



CAMP GUIDE

2020



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ADMINISTRATION - WELCOME

Thank you for taking the opportunity to read over the official Geronimo Camp Guide for 2020. The Camp Guide provides important information that you will need to plan and prepare for your summer camp experience. It will also be your guide during your stay at camp. The Point of Contact (POC) and Unit Leadership should carefully read the entire Camp Guide to ensure the unit is prepared. Please check for program changes and updates at our website: www.campgeronimo.org The Grand Canyon Council appreciates your continued support of the Scouting and Summer Camp Program and sincerely hopes that summer camp will be one of your greatest Scouting experiences.

Camp Geronimo is a traditional Scout Resident Camp, that has been in operation for more than 60 years. At 5200 feet above sea level and surrounded by one of the world's largest Ponderosa Pine forests, Geronimo is tucked in at the base of the historic Mogollon Rim north of Payson. Camp Geronimo is a place of fun and tradition that multiple generations of Scouts in several of our local Scout units look forward to each summer. We offer many traditional camp merit badges at our Sunday to Saturday camp. Our schedule is packed full of different activities for your Scouts, as well as for the adult leadership. For your older participants, we boast a Scout Ranger Program (SRP) and a high adventure style program (Spade Ranch) for your older participants. Additionally, for our first-year Scouts, Geronimo offers a Brownsea Island program (BSI) to help your new Scouts advance. The 2020 program has a few changes from previous years, which we are excited to share with you. Come check us out! We would like to thank you for your time and dedication to the positive development of the youth in your charge.

Sean McComb - Camp Director
Steve Muñoz - Program Director
Shea Delano - Program Director

Guiding Principles of the Grand Canyon Council and the Boy Scouts of America

BSA MISSION STATEMENT

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

GRAND CANYON COUNCIL MISSION STATEMENT

The mission of the Grand Canyon Council camping program is to provide each Scout with a memorable and challenging outdoor experience. The Grand Canyon Council enriches the fundamentals of Scouting through unique opportunities for leadership and educational growth. All programs and activities will be guided by the principles of the Scout Oath and Law.

The Grand Canyon Council is an equal opportunity organization that does not discriminate on the basis of sex, color, race, creed, or religion.

COUNCIL SERVICE CENTER-PHOENIX

2969 N Greenfield Rd
Phoenix, AZ 85016-7715

[Donna Kutarnia](#)

Program Assistant

602-955-7747 ext 239

Hours: Monday - Friday 9:00am – 5:00pm

(Excluding Holidays)

HEADQUARTERS

Sunday: 1:00pm – 5:00pm (Check in at the Dining Hall)

Monday – Friday: 8:00am – 11:50am and 1:30pm – 5:00pm

Saturday: 7:00am – 10:00am (Check out)

COMMISSIONER SHACK

Sunday: 1:00pm – 5:00pm

Monday – Friday: 8:00am – 11:50am and 1:30pm – 5:00pm

Saturday: 7:00am – 10:00am

TRADING POST

Sunday: 1:30pm – 4:30pm and after Campfire

Monday – Friday: 7:30am – 11:00am and 1:30pm – 4:30pm

Monday: 7:00pm – 8:00pm

Tuesday – Wednesday: 7:00pm – 8:00pm (snack bar only)

Thursday: Before Mogollon Monster story at Gatehouse

Friday: 6:30pm – 6:45pm Scoutmasters only, and after Campfire

Saturday: 7:30am – 9:30am

HEALTH LODGE

8:00am – 8:00pm for minor injuries or illnesses and regular business.

24/7 for Emergencies only

MAIL SERVICE

Mail is delivered to camp once a day. Adult leaders or the SPL may pick up mail for your troop at Headquarters. Please check for mail and messages daily.

FOR All Mail - Camp Geronimo, Brownsea Island, and Spade Ranch:

Scout's Name

PHONE: 928-474-4688

Unit #, Camp Site #, Session #

CAMP GERONIMO

2599 W. Webber Creek Road

Payson, AZ 85541

FOR All Mail - Fish Camp:

Scout's Name

PHONE: 928-478-4500

Unit #, Camp Site #, Session #

R-C SCOUT RANCH

19887 AZ-260

Payson AZ 85541

CAMP GERONIMO DATES AND FEES

- Session #1 May 31 - June 06
- Session #2 June 7 - June 13
- Session #3 June 14 - June 20
- Session #4 June 21 - June 27
- Session #5 June 28 - July 04
- Session #6 July 05 - July 11

Register at: WWW.CAMPGERONIMO.ORG

PLAN A: \$350 PER SCOUT

Includes meals from Sunday dinner through Saturday breakfast.

PLAN B: \$250 PER SCOUT

Troop provides all meals and cooking/eating supplies. Troop is welcome in the Dining Hall for dinner on Sunday and for a dinner of their choice during the week. Please notify HQ at registration which weeknight you will be eating in the dining hall.

FAST TRACK: \$375 PER SCOUT

Includes meals from Sunday dinner through Saturday breakfast. Camp provides Leadership for the week.

LEADER FEES

FULL WEEK: \$150 for each Leader attending four or more days.

DAILY: \$40 per day for each Leader attending less than four days.

HOLD A SITE RESERVATION FOR SUMMER CAMP

A \$200 site deposit is due at time of reservation on GCC reservation site. The deposit is fully refundable until December 31st. It is not refundable if your troop cancels after this date. Otherwise, the fee is applied to the balance of fees due on May 1st. While we will do our best to honor your site request, GCC reserves the right to assign or change campsites reservations. Remember, all campsites are subject to be shared with other troops.



FEBRUARY 1, 2020

All units must submit a non-refundable deposit of \$125 for each youth and \$40 for each full or part time Adult Leader attending camp by February 1st. Any reservations whose payment is not received by February 1st is subject to cancellation.

MARCH 15, 2020

By March 15th Units will submit an additional \$125 non-refundable fee for each youth participating at Camp Geronimo. Troop reservation is subject to cancellation if payment is not received by March 15th.

APRIL 15, 2020

Merit Badge Registration opens.

MAY 1, 2020

The balance of all camp fees are due by May 1st. A \$50 late fee will be charged per participant after May 1st. Though fees are non-refundable at each payment stage, units may make certain changes without penalty. A youth can replace a youth or an adult may replace an adult. This is not interchangeable. Additionally, units may add participants and pay all applicable fees at any time before the start of their session. To cancel reservations or to change numbers of people attending at any time, prior to your session at camp, please notify our Program Assistant, Donna Kutarina at Donna.Kutarnia@scouting.org. For cancellations, please include the name of each participant and the reason for cancellation. Please refer to our Refund Policy. (Page 5)

REGISTERED SCOUTS AND ADULT LEADERS ONLY

The Grand Canyon Council Camps are Nationally Accredited by Scouts BSA. All staff and participants, including Scouts and adult leaders, must be currently registered members of Scouts BSA. Additionally, due to liability considerations and the lack of appropriate facilities, the Grand Canyon Council must enforce the policy that only registered Scouts attend related functions at any Council Camp. Children and/or siblings of those registered for a specific program, including Cub Scouts, are not to attend unless the program has been specifically designed with adequate facilities to handle them.

ADMINISTRATION - REFUND POLICY AND LEADER CHANGE

REFUND POLICY

In case of the death of an immediate family member, sickness or injury prior to attending camp, or military transfer we will refund all but \$125 of fees paid when verified by a physician, military commander, or such official. Participants that leave camp during the session, for any reason, will not receive a refund. Our Council Camps strive to provide the very best program. We sign contracts with staff and vendors in February. Reservation cancellations after May 1st undermine our ability to provide this quality program. Reasons such as vacation schedule, summer school, and last-minute changes of mind are not acceptable reasons for refunds. **All refunds are decided upon and remitted from the Grand Canyon Council Service Center. The staff at camp are not authorized to make refund decisions.**

LEADER CHANGE IN CAMP

We understand that taking an entire week off to come to camp can be difficult for our adult leaders and we welcome adults to switch out mid-week. However, it is important that your unit does not exceed the number of adult spots that have been paid for. For example, a unit that pays for 3 adult leaders cannot have more than 3 adults spending the night or eating meals at one time. A new leader coming in must sign in and obtain a colored wristband from Headquarters when they arrive. The adult that is leaving must also sign out at Headquarters. Please also keep in mind the new change to national camp policy:

ALL ADULT LEADERS ATTENDING CAMP MUST BE A REGISTERED MEMBER OF THE TROOP.

Visitor Meals Prices: \$7.00 Breakfast / \$9.00 Lunch / \$12.00 Dinner

VISITORS IN CAMP

All visitors coming in for the day must sign in at Headquarters and receive a visitor's wristband. If they plan to eat meals in the Dining Hall, they should pay for them at mealtime and receive a special wristband that will serve as their meal ticket. Visitors wishing to spend the night must pay the \$40 daily rate. No pets are allowed!

ADMINISTRATION - CAMPERSHIPS

CAMPERSHIPS APPLICATIONS

A limited number of camperships are available to help Grand Canyon Council Scouts in need of financial assistance. Council Campership Application forms are available in both English and Spanish at the Grand Canyon Council Service Center and at the Grand Canyon Council website at:

www.grandcanyonbsa.org/forms-resources.

Campership applications may be submitted at any time and the first round of notifications will be emailed out by March 1st. After March 1st, camperships will be approved on a rolling basis depending on need and availability of funds. Camperships will be applied to registration balance before May 1 or before final payment is submitted for Scouts added to the roster after May 1.

ADMINISTRATION - TIMETABLE

Preparing for camp is an easy process, but it does require planning ahead. As a unit Leader, you are the most important link in this preparation. The following check list is designed to guide you and your troop committee in pre-camp planning.

IMMEDIATE ACTION REQUIRED

- Recruit your summer camp leadership. All adults staying overnight at camp must be registered Scout Leaders with current Youth Protection Training
- Meet with the troop committee to discuss summer camp plans.
- Develop a camp attendance and budget plan to assist Scouts with summer camp fees. We encourage Popcorn and Camp Cards sales to fund each Scouts ideal year.
- Begin promoting camp with your second year Webelos dens to ensure a successful transition.
- Share camp video and promotional materials with Scouts and adults.
- Elect/appoint a Summer Camp Coordinator to be the point of contact (POC) to the Camp Registrar. Only the POC may contact the Camp Registrar!
- Read the Camp Leader Guide
- Secure a Hold-A-Site Reservation for the Camp of your choice.
- Encourage your Scouts to apply for Camp Staff using the online application found on the [website](#).

JANUARY

Hold a parent's night program to promote camp.

- Explain why camp is an essential part of the scouting program and encourage all new scouts to attend.
- The first payment is due February 1. Explain that there are fundraising opportunities to help Scouts earn their way to camp. Additionally, there are camperships available for those in need.
- Troops should begin fundraising to help Scouts with camp fees.
- \$125 per Scout and \$40 per Adult Leader is due February 1st.

FEBRUARY

- February 1 — \$125 per Scout and \$40 per Adult Leader is due. Leaders, Troop Committee, and Patrol Leader Council should review the Camp Leaders Guide.
- If any Scouts are not signed up for camp, determine why and encourage their attendance.
- Schedule Order of the Arrow elections with your local chapter.
- Campership Applications will be reviewed by March 1st so make sure applications are submitted as soon as possible.

MARCH

- March 1 — Sign up for April and May service projects weekends online. <https://scoutingevent.com/010-2020geronimoworkweekends>
- March 15 — SECOND Payment is due.
- Hold a second parent's night program to provide additional information – Q&A.
- Begin securing transportation to the camp.
- Recruit extra Leaders for camp. Remember they must be registered with BSA and have YPT.
- Issue each Scout a personal equipment list and appropriate medical form. Download the most up-to-date version at <http://www.scouting.org/scoutsource/HealthandSafety/ahmr.aspx>

APRIL

- Merit Badge and Adult Training Classes opens April 15.
 - Leaders should register online for adult classes.
- April 15 — Merit Badge registration opens.
 - Work out each Scout's schedule for summer camp, and make sure that Scouts are aware of prerequisites needed to complete merit badges while at camp (located in the Leaders Guide).
 - Brownsea Island participants may take swimming and first aid merit badge classes during the afternoon sessions as an option. Merit badge classes are not part of this program otherwise.
- Have Patrol Leader's Council begin planning for camp.
- Troop Committee checks with parents of all Scouts not signed up, including Webelos dens to encourage participation at camp.

MAY

- May 1 — Balance of ALL camp fees due
- May 1 — Submit Special Needs Request and Food Allergy Notification Form as an attachment to Program Assistant if your troop will be arriving early, if you require an ADA campsite or for dietary restrictions. Camp Leader expresses their goals for a good camp program.
- Make sure all participants are on track to have a completed medical form parts A, B, and C for camp. Even participants staying one night must have a BSA medical form including part C completed. Copy of insurance card must be attached.
- Dedicate a Troop Meeting for the Camp Leader and SPL to discuss camp with those youth attending.
 - Share the packing list for camp
 - Discuss camp rules
 - Ask if all present have a signed medical form
 - Distribute a parent's letter that includes:
 - Include information from ABC
- Troops who are not part of the Grand Canyon Council should secure a copy of the current Troop Accident and Sickness Insurance Policy from your home Council Service Center. An example is at the end of this document.

TWO WEEKS PRIOR TO DEPARTURE FOR CAMP

- Submit special needs request form if you did not do so with the May payment. Those with serious allergies or dietary needs should call the camp to discuss.
- Secure information regarding the location of parents and emergency numbers while Scouts are in camp.
- Check on final transportation arrangements. Please plan to arrive at camp and complete check-in as a group.
- Collect all required forms for camp (refer to check list on the following page).
- Submit special needs request form if you did not do so with the May payment.
- Make sure all Scouts and Adults are registered with your Council. (Check those new Webelos).
- Ensure all camp fees are paid.
- Program Assistant will confirm your Troop's campsite via email.

DAY OF DEPARTURE - BEFORE LEAVING HOME

Make sure each youth and adult brings:

- Part A, B and C of the BSA Annual Health and Medical Record signed by a physician and parent or guardian.
- A copy of the Family Insurance Card attached to the medical form.
- If taking medications, the Scout's parents and the adult leaders attending should follow procedures enclosed in this publication.
- Any allergies or dietary restrictions, are noted, and supplemental food is packed (if needed).
- All personal gear.

EARLY ARRIVALS

Units planning to arrive on Saturday should indicate so when they register online and plan to arrive between 1:00 and 3:00. A Commissioner will meet you at the Gate during this time. Please remember that no programming or food is available on Saturday — all program areas are off-limits and food service begins on Sunday evening with dinner. If there are emergencies, please go to the Health Lodge.

If you are planning on hiking on one of our many trails, speak to your commissioner first to receive any trail updates. You must get a hiking permit from your commissioner and return it to them before leaving for safety purposes.

When you arrive on Saturday, you will be greeted by Commissioner Staff at the Gatehouse and will receive information regarding the check-in schedule for Sunday. Please plan to arrive no earlier than 1:00pm.

SATURDAY PROGRAM SUGGESTIONS

Once your campsite is set up, the following activities are recommended:

- Work on a service project in camp or on the trails.
- Build some pioneering projects in your site.
- Take an overnight hike or camp out on one of the many Rainbow Trails. (Don't forget to turn in your hiking permit)
- Do a Night Eye Trail and/or Totem to Totem Hike.
- Spend quality time with your troop.
- 10 pm – Lights Out

LATE ARRIVALS

Units planning to arrive late must notify our [Program Assistant](#) in advance. If a troop is late due to unforeseen circumstances, please call Camp Headquarters as soon as possible. (P) 928-474-4688

THE OFFICIAL CHECK-IN PROCESS BEGINS ON SUNDAY AT 1:00PM & RUNS UNTIL 4:30PM

Units should arrive between the times of 1-4:30 pm. Your first stop will be at the Gatehouse where you will receive the following:

1. Welcome Letter & Check-In Instructions.
2. Vehicle permit (only 1 vehicle per unit will be allowed in camp at a time)
3. Swim Check Time

Next the troop should head up to their campsite while ONE adult leader and the SPL goes to the Dining Hall to complete check-in with the following items:

- Two copies of troop rosters (all Scouts and adults) printed from Online registration site. (One for HQ and one for Health Lodge)
- BSA Health Form parts A, B, and C for all Scouts and adults
- All units should be paid in full before arriving at camp. No refund decisions can be made by the camp staff.
- If you are taking an aquatic merit badge or participating in the Brownsea Island program, you will NOT take a swim test on Sunday. The following should take a swim test on Sunday:
 - Fish Camp
 - Spade Ranch Adventure
 - Any youth or adult not signed up for aquatic merit badges or Brownsea Island

AT CHECK-IN, YOU WILL RECEIVE:

- A colored wristband for each Scout and adult in your unit's contingent (these serve as a meal ticket and identifier).
- Information on our Brownsea Island Adventure, if you have participants in that program.
- Our camp "Site Information Binder" which contains important forms and schedules for you to reference and use throughout the week.
- Information about our leader training schedule and how to register for classes.

CAMP TOUR FOR FIRST TIME PARTICIPANTS

Tours of camp are available upon request. Your unit will be escorted to their campsite and given a short amount of time to unload gear only. One car at a time is allowed in camp so please consolidate gear into the fewest vehicles possible. The Scouts in your unit will need to change into swim suits and prepare for swim check.

COMMISSIONER SHACK

Visit the commissioner shack and get toilet tissue, bleach cleaner, trash bags, hand tools, and a flag.

SPECIAL DIETARY NEEDS

On Sunday, any Scouts or adults with special dietary needs should visit with the dining hall staff to discuss accommodations that the camp can make for their diet. The unit is responsible for the management of participant allergies. If a Scout or adult in your unit has an intolerance or allergy that requires special food items, please provide those items to our kitchen staff on Sunday.

FISH CAMP

- Participants should bring their gear to the Dining Hall and turn in their medical form. The Program Director will have additional instructions, but all participants need to take the BSA Swimmers Test before leaving Geronimo.
- All Participants should be at the Dining Hall by 4:30 and prepared to leave for R-C Scout Ranch.

ADMINISTRATION - CHECKOUT

FRIDAY NIGHT FOLLOWING CAMPFIRE

- Have Scouts pack all their gear except what they'll need for Saturday morning.
- Pack all troop gear.
- If leaving before 7:00am on Saturday, set a time for your checkout inspection with your Commissioner prior to your departure.
- Send adult representatives to the Dining Hall to double check your merit badge completion records. Area Directors will be in the dining hall to answer any questions and correct any potential errors regarding your Scout's advancement. Upon returning home, leaders may print blue cards from the registration site. Instructions will be provided.

SATURDAY CHECKOUT

- Checkout starts at 7:00am. On Friday you will arrange a time with your Commissioner to inspect your campsite on Saturday.
- A continental breakfast is served from 7:00am-8:30am in the Dining Hall.
- The site should be policed for trash and the shower facilities used by your unit should be checked for cleanliness before leaving.
- Deposit all trash in the nearest dumpster.
- After your campsite has been cleared by the Commissioner the last stop is Headquarters to receive your health forms, merit badge report, and free patches.
- Return all equipment to the Commissioner Shack, and return your Site Information Binder to the Headquarters building in order to complete your checkout procedure.

ADMINISTRATION - VEHICLES

VEHICLES, TRAILERS, AND PARKING

- Riding outside of a vehicle's enclosed passenger compartments is never allowed. This means no rides in the bed of a truck, on hoods, trunks, fenders, tailgates, or in/on trailers.
- Seatbelts must be worn at all times.
- The speed limit is 10 mph while in camp, and 5 mph when Scouts are near.
- Only one vehicle at a time (with or without a trailer) will be allowed in camp during check-in.
- Please do not drive into the campsites, remain on roads and in parking areas.
- Once you are done unloading at your campsite, return your vehicle to the parking lot.
- All vehicles must be backed in, facing outward. This is in case of an emergency or evacuation.
- No vehicles are allowed in camp after check-in without a special pass from the Camp Director.
- Do not block roads.

THE ROLE OF THE ADULT LEADER AT CAMP

Two registered adults with YPT are required for any Scout Troop attending camp. As defined by the National Council of Scouts BSA a minimum of ONE adult leader must be 21 years of age or older and an Assistant Scoutmaster who must be 18 years of age or older.

LEADERS ARE

- Responsible for maintaining unit safety and discipline at all times. This includes safe travel to and from camp.
- Responsible for coordinating all unit and individual activities to ensure maximum benefit to participants.
- To be aware of each youth's personal goals and objectives in order to promote Scouting's advancement program. For the Scouts BSA Merit Badge program, please refer to the Merit Badge Schedule and Prerequisites List (which will be available on the website before the end of December).
- Encouraged to participate in camp activities on a daily basis and help support the overall Scout program.
- To provide constructive feedback to Staff and complete camp evaluation.
- Expected to serve as a positive role model for Scouts. This includes language, attitude, and behavior.
- To be an active participant in all camp-wide events including Emergency Drills and Campfires.
- Knowledgeable of all Camp Rules and Policies.
- Expected to have Fun

GENERAL DISCIPLINE

Discipline and conduct of all Scouts and leaders is the responsibility of the unit leaders in camp. The Camp Leadership Team is ready and willing to assist at any time with problems that might arise. Unit Committees should ensure that adult leaders are trained, and they understand their responsibilities while at summer camp.

- While most disciplinary issues should be handled at the Troop level, it is a fact that sometimes the Camp Leadership Team needs to intervene for the safety of the greater camp. If infractions and misbehavior rise to the level as to warrant removal from camp, the decision of the Camp Director is final.

MID-WEEK LEADERSHIP SWAP

Because Two Deep Leadership is a requirement in Scouting, we understand that sometimes you need to have a leader/parent come to camp during the week to swap out with another leader/parent.

- Please be sure that there is a "baton handoff" when your Leaders arrive and depart.
- Incoming Leaders are required to submit a medical form and check-in at Headquarters to receive a wristband.
- Outgoing leaders are required to check-out at Headquarters before leaving camp. Sorry, no vehicles may be driven into camp after initial check-in.

YOUTH EARLY RELEASE POLICY

1. Verification must be made to assure that the person requesting release is acting as the legal parent or guardian or under the direction of the legal parent or guardian.

Verification may be done by the following:

- Approval of the Scoutmaster.
 - Presentation of proper identification matched with the name listed as the legal parent or guardian on the Scout's medical form.
 - Contact via telephone with the legal parent or guardian. The telephone number used may be supplied by the Scoutmaster or obtained from the medical form.
2. It is understood that any person who requests the early release of a Scout will abide by the policy set forth above and completes the early release form prior to the release of the Scout.
 3. It is understood that a Scout will never be released to another youth under 18 years of age without verified permission from the legal parent or guardian.

MEDICAL SERVICES

The Camp Health Lodge is staffed 24 hours a day by qualified medical personnel. For insurance purposes and for the health and safety of all participants, all accidents and illnesses, no matter how minor, must be reported to the Health Lodge and recorded. Arrangements have been made with the local rescue squads and hospitals to handle any medical emergencies.

ANNUAL HEALTH AND MEDICAL RECORD

Any person staying overnight must submit a Personal Annual Health and Medical Record upon arrival at Camp. Late arrivals should report to Headquarters and/or to the Health Lodge. Please understand that the BSA Annual Health and Medical Record is the only medical form recognized by Scouting— sport, military, or other medical records may not be substituted. Find the current Annual Health and Medical Record by visiting: www.scouting.org/scoutsource/HealthandSafety/ahmr.aspx. This record is provided as a fillable PDF, and members are encouraged to fill it out on their computer, then print the record (rather than printing the record and filling it out by hand). Doing this will improve the readability and accuracy of each member's medical information.

MEDICAL ALERTS

Scouting activities can be physically and mentally demanding. Listed below are some of the risk factors that have been known to become issues during outdoor adventures.

Risk Factors:

- Excessive body weight (obesity)
- Cardiac or cardiovascular disease
- Hypertension (high blood pressure)
- Diabetes mellitus
- Seizures
- Asthma
- Sleep apnea
- Allergies or anaphylaxis
- Musculoskeletal injuries
- Psychological and emotional difficulties

MEDICATION POLICY

Grand Canyon Council Requires that all prescription and over the counter (OTC) medications be stored under lock and key, except when in the controlled presence of health care staff or Adult Leader responsible for the administration and /or dispensing of medications.

- Emergency medications such as inhalers, EpiPen's, and nitro should be maintained on the patient's person.
- Refrigerated medications may be stored at the Health Lodge or in the campsite if secured under lock and key.
- All medication should be in a container issued by a pharmacist with the medication name and strength, the dose and dose frequency clearly marked on the container.

UNIT HEALTH OFFICER

Each unit must make a decision to either maintain control of its medications or turn them over to our health officers for administration. If your unit chooses to maintain control of its medications, one Adult Leader must be designated as the unit health officer and sign the waiver.

PRESCRIPTION MEDICATION DOSING FORM

All participants taking medications must fill out the Prescription Medication Dosing Form prior to arrival at camp (we recommend that the unit health officer perform this task so that he or she is familiar with the medications). Please use one form for each participant and list the medication, dosage, and dosage schedule shown on the prescription.

Each unit should be prepared to show these completed forms at check-in to the Camp Health Officer, and then keep them updated throughout your unit's week at camp as medications are used. We will ask that you leave these completed forms (a copy will do) at camp when you depart. We will maintain them safely in the permanent camp medical files.

ADMINISTRATION - PERSONAL RESPONSIBILITY

Everyone at Camp is expected to live by the Scout Oath and Law!

UNIFORMS

The official Scout uniform is appropriate dress at any time during the week. A full field uniform, properly worn, is required for all evening flag ceremonies, evening meals, Chapel services, and campfires. The full field uniform consists of: Scout shirt with appropriate patches, Scout belt and pants or shorts with Scout socks. Neckerchiefs and hats are up to the discretion of the troop, but must be uniformly present or absent.

THE FOLLOWING ARE NOT ALLOWED

- Fireworks
- Alcoholic beverages or illegal drugs
- Flames in tents
- Sheath Knives
- Personal Firearms or projectile items like wrist rockets
- Bicycles
- Pets
- Smoking is at best, a poor example for Scouts. Use or possession of tobacco products by anyone under the age of 21 is illegal in Arizona. All camp buildings are smoke and vaping free. The only authorized location for smoking or vaping, is behind the dining hall, near the dumpster.

CHARGES FOR DAMAGE TO CAMP EQUIPMENT

Normal usage and wear will result in some breakage of equipment; however, the cost of malicious damage or breakage due to horseplay will be charged to the unit. These fees must be paid before leaving camp.

- Tents and Fly's: Rips and tears (per inch) : \$25.00
- Writing on canvas or destroying waterproofing (per panel): \$10.00
- Camp Tent replacements: \$600.00
- Aluminum Uprights: \$12.00
- Fire Extinguisher: Refill: \$30.00
- Garden Hose: \$30.00
- Broken Windows: \$50.00+
- Miscellaneous Damage: TBD
- Various Tools Replacement :TBD
- Damage to Trees Fine :TBD

Any damage to trees (carving, wood burning, bending, cutting or breaking of limbs) is prohibited and taken very seriously. Hammocks are forbidden unless a Tree Protection Kit is used to shield trees from abrasion. Troops will be fined for damage and/or replacement cost and possibly requested to leave camp.

CAMPFIRES AND LIQUID FUELS

Due to our camp locations, quite often we are under strict fire restrictions. Unfortunately, this could last, in some cases, all summer. We understand that a campfire is an integral part of the overall experience, and therefore allow propane to be used, and only propane. We ask that tanks be stored properly and all operation of stoves, propane fires, and lanterns be done under the close supervision of an adult.

EMERGENCY PROCEDURES

- All emergency procedures will be outlined in the "Site Book" given to each unit on arrival.
- During check-in, we will be asking for the total number of youth, adults and seatbelts in order to be prepared in case of an emergency. Please have those numbers ready when you arrive.

EMERGENCY DRILL

On Sunday evening, a siren will sound signaling the emergency drill. Please report to the campfire ring to receive an emergency briefing. Don't forget to come prepared to share your Emergency Numbers: People in your unit, number of vehicles, number of seatbelts.

LOST PROPERTY

Prior to arriving at camp, encourage Scouts to clearly mark all personal items with their name and troop number. A lost and found box is located in the Headquarters building. Each week lost and found items are sent to the Grand Canyon Council Service Center. (602-955-7747)

POST YOUR UNIT FIRE GUARD CHART AND CAMPSITE INSPECTION FORM ON BULLETIN BOARD.

NEATNESS OF CAMPSITE

(Your Commissioner will review expectations upon check-in)

Campsite Equipment

- Equipment in use (shovels, rakes, etc.) Stored out of the way but still handy.
- Equipment not in use maintained in a neat and orderly way and protected from bad weather.

Grounds

- Litter cleaned up over whole campsite.
- Ground cover (pine needles and leaves) removed only around fire areas.
- Axe yard laid out for safety in chopping.
- No evidence that Scouts have caused damage to standing timber during the week.

Tents and Personal Gear

- Platforms are swept.
- Personal equipment and extra clothing placed out of sight in packs.
- Uniforms may be laid on packs or be neatly folded on bunks or sleeping pads.
- No clothes hangers on tent poles.
- Air out sleeping bags, weather permitting.
- Flaps must be rolled up in good weather.
- All tents must be uniform in appearance.
- **NO FOOD IN TENTS.**

HEALTH AND SAFETY

Garbage Disposal

- Do not leave garbage in campsite or food on ground.
- Rinse bottles and cans to remove food residue, place in trash receptacle.
- Throw leftover food in trash. Do not use the sink to rinse food out as it can clog the drains.
- Take trash to dumpsters daily.
- Ashes should be soaked, dried as much as possible, and disposed of as directed by your Camp Commissioner.

Cooking Gear

- Cooking gear, pots, and pans should be clean with no food particles or grease on them.
- Dutch ovens clean and lightly greased with lids on.
- Cutlery and paper products stored in animal proof containers.
- Food must be stored in animal proof containers.

Latrine

- Toilet seats down, toilet paper stocked and water for rinsing urinal conveniently placed.
- Hose down urinal and floor daily

Fire buckets

- 6-8 buckets at water barrel.
- Keep water barrel full daily

Scouts have an opportunity to observe many types of wildlife that includes deer, bats, raccoons, birds, skunks, turkey, snakes, coyotes, amphibians, and bears. It is wise to remember that these animals are the permanent residents of the back-country. Therefore, treat all animals with respect and observe from a distance. Store all food in a secure place. Do not follow, feed, tease, or handle wildlife. If you discover a snake or an animal that is behaving strangely, please notify the camp staff immediately.

- Please ask your Scouts to leave food and sodas at home!
- Do not eat food and drinks in tents.
- Please **DO NOT** mail food to camp.
- All food and drinks must be stored a secure location such as:
 1. Troop trailer
 2. Bear Proof Storage Container
 3. Coolers that are strapped shut
 4. 5-gallon buckets with screw on lids
- If you cook in your campsite, clean up immediately after the meal and pour your grey water (strained to remove food particles) into a nearby sink and rinse the sink with clean water. Please do not scatter your grey water near camp or dump it in a latrine.
- Keep your campsite clean! All trash should be removed from your campsite or secured each time leadership plans to leave the site unattended.
- Before leaving camp for the day:
 1. Have your scouts police the site to pick up trash or dropped food (micro-garbage).
 2. Make sure all food and smellables are secured as noted above.
- Before going to bed at night:
 1. Make sure all food, trash, and smellables (if necessary) are stored in a secure location, generally more than 100 feet from tenting areas.
 2. If dirty, wipe down your picnic tables to reduce food smells.
 3. Make sure your scouts keep their sleeping bags free of food smells by changing their clothes before going to bed and washing hands and faces.
 4. Please haul all bagged trash to designated dumpsters behind the Dining Hall or designated area.



FOR PARENTS:

Camp Mailing Address:

(always place a return address and correct postage on your letter)

Emergency Numbers

FOR All Mail - Camp Geronimo, Brownsea Island, and Spade Ranch:

Scout's Name

Phone: 928-474-4688

Unit #, Camp Site #, Session #

CAMP GERONIMO

2599 W. Webber Creek Road

Payson, AZ 85541

FOR All Mail - Fish Camp:

Scout's Name

Phone: 928-478-4500

Unit #, Camp Site #, Session #

R-C SCOUT RANCH

19887 AZ-260

Payson AZ 85541

** For express mail, please **DO NOT** check the box for signature, this will delay delivery by at least one day.
(All mail sent Postage Due will be returned to sender.)*

In order to save postage and ensure that your Scout receives his letter or package, we recommend sending the week's mail with unit Leadership and having them distribute at the appropriate time. Just label Day 1, Day 2, etc.

Visiting Camp

Parents often remark at how much their child has grown during their week away from home. Camp provides an excellent opportunity for Scouts to mature in a safe environment. For these reasons, we ask that you only visit during the following hours: Friday 6:30PM (for the campfire), Saturday 8:00-10:00AM. Please do not bring family pets.

Visitor Meals

Visitors are welcome to eat camp meals and may purchase meal wristbands at Headquarters (Geronimo or Raymond) or the Dining Hall (Geronimo Only). Cash or Check only.

Breakfast - \$7.00

Lunch - \$9.00

Dinner - \$12.00

SUNDAY — OPENING CAMPFIRE

An opening campfire program will be held Sunday night at the campfire circle above the swimming pool. This program will be provided by the camp staff for your entertainment and enjoyment. Line up by 7:15pm.

Campsites 1-15 line up at the Trading Post.

Campsites 16-29 line up at the Outdoor Skills Area. Both groups will be led to the campfire site by the Order of the Arrow.

TUESDAY — TIE DIE

TUESDAY AND WEDNESDAY MORNING — POLAR BEAR SWIM

The Polar Bear Swim will be held Tuesday and Wednesday morning from 5:15am to 6:00am.

Segments will be awarded to those who complete at least one Polar Bear swim.

THURSDAY — LISTEN TO THE LEGEND

The Legend of the Mogollon Monster is told by the Storyteller on Thursday evening at the Spade Ranch House at 7:30pm. Camp chairs are suggested due to limited seating. Snacks are sold at Gatehouse before and after story.

FRIDAY — TENDERFOOT RUN

On Friday at 5:15am those who like to run, jog, or walk can attempt the run from the entrance gate at Shooting Sports back to the entrance gate at Shooting Sports. See map in site book. This will be a self-led activity. Segments will be awarded for completion of the course.

FRIDAY — MIGHTY MOGI CHALLENGE

On Friday afternoon a camp-wide competition will take place between 3:00pm and 4:30pm. Starting at the Campfire Ring, a list of events will be given to each individual patrol and will consist of competitions at select program areas. Awards will be presented to patrols who complete the events. The awards ceremony will be held at the pool, prior to the grand finale. At the conclusion of the Mighty Mogi Challenge, the Scoutmaster Splash contest will be held at the pool at 4:30pm. Scoutmasters are encouraged to dress up and compete for the largest splash. (Appropriate costumes please.)

CAMP GERONIMO GEOCACHES

Try one of the various Geocaches we have available at camp. See the Outdoor Skills Staff to get a coordinates sheet. We have several GPS units available for you to check out. If you have an issue with a cache, please come back and see the Outdoor Skills Staff for guidance. Once you complete the geocache, a segment is available for purchase at the Trading Post.

“I DID IT ALL” AT CAMP GERONIMO

When you get to camp, we will give each of the leaders and Scouts a score card that lists activities to do at Geronimo, and if you do it ALL—and we mean ALL—then we will give you a cool “I DID IT ALL!” segment. I did it all is a challenge to participate in the essential activities at camp. Pick-up extra “I DID IT ALL” cards at Headquarters. “I DID IT ALL” is for Youth and Adults. “I DID ENOUGH” is only for adults.

LEADER MEETINGS

There are 3 vital leader meetings during the week at the Commissioners Shack. Please send at least one representative from your unit to each meeting. They are an important source of information and a time to ask questions of our senior staff members.

- 11:00 am Monday, Wednesday, and Friday

GENERAL ASSEMBLIES / FLAG CEREMONIES

One of the great camp traditions at Camp Geronimo is the camp-wide General Assembly/Flag Ceremony. These assemblies will be your opportunity to show off your troop spirit by looking sharp in full uniform and by creating spirit yells while you are waiting for the assembly to begin. General announcements will also take place at that time. Troops will be given the opportunity to lead the morning and evening flag ceremony. Flags are mandatory for non-KP duty units. Please wear your full field uniform for camp-wide evening ceremonies.

LUNCH WITH SCOUT EXECUTIVE

Join the SE for lunch and learn more about the important happenings in the Grand Canyon Council.

WIPALA WIKI LODGE

For over 100 years, the Order of the Arrow (OA) has recognized Scouts and Scouters who best exemplify the Scout Oath and Law in their daily lives. Arrowmen are known for maintaining camping traditions and spirit, promoting year-round and long term resident camping, and providing cheerful service.

The Order of the Arrow is an integral part of the Council's Camping Program. Members, non-members, Senior Patrol Leaders, and adult leaders are encouraged to meet with the Camp Chief for information concerning the Order of the Arrow and Camp.

(Meeting is on the Health Lodge porch 30 minutes prior to campfire.)

- If elections do not happen in your unit prior to camp, special arrangements may be made with the Camp Geronimo OA Chief. Please note, the Lodge is only able to perform elections for units residing in the Grand Canyon Council.
- Camp election results require the following information: Scout or adult name, address, phone number, email address and birth date. If you plan on doing your election at camp please come prepared with the above information.
- For additional information concerning troop elections and the adult requirements, contact your district Chapter Chief or Chapter Advisor before arriving at camp. Contact information can be found at www.wipalawiki.org.
- The fee to complete Brotherhood at camp is \$25.00 for eligible and active (dues must be current) Wipala Wiki Lodge members. The fee for dues is only \$10.00 for 2020. Fees for Brotherhood Induction and dues can be paid at Camp Headquarters – cash or check.
- Details for the Ordeals can be found at www.wipalawiki.org.
- Those candidates unable to take their Ordeal prior to summer camp can complete it at the fall Ordeal.

Ordeals Schedule

March: The Heard

September: Camp Geronimo

Wednesday is designated O/A day. Please wear your O/A sash.

CAMP GERONIMO - DINING HALL INFORMATION

MEAL TIMES

Geronimo has two meal times. Flags are in between breakfasts and dinners and are a time where important program announcements are made. Units are asked to wear Field Uniforms to dinner. The Activity Uniform is recommended for breakfast and lunch since many activities are going on directly following these meals.

	FIRST SHIFT (SITES 1-15)	SECOND SHIFT (SITES 16-29)
BREAKFAST	6:20AM- 6:55AM	7:10AM - 7:45AM
LUNCH	OPEN LUNCH 12:20PM - 1:30PM	
DINNER	5:00PM - 5:40PM	6:00PM - 6:40PM

MEALS WILL BE SERVED IN SHIFTS SCHEDULED DURING THE FOLLOWING TIMES:

TROOPS IN SITES 1-15 WILL EAT DURING FIRST SHIFT.

TROOPS IN SITES 16-29 WILL EAT DURING SECOND SHIFT

CAMP KP DUTIES (please sign up online)

Each troop has the responsibility of serving on Kitchen Patrol (KP) duty. Scouts must wear long pants and closed shoes when working on the food service line. One adult is required to be on the line with the younger Scouts. All adult leaders must be with their Scouts during each of their KP assignments.

KP DUTIES

Report to KP on time, 30 minutes prior to regular meal time. You will eat and then start your duties as directed.

Your duties include, but are not limited to the following:

- Serve food to the campers.
- Clean the tables.
- Sweep and mop the floor.
- Empty trash cans in the dining hall.

CAMP GERONIMO - MERIT BADGE PROGRAM

Summer camp has traditionally been viewed as a convenient place where Scouts can earn several merit badges in a short amount of time. During their week at camp, Scouts will grow mentally, physically, and spiritually as they interact with their peers in a safe and positive environment that revolves around recreational swimming, hiking, shooting, campfires, and games. Though advancement is still integral to your summer camp experience, we encourage and offer opportunities for much more than organized lessons.

MERIT BADGES

All badges will be taught based on the requirements found in the most recent edition of the BSA's requirement book. Please check to make sure your merit badge books contain the same requirements. Units seeking to take a merit badge must pre-register online through the registration system for our morning merit badge classes. It is the responsibility of each Scout to choose and prepare for each merit badge that they wish to take in advance of their week at camp. Prerequisites exist for many of the badges and are outlined in this guide. To prevent partials, please make sure your Scouts come to camp with these prerequisites completed and appropriate proof of completion (i.e. examples of their work or a note from their Scoutmaster). To ensure quality and safe instruction, class sizes are limited according to the number of instructors, equipment, and other factors.

Our merit badges are tracked online through the registration system. You do not need to bring blue cards with you. You will receive an electronic printout of the merit badges your Scouts have completed or not completed when you check out. You will receive instructions in your checkout packet prior to leaving camp regarding how to print your blue cards.

DIFFICULTY SCALE

Advanced Badge: badges in this category are the most difficult to complete at summer camp due to the course content, number of prerequisites, and expected ability level of the Scouts. Advanced badges are highly recommended for your oldest Scouts who are First Class and above. **Moderate Badge:** badges in this category can be easily earned at camp by experienced Scouts but have a few prerequisites to complete at home. **Basic Badge:** badges in this category have few, if any, prerequisites. These courses are excellent for Scouts of all ages and ability levels. Geronimo provides many separate classes each week

as part of its camp program. From Basketry and Nature to Archaeology, Horsemanship, and a multitude of Eagle Required badges, the Geronimo program provides a diversity of choices for your Scouts. Here are answers to some frequently asked questions about our merit badge program:

HOW DO SCOUTS SIGN UP FOR MERIT BADGES?

Units will sign their Scouts up for badges using the Online registration system. Units will receive an email prior to the April 15th merit badge system launch. Instructions will be provided regarding merit badge registration.

DO SCOUTS HAVE TO TAKE BOTH HOURS OF A TWO-HOUR CLASS CONSECUTIVELY?

Yes. Scouts must take both hours of a two-hour class sequentially and may not divide up those hours. Geronimo's two-hour classes include Horsemanship, Climbing, and Cooking.

ARE THERE CLASSES THAT ARE NOT MERIT BADGES?

Yes. Beginner Swimming, and Mile Swim are all skill certifications and not merit badges. Open Swim, offered each day, is also not a badge or certification.

DO BROWNSSEA ISLAND SCOUTS DO ANY MERIT BADGES?

No. Brownsea Island is a half day, all-week program focused on imparting Scouting's essential skills and methods to your newest Scouts. They also focus on completing requirements for Scout through First Class. Because of the program's focus, Scouts in BSI will not have time to earn merit badges other than Swimming and First Aid.

HOW DO I MAKE CHANGES TO MY SCOUTS' SCHEDULE?

Changes to Scout Schedule can be made online until the Wednesday prior to arrival at camp. Limited changes can be made with the Program Director at camp if classes are not full.

MERIT BADGES PREREQUISITES AND FEES?

Please read through the merit badge descriptions at the end of this section. If a Scout wishes to complete the merit badge at camp, then they must provide evidence of completing the listed prerequisites! Kits and supplies can be purchased at our Trading Post.

CAMP GERONIMO - WEEKLY SCHEDULE

Time	Nature	Handicraft	Outdoor Skills	Shooting Sports	Aquatics	Health Lodge	Other Offerings
Early Morning							
5:15 - 6:00am	Polar Bear Swim (Tu & W) Tenderfoot Run (F)						
Breakfast							
6:20 - 6:55	Breakfast (Sites 1-15)						
7:10 - 7:45	Breakfast (Sites 16-29)						
Morning							
8:00	Environmental Science Astronomy Forestry Soil & Water Conservation	Pottery Game Design Art Basketry	Cooking (8:00-10:00) Wilderness Survival Indian Lore Pioneering	Rifleshooting Archery Muzzle Loading	Swimming Lifesaving Canoeing Rowing	First Aid	Climbing (13+) (8:00-10:00) Horsemanship (8:00-10:00)
9:00	Reptile & Amphibian Study Fish & Wildlife Management Geology Mammal Study	Metalwork (13+) Pottery Leatherwork Wood Carving	Cooking (8:00-10:00) Orienteering Geocaching Search and Rescue	Rifleshooting Archery	Swimming Lifesaving Canoeing Kayaking	Emergency Preparedness	Climbing (13+) (8:00-10:00) Horsemanship (8:00-10:00)
10:00	Environmental Science Astronomy Forestry	Metalwork (13+) Art Game Design Basketry	Cooking (10:00-12:00) Wilderness Survival Pioneering Indian Lore	Shotgun Archery	Swimming Beginner Swimming Rowing Kayaking	First Aid	Climbing (13+) (10:00-12:00) Horsemanship (10:00-12:00)
11:00	Environmental Science Reptile & Amphibian Study Nature Mammal Study	Pottery Leatherwork Wood Carving	Cooking (10:00-12:00) Wilderness Survival Geocaching Orienteering	Shotgun Archery	Swimming Beginner Swimming Canoeing Kayaking	First Aid Emergency Preparedness	Climbing (13+) (10:00-12:00) Horsemanship (10:00-12:00)
Mid-Morning							
11:00	Leader Meeting at Commissioners Shack (M, W, F)						
Lunch							
12:00	Lunch with the Scout Executive at Commissioner Shack (Tu Only)						
12:20 - 1:30	Open Lunch						
Afternoon							
2:00 - 4:00	Come work on merit badges, meet the animals, or join our staff for a variety of cool programs throughout the week. Open program time is the perfect opportunity for ambitious scouts to earn extra merit badges. Just complete the requirements before arriving at camp, schedule a time with the Area Director, and our staff will serve as your merit badge counselor.	Having trouble with that basket? Visit handicraft to work on projects, brand your gear, or just get messy.	Visit outdoor skills to practice your "I-Did-It-All" knots, earn your Totin' Chip, or cook up some good grub with the staff.	Open Rifle (M & W) (Cost: \$5.00 for 25 shots) Open Shotgun (Tu & Th) (Cost: \$5.00 for 3 shots) Open Archery (M, T, Th) (Cost: \$5.00/person) Open Blackpowder/Muzzle (Tu & Th) (Cost: \$5.00 for 10 shots)	Open Pool Open Lake Swimming MB (Brownsea only)	First Aid (Brownsea Only)	Sign up for Troop Trail Rides (Cost: \$20.00/person) Open Climbing (M, W, Th)
3:00 - 4:00							Mighty Mogi Challenge (F)
4:30							Scoutmaster Splash (F)
Dinner							
5:00 - 5:40	Dinner (Sites 1-15)						
6:00 - 6:40	Dinner (Sites 16-29)						
Evening							
6:50	Sunday - OA Meeting at Health Lodge Porch						
7:15	Sunday - Opening Campfire (line-up)						
7:30	Tuesday - Tie Die Tuesday at Handicraft Thursday - Mogollon Monster Legend at Spade Ranch Friday - Closing Campfire						

MERIT BADGE COSTS

Some Merit Badges require additional fees or require specific supplies in order to complete the merit badge. That information will be noted on the Merit Badge list. The council provides kits at the trading post that have been vetted by our staff to ensure the Scouts have an excellent learning experience. Please ensure your youth have money to cover the kits or pre-purchase prior to arrival.

ADVANCEMENT PAPERWORK

Scoutmasters are encouraged to visit with MB counselors throughout the week to check on their Scout's progress. Scoutmasters will be notified of a meeting time that they can meet with MB Counselors to check on their scout's MB status. At the close of camp, units will receive a packet containing a MB report indicating merit badge completion and merit badge partial information for each scout.

MERIT BADGE PREREQUISITES

In order to complete some of the Merit Badges, some of the requirements are difficult to complete at camp. These Merit Badges have prerequisites which are items that must be done at home in order to earn the MB at camp and leave with a completion. Listed on the next few pages are the merit badges in alphabetical order, along with any prerequisites, possible rank/age requirements, and other information that will create a more successful experience when followed. Please note that aquatic Merit Badges and aquatic activities require a swim test at camp with our aquatics staff. Scouts must wear closed toed shoes at camp and to all Merit Badge courses including all aquatic badges.

ARCHERY - ADVANCED

This is a difficult badge to master. Participants should plan on spending a large portion of their free time at the range to qualify. Requires physical strength and endurance. Extra time may be required at range to achieve a passing score. Recommended for older scouts 13+.
Cost: \$5.00



BASKETRY - BASIC

This is an excellent badge for young Scouts. Scouts will use weaving skills to make two baskets and a wooden stool. Required supplies are available at the Trading Post for purchase.



BEGINNER SWINNING - BASIC

Focused on passing the Beginner and Swimmer swim tests. This course involves one-on-one instruction to help Scouts become comfortable with the water. This is not a merit badge!

ART - BASIC

Drawing or artistic experience recommended. Scouts will learn how to express their ideas and tell a story using pictures. Prerequisites: Requirement #6: Visit a museum, art exhibit, art gallery, artists' coop, or artist's workshop. Bring documentation of visit.



CANOEING - MODERATE

Requires physical strength and endurance. Prerequisites: Must complete BSA swimmer test at camp and have an extra pair of closed toed shoes that can get wet.

ASTRONOMY - MODERATE

Scouts will study the moon, sun, stars, and planets. They will learn about the tools and techniques used to observe and study celestial bodies. Note: to complete this merit badge, weather permitting, two evening observations are required at camp.



CANYONING - MODERATE

Physical strength and endurance required. Prerequisite: Must Pass BSA Swim Test at camp.

CLIMBING - ADVANCED

This program is physically challenging and requires a strong knowledge of knots, first aid, safety and care of equipment. Geronimo age requirement is 13+ for climbing tower. Bring clean dry non-loose fitting clothing and preferably tennis shoes (as it may be difficult to climb in boots.)



COOKING - BASIC (EAGLE REQUIRED)

Scouts learn about nutrition and hone their cooking skills. Prerequisites: Requirement #4 a-c: Home cooking. Bring note from parent or Scoutmaster regarding completion.



EMERGENCY PREPAREDNESS - MODERATE (EAGLE REQUIRED)

This program requires Scouts to complete written materials and master many skills. A strong knowledge of knots is particularly important. Prerequisites: Requirement #1: Bring a copy of the First Aid Merit Badge card or a note from your Scoutmaster, Requirement #2c: Complete with your family. Will require an understanding of Req. #2a and #2b, Requirement #6c: Will require an understanding of #6b, Requirement #8b: Bring a photo of your kit.



ENVIRONMENTAL SCIENCE - ADVANCED (EAGLE REQUIRED)

This is a time consuming badge which requires Scouts to spend several hours outside of class each day observing, writing and experimenting. Maturity and high-level of concentration is required. Ideally for Scouts age 13+ Prerequisites: Requirement #3e Endangered Species: Complete and bring to camp - pay close attention to wording.



FIRST AID - MODERATE

This is a time consuming badge which requires Scouts to spend several hours outside of class each day observing, writing and experimenting. Prerequisites: Requirement #1: Be prepared to demonstrate first aid requirements for Tenderfoot, Second Class and First Class ranks. Tenderfoot Requirement #4d - Bring to camp personal first-aid kit, Requirement #5a: Prepare a first-aid kit for your home. Bring pictures of kit or letter from parents, Requirement #5b: Troop's first aid kit - Note from Troop Leader.



FISH AND WILDLIFE MANAGEMENT - MODERATE

Learn about the purposes and practices of wildlife management and conservation. Requires some written work and a conservation project.



FORESTRY- MODERATE

No prerequisites.

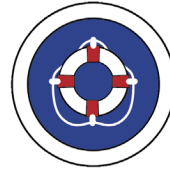


GAME DESIGN- MODERATE

Learn how games are created and marketed. No prerequisites.

GEOCACHING - MODERATE

A treasure-hunting game using a GPS unit to hide and seek containers. We will have GPS units for scouts to share, but encourage them to bring their own so they can master their own GPS device. Prerequisites: Requires Internet Use - Create an account at geocaching.com and bring an [orienteering compass](http://orienteering.compass).



LIFESAVING - ADVANCED (EAGLE REQUIRED)

This challenging program is physically demanding and recommended for very strong swimmers who wish to learn aquatic lifesaving skills. Requires physical strength and endurance. Prerequisites: Swimming Merit Badge required; bring copy of merit badge card or note from Scoutmaster.

GEOLOGY - MODERATE

Scouts will learn about rock formations and natural resources. No prerequisites.



MAMMAL STUDY - BASIC

An opportunity to learn more about a chosen mammal or mammals and work on a conservation project. No prerequisites.

HORSEMANSHIP - ADVANCED

Scouts will learn about horses and their required care. They will also work with and ride the horses. Requires physical strength and endurance. Scouts must wear jeans and closed toes shoes. No steel toed boots. Cost: \$40.00



METALWORK - ADVANCED

Scouts will learn about metals and make a project in their preferred technique. Requires physical strength and endurance. Scouts are required to be 14+

INDIAN LORE - BASIC

Scouts will learn about Native American life, games, and crafts. Required supplies are available at the Trading Post for purchase.



MUZZLE LOADING - MODERATE

Muzzle Loading will not be taught as a merit badge class. The purpose of this program is to learn a little history while shooting a lot of blackpowder. Cost: \$20.00

KAYAKING - MODERATE

Physical strength and endurance required. Prerequisite: Must Pass BSA Swim Test at camp.



NATURE - BASIC

An excellent introduction badge to nature that includes the study of plants, animals and soil. No prerequisites.

LEATHERWORK - BASIC

While working with leather, Scouts will learn about making leather and techniques to create items from leather. Required supplies are available at the Trading Post for purchase.



ORIENTEERING - ADVANCED

Set up and run an orienteering courses and Scouts utilize their map and compass skills. Recommended to bring an [orienteering compass](http://orienteering.compass). Scouts will need to know basic knowledge of map and compass.

PIONEERING - ADVANCED

Scouts will work on a project and splicings that will require time outside of class to complete. Prerequisites: Know the knots required for Tenderfoot through First Class, Bring Totin' Chip Card, small pocket knife (1-1/2 - 2in) lock blade, and bring working gloves.



POTTERY - BASIC

Working with clay, scouts will create pots, figurines or sculptures. Scouts will work on a potter's wheel and learn about using a kiln. No prerequisites.



REPTILE AND AMPHIBIAN STUDY - MODERATE

Scouts will learn, observe, and discuss the many different aspects of reptiles and amphibians. Prerequisites: Requirement #8a: Maintain one or more reptiles or amphibians for at least a month. OR Requirement #8b: Choose a reptile or amphibian that you can observe for three months.



RIFLE SHOOTING - ADVANCED

A challenging MB, to shoot qualifying scores with a .22 caliber single shot, bolt action rifle. Extra time may be needed at range to achieve required scores. Cost: \$20.00



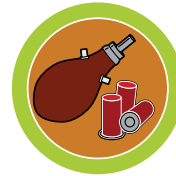
ROWING - MODERATE

This is a physically demanding program. It is more difficult to master than canoeing or kayaking. Have an extra pair of closed toed shoes that can get wet. Prerequisites: Must complete BSA swimmer test at camp.



SEARCH AND RESCUE - MODERATE

This merit badge teaches the terminology and skills associated with search and rescue. No Prerequisites.



SHOTGUN SHOOTING - MODERATE

This is a time consuming and challenging badge. Scouts will likely need time outside of class to qualify. Prerequisite: Scouts should be at least 12 years old and at least 100 pounds. Cost: \$20.00



SWIMMING - MODERATE (EAGLE REQUIRED)

This program is physically demanding and requires strength and endurance. Prerequisites: Must complete BSA swimmer test at camp.



WILDERNESS SURVIVAL - MODERATE

Scouts will build a shelter during camp and sleep in it one night. Scouts should bring a backpack and sleeping bag. Recommended for Scouts First Class or above. Prerequisites: Requirement #5: Prepare and bring a small survival kit. DO NOT INCLUDE any matches or fire starting devices/materials.



WOOD CARVING - MODERATE

This merit badge is not recommended for first year scouts due to safety concerns. Supplies are available at the Trading Post for purchase. Bring Totin' Chip Card and a small pocket knife (1-1/2 - 2in) lock blade.

INTRODUCTION

All scouts deserve well trained leaders. All well-trained leaders deserve more well-trained leaders. As the scout motto says, adult leaders need to Be Prepared for all the possibilities that scouting may throw at us from weekly unit meetings to branching out and trying new outdoor adventures. While scouts are learning through hands on outdoor experiences, you could be learning through hands on outdoor experiences. Learn from the finest Counselors and Scout volunteers from the Grand Canyon Council and walk away from camp earning as much as the scouts in your unit. Scoutmaster Training at Camp Geronimo can help you grow your unit and retention of scouts by offering you unique skills and resources to help strengthen your adult leadership.

Camp Geronimo prides itself on offering both basic and advanced trainings for our adult leaders. Throughout the week, many sessions are offered that will allow new leaders to become fully trained, allow relatively experienced leaders to learn more, and encourage your unit's most experienced adults to expand their knowledge and skills in order to deliver the best program possible for your unit back home.

With the philosophy that summer camp is an excellent opportunity for adult training, we are proud to offer a diverse curriculum. Our training requires your unit's leaders to show up, listen, and participate (at no cost). This guide will give your unit leadership an understanding of the courses offered this summer. If interested in these courses, simply sign up in the dining hall on Sunday during check in or find the scoutmaster trainer at breakfast the morning of the training.

COURSE OVERVIEW *(Days and Times for trainings are subject to change.)*

COURSE	DAYS AND TIMES	DESCRIPTION	REQUIRED MATERIALS
Scoutmaster/ Assistant Scoutmaster Specific Training	Mondays 8:00 AM – 12:00 PM (4 hours)	Beginner - BSA's first official course required for new leaders to become fully trained in running troop meetings and learning your role as a SM/ASM.	A scouting spirit Willingness to Learn Notebook/Pen Water
Introduction to Outdoor Leadership Skills (IOLS) *Please pay course fee of \$20 before arriving at camp.	Tuesdays 8:00 AM – 12:00 PM 6:45 PM – 9:00 PM (Evening Hike) Wednesdays 8:00 AM – 12:00 PM (10 hours)	Beginner - BSA's Second Official course required for new leaders to become fully trained in leading troop outings and overnight activities.	A scouting spirit Willingness to Learn Notebook/Pen Water Day Pack for evening Hike Flashlight
Climb on Safely	Tuesdays 4:00 PM – 5:00 PM (1 hour)	Beginner/Intermediate - BSA's official course on safe practices for units interested in climbing activities.	A scouting spirit Willingness to Learn Notebook/Pen Water

COURSE OVERVIEW (CONT.) *(Days and Times for trainings are subject to change.)*

COURSE	DAYS AND TIMES	DESCRIPTION	REQUIRED MATERIALS
Hazardous Weather	Wednesdays 4:00 PM – 4:30 PM (30 Minutes)	Beginner/Intermediate - Learn about BSA's official policies for handling hazardous weather for outdoor activities.	A scouting spirit Willingness to Learn Notebook/Pen Water
Safe Swim Defense and Safety Afloat	Thursdays 8:00 AM – 9:30 AM (Two 45-minute blocks)	Beginner/Intermediate - BSA's official course on safe swimming and boating practices.	A scouting spirit Willingness to Learn Notebook/Pen Water
Introduction to STEM	Thursdays 11:00 AM – 12:00 PM (1 Hour)	Beginner/Intermediate - This course will help understand STEM and its current role in Scouting.	A scouting spirit Willingness to Learn Notebook/Pen Water
Red Cross CPR/AED/First Aid *Please pay course fee of \$50 before arriving at camp.	Monday, Tuesday, and Wednesday 2:00 PM - 4:00 PM *must have min. sign up of 6 to run	CPR & First Aid are required for virtually any scout activity. Why not knock it out at camp?	Trail pad for kneeling Water
Fundamentals of Training	Fridays 8:00 AM – 12:00 PM (4 hours)	Intermediate/Advanced - The first of 3 courses dedicated to developing strong trainers based from team-based learning skills.	A scouting spirit Willingness to Learn Notebook/Pen Water
Swim and Water Rescue *Please pay course fee of \$20 before arriving at camp.	Mondays and Tuesdays 8:00 AM – 12:00 PM (Two 4-hour Days)	Intermediate/Advanced - Complete the training to qualify as a Unit level qualified personnel for water activities at a pool or lake.	A scouting spirit Willingness to Learn Notebook/Pen Water Swimsuit Sunscreen Towel
Paddle Craft Safety *Please pay course fee of \$20 before arriving at camp.	Wednesdays and Thursdays 8:00 AM – 12:00 PM (Two 4 Hour days)	Intermediate/Advanced - Complete this training to qualify as a unit level qualified personnel for water-based activities such as canoeing, kayaking and row-boating.	A scouting spirit Willingness to Learn Notebook/Pen Water Swimsuit Sunscreen Towel Water shoes

**All Adult Leader Training courses are scheduled to begin at the Commissioner Shack- except for Swim and Water Rescue and Paddle Craft Safety which will meet at the Pool on their respective dates. Listen to Morning Announcements to confirm location.*

ADULT LEADER PROGRAMS

In addition to the trainings offered to adult leaders, several recreational and informative programs may be provided throughout your unit's week at camp. These include:

- Friends of Geronimo
- Scoutmaster Service Project
- Scoutmaster Splash

IN DEPTH COURSE DESCRIPTION

Below are descriptions of some of the courses offered at Camp Geronimo.

INTRODUCTION TO OUTDOOR LEADER SKILLS

The Grand Canyon Council invites you to participate in Introduction to Outdoor Leader Skills (IOLS). This course is a fun-filled program of hands-on training designed to help you master basic camp skills required for Tenderfoot to First Class. We highly recommend that leaders new to scouting consider this course.

Instructors will help participants master the basic outdoor skills of Scouting. IOLS is designed to increase your comfort level and give you confidence as a trained, skilled leader. The program will also give you the opportunity to work with other Scout leaders from across the country.

\$20 course fee, to be paid with registration through the Grand Canyon Council or at the Trading Post prior to start of the course.



Tentative Course Schedule

TUESDAY

- 8:00 AM – 12:00 PM — Introduction (15 minutes), Wood Tools and Fire Site prep (90 minutes), knots and rope skills (90 minutes), Flags (15 Minutes), and Outdoor Ethics (30 minutes)
- 6:45 PM – 9:00 PM - Evening Hike (not an overnigher) – campsite selection (30 Minutes), hiking and packing (1 Hour), and Campfire Program (30 Minutes)

WEDNESDAY

- 8:00 AM– 12:00 PM — Interfaith Service (15 minutes), Trek Safely (90 minutes), Plant and Animal Identification (90 minutes), Cooking demo (1 hour) and conclusion (15 Minutes)

THE HIKE:

The backcountry portion of the training will give firsthand experience in practicing the skills acquired in IOLS. We will be hiking on the beautiful trails of Camp Geronimo, and we have chosen a trail that is not particularly strenuous, and that offers all trainees the opportunity to see the peaceful and beautiful parts of the Mogollon Rim. The hike will be required for you to complete the training, so please consider that when signing up, and bring a daypack to carry water and necessary things.

SWIM AND WATER RESCUE

Training for BSA Swimming & Water Rescue provides BSA leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. It expands the awareness instruction provided by Safe Swim Defense training. Persons completing the training should be better able to assess their preparation to supervise unit swimming events. The BSA recommends that at least one person with this training is present to assist with supervision whenever a unit swims at a location that does not provide lifeguards. This training is open to any registered adult leader, Scout, Venture Scout, or Explorer who is age 15 or older. A council approved instructor must directly supervise all training. The course takes approximately eight hours and is valid for three years.



Although the training is consistent with training provided professional lifeguards, the Swimming & Water Rescue course is not a lifeguard training course and is not a substitute for BSA Lifeguard training for summer camp aquatics staff. On the other hand, this course addresses important information that may not be covered in generic lifeguard training programs such as: preventative measures, including the buddy system and swim classification tests; how to set up a safe swim area in diverse situations; the use of non-standard rescue equipment; and emergency action plans in remote settings. Therefore, BSA leaders with lifeguard training from other agencies are encouraged to complete this course prior to supervising unit swim activities in remote settings. A 'challenge' option is provided to foster cross-training of individuals with training from other agencies.

Adult and youth first aid training, including CPR, is an important safety consideration for all Scouting activities, not just swimming. First aid training is not included in the Swimming & Water Rescue course with the expectation the leader has addressed this need separately, as noted in the course material and on the training card.

\$20 course fee, to be paid through online registration prior to camp.

AGE AND PHYSICAL FITNESS:

1. Be 15 years old or older prior to training; Submit written evidence of physical fitness; Complete Safe Swim Defense training
2. Swimming Ability:
 - A. Complete the BSA Swimmer Test: Jump feetfirst into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.
 - B. Recover a 10-pound weight from 8 feet of water.

PADDLE CRAFT SAFETY

Float trips are popular Boy Scout, Venturing, and Sea Scout activities. Safety Afloat awareness training provides guidelines for safe float trips and is required of unit leaders but does not provide the skill training mandated by those guidelines. BSA Paddle Craft Safety expands Safety Afloat training to include the skills, as well as the knowledge, needed for a unit leader to confidently supervise canoeing or kayaking excursions.



The program contains four separate modules. Basic canoeing and basic kayaking options cover flat water skills. River canoeing and river kayaking options build on the basic programs to include moving water. Persons completing the training should be better prepared to supervise paddle craft activities. The training is open to any registered adult leader, Scout, Venture Scout, Sea Scout, or Explorer who is age 15 or older. The training must be conducted by a council approved instructor and is valid for three years. Each module takes approximately eight hours.

Adult and youth first aid training, including CPR, is an important safety consideration for all Scouting activities, not just boating. First aid training is not included in the Paddle Craft Safety course with the expectation that the leader has addressed that need separately, as noted in the course material and on the training card.

Float trips that last overnight also require camping skills. Since Scouting emphasizes outdoor skills in many programs, only select items specific to canoeing or kayaking are reviewed in the course material.

\$20 course fee, to be prepaid through camp registration.

PREREQUISITES:

1. Be age 15 years old or older prior to training; Submit written evidence of physical fitness; Complete Safety Afloat training.
2. Swimming Ability: Complete the BSA swimmer test: Jump feetfirst into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.

FUNDAMENTALS OF TRAINING

Welcome to The Fundamentals of Training. This is the first part of the three-part train-the trainer continuum (T3) in Scouting and is intended for both youth and adult trainers. This session is designed to introduce new Scouting trainers to teaching techniques and skills.

Most of the BSA's instructor-led training is designed around a variation of what educators are calling the "team-based learning model." Using small groups, team-based learning promotes learning and team development through frequent and immediate feedback by a facilitator/ instructor. It helps members learn from each other during and after the course. The team-based learning approach is similar to the patrol method Scouting has used for more than a century all over the world. The patrol method has proven effective in operating a den, patrol, squad, and crew, as well as in learning. We will use this method throughout the course.

This first part of the T3 continuum, The Fundamentals of Training, is designed to help Scouters, regardless of their experience, present effective training. The course will also help those who might have trained for other organizations learn the BSA's training techniques. And, it will help freshen up the skills of current BSA trainers.

Upon completion of The Fundamentals of Training, new trainers will be able to apply the techniques they have learned across the BSA's leadership development programs, from unit level youth leader training taught by youth for youth, to position-specific and supplemental training for adult leaders. Upon completion of this first part, new trainers are coached and mentored by experienced trainers as they become comfortable with and confident in their training skills.

BROWNSEA ISLAND - PROGRAM INFORMATION

Brownsea Island Adventure (BSI) is designed for Scouts who have just joined a troop or have just graduated from Webelos. The program completes most requirements for Tenderfoot and Second Class, and many requirements for First Class, but can be tailored, to an extent, to suit the needs of the Scouts in your troop. This is a transitional program to help Scouts understand the patrol method, learn basic Scout skills, and experience many of the programs available at Summer Camp.



PROGRAM GOALS:

- To provide a well-organized program based upon the Patrol Method lead by qualified instructors.
- To maintain a ratio of 1 instructor to 12 Scouts.
- To teach the basic skills necessary to succeed in Scouting and the outdoor program.
- To instill a respect for the Scouting Methods and Ideals found in the Outdoor Code and Scout Law.
- To provide an exciting and memorable summer camp experience.

BEFORE SENDING SCOUTS THROUGH BROWNSEA ISLAND ADVENTURE (BSI)

- Help the boys earn the Scout rank prior to summer camp.
- Ask the Troop Guide or an older Scout to show the new boys how to use and update their information in the Scout Handbook.
- If your troop has more than three boys participating in the program, we ask that you provide an adult leader to assist the Patrol Guides throughout the week. This is an excellent opportunity for the new leader in your troop to learn about Scouting. Troops may rotate the leader through the week as needed.
- Host a shakedown at a troop meeting prior to camp to make sure that the Scouts have all the equipment they will need for the week. Refer to the [Equipment List](#) in the [Administrative Guide](#). Required items: rain gear, flashlight, water bottle, and backpack. Items needed daily: water bottle, pen and paper, and BSI passport. Optional Items: compass, pocket knife, and camera.

YOUR WEEK IN BROWNSEA ISLAND

The Brownsea program kicks off at 8:00AM on Monday morning with an opening Ceremony in the Brownsea Island Program Area (near the Commissioner Shack). During this ceremony Scouts will be grouped into patrols and meet their Brownsea Island Guide—an experienced Scout who will work with them through the week as an instructor and mentor. Scouts will be matched with other boys who are similar in rank and experience to increase program flexibility and allow the patrols to work on appropriate material for their skill level. We will attempt to place troop members in the same patrol. Scouts will be presented with a passport and walking staff to keep with them at all times during the week. The passport will chart their progress towards the advancement requirements of Tenderfoot through First Class. Below is a sample day for Scouts in Brownsea. (Schedule will vary from day to day).

8:00 - 8:15AM	Opening Ceremony – Opening Ceremony will be in Amphitheater
8:30 - 11:50AM	Patrol Time – Specific time at a secluded site to work with the Patrol Guide on rank requirements and prepare for the troop competition.
12:20 - 1:30PM	Lunch and Free Time
2:00 - 4:00PM	Merit Badge Option – Opportunity to take Swimming and/or First Aid merit badges in the afternoon

In addition, a day will be scheduled for the troop 5-mile hike on well-established trails surrounding camp with their patrol. That evening, they will cook dinner and participate in a special Brownsea Island campfire. This is a highlight experience for the Scouts. We ask that a leader from your troop please attend the hike with your Brownsea Scouts.

EXTRA PROGRAMMING

One day during lunch, or whenever your Brownsea Island Scouts are scheduled, there will also be an opportunity to shoot rifles (and possibly archery) without having to compete with older scouts. This open time for only BSI Scouts allows them to experience other programs at camp and see the fun opportunities that await if they return next year. Finally, at least one day of the week there will be a Brownsea Island evening program in addition to the special campfire on the evening of the hike.

SCHEDULE FLEXIBILITY

Each Patrol Guide is given the flexibility to structure the week to maximize their patrol's learning and enjoyment of camp. Therefore, the times listed above provide a good outline, but not a definitive schedule, for each patrol. Other activities guides may include these in their schedule:

- Touring the camp and explaining the activities at different program areas. This builds enthusiasm in new Scouts by showing them the things they can look forward to when they return to camp next year.
- Participate in various evening activities as a patrol to sample program areas such as shooting sports, handicraft or nature.
- Inter-Patrol Competitions-challenge another patrol to a game of volley- ball or steal the bacon to build Scout spirit and have fun.

GETTING THE MOST FROM THE PROGRAM

In order for your Scouts to truly take advantage of the Brownsea Program, there must be a leader committed to working with the boys throughout the week. For example, leaders should ask to see the Scout's passports each night and test them on what they have learned. If you, as a leader, are satisfied with the Scout's knowledge, then sign off the requirement in the handbook. Though there will be informational meetings throughout the week, we encourage you to seek out the Brownsea Director if you have any questions or concerns.

FISH CAMP - PROGRAM INFORMATION

Fish Camp is a high-end angling program offered by Trout Unlimited and the Grand Canyon Council, BSA. This is not your grandfather's cane pole fishing experience—participants will learn the ecology necessary to select proper fly or bait, understand where to cast, and master the art provoking fish to attack your fly or lure. Interested scouts will earn and learn both Fishing and Fly-Fishing Merit badges as they become proficient in technical skills like casting and fly tying. Join our expert staff and fish the beautiful streams and lakes of Northern Arizona in this unique scouting adventure.



BEFORE CAMP

Who can attend Fish Camp?

Any registered Scout who is at least 13 years old by camp. Also, those who attend must be able to pass the BSA Swimmer's Test. Girls under 18 are encouraged to participate in this program, but they may need to provide a female adult leader, please contact the Camp Register to inquire.

Can leaders attend?

Absolutely! Fish Camp provides the primary leadership, but other adult leaders are encouraged to attend along with their Scouts.

Where do we stay and eat?

Participants will be housed in cabins at R-C Scout Ranch and will use the R-C Dining Hall. All participants should check in on Sunday at Camp Geronimo in order to turn in the medical form and take the BSA Swimmer Test.

How do we travel?

Fish Camp will provide a 15-Passenger Van to transport participants to the various fishing locations and learning experiences.

What do I bring?

Most anglers are comfortable with their own gear and we encourage you to bring your own gear; however, the camp will have rods and equipment necessary to support those without gear. All participants will be receiving some awesome fishing swag. Please see the attached packing list in order to be prepared for the week.

How Do I Get a Fishing License?

All participants 18 and under will receive a free AZ Hunting and Fishing License Adults should go to the AZGF website (<https://fishaz.azgfd.com/license-info/>) and purchase a license. Bring the license with you to camp.

Can I still participate in the OA Ceremony on Friday?

Yes, participants traveling with a troop will be returned to Geronimo on Friday night after dinner. Please make sure you bring a tent in case the campsite at Geronimo is full Friday night. Participants who are participating without their unit can be picked up at R-C Scout Ranch after 6:00 pm on Friday or Saturday morning at 8:00 am.

ARRIVAL ON SUNDAY

All participants should arrive at Geronimo by 1:00 pm to go through check-in, medical check, and take the BSA Swimmer Test. Fish Camp participants will meet their program director in the dining hall and he or she will give additional information about the week. The shuttle to R-C will leave around 4:30 so please arrive at camp around 1:00 to give time for the check-in process. If an adult is participating and drove to camp, he or she is more than welcome to drive their vehicle to R-C.

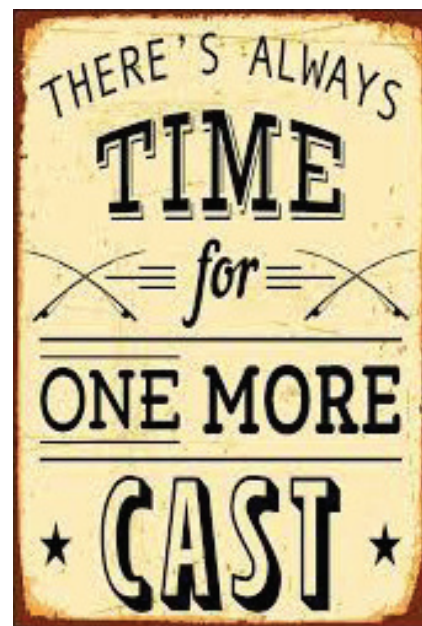
REMEMBER TO BRING

- BSA Medical Form: <http://www.scouting.org/scoutsorce/HealthandSafety/ahmr.aspx>
- Tour Plan (out of council)
- Proof of unit Insurance
- AZ Fishing License (Adult participants only)

A WEEK AT FISH CAMP

Here is a sample of some things we will be doing throughout the week:

- Knot tying
- Casting
- Entomology and using a seine to capture aquatic invertebrates
- Visit to Tonto Creek Fish Hatchery
- Water and soil conservation, including Leave No Trace
- Fishing First Aid
- Fishing Woods Canyon, Willow Spring, Christopher Creek, Tonto Creek, and Green Valley Lakes
- Fish anatomy and dissection
- Night fishing experience
- Enjoying meals of fresh fish



ADVANCED OPPORTUNITIES

The purpose of Fish Camp is not to sit in class and earn merit badges, we want our participants to be in the field fishing. That said, to become an excellent angler you will be exposed both knowledge and skills that will count toward requirements that will count toward merit badge requirements.

- Fishing Merit Badge
- Fly Fishing Merit Badge
- Fish & Wildlife Management Merit Badge
- Soil & Water Conservation
- Cooking Merit Badge (some requirements are covered while cooking in camp)

FRIDAY NIGHT

The program will conclude Friday evening after dinner and a brief graduation ceremony. Participants may either head home, spend the night at R-C, or head back to Geronimo and join their troop for the closing campfire and Order of the Arrow Ceremony. Please let staff know your plans during Sunday check-in.



FISH CAMP - EQUIPMENT LIST

CLOTHING

- Scout Uniform (for travel and campfire)
- 2 shorts
- Swimsuit
- 5 tee shirts
- Wicking long underwear (optional)
- Fleece or wool vest or jacket
- One pair long pants
- Rain jacket
- Socks and underwear
- Wide brimmed hat
- Water shoes (Due to sharp rocks, we recommend closed toe shoes, not sandals; no flip-flops)
- A pair of shoes to wear around camp

FISHING GEAR

The Grand Canyon Council and Arizona Council of Trout Unlimited are furnishing all fishing equipment needed. You may bring your own fishing gear if you wish. Fish Camp is not responsible for the loss or damage of personal equipment

- Fishing equipment #
- Fly-Rod, reel, line, leaders, tippet #
- Spinning gear #
- Fishing License *
- Fly box & flies *
- Fly-tying vice & equipment #
- Fishing vest or sling pack (Fish Camp is furnishing packs) *
- Hemostat, nippers, flies, tippet, leaders *
- A year's membership in Trout Unlimited

**Through the generous donations of Trout Unlimited, each scout will receive these items as a part of their registration: # Equipment available to use*



PERSONAL ITEMS

- Bandanna
- Towel and wash cloth
- Pocketknife
- Lip balm
- Sunscreen
- Toothbrush and toothpaste
- Sunglasses—Polarized
- Waterproof watch
- Whistle
- Sleeping Bag or Twin-Size Sheet and Blanket
- Day Pack
- Flashlight
- 2 Water Bottles



R-C SCOUT RANCH

19887 AZ-260, Payson AZ 85541
Emergency Contact Number: (928) 478-4500
<http://www.r-cscoutranch.org/summer-camps/>

SPADE RANCH ADVENTURE - PROGRAM INFORMATION

Conquer your fears and face the challenge of a lifetime in this exciting a la carte program designed older youth and adults.



PREPARE FOR THE ADVENTURE

Who can participate?	Scouts who are at least 13 years old by January 1 of the year attending. Participants must be able to pass the BSA Swimmer's Test in order to participate in the water activities.
What kind of leadership do we need?	Our program staff provides the primary adult leadership for Spade Ranch Adventure Groups during activity and travel; however, we encourage adults to participate (why should the kids have all the fun?). If your unit plans to register youth females, please also register an adult female to ensure we meet YPT Guidelines.
How do we get to all of the activities?	The Spade Ranch Staff will provide transportation to and from all activities in either buses or vans.
Where will we stay?	Participants will stay at Geronimo either with their own unit or in provisional sites dedicated to Spade Ranch Adventure. We will have one overnight outside of Geronimo.
With whom will we participate?	Participants will be combined into groups of 8 scouts and adult leaders. We may combine groups for some events. When possible, depending on size, we will group the participants from your unit together.
What kind of special gear do I need?	Spade Ranch Adventure provides certified, high-quality gear for all of its activities. However, each program requires specific personal gear (see page 2) that helps to ensure your safety and enjoyment of the program: (A small backpack with a waist strap will be helpful for carrying gear to and from programs).



FORMS TO BRING

- BSA National Medical Form
- Signed ATV Waiver

SPADE RANCH ADVENTURE - **YOUR WEEK AT CAMP**

SUNDAY

- Arrive at camp and go through the normal check in procedure with your troop. All Spade Ranch participants should stop by the Dining Hall to meet the Spade Ranch Director and receive an overview of the week's activities. All participants must take the swimmer test on Sunday.

MONDAY - FRIDAY

- Your schedule will depend upon which activity your group will be doing that day. All the activities will start after breakfast, so be prepared and bring all the items necessary for that day's activity. There will be a one out-of-camp experience.

FRIDAY NIGHT AFTER CLOSING CAMPFIRE

- Have Scouts pack all their belongings except those needed Friday night and Saturday morning.
- Pack all troop gear.
- Check to make sure you received the correct number of participant's patches.
- Complete the camp evaluation and reserve your spot for next year.

SPECIFIC GEAR NEEDED FOR SPADE RANCH ADVENTURE:

Caving	<ul style="list-style-type: none">• Long pants• Long-sleeve shirt• Change of clothes & shoes for ride back	<ul style="list-style-type: none">• Closed-toe shoes• Water bottle• 1 small flashlight
NOTE: Cave mud will permanently stain clothing!		
ATV	<ul style="list-style-type: none">• Daypack• Long pants• Overnight bag with toiletries and sleeping bag• Rain gear• Gloves	<ul style="list-style-type: none">• Water bottle• Bug spray• Sunscreen• Boots or sturdy shoes (climbing shoes if you have them)
Canoeing	<ul style="list-style-type: none">• Closed-toe shoes• Bathing suit• Hat• Sunscreen	<ul style="list-style-type: none">• Water bottle• Sunglasses• Dry clothes for ride home
Canyoneering	<ul style="list-style-type: none">• Swimsuit with spandex shorts or leggings (wetsuit optional)• Day pack that has a waste strap• Dry bag 10L - 20L (must fit in day pack)	<ul style="list-style-type: none">• Hiking water shoes or sport shoes that can get wet• Change of clothes and shoes to dry hike in (minimum change of socks and shoes)• \$20 to buy dinner inn Payson, AZ (if time permits)
Mountain Biking	<ul style="list-style-type: none">• Pants• Closed toed shoes• Sunscreen	<ul style="list-style-type: none">• Personal biking gear and Mountain Bike

Participants may bring personal gear for any of the activities listed, but cannot be used until & unless it passes staff inspection.



Caving – Cavers will explore one of the many caves located along the Mogollon Rim.



Canyoneering – Canyoneering is the exploration of a canyon from point A to point B using a range of techniques that include hiking, scrambling, sliding, stemming, chimneying and rappelling. Imagine extreme hiking with a harness, a helmet and appropriate rope systems. Think reverse climbing and scrambling with a little butt-sliding. Maybe even a lot of butt-sliding. Canyoneering is the intimate exploration of forgotten Earth. It is poetry in movement. Put on your game face and get ready to climb, swim, and hike your way through a local box canyon.

Natural Rock Climbing at Blue Ridge Reservoir – If you like the feel of a climbing harness, the cool touch of natural rock, and the taste of sweat as adrenaline pumps through your system, then this is the program for you. Scouts will learn basic climbing skills on the cliffs of Blue Ridge Reservoir. Participants will spend one night at the reservoir. Canoeing will be available if participants finish climbing early or as an alternative.



All Terrain Vehicle (ATV) (limited to 8 per class) – ATV will spend the entire day learning how to safely control and maintain an ATV, while completing the ATV Safety Riders Course. There will be a trail ride after the successful completion of the course through the scenic area surrounding Camp Geronimo. The ATV Institute requires that all participants wear long sleeves, long pants, and over-the-ankle boots. Participants must bring these items to camp if they wish to participate in the ATV program.



Mountain Biking – Participants will have an introductory class on the principles and techniques of Mtn Biking including short and long rides through and on trails around Camp Geronimo.





Boy Scouts ASI *RiderCourse*SM Waiver & Indemnification Agreement

IMPORTANT INFORMATION – YOU MUST READ AND SIGN THIS WAIVER & INDEMNIFICATION PRIOR TO CLASS

ASI *RiderCourse*SM Waiver & Indemnification Agreement

Participation in this course requires physical stamina, motor coordination, and mental alertness. The undersigned hereby attests that he/she has no known physical or mental limitations and has not used any form of alcohol, prescription, or non-prescription drugs that could impair his/her performance in this course. Participants under 18 years of age must have this form signed by a parent or guardian.

I. READ CAREFULLY: THIS SECTION IS A LEGAL RELEASE, ASSUMPTION OF RISK, WAIVER, AND COVENANT NOT TO SUE AGREEMENT

In consideration of the ATV Safety Institute, the Specialty Vehicle Institute of America, the owner of the training ATV, and the owner of the land upon which training occurs, including all of the aforementioned parties' members, employees, officers, instructors and/or agents (the *RiderCourse* Providers"), furnishing services, vehicles, equipment, and/or curriculum to enable me to participate in the *ATV RiderCourse*, I agree as follows:

I fully understand and acknowledge that: (a) there are DANGERS AND RISKS OR INJURY, DAMAGE, OR DEATH that exist in my use of ATVs and ATV equipment and my participation in the *ATV RiderCourse* activities; (b) my participation in such activities and/or use of such equipment may result in injury or illness including, but not limited to, BODILY INJURY, DISEASE, STRAINS, FRACTURES, PARTIAL OR TOTAL PARALYSIS, OTHER AILMENTS THAT COULD CAUSE SERIOUS DISABILITY, OR DEATH; (c) these risks and dangers may be caused by the negligence of the *RiderCourse* participants, and may arise from foreseeable or unforeseeable causes; and (d) by participating in these activities and/or using the vehicles and equipment, I, on behalf of myself, my personal representatives and my heirs, hereby assume all risks and all responsibility, and agree to release the *RiderCourse* Providers or any other person. If I have brought an ATV to use in the *ATV RiderCourse*, I also agree that this release applies to any damage that occurs to the ATV during the *ATV RiderCourse*.

I agree and understand that, on behalf of myself, my personal representatives and my heirs, I am relinquishing any and all rights I now have or may have in the future to sue the *RiderCourse* Providers for any and all injury, damage, or death I may suffer arising from my participation in the *ATV RiderCourse*, including claims based on the *RiderCourse* Providers' negligence.

I HAVE READ THIS RELEASE AGREEMENT AND BY SIGNING BELOW I AGREE IT IS MY INTENTION TO ASSUME ALL RISKS AND RELEASE THE ABOVE-NAMED *RIDER COURSE* PROVIDERS FROM LIABILITY FOR PERSONAL INJURY, PROPERTY DAMAGE OR WRONGFUL DEATH CAUSED BY NEGLIGENCE OR ANY OTHER CAUSE AND ARISING FROM PARTICIPATING IN THE *ATV RIDER COURSE*. I have had the opportunity to ask any questions about the above and I understand its terms and meaning.

II. READ CAREFULLY: THIS SECTION IS AN INDEMNIFICATION AND HOLD HARMLESS AGREEMENT

In consideration of the ATV Safety Institute, the Specialty Vehicle Institute of America, the owner of the training ATV, and the owner of the land upon which training occurs, including all of the aforementioned parties' members, employees, officers, instructors and/or agents (the "*RiderCourse* Providers"), furnishing services, vehicles, equipment, and/or curriculum to enable me to participate in the *ATV RiderCourse*, I agree as follows:

I, on behalf of myself, my personal representatives and my heirs, agree to hold harmless, defend, and indemnify the *RiderCourse* Providers from any and all claims, suits, or causes of action for bodily injury, property damage, or



Boy Scouts
ASI ATV RiderCourseSM Waiver & Indemnification Agreement

other damages which may arise out of my use of ATVs and ATV equipment or my participation in the ATV *RiderCourse* activities, including claims arising from the *RiderCourse* Providers' or any other party's negligence.

I HAVE READ THIS INDEMNIFICATION AND HOLD HARMLESS AGREEMENT AND BY SIGNING BELOW I AGREE IT IS MY INTENTION TO ACCEPT LEGAL RESPONSIBILITY AND PAY FOR ANY LOSS FOR CLAIMS OR LAWSUITS AGAINST THE ABOVE-NAMED *RIDERCOURSE* PROVIDERS ARISING FROM MY PARTICIPATION IN THE ATV *RIDERCOURSE*. I have had the opportunity to ask any questions about the above and I understand its terms and meaning.

THE SIGNATURES ON THE ATTACHED FORMS INDICATE THAT THE PERSONS LISTED HAVE READ, UNDERSTAND AND AGREE TO THE ABOVE ALL-TERRAIN VEHICLE ATV *RIDERCOURSE* WAIVER & INDEMNIFICATION AGREEMENT.

I have read and agree with the ATV *RiderCourse* Waiver & Indemnification Agreement. I certify the information entered below is true.

Last Name: _____ First: _____ MI: _____ Date of Birth: ___ / ___ / ___
(Please print) (Required)

Address: _____ City: _____ State: _____ ZIP: _____

Phone: () _____ Email: _____ Sex: M F

Have you had any previous ATV experience? (circle) YES or NO

Student Signature (parent or guardian if under 18): _____

National Youth Leadership Training (NYLT) is an exciting, action-packed program designed to provide youth with leadership skills and experiences they can use in their home troops and in other situations demanding leadership of self and others. The NYLT course centers around the concepts of what a leader must BE, what he must KNOW, and what he must DO. The key elements are then taught with a clear focus on HOW TO. The skills come alive during the week as the patrol goes on a Quest for the Meaning of Leadership.



What is NYLT?

Built on the legacy of past JLT successes, the new NYLT integrates the best of modern leadership theory with the traditional strengths of the Scouting experience. Through activities, presentations, challenges, discussions, and audio-visual support, NYLT participants will be engaged in a unified approach to leadership that will give them the skill and confidence to lead well. Through a wide range of activities, games, and adventures, participants will work and play together as they put into action the best Scouting has to offer.

How long is the course? NYLT is a six-day course. Content is delivered in a troop and patrol outdoor setting with an emphasis on immediate application of learning in a fun environment. Interconnecting concepts and work processes are introduced early, built upon, and aided by the use of memory aids, which allows participants to understand and employ the leadership skills much faster.

Who can Attend?

- Must be a registered member of a Scouting unit.
- Must have a current BSA Health and Medical Record form parts A, B, and C.
- As of March 1, 2019, Scouts BSA members (male and female) must be at least 13, be First Class Rank, and must have completed Introduction to Leadership Skills for Troops.
- Venturers and Sea Scouts (male and female) must be at least 14, or 13 and have completed eighth grade, and fall within the maximum age allowance for their program. They must have completed Introduction to Leadership Skills for Crews or Ships. It is recommended that they have had at least one year of camping experience. While NYLT is not an outdoor skills course, it is important that each participant have basic camping and outdoor cooking experience.
- Have a unit leader recommendation.

Session	2020 Dates	Location	Director
NYLT #1	May 25 - May 30	Geronimo (Payson)	Sarah Sokiveta
NYLT #2	June 29 - July 4	Geronimo (Payson)	Michael Gaffney

For more information or to sign up go to: <https://www.grandcanyonbsa.org/nylt>

CIT - COUNSELOR IN TRAINING PROGRAM

Scouts aged 14 - 15 who have an interest in serving Camp Geronimo as a Counselor in Training will experience a new curriculum in the 2020 season that is aimed to develop their leadership, customer service, teaching and self. Counselors in Training will apply through Grand Canyon Council Website: _____ and will interview with Program Directors at Heard Scout Pueblo on January 11, 2020. Additional opportunities for interviews will be set up through phone interviews with the Camp Trainer in March, 2020 pending availability of open positions.

There will be Two 3-week sessions for Counselors in Training held in the 2020 Season. Each session will utilize the Patrol Method in providing Counselors in Training with a true scouting experience. CIT's will gain experience rotating through two or three program areas around Camp Geronimo to understand how staff members and area directors provide the mountain top experience to all campers. CITs will work most mornings in their assigned program areas from 8 am to 12 pm. In the afternoons, CITs will be provided with a robust curriculum that instills leadership, customer service, teaching strategies and an understanding of who they are as they build a resume of skills to build them up to be future counselors and area directors. Over the course of the 3-week session, Counselors in Training will go from shadowing their counselor counterparts to instructing a portion of a lesson to delivering a full lesson in their program area that is engaging and compelling to campers.

Some of the highlights of this new curriculum for Counselors in Training are:

- Cross Training in 2-3 program areas
- Customer Service training inspired by Disney based models
- Leadership skills inspired by NYLT and Wood Badge Trainings
- Teaching and Training models developed by professional teachers
- Life skills training to prepare CITs in marketing themselves through resume building activities

The two CIT Sessions are capped at 20 CITs for each session, and attendance of all 3 weeks is required for the certificate of completion. Check in for the sessions will be on the first Sunday morning from 8 am -10 am with move in and the first introductory trainings to be conducted in the afternoon of the May 31st and June 21st respectfully.

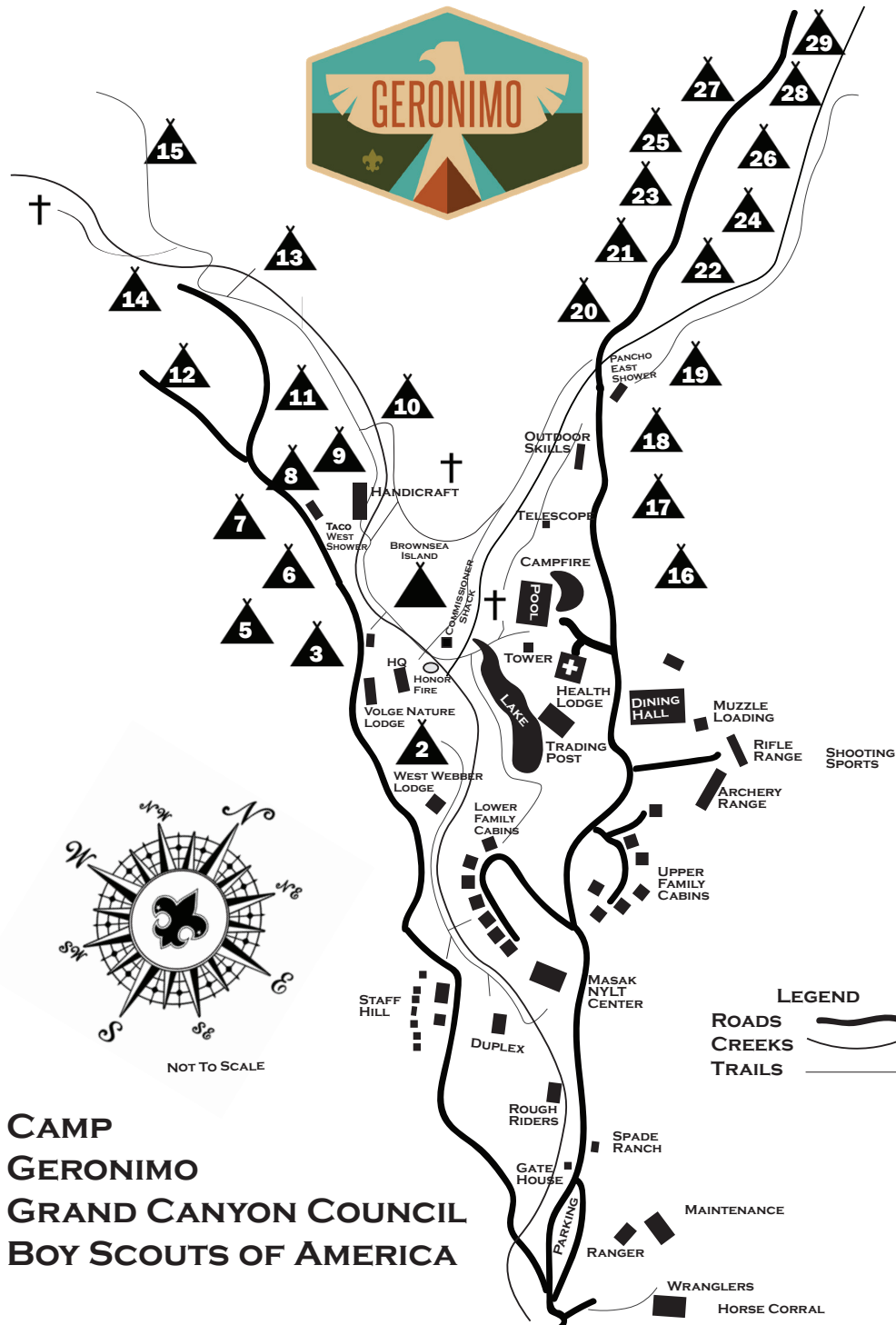
Session 1: Sunday May 31st, 2020 – Saturday June 20th, 2020

Session 2: Sunday June 21st, 2020 – Saturday July 11th, 2020

CIT - COUNSELOR IN TRAINING SCHEDULE

Camp Geronimo Counselor in Training Program Overview								
	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday		
	5/31 or 6/21	6/1 or 6/22	6/2 or 6/23	6/3 or 6/24	6/4 or 6/25	6/5 or 6/26		
	Saturday					Saturday		
	6/6 or 6/27					6/6 or 6/27		
Week 1 Session 1 - 5/31 - 6/6 Session 2 - 6/21 - 6/27 CIT Check in Sunday 5/31 or 6/21 - 8 AM - 11 AM	Day 1 - AM Check in and Move In 8:00 AM - 11:00 AM - Meet the CIT Trainer at the Parking lot to find out your living accommodations and to get moved in to start your CIT session.	Day 2 - 8:00 AM - 12:00 PM Program Area Day 1 - Shadow - Work with your Program Area Director and team to shadow through several classes to understand the Program Area and to observe various teaching strategies.	Day 3 - 8:00 AM - 12:00 PM Program Area Day 2 - Shadow/Instruction - Group Game- On your second day of shadowing, you will observe a day of game/learning activity that you will lead in class later in the day to begin understanding how to teach/lead a class.	Day 4 - 8:00 AM - 12:00 PM Program Area Day 3 - Mini lesson instruction - work with your program area director to decide on a 5 - 10 minute lesson that you'll observe and reteach using the skills developed on day 3. This is a trial run.	Day 5 - 8:00 AM - 12:00 PM Observation/Check in - 1 - During the morning session - the CIT trainer will visit by your program area to do a quick observation and will check in with Program Area Directors to develop a training plan aligned with personal SMART goals.	Day 6 - 8:00 AM - 12:00 PM Program Area Work Day - Working with program area director and staff to help teach, grade assignments and record the completions for the Class as needed.	Day 7 - 8:00 am - 12:00 PM Camp Clean Up and Duty Rotations - the CIT team will help the staff of camp in cleaning up after the first session of campers in preparation for week 2.	
	Day 1 - Introduction/Overview and Program Area Selection - 1:00 PM - 4:00 PM - Meet the CIT Trainer to get familiar with Camp Geronimo, staff expectations and to work with your first week program area director to learn about your role on our team.	Day 2 - 2:00 PM - 4:00 PM Guest Service 101 - Learn through practice and role play how top companies use the scouting spirit to offer guests top notch customer service and how you can help Camp Geronimo shine as the jewel of the West.	Day 3 - 2:00 PM - 4:00 PM The EDGE Method and Teaching Day 1 - Understand and practice various teaching techniques including the EDGE method to practice how to deliver elements of your next lesson.	Day 4 - 2:00 PM - 4:00 PM Understanding Self and How We Learn - Take some time to reflect in a group setting about some of your strengths and areas of improvement so that you may begin setting some SMART goals for yourself in the course of your CIT session.	Day 5 - 2:00 PM - 4:00 PM CIT Service Project - To help in building the Team Comradery of the CIT team- we will participate in a camp service project to help the team and work towards earning our BIG G Ribbon.	Day 6 - 2:00 - 5:00 PM Mighty Mogi Challenge and Scout master Splash - In the first week together the CIT team will compete as a patrol in the Mighty Mogi Challenge to strengthen Team work and Unity.	Day 7 - Afternoon (DOWN TIME) - Spend time with staff members and CITs in Camp or out in Payson (with written permission) and enjoy a great first week of camp. OPTIONAL - Staff Hike.	
	Day 8 - AM Down time - Rest and recuperate with staff check in at 11 am before lunch time.	Day 9 - 8:00 AM - 12:00 PM Set SMART Goal for week, and assist in classes as needed.	Day 10 - 8:00 AM - 12:00 PM Prepare to assist in teaching multiple 5 - 10 minute mini-lessons in class by Friday. Full implementation of lesson building to be discussed with Area director.	Day 11 - 8:00 AM - 12:00 PM Prepare to assist in teaching multiple 5 - 10 minute mini-lessons in class by Friday. Full implementation of lesson building to be discussed with Area director.	Day 12 - 8:00 AM - 12:00 PM Check in with Camp Trainer - The camp trainer will stop by the program area to discuss how you are coming along in your SMART goals and in preparation for your teaching of multiple mini lessons.	Day 13 - 8:00 AM - 12:00 PM SMART Goal #1 completion target- deliver to your Area Director your measurable instruction of multiple mini lessons as designed in your Smart Goal.	Day 14 - AM Morning duties to clean up camp in preparation for next week. Down Time begins at 12:00 PM - Be sure to have escape sheets on file if leaving camp.	
Week 2 Session 1 - 6/7 - 6/13 Session 2 - 6/28 - 7/4	Day 8 - PM Check in with Program Area Director (if switching program areas for the week, you will orient with your new program area director)	Day 9 - 2:00 pm - 4:00 PM Diversity and Communication - Learn how to appreciate the diversity in life and how we can bridge gaps through open communication to strengthen self in leadership and service.	Day 10 - 2:00 PM - 4:00 PM The Fundamentals of Training Pt 1 of 2 - Learn how the patrol method and team based learning activities go hand in hand in the learning process to elevate your lessons to memorable occasions.	Day 11 - 2:00 PM - 4:00 PM The Fundamentals of Training Pt 2 of 2 - Learn how the patrol method and team based learning activities go hand in hand in the learning process to elevate your lessons to memorable occasions.	Day 12 - 2:00 PM - 4:00 PM COPE with it. Let loose with your team of CITs to go through several Games and Activities to Challenge your team work and decision making skills to help learn applicable skills for dealing with larger problems.	Day 13 - 2:00 PM - 4:00 PM Help areas in making the Mighty Mogli Challenge more fun than you had last week. Then join the Scout Trainer in the Scoutmaster Splash.	Day 14 - Afternoon Downtime - Potential for Camp staff opportunity in town or expedition- TBD, or spend time with family in or out of camp.	
	Day 15 - AM Down time - Rest and recuperate with staff check in at 11 am before lunch time.	Day 16 - AM Work with Area Director for developing a plan to help achieve SMART Goal 2- teaching a class on your own or with a counselor supervising.	Day 17 - AM Working with area director and counselors to continue with the courses and prepare for observation on Thursday of your SMART Goal.	Day 18 - AM Finalize prep work for completion of SMART Goal 2- Teaching your own class and your Thursday Observation.	Day 19 - AM Final Observation - The Area directors and Camp Trainer will observe your full lesson that you will be teaching applying all that you have learned in your experience as a CIT.	Day 20 - AM Use your observation notes and your learnings to help your program area to send off your classes with your best lesson yet.	Day 21 - AM CIT check out - CITs will pack up their things and carry forth on their own path. (Session 1- CITs - may be taken on for additional weeks/ Session 2- CITs - have an opportunity to apply and interview for next season)	Continue working on SMART Goals - 3, 4 and 5 to apply your learning to your own self, training, leadership or service to others.
	Day 15 - PM Check in with Program Area Director (if switching program areas for the week, you will orient with your new program area director.)	Day 16 - 2:00 - 4:00 PM Climbing on the 2 complete weeks of CIT training - It's time to take into account what path(s) you may want to take in your own personal future- establishing post camp SMART goals to help guide you towards your own mission.	Day 17 - 2:00 PM - 4:00 PM Resume Building and Mock Interviews - Learn how to showcase your unique abilities and accomplishments by working on developing your own resume and work through a series of Mock interviews conducted by camp staff and volunteer scout masters.	Day 18 - PM Servant Leadership - Take a look back at great leaders throughout human history and how they built up loyal followers through their own ability to serve. Think forward for how you can take these traits into your post CIT life.	Day 19 - PM Take the Leap into your Next Steps - You've done it, 3 weeks of learning and growth with goals set up for your future. Reflect and Communicate with your CIT team about the deeper meaning behind the whole experience.	Day 20 - PM CIT Graduation Day and Exit Interviews - Conduct exit interviews with the Camp Trainer to share your thorns and roses from your CIT experience and celebrate with the CIT graduation ceremony during the Friday Camp Fire. Parents are encouraged to celebrate your success.	Day 21 - AM CIT check out - CITs will pack up their things and carry forth on their own path. (Session 1- CITs - may be taken on for additional weeks/ Session 2- CITs - have an opportunity to apply and interview for next season)	Continue working on SMART Goals - 3, 4 and 5 to apply your learning to your own self, training, leadership or service to others.
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APPENDIX - CAMP GERONIMO MAP / DIRECTIONS



CAMP GERONIMO GRAND CANYON COUNCIL BOY SCOUTS OF AMERICA

HOW TO REACH CAMP GERONIMO:

Camp Geronimo is located approximately 20 miles north of Payson, Arizona and is at an elevation of 5,420 feet. The coordinates of the Camp are: 34° 24' 10.6" N 111° 22' 06.1" W

Leaving the Phoenix metropolitan area, take State Highway 87 north. After reaching Payson, continue on Highway 87 about 12 miles until you reach the Control Road turn-off marked by highway marker 265, turn right. Continue on the Control Road for about six miles, then turn left onto Webber Creek Road, follow this for about 2 miles into camp. Allow 2 to 2-1/2 hours driving time from Central Phoenix.

Leaving from Flagstaff, take Lake Mary Road to State Route 87 south past Pine to Control Road. Turn left on Control Road (dirt) for about six miles, then turn left onto the Webber Creek Road, follow this for about 2 miles into camp. Allow 2 to 2 1/2 hours driving time.

Grand Canyon Council will do everything in its power to accommodate participants with special needs.

ACCESSIBILITY

Camp Geronimo has one campsite designed to accommodate participants with mobility issues. A few campsites have access to electricity. Adults who need power for CPAP machines or similar devices should indicate on the Special Needs Request Form. Plan to bring an extension cord, battery, or solar powered system to operate those devices. Do not bring generators as the noise is disruptive to camp programs. Please note in the “Campsite Preference Comment” Box on the registration site any specific mobility issues.

BOY SCOUTS OF AMERICA	GRAND CANYON COUNCIL
SPECIAL NEEDS REQUEST	
Email as an Attachment to donna.kutarnia@scouting.org by May 1.	
COUNCIL CAMP NAME: _____	UNIT CONTACT NAME: _____
CONTACT PHONE # _____	EMAIL: _____
UNIT # _____	CAMPSITE # _____
	SESSION # _____
Please CHECK if your Troop requires any of the following:	
<input type="checkbox"/> ADA Campsite	REASON: _____
<input type="checkbox"/> Electricity for Medical Device	REASON: _____
<input type="checkbox"/> Authorization for Vehicle in Camp	REASON: _____
<input type="checkbox"/> Religious Requests	REASON: _____
<input type="checkbox"/> Specify Need	NEED/REASON: _____
<input type="checkbox"/> Specify Need	NEED/REASON: _____

BOY SCOUTS OF AMERICA	GRAND CANYON COUNCIL
FOOD ALLERGY NOTIFICATION	
Email as an Attachment to donna.kutarnia@scouting.org no later than 2 weeks prior to arrival.	
<i>Please submit one form for each participant with dietary allergies.</i>	
CAMPER NAME: _____	CAMPSITE #: _____
	SESSION # _____
The Grand Canyon Council is committed to serving all participants; however, please understand that some severe allergies may require the participant to bring supplemental food items.	
I am allergic to the following items or ingredients:	Trigger: Oral, Physical, Airborne:
Describe reaction:	
_____	_____
_____	_____
_____	_____
We will do our best to accommodate most food allergies but cannot be held accountable for the management of these allergies. Those with food allergy concerns should consult the website to review the menu and allergen information. Please contact the Camp Food Services Manager via email if you have questions. Contact information will be on the camp website after April 1.	

APPENDIX - EQUIPMENT CHECKLIST

Required Documents

- Medical Form – Parts A, B and C
 - Copy of Family Insurance Card
 - Medications–Please follow procedure listed in Administration Guide
 - Please label everything with your Scout's name and troop number
 - Waivers of Liability
-

Personal Equipment

- Sleeping Bag with liner or sheet inside
 - Ground cloth
 - Field Uniform (shirt, shorts or pants, belt and socks)
 - Activity Uniform (Troop T-shirt, Camp T-shirt)
 - Rain Jacket or Poncho
 - Warm Jacket (fleece or sweater)
 - Hat (ball cap and stocking cap)
 - Socks
 - Underwear
 - Scout appropriate T-Shirts
 - Swimsuit
 - Long Pants (jeans or Scout pants)
 - Long Sleeve Shirt
 - Pair Tennis Shoes
 - Pair Boots
 - Pair Sandals (for shower only)
 - Old Towel for Pool/Showers
 - Toiletries (Soap, Toothbrush & Toothpaste, Deodorant, Shampoo)
 - Sunscreen, Chapstick
 - Bug Spray
 - Water Bottle or Camelback
 - Spending Money
 - Flashlight or Head Lamp & Extra Batteries
 - Sleeping Pad, Cot or Air Mattress
 - Scout Handbook
 - Paper and Writing Items
 - Backpack or Duffle Bag
-

Optional Items

- Musical Instrument
 - Day Pack
 - Folding pocket knife (must have Totin'Chip)
 - Compass
 - Spending Money
 - Mess Kit or Bowl w/spoon
 - Disposable Camera
 - Card Games
 - Small Pillow
 - Spare Rope or Cordage
-

LEAVE AT HOME!

- Cell phones
- Radios, iPods, etc.
- Matches, Lighters, Hot Sparks
- Laser Pointers
- Bicycles
- Any questionable items

Troop Equipment

- American Flag
 - Troop Flag
 - Clothing Marker Pens
 - Stapler and Thumbtacks
 - Black Sharpie Markers
 - Extra Tarps
 - Props for Favorite Stunts and Skits
 - Assorted Hand Tools for Camp Projects
 - Matches or Lighter (need to be secured)
 - Knot Ropes
 - Water Cooler
 - Lantern
 - Sewing Kit
 - Troop First Aid Kit
 - Outdoor cooking gear, etc.
 - Propane Stoves
 - 50' Clothesline
 - Hand Sanitizer
 - Hand Soap
 - Liquid Laundry Detergent and 2 Buckets
 - Animal Proof Storage Box
 - Duct Tape (do not use on tents!)
 - Cards and Board Games
 - Tents for All Participants at Camp Raymond (Tents for Adult Leaders at Camp Geronimo)
 - Camp Chairs
 - Pop Up Awnings
 - Clipboard
-

Suggested Items for Units to Bring

- Camp Leaders' Guide and Administration Guide
- Emergency Numbers for all Parents (home & vacation)
- Cash box
- Troop Leader Guidebook
- Alarm Clock and/or Battery-Operated Clock
- Method to secure food away from animals
- Lock box for Medications/Valuables

Trading Post

The Trading Post will be open at convenient hours every day during camp. The Trading Post will carry camp t-shirts, patches, souvenirs, merit badge pamphlets, craft supply materials, soft drinks, candy, and a wide selection of Scouting outdoor supplies. Please be on the lookout for a new Trading Post website coming soon.

APPENDIX - TONTO RIM TRIBE AWARDS

Since its inception, Scouts and Scouter's in the Tonto Rim Tribe have provided many thousands of hours of conservation and worthwhile projects in camp promoting the long term camping experience and upgrading the program and physical condition of Camp Geronimo. Tonto Rim Tribe progress cards are available at Camp Headquarters. Segments will be issued to each Scout who completes the requirements. **The five positions in the tribe and the requirements for membership:**

1. BRAVE:

- One summer at Camp Geronimo
- One hour of work on a service project
- Earn one merit badge
- Hike one camp trail

2. WARRIOR:

- Earned Brave
- Two summers at Camp Geronimo
- Three hours of work on a service project
- Earn one merit badge
- Have advanced at least one rank from previous summer (Eagles exempted)
- Hike one camp trail (minimum 5 miles)

3. CHIEF:

- Earned Warrior
- Three summers at Camp Geronimo
- Three hours of work on a service project
- Earned two merit badges
- Have advanced at least one rank from previous summer (Eagles exempted)
- Hike one camp trail (minimum 5 miles)

4. MEDICINE MAN:

- Earned Chief
- Four summers at Camp Geronimo and four hours of work on a service project
- Earn two merit badges
- Have advanced at least one rank from previous summer (Eagles exempted)
- Hike one camp trail (minimum 1 mile) and two 5 mile hikes
- Serve as program aide to a Commissioner or program area for two of the four hours of service project work

5. OLD ONES:

- Earned Brave, Warrior, Chief and Medicine Man
- At least once, have earned a Polar Bear, Tenderfoot Run, or I Did It All Awards
- Five summers at Camp Geronimo
- Lead your troop/patrol on at least one camp trail. Work with Camp Commissioner to work out details
- While at camp, serve in a leadership position in your troop or as a program aide in a specific area as assigned by the Camp Commissioner, or participate in the Spade Ranch Program or Scout Ranger Program
- Develop and carry out the troop Big "G" project with your leader's advice

APPENDIX - BIG "G" AWARD PROGRAM

The Big "G" award is cumulative. In order to earn Big "G" with Gold recognition, you must complete the requirements for Big "G" Silver and Big "G" Standard. SPL uses this form to keep track of performance and submits to the Scoutmaster.

TROOP REQUIREMENTS	BIG "G"	BIG "G" SILVER	BIG "G" GOLD	#
Achieve camp inspection rating of	Good or Excellent 4 out of 5 days	Excellent 4 out of 5 days	Excellent 5 out of 5 days	1
SPL attends the Sunday Night meeting with your commissioner. <i>If Monday arrival, other arranged meeting with commissioner.</i>				2
SPL and PL work daily to ensure direction from adult leadership and commissioner is passed to the troop to include campsite inspections and general camp schedules.				3
Attend Opening and Closing Campfire				4
Adult Leader attends all Leader Meetings				5
Enthusiastically give your troop and patrol yells at two flag ceremonies.				6
Participate as troop on least two trail hikes in camp. <i>Select from Levi Young Nature Trail, in-camp Night Eye trails, Geocache, or other in-camp trails.</i>				7
Complete a camp improvement project approved by a Commissioner. <i>Note: Project counts toward the Tonto Rim Tribe. Check those requirements to see how many hours should be spent on the project.</i>				8
All first year scouts attempt "I Did It All" OR participate in Brownsea Island.				9
Lead a song in the dining hall				10
The troop performs an act of service for another Troop in camp.				11
Hike one of the Rainbow Trails using proper reporting and check-in procedures following the hike.				12
Invite a staff member to eat a meal with the troop in the dining hall.				13
SPL invites and organizes a game or activity with another Troop (work on merit badges, play cards, perform skits, etc.)				14
Invite your commissioner to eat a meal with the troop in the dining hall.				15
Troop recognizes and obtains the autograph of one of the Key 3 (Camp Director, Program Director or Head Commissioner).				16
Troop Uniform Inspection at the Monday night flag ceremony. <i>Troop presents itself in "FULL FIELD (CLASS-A) UNIFORM (shirt, scout belt, shorts or pants, socks and uniform as a troop relative to hat and neckerchief).</i>				17
Troop flag is brought to the Monday uniform inspection.				18
SPL has attended NYLT or ILST taught by troop and can discuss with Commissioner				19

CAMP GERONIMO RAINBOW TRAILS

With over 5,000 acres of surrounding National Forest, the possibilities of getting out and seeing the wilderness are almost limitless. Geronimo offers some of the greatest trails in the state to hike, when the forest is open. To recognize Scouts and leaders who take on the challenge of the Tonto National Forest, a Rainbow Trails program has been established and a patch is available for purchase. As you hike each trail, you may purchase the respective segment patch at the Trading Post.

The Rainbow Trails

Trail food is available for your use – upon request – 24 hour notice. Hikers should take plenty of water and warm clothing. In Camp Trails - Permits are NOT required.

Wet Webber	1.5 miles
Border Trail	2.5 miles
Totem to Totem Trail	1.1 miles
Fireside Trail	0.5 miles

Out of Camp Trails

Permits ARE required. All out of camp hikes require a hiking permit on file at Camp Headquarters. Troops must check in promptly following the hike at Camp Headquarters from 8:00am to 5:00pm or at the Health Lodge at any other time. Failure to follow hiking guidelines and instructions may result in disciplinary action.

Highline Trail	2.9 miles
Rim View Trail (CLOSED-IMPASSABLE)	2.3 miles
Lower Miller Trail.....	0.8 miles
East Webber Trail	2.0 miles
Turkey Springs Trail.....	2.3 miles
Milk Ranch Point Trail.....	1.4 miles
West Webber Trail.....	1.9 miles
Milk Ranch Point West Trail	1.3 miles
Old Spade Ranch Road	4.0 miles
Geronimo Trail.....	1.6 miles

Below are some possible “out and back” day hikes or overnight backpacking trips while at camp.

Rainbow Trails Loop 1 (3.3 mile trip)	
Geronimo Trail to Turkey Springs Trail	1.6 miles
Geronimo (Turkey Springs) Trail to Continuation Junction	0.3 miles
Geronimo Trail Continuation to East Webber Trail.....	1.1 miles
East Webber Trail to camp	0.3 miles
Rainbow Trails Loop 3 (4.9 mile trip)	
Turkey Springs Trail to Milk Ranch Point West Trail Junction.....	0.3 miles
Milk Ranch Point West Trail to West Webber Trail Junction	1.3 miles
West Webber Trail to Milk Ranch Point Trail Junction.....	0.6 miles
Milk Ranch Point Trail to Turkey Springs Trail.....	1.4 miles
Turkey Springs Trail to Camp.....	2.3 miles

CAMP GERONIMO ADHERES TO ANY RESTRICTIONS ISSUED BY THE NATIONAL FOREST SERVICE.

SPECIAL TRAILS (WITH RESTRICTED AVAILABILITY)

CHIEF MILLER'S TRAIL

This trail is currently closed. Inquire at check-in for updated status.

LEVI YOUNG NATURE TRAIL

The Levi Young Nature Trail is available as part of the Nature Lodge program. Scouts can learn about the native foliage of Camp Geronimo. You can schedule a guided tour Tuesday through Thursday between 2:00pm and 4:00pm at the Nature Lodge or a map is available at the Nature Lodge or at Camp Headquarters to take a self-guided tour. The tour takes about 30 minutes to complete. The Levi Young Nature Trail is an excellent Sunday morning activity for troops that arrive on Saturday. Additionally, it is one of the requirements for the "I Did It All" segment and is part of the Big "G" requirements.

NIGHT EYE TRAILS

Tiger Eye | Eagle Eye | Fool's Eye | Golden Eye | Owl Eye | Cat Eye

These evening compass courses are introductory hikes, designed to provide experience and adventure on the trail for Scouts who are new to Scouting and Camp Geronimo. A compass, flashlight, and determination make these night hikes fun for young and old alike. Start with the Cat Eye for the new Scouts and let them work their way up

through these hikes of varying difficulty to give your Scouts a challenge. Camp Geronimo Night Eye Trails signup may be submitted at Camp Headquarters at any time during the week.

Recommended Practices:

- Take along flashlights with fresh batteries.
- Arrange your Scouts in patrols of no more than six people.
- Each patrol looks for and spots one set of eyes glowing in the distance.
- Each Scout leads the patrol to the next set of eyes and retires to the rear. This way, all Scouts get several turns.
- Watch for eyes of various colors. Many will be red, but others may be white, green, or yellow.
- Upon reaching a pair of eyes: Stop and take your next compass reading, and follow the bearing.
- If the trail seems to disappear, a few Scouts may be sent out to find where it picks up again. Remember, leave several Scouts at the last pair of eyes spotted.
- Verify previous bearing before continuing.
- Be considerate of other troops/patrols conducting Night Eye Trail Hikes, campsites, and adhere to posted trail times.

APPENDIX - TROOP ACCIDENT INSURANCE FORM



ACE American Insurance Company
(A Stock Company)
Philadelphia, PA
(Herein called We, Us, Our)

Council Name: Grand Canyon
Effective Date: 01/01/2020
Premium Amount: \$ 14077.88
Date Paid:

Council #: [10]
Expiration Date: 12/31/2020
Premium Paid:
Balance Due: 14077.88

Policy Number PTP N00327402

Description of Coverage

Eligibility: All persons officially registered with the Boy Scouts of America (BSA), according to the following classifications:

- Class 1*: All Youth; Learning for Life Explorer; Venturing Crew; Seasonal Volunteer Non-Paid Staff; and Non-Scouts, and Non-Scouters, but only while attending scheduled activities for the purpose of becoming registered Leaders and Scouts.
- Class 2*: All Adult Volunteer Leaders, including Den Aides and Chiefs who are 21 years of age or older (18 years of age or older if an Assistant Scoutmaster, Assistant Den Leader, Assistant Cub Master, or Assistance Webelo Den Leader).
- Class 3*: All Learning for Life School based program participants.
- Class 4*: Guest** of the Policyholder.

Classes 2, 3 and 4 are eligible for coverage if coverage is elected in the Application.

*Does not include coverage for youth and adult members of units sponsored by the Church of Latter Day Saints.

**Guests means parents, grandparents and siblings of registered members of the Boy Scouts of America who are participating in BSA Council sponsored family events.

A person may be insured only under one Class of Eligible Persons even though he or she may be eligible under more than one class.

Period of Coverage: You will be insured on the Effective Date shown on the premium payment is received by the administrator, Health Special Risk, Inc. Your coverage will end on the earlier of 1) the Termination Date shown above; or 2) the period ends for which premium is paid.

Definitions: "Covered Accident" means an accident which occurs while Your coverage is in force and results directly and independently of all other causes in a loss for which coverage under this Policy or which benefits are payable. "Covered Expenses" means expenses You actually incurred by You for treatment, service or supplies covered by the Policy. Coverage under this Policy must remain continuously in force from the date of the Covered Accident until the date such treatment, services or supplies are received for them to be a Covered Expense. A Covered Expense is incurred on the date such treatment, service or supply, that gave rise to the expense or the charge, was rendered by a Doctor or furnished by a Hospital; 3) performed in the least costly setting required by Your condition; and 4) consistent with the medical and surgical practices prevailing in the area for treatment of the condition at the time rendered. Purchasing or renting 1) air conditioners; 2) air purifiers; 3) motorized transportation equipment; 4) escalators or elevators in private homes; 5) eye glass frames or lenses; 6) hearing aids; 7) swimming pools or supplies for them; and 8) general exercise equipment are not Medically Necessary. A service or supply may not be Medically Necessary if a less intensive or more appropriate diagnostic or treatment alternative could have been used. We may consider the cost of the alternative to be the Covered Expense. "Sickness" means Your illness, disease or condition that causes a loss for which a You incur medical expenses while covered under this Policy. All related conditions and recurrent symptoms of the same or similar condition will be considered one Sickness. "Usual and Customary Charge" means the average amount charged by most providers for treatment, service or supplies in the geographic area where the treatment, service or supply is provided.

Covered Activities:* The Insured will be covered while: 1) participating in an official Scouting or Learning for Life activity. Seasonal camp staff persons are also covered during their off-duty hours; and 2) traveling to and from an official Scouting or Learning for Life activity. The Covered Accident or Sickness must take place: 1) on the premises of the Policyholder during normal hours of operation; or 2) on the premises of the Policyholder during other periods if attending or participating in a Covered Activity; or 3) away from the premises of the Policyholder while attending or participating in a Covered Activity at its scheduled site. The Covered Activity includes travel without deviation or interruption between home and the site of the Covered Activity. Travel time includes the time: 1) to or from home and the premises of the Covered Activity; 2) before the appointed time; and 3) after the Covered Activity is completed.

*This Policy does not provide benefits for attendance or participation in any events held at any of the following Boy Scouts of America High Adventure Bases:

- Florida National High Adventure Sea Base, Isla Morada, FL
- Northern Tier National High Adventure Program, Ely, MN
- Philmont Scout Ranch, Cimarron, NM
- The Paul R Christen National High Adventure Base at the Summit Bechtel Reserve, Mount Hope, WV

Accidental Death and Dismemberment Benefit: If an Insured's Injury results in any of the following losses within the Time Period for Accident shown below, We will pay the sum shown opposite the loss. We will not pay more than the Principal Sum for all losses due to the same accident.

Principal Sum:	\$10,000	Time Period for Accident for:	Heart Failure	90 Days
			Quadriplegia, Paraplegia, Hemiplegia	60 Days and continuing for one year
			All Other Covered Losses	365 Days

(Council Plan)