aloha **Friday** wear your tacky Hawaiian shirts
- Troop Pride & Appreciation **Saturday**



Order of the Arrow

On Tuesdays, show your OA Pride by wearing sash whenever you are in uniform or an OA T-shirt. Then join us at the OA Evening Social at the Dining Hall for fellowship, news, fun, patch trading, and as with all good meetings, *snacks*.

Wentethalon

The ever-popular relay race that is the Wentethalon returns for another thrilling season. Units will shoot, run, boat, and swim their way to victory. Try for the best time while having a wonderfully wet Wentastical time. The Wentethalon is held on Wednesday after dinner.

Camp-Wide Games

On Friday afternoons, all program areas will transition to Camp-Wide Games. The games give Scouts the chance to have some well-earned recreation time at the end of the week. Things may get silly, messy, wet and sweaty - - so come prepared to have a barrel of laughs and a boat-load of fun.



ADULT LEADER TRAINING AND ACTIVITIES

Leader Opportunities – Sometimes Adult Leaders come to Camp with special skills and expertise. Adult Leaders are more than welcome to teach things that are beyond our standard program, providing additions beyond the standard program. Merit Badges that are not part of the regular Camp program must adhere to the National Standards of Scouts BSA for counseling Merit Badges. Please check with the Camp Administration, so we can work your skills into the Camp program.

Climb On Safely - is the BSA's procedure for organizing BSA climbing/rappelling activities at a natural site or a specifically designed facility such as a climbing wall or tower.

BSA Leave No Trace 101 - Leave No Trace Awareness Workshop may be offered for Adult Leaders and older Scouts to help broaden their outdoor ethic and awareness if the interest arises.

Scout Leader's Pie and Coffee - Come on down to the Dining Hall on Monday night and join us for some pie, coffee, and ice cream. You'll have the chance to meet with the Camp administration team.

Scoutmaster Float - Join the Commissioners and our Waterfront Staff for a special Adult-only retreat by the lake. Take out a boat, swim, or just relax and enjoy the refreshments and company.

Scoutmaster Shoots - Throughout the week each range will host a Scoutmaster Shoot for Adult-only range time and a little friendly competition.

Trek Safely – Treks can be as short as overnight or weeks at a time, Trek Safely is the BSA's recommended organization procedures to ensure a safe excursion with our youth.

Waterfront Trainings - Adult Leaders can come down to the Waterfront to learn the rules and regulations for planning and putting on water activities. There is classroom style and practical lessons, so come prepared to write and get wet. Safety Afloat; Safe Swim Defense; Swimming and Water Rescue & Paddle Craft Safety all taught.

Drivers Needed

Drivers are needed to help transport Scouts on two field trips:

Wednesday at lunch for Fire Safety to the Little Lake Fire Station in Willits

Thursday at lunch for Forestry Merit Badge, to the Sawmill in Willits



Skunk's Den

Located on the top floor of the Administration Building, The Skunk's Den is a place for Adult Leaders to go and relax, hold meetings, trainings, or use the limited-wireless Internet for quick emails and such. ****NOTE:** The Skunk's Den is sometimes used for classes and trainings and will be unavailable during these times, see the schedule on the bulletin board by the door.

FINNEY VALLEY LUMBER COMPANY

Join the Finney Valley Lumber Company, the official Alumni Association of Wente Scout Reservation.

FINNEY VALLEY LUMBER COMPANY PURPOSE:

- To perpetuate the standards and ideals of Finbar O'Riley at Wente Scout Reservation.
- Advise and assist new Scouts and make their stay at Camp a happy one.
- Promote good fellowship and sportsmanship in all activities.
- Initiate and complete improvement projects to make Wente Scout Reservation even better for future Camper generations.
- Assist in receiving and conducting visitors about Camp.
- Encourage Camping at Wente Scout Reservation.



CONTINUOUS IMPROVEMENT PROJECTS

As mentioned in the above purpose, one of the main goals is to initiate and complete improvement projects at Wente. Examples of improvement projects include:

- New tents or tent platforms,
- Area specific equipment - new fishing docks, horses, mountain bikes, etc.
- Donating toward the SFBAC Campership fund,
- Your skilled labor – mechanic, electrical, plumbing, etc.

Individuals interested in donating to the improvement projects should talk to the office Staff about making your contribution.

JOIN THE FINNEY VALLEY LUMBER COMPANY!

Are you new to the Finney Valley? Fill out a registration card, located at the Camp office to receive more information about the Finney Valley Lumber Company, Wente's Official Alumni Association. Join anytime and get informed with our quarterly newsletters by sending your \$20 dues to:

Attn: Finney Valley Alumni Registration
San Francisco Bay Area Council
1001 Davis St.
San Leandro, CA 94577

Need more information? Questions can be directed to Lumberjacks@WenteScoutReservation.org.

FINNEY VALLEY AWARDS

The Finney Valley Awards are Wente Scout Reservation's progressive Camper program designed to guide you and your Unit through the wonderful aspects of Wente. Below is the list of the awards that can be earned each year of attendance, its corresponding points, requirements and the list of ways to earn points. Scouts and Adults are encouraged to fulfill the required amount of points in order to achieve the next honor level. Each member of your unit that earned a rocker should complete a Registration Card.

Everyone:

- .5 Take a shower (up to 6 times)
- 1 Attend Summer Camp at Wente (point per year)
- 1 Participate in Camp wide games
- 1 Hike the Kali-Ama (point per 5 posts)
- 1 Attend the Woolly Wash
- 2 Earn the Woolly Wash Award
- 2 Complete the mile swim
- 1 Be a rower or spotter for someone doing the mile swim
- 1 Attend the Astronomy star party
- 1 Catch and release a Bluegill
- 2 Catch and release a Bass
- 1 Climb or rappel at The Rock
- 1 Pioneer a structure in Scoutcraft
- 1 Go on a Risin' W Corral Trail Ride
- 1 Go on a Mountain Bike ride
- 1 Cook a cobbler with your Troop
- 1 Be a waiter for one meal
- 1 Clean a showerhouse with your Troop
- 1 Participate in a Troop service project
- 1 Participate in a skit or song in your Troop Campfire
- 1 Participate in a Troop shoot or open shoot (point per range)
- 1 Improve one level on the BSA Swim Test during the week
- 2 Recite the Scout Oath, Law, Motto, Slogan, and Outdoor Code to your Commissioner
- 1 Clean out a stall at the Corral (see Corral Director before starting)
- 15 Attend an off-season work party
- 1 Create your own requirements

Troop #		Campsite:	
Requested # Patches	Year	Points Req'd	Honor Level (rocker)
	1	10	Choker Setter
	2	14	Cedar Savage
	3	18	Straw Boss
	4	22	Top Man
	5	24	Bull of the Woods
	6	25	Legend of Finney Valley
	7	25	Legacy of the Stick on a String

Scouts:

- 1 Earn a merit badge (up to 5 times)
- 1 Advance one rank
- 1 Earn Totin' Chip
- 1 Earn Firem'n Chit
- 1 Earn the Paul Bunyan Woodsman Award
- 1 Earn Snorkeling BSA

Older Scouts and Adults:

- 1 Sit on a Board of Review
- 1 Earn Swimming and Water Rescue
- 1 Earn Paddlecraft Safety
- 3 Hike the King Kali-Ama
- 1 Assist at Eagle Trail or Merit Badge instruction (see the Prog. Director before starting)
- 1 Help teach Firem'n Chit or Totin' Chip (see Scoutcraft Director before starting)
- 1 Be a lifeguard for an afternoon of open swim (see Waterfront Director before starting, 1 pt/day)
- 1 Patch tents in your Campsite for a half hour (see your Commissioner before starting)

Adults:

- 1 Work on an item of the Service Project List (see Camp Director or Camp Ranger before starting)
- 1 Spray poison oak (see Camp Ranger before starting)
- 3 Be a driver for a field trip (Inquire at the Camp Office)
- 2 Take a nap in the shade



Turn in this request form to the **Tradin' Post** with the correct amount of each patch/honor level needed for your Troop's Scouts and Adults by Friday at 5:00 PM.
Thank you for providing the \$2 fee per patch to ensure the continued success of the Finney Valley patch program.

HONOR TROOP & HONOR PATROL AWARDS

At Wente Scout Reservation we feel that each unit should depart stronger than they arrived. The Honor Unit Awards Program one way we try and help this process. The Commissioner staff will work with your Unit Leadership on these requirements. All checklists must be turned in by **lunch** on Friday.

(please list Patrol Names on reverse)

HONOR PATROL

Complete all of the following:

- | | 1 | 2 | 3 | 4 |
|--|-------|-------|-------|-------|
| 1. Have and display a patrol flag | _____ | _____ | _____ | _____ |
| 2. Conduct a patrol meeting at camp | _____ | _____ | _____ | _____ |
| 3. Do a patrol yell at a camp-wide event or meal | _____ | _____ | _____ | _____ |
| 4. Earn an average of 10-pts per Scout on Finney Valley | _____ | _____ | _____ | _____ |
| 5. Show Scout Spirit | _____ | _____ | _____ | _____ |

Complete 4 of the following:

- | | | | | |
|--|-------|-------|-------|-------|
| 1. All patrol members earn appropriate Finney Valley Award | _____ | _____ | _____ | _____ |
| 2. Go on a patrol hike or bike ride | _____ | _____ | _____ | _____ |
| 3. All members in full Class-A uniform for all evening Flags | _____ | _____ | _____ | _____ |
| 4. Work on a Merit Badge or Rank Advancement as a patrol | _____ | _____ | _____ | _____ |
| 5. Build a pioneering project | _____ | _____ | _____ | _____ |
| 6. Perform a patrol song/skit at a Troop Campfire at camp | _____ | _____ | _____ | _____ |
| 7. Participate in Camp Wide Games and turn in score sheet | _____ | _____ | _____ | _____ |

HONOR TROOP

Complete **ALL** of the following:

1. Conduct a **Patrol Leader's Council** at camp
2. Troop attends every **Flag Assembly** (troops on outpost are excused)
3. Demonstrate **Troop Spirit**
4. Have a representative at **Check-in Meeting, P&C, and Check-out Meeting**
5. Conduct a **Troop Campfire** at camp
6. Earn an average of **15-pts** per person from the **Finney Valley Program**
7. Turn in your checklist by **lunch on Friday**

Complete 4 of the following:

1. A minimum of 50% of your patrols earn **Honor Patrol Award**
2. All Troop members earn the appropriate **Finney Valley Program**
3. All Troop members in **full Class-A uniform** for all evening **Flag Assembly**
4. Complete a **campsite improvement project** (must have approval before starting)
5. Have 1 **Troop Activity**: hike, Troop Shoot, Lunch-Across-the-Lake, Outpost Ride, etc.
6. Invite another Troop to participate in an **inter-Troop Activity**
7. Complete a **Troop Service Project**

DEPARTURE FROM CAMP

Adults Leaving Camp

- Check out at the Camp Office before leaving Camp on Saturday Morning.
- Adults who leave during the week must check out at the Camp Office.
- Adults returning to Camp must check back in at the Camp Office upon arrival

Youth Early Release from Camp Property

For the safety of all Scouts attending Camp, it is the policy of the SFBAC to follow these procedures in the event that a Scout must leave earlier than the whole Unit. The following must ALL be in the Camp Office together prior to departure (known at Camp as the **Magic 5**)

1. **The Scout** - The Scout must be present and sign out with the Adult Driver's signature.
2. **Med Form** - The Scout's Annual Health and Medical Record form must be filled out with the names of all Adults authorized to take the Scout to and from events.
3. **Driver** - The Adult with permission to pick up the Camper must report directly to the Camp Office upon arrival.
4. **Driver's License** - Identification will be compared to information on the Annual Health and Medical Record.
5. **Adult Leader Remaining in Camp** – This way everyone knows when and with whom the Scout left.

In an emergency, these procedures can be suspended by mutual agreement of the Camp Director and the Adult Leaders of the Scout's Troop. If such an emergency is declared, Adult Leaders from the Scout's Troop will be solely responsible for verifying safe transportation for the Scout, and that the Scout leaves with an approved Adult. In an extreme emergency, an Adult Staff member may be appointed to transport the Scout. The SFBAC, BSA is not responsible for Scouts leaving Camp on an emergency basis, regardless of who transports the Scout.

Troop Checkout

Troops should plan on checking out by 9:00 AM on Saturday. Your Troop Guide will come to your Campsite directly after breakfast to check you out. If your troop needs to leave early, please notify the Camp Office by Friday evening so that we can arrange your Troop Guide to meet you earlier. The Troop Guide and an Adult Leader will inspect the site for any damage that may have occurred to tents and other equipment during the week. Troops will be charged for any damage that occurs. Be sure that some Scouts remain in the site to help with any final details:

- All tents are swept clean and free of trash.
- All trash is placed in dumpster behind the Dining Hall.
- In tent sites, all tent flaps are down; tents and poles are free from damage.
- All equipment checked out has been returned.
- Latrine is swept and washed out; toilet paper is stocked.

The Camp Director has the final say on damage. After your site is checked, bring the check-out form to the Office for final check-out.

Don't forget to:

- Turn in Camp Evaluations.
- Stake-A-Claim for next year.
- Double-check Troop mailbox.
- Pick up Medical Forms, medications, and Wente patches from the Camp Office.



CALIFORNIA RIFLE AND SHOTGUN PARENTAL/LEGAL GUARDIAN PERMISSION FORM

I, _____, parent or legal guardian of _____,
(Print Name of Parent or Legal Guardian) (Print Name of Child)

hereby give my child express permission and consent to be loaned and possess firearms (handguns and long guns) and ammunition to engage in lawful, recreational sport, including target practice, and/or a course of instruction in the safe and lawful use of a handgun. (Cal. Penal Code §§ 27945, 29610, 29615, 29650, 29655; 18 U.S.C § 922(x)). As used in this form, “firearms” include any handguns, long guns, or shotguns that may lawfully loaned to and possessed by a minor under state and federal law.

I also give my child express permission and consent to possess, and for a person to loan to my child, a “BB device” as defined in Cal. Penal Code * 16250. (Cal. Penal Code § 19915).

This consent is valid, absent my express revocation thereof, for the calendar year of _____.
(Calendar Year)

A photocopy or facsimile of this written consent will serve as an original.

I represent that I am (1) the parent or legal guardian of the minor named above and (2) not prohibited by Federal, state, or local law from possessing a firearm. I agree to indemnify and hold harmless the Boy Scouts of America, and any local Council and all officers, members, employees, and volunteers thereof, from all losses, damages, causes of action, cost and expenses, arising from any false statements or representations made by me herein.

Please bring at least four (4) copies of this form to camp with your child. One (1) copy must remain in your child’s possession at all times while he or she possesses any firearms or ammunition, and one (1) copy should be provided to the owner of the firearm.

Signature of Parent or Legal Guardian

Date

DIETARY NEEDS and/or ALLERGIES

Please list all camper's name then check or specify all allergies

	Camper's Name	Vege	Nuts	Dairy	Gluten	Other, please specify:
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20						
21						
22						
23						
24						
25						
26						
27						
28						
29						
30						
	TOTALS					

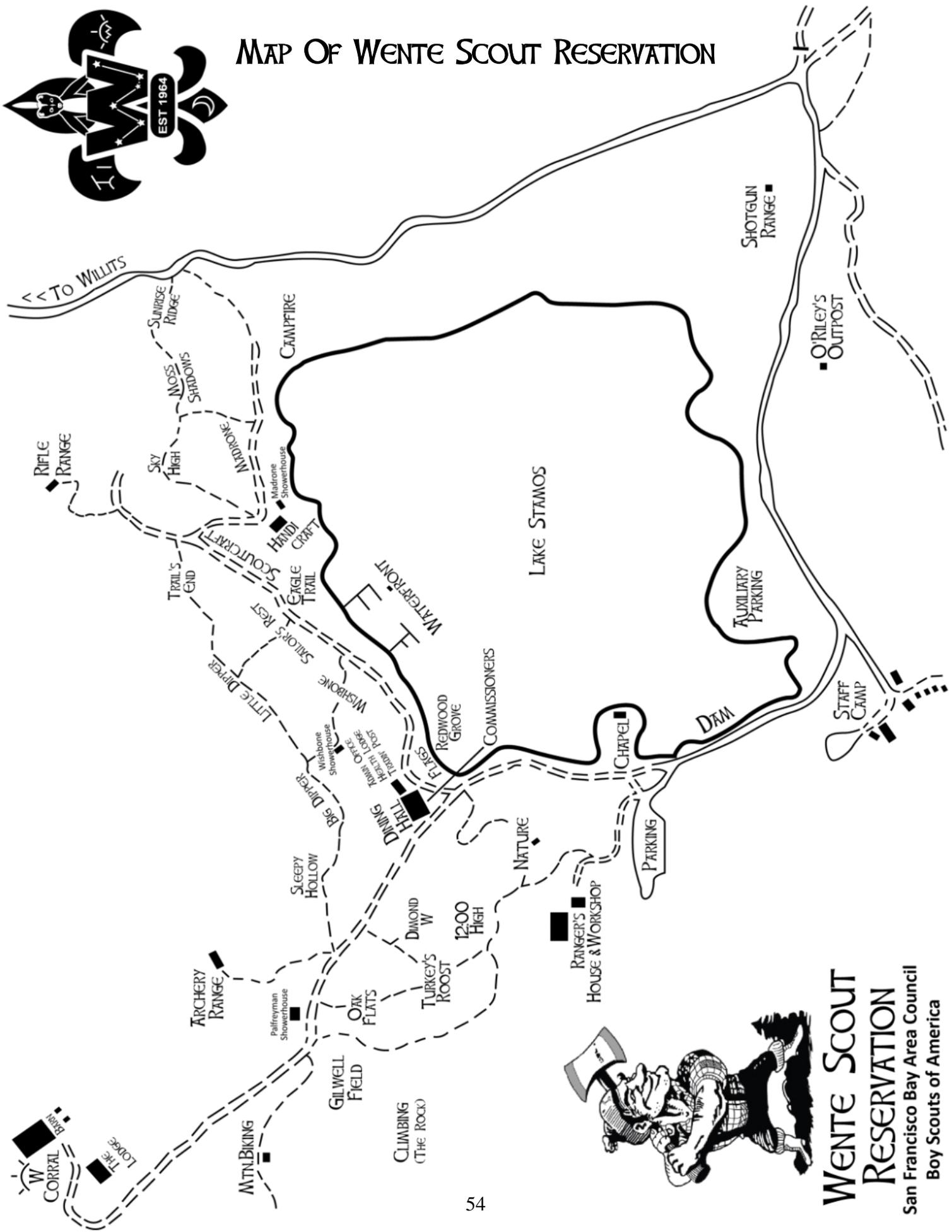
----- This Area for Staff Use Only -----

Troop # Meal Shift Additional Notes:

	1	2
--	---	---

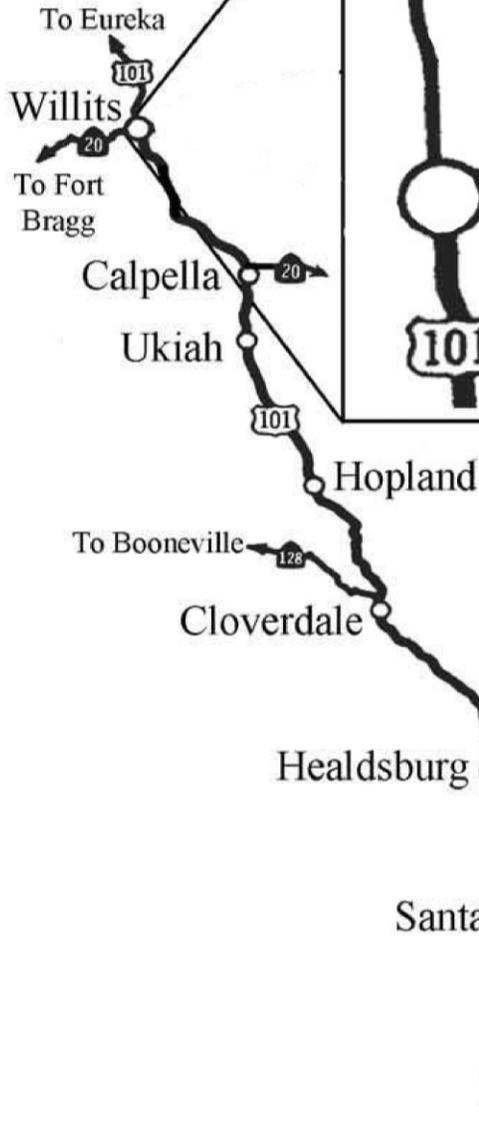
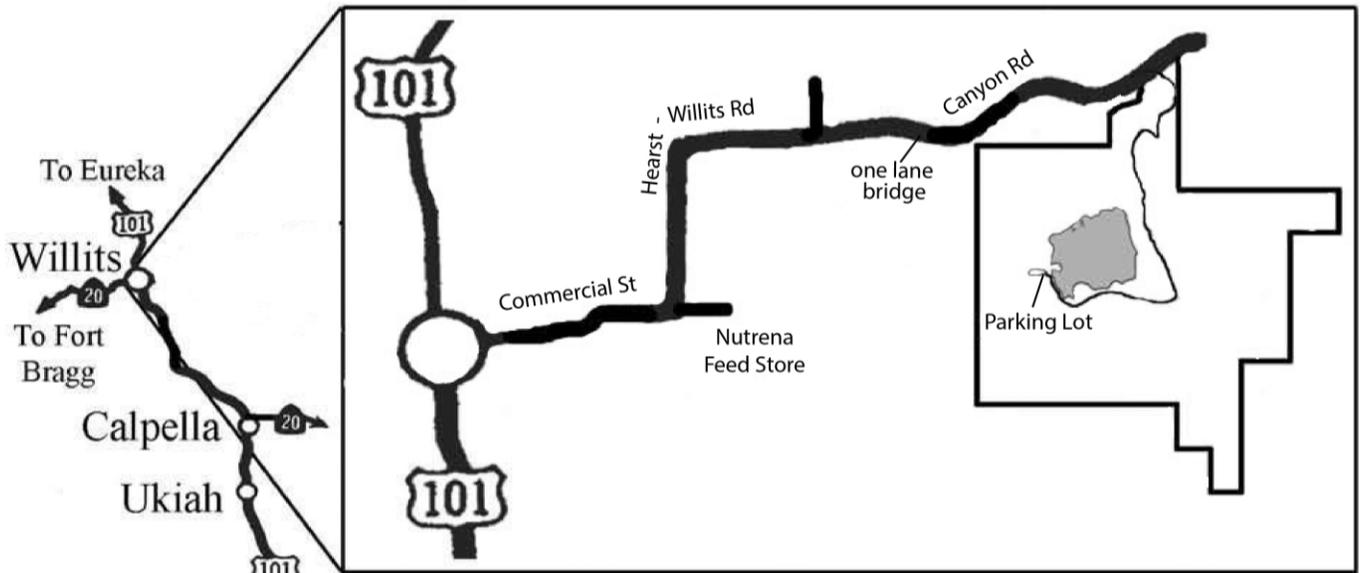


MAP OF WENTE SCOUT RESERVATION



WENTE SCOUT RESERVATION
 San Francisco Bay Area Council
 Boy Scouts of America

MAP TO WENTE SCOUT RESERVATION



Take the **Willits/Hwy 20 West** exit off Hwy 101
 In Willits, turn **EAST** at **COMMERCIAL STREET**.
 After 1.5 miles follow the road as it takes a sharp
LEFT turn at the Nutrena Feed Store (15mph curve)

You are now on **HEARST-WILLITS ROAD**.

As you cross the first one-lane bridge
 the road becomes **CANYON RD**

About 1 mile after the second
 bridge on the right you'll see the
 big Wenté Scout Reservation sign.

Veer right onto camp road (10mph)
 keep right around the
 lake to the **Parking Lot**.

Wenté Scout Reservation
 Ranger Mike Hannah
 5401 Canyon Road
 Willits, CA 95490
 (707) 459-2110



WENTE SCOUT RESERVATION DAILY SCHEDULE 2019

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:00 AM	Have ready: ▪ BSA Annual Health & Medical Record with ALL Medications in original containers ▪ Routine Drug Admin. Record (Med. Log) ▪ Firearms ▪ Permission Slips ▪ Dietary Needs Form	Mile Swim Late Swim Checks (T - F) Woolly Wash -- earn your patch by participating 3 days!	Mile Swim	Mile Swim with Rower & Spotter (5:30am on Friday)			
7:00 AM			Shift 1 -- Waiters Due				
7:15 AM			Shift 1 -- BREAKFAST				
7:57 AM			<i>Morning Flags -- at the Redwood Grove</i>				
8:00 AM			Shift 2 -- Waiters Due				
8:15 AM			Shift 2 -- BREAKFAST				
9:00 AM		Adult Leader Roundtable	Adult Leader Check Out Mtg	Leader Mtg (TBA)	Leader Mtg (TBA)	Checkout by 10am	
9:00-12:00		Morning Program			Merit Badge Make-Ups (9-11am)	Please Drive Safe!	
12:00 PM		Shift 1 -- Waiters Due					
12:15 PM		Shift 1 -- LUNCH					
1:00 PM	Arrival in Camp: Check-In & Camp Tour	Shift 2 -- Waiters Due					
1:15 PM		Shift 2 -- LUNCH					
2:00 PM		Afternoon Program			CampWide Games (2-4pm)		
5:00 PM	Staff Waiters	Shift 1 -- Waiters Due					
5:15 PM		Shift 1 -- DINNER					
5:57 PM		<i>Evening Flags -- at the Redwood Grove</i>					
6:00 PM	Staff Waiters	Shift 2 -- Waiters Due					
6:15 PM		Shift 2 -- DINNER					
7:00 PM	SM & SPL Meeting	Evening Program	Wentathlon	Evening Program			
8:30 PM	Campfire	SPL Mtg (8:15pm) Adult Leader P&C	Troop Campfires		Campfire		
9:00 PM							
10:00 PM		All Quiet -- All Campers in Campsites -- All Quiet					

Remember to fill out & submit your Stake-A-Claim for 2020!

WENTE SCOUT RESERVATION MERIT BADGE AND ACTIVITY SCHEDULE 2019

MORNING PROGRAM **AFTERNOON PROGRAM** **EVENING PROG.**

PROGRAM AREA	9:00 AM	10:00 AM	11:00 AM	2:00 PM	3:00 PM	4:00 PM	7:00 PM	
Climbing	Climbing 2hrs	Communication	Open Climb	Communication	Climbing 2hrs	Open Climb	Open Climb	
Commissioners	Personal Management	Communication	Public Speaking	Personal Management	Emergency Prep.	Cit. in the Comm (M-W)	Family Life (M or T)	
Eagle Trail (1st Year)	Pers. Fitness (M-W)	Pers. Fitness (M-W)	Cit in the Nation	Personal Management	American Heritage	Cit. in the World (M-W)		
	Tenderfoot	Tenderfoot	First Class	Second Class	Second Class	First Class		
	Second Class	Second Class	Scout	Tenderfoot	Tenderfoot	Scout		
Field Sports	Archery 2hrs	Archery 2hrs	Open Shoot	Archery 2hrs	Archery 2hrs	Open Shoot	Open/Troop Shoot	
	Rifle Shooting 2hrs	Rifle Shooting 2hrs	Open Shoot	Rifle Shooting 2hrs	Rifle Shooting 2hrs	Open Shoot	Open/Troop Shoot	
	Shotgun Shooting 2hrs	Shotgun Shooting 2hrs	closed	closed	Open Shoot	closed	closed	
	O'Riley's	closed	Lunch Outpost (11:45 - 2:00)	Meet at Bridge	closed	Dinner Outpost (4:45 - 7:30)	Meet at Bridge	
Handicraft	Art	Leatherwork	Movie Making	Leatherwork	Art	Chess	Fingerprinting (M or T or Th)	
	Chess	Entrepreneurship	Photography	Movie making	Leatherwork	Art		
	Composite Materials	Pottery	Sculpture	Sculpture	Pottery	Photography	Basketry (M or T)	
	Leatherwork	Wood Carving	Wood Carving	Wood Carving	Wood Carving	Wood Carving		
Mountain Biking	Trail Rides & Skill Sessions			Trail Rides & Skill Sessions				
	Nuclear Science	Envi. Science	Astronomy	Astronomy	Envi. Science	Soil & Water Cons.	Nature (T & Th)	
	Soil & Water Cons.	Mining in Society	Envi. Science	Envi. Science	Insect Study	Space Exploration	Mammal Study (M or T or Th)	
	Space Exploration	Reptile & Amphibian	Forestry	Pulp & Paper	Weather	Fish & Wildlife Mgmt.		
	Fly Fishing	Fly Fishing	Fishin'	Fly Fishing				open Fish
Risin' W Corral	Horsemanship 3hrs			Trail Rides & Outposts				
	Animal Science & Veterinary Medicine 2hrs	Animal Science & Veterinary Medicine 2hrs	Trail Rides	Trail Rides & Outposts				
	Cooking (8:30-10am)	Cooking (11am-12:30pm)	Cooking (11am-12:30pm)	Signs, Signals & Codes	Cooking (4 - 5:30pm)	Cooking (4 - 5:30pm)	Fire'n Chit (M/T/Th)	
	First Aid 2hrs	Camping	Camping	First Aid 2hrs	Hiking	Hiking	Totin' Chip (M/T/Th)	
	Pioneering 2hrs	Fire Safety	Fire Safety	Pioneering 2hrs	Scouting Heritage	Scouting Heritage	Paul Bunyan (M or T & Th)	
	Orienteering	Camping	Wilderness Survival	Orienteering	Camping	Wilderness Survival	BSA Paddleboarding (T & Th)	
	Canoeing	Lifesaving 2hrs	Canoeing	Lifesaving 2hrs	Open Swim & Boating	Open Swim & Boating	Snorkeling (T & Th)	
	Kayaking	Small Boat Sailing 2hrs	Canoeing	Small Boat Sailing 2hrs	Open Swim & Boating	Open Swim & Boating	Open Swim & Boating	
	Rowing	Canoeing	Canoeing	Kayaking	Open Swim & Boating (No Sailing)	Open Swim & Boating		
	Swimming	Swimming	Kayaking	Swimming				

Instructions for filing Stake-A-Claim:

Each individual Unit attending Camp must file a separate Stake-A-Claim.

1. This form and deposit must be turned in during Camp or received in the Council Office by Aug. 31, 2019 to receive priority Campsite assignment (see #3 below).

2. Deposit is **\$500** per week, per Campsite, per Unit.

Deposits are non-refundable and non-transferrable.

3. On Sept. 1, 2019 units will be placed in Campsites using the following procedures:

A. Priority will be given to units requesting same Campsite and week number they had in 2019.

B. Units who attended Camp in 2019 but wish a different week or Campsite will be assigned depending on availability.

C. Units who attended Camp in 2019 but wish to switch Camps will be assigned depending on availability

D. Units who were not at Camp in 2019 will be assigned depending on availability.

4. Units submitting applications after August 31, 2019 will be assigned subject to availability.

5. Units will receive a confirmation of their reservation by November 2019.

- NO 2019 Deposits will be rolled over.
- *New 2020 Stake-A-Claim forms must be accompanied by \$500 deposit per week, per Campsite, per Unit.*
- *Reservations for 2020 season will not be processed unless accompanied by the deposit.*

San Francisco Bay Area Council reserves the right to place multiple units in Campsites; or to change Campsites at a later date.

Council Camping Refund Policy applies; a copy can be requested from the Program Dept. at 510-577-9218 or found online at: www.sfbac.org

Updated fee schedules will be sent in early November.

Make all checks payable to: BSA.

Mail to: San Francisco Bay Area Council, Boy Scouts of America, 1001 Davis Street, San Leandro CA 94577-1514.
Phone (510) 577-9218 www.sfbac.org

CAMPSITE MAXIMUMS:

Camp Royaneh

24 - Bear Gulch
20 - Buddy Point
40 - Forester Village
50 - Frontiersmen Village
36 - Fricot Meadow
48 - Plainsmen Village
54 - Pioneer Village
26 - Kiwanis Grove
24 - Lion's Den
22 - Murphy's Gulch
26 - Rifle Camp
22 - Rotary Rancho
22 - Scanlon Ridge
24 - Tree Haven

Wente Scout Reservation

44 - Big Dipper
12 - Dimond W
62 - Little Dipper
30 - Madrone
22 - Moss Shadows
50 - Oak Flats
68 - Sailor's Rest
26 - Sky High
20 - Sleepy Hollow
28 - Sunrise Ridge
20 - Trail's End
50 - Turkey's Roost
52 - Wishbone
74 - 12 O'clock High

Camp John Mensinger

20 - Cedar Grove
18 - Dry Meadow
24 - Granite Ridge
22 - Lake View
18 - Lava Rock
18 - Logger's Rest
18 - Pine Grove
14 - Rainbow Ridge
18 - Rock Point
18 - Sugar Pine
16 - Upper Cedar

2020 RESIDENT CAMP “STAKE A CLAIM” RESERVATION

**I HAVE
READ THE
INFORMATION
ON THE BACK
OF THIS FORM
CAREFULLY.**

Initial: _____

Unit # _____
 District: _____
 Council: _____



Important information is sent to the people below throughout the year. Please be sure to inform us if this person changes!

Name: _____
Position in Troop: _____
Address: _____
City: _____
Zip Code: _____
E-mail Address:

 Home Phone (_____) _____
 Work Phone (_____) _____
 Cell (_____) _____
 Fax (_____) _____

Name: _____
Position in Troop: _____
Address: _____
City: _____
Zip Code: _____
E-mail Address:

 Home Phone (_____) _____
 Work Phone (_____) _____
 Cell (_____) _____
 Fax (_____) _____

Sunday to Saturday	CAMP ROYANEH	WENTE SCOUT RESERVATION	CAMP JOHN MENSINGER
June 14 to June 20	() Week 1	() Week 1	
June 21 to June 27	() Week 2	() Week 2	
June 28 to July 4	() Week 3	() Week 3	
July 5 to July 11	() Week 4	() Week 4	() Week 4
July 12 to July 18	() Week 5	() Week 5	() Week 5
July 19 to July 25	() Week 6	() Week 6	
July 26 to August 1		() Week 7	
August 2 to August 8		Family Adventure Camp	

Special Arrival Needs: _____ **CAMPSITE 1st Choice:** _____ *

WENTE Only: FOOD PLAN [] Dining Hall [] In Campsite **CAMPSITE 2nd Choice:** _____ *

PROJECTED 2020 ATTENDANCE: **Scouts** _____ **Adult Leaders** _____

Your reservation will be based on the average number of Scouting in attendance during your last 3 years at Camp.

Office Use Only: Event Codes BEFORE 12-31-19: R-461-00 W-464-00 C-527-00 AFTER 1-1-20: R-461-21 W-464-21 C-527-21