# Camp Freedom Cub Resident Week 2013

## Welcome

Welcome to the Camp Freedom Cub Scout Resident Camp Guide. We have been working and are putting the final touches on what will be an exciting Cub Resident Camp. We have great activities planned. We are still finalizing the schedule so that you have a mix of active time, reflecting time, den activities and pack activities. Some of the things we will be doing include:

Rifle Shooting (BB Guns)
Archery
Nature and Ecology
Handicraft
Outdoor Skills
Cooking
Campfires
Games

## What Forms Do You Need

BSA Medical Form for every youth and adult in camp. After all the adults are more likely to need help than our youth. We do have a full time doctor on staff so many things can be taken care of within camp. If needed the medical services in the area are excellent.

We do need the BSA medical form completed. **We cannot accept forms from other agencies (Youth Services, Schools, etc.)..It must be the BSA Medical Form**

A Roster of all the youth and adults attending camp. All youth must be registered members of the Boy Scouts of America. Adults do not have to be leaders, parents are welcome to attend Cub Scout Resident Camp. All leaders and parents must have Youth Protection Training. We are requiring all adults who are attending camp to have BSA Youth Protection due to the fact that a parent might be asked to help with two-deep leadership as some point during camp.

What you no longer need: A Tour Permit or Tour Plan. It is a council activity and a Tour Plan is not required. However all units must abide by the BSA Guide to Safe Scouting found at http://scouting.org

CAMP FREEDOM PHONE NUMBERS

Director Cristina Priddy

Fixed Line: 0049 9845 985 475 (from within Germany) 09845 985 475

Cell Phone +44 7592 101013

# Personal Equipment Check List

**Please share this list with all Scouts, Leaders, and Parents. All items should be marked with a Name and Pack Number.**

ID Card (if available)
Passport
BSA Medical Form
Any prescription medications
(Above items need to be given to a leader and kept in a secured area)
Sleeping bags or 2-3 Warm Blankets
Sleep pad for cot (insulator & comfort)
Pillow
Complete Cub Scout Uniform
Cub Scout Activity Shirts (t-shirts)
Raingear and/or Poncho
Sweater/Sweatshirt
Jacket
Clothing for 4 days to include 4-5 pair of socks, underwear, undershirts, Tshirts, long-sleeve shirts, long pants
(there are not any laundry facilities available at camp).
Rain Boots
Hiking Boots or other suitable shoes
Tennis Shoes
Mess Kit w/drinking cup
Swim Trunks
Towel(s) (showering)
Shower shoes (flip flops)
Toilet kit (soap in a container, toothbrush and toothpaste, comb/brush, shampoos, wash cloth)
Flashlight with EXTRA batteries
Personal Water Canteen with a belt fastener or other carrier (camelback, water bottle….) REQUIRED
Cub Scout Book for the new Scouting year (keep in a Ziploc bag).
Pocket notebook, pencil/pen
Insect repellent (non aerosol ONLY)
Sunscreen
Hat with a brim
Sunglasses (optional)
Backpack (large enough to carry personal equipment to the activity areas)
Spending Money
Mark ALL personal items and equipment with Scout's Name and Pack Number

Extras you may want to consider bringing: Bible, and INEXPENSIVE (disposable) camera, belt/day pack. Adults may wish to bring a musical instrument.

## What NOT to BRING

Please do not bring any electronics to camp. We understand for long trips they are nice to have but camp is too fun to have them here. This includes laptops, ipods, itouches, cell phones, handheld gaming systems, anything that needs to be plugged in at some point. If these items are seen at camp they will be collected and given back at the end of camp.

## Description and Facilities

Camp Freedom is located between Ansbach and Illesheim (Bad Windsheim), local U.S. bases in Bavaria. Our scout shop is also located at Camp Freedom. It is called Franken Kaserne by the locals and is the same facility as Camp Lachenwals

The camp has two person leader tents and large tents that can five Cub Scouts. There are cots (military type). There is a dining hall where we will feed you, and warm/hot showers.

## Program Dates

Session I : July 12-14

Session II : July 15-18

Session III : July 19-21

Session IV : July 22-25

Cub Resident Camp runs from Thursday July 12- Thursday July 25. There are four different sessions: July 12-14, July 15-18, July 19-21, and July 22-25. Check in for Units will be from 1200-1600 on the first day of the desired Session and all units will be departing by noon on the last day of the desired Session.

## Travelling to Camp Freedom

### Airplane

Units arriving by plane are advised to fly to Nurnberg Airport. From there, obtain rail services from the airport rail terminal to Oberdachstetten (the nearest station to Camp Freedom) or arrange ground transportation to continue your journey.

### Train

The camp's nearest train station is in Oberdachstetten (for schedules, search "Oberdachstetten" on http://bahn.de). Camp Freedom is able to provide bus service to and from the train station. Be sure to bring Euros to pay for the train.

### Driving

**Driving Directions to Camp Freedom, Franken (49.42459, 10.385857) from Autobahn 7 going South**

1. Autobahn 7 headed towards Ulm/Rothenburg
2.Take Bad Windsheim exit and turn left at end of ramp towards Bad Windsheim. Follow road until you see sign for B 13 Ansbach. (LEFT TURN). Go down ramp and carefully enter B 13 (there is a Yield Sign but no way to safely merge onto B 13 so treat as a STOP Sign)
3. Turn left at American Military sign for Franken Kasern. (If you come to the sign for Oberdachstetten then you have gone too far. There is a left turn for Munasiedlung (you can also get to camp from there) and then a left turn for Franken Kaserne. As soon as you make the turn you can see the entrance.

**Driving Direction to Camp Freedom, Franken (49.42459, 10.385857) from Autobahn 6 going West**

1. Autobahn 6 driving towards Nurnberg.

2. Take exit 48 Kreuz Feuchtwangen/Crailsheim to merge onto A7 toward Wurzburg/Rothenburg o.d.T. Drive 31.2 km
3. Take exit 107Bad Windsheim toward Burgbernheim/Endsee/Steinach a.d. Ens. Drive 0.4 km
4. Turn right at B470 (signs for Burgbernheim/Bad Windsheim/B470/Neustadt a.d. Aisch/ Steinach a.d. Ens).Drive for 7.7km
5. Turn left to merge onto B13 toward Ansbach. Drive for 6.4km
6. Turn left at the American Military sign for Franken

## Vehicles and Parking

***Vehicles may be taken to the campsite only to unload equipment on arrival and again to reload upon departure. At all other times, vehicles must be parked in the assigned parking lot.***
Unless for medical or emergency reasons, motorized vehicles will not be used to transport Scouts or adults to and from activity areas. When traveling to and from camp, everyone must wear seat belts and take frequent rest, food, and recreation stops. Passengers are not allowed to ride on truck beds or trailers.

## Check-In Procedures

Please arrive at camp between 1200 and 1600 on the first day of your Session. If you arrive later, there will not be enough time to complete check-in before dinner. The camp is not staffed to handle early arrivals. In unusual circumstances the Camp Director may allow exemptions to this policy. Please call the camp if an emergency keeps you from arriving during the scheduled time.

Upon arrival a staff member will greet your vehicles and direct your Unit Scouter to the Administration Building to meet with the Camp Director, Camp Commissioner, Program Director, Camp Cook and Camp Medic. You will need the following items at this time:

- Unit Camp Roster (2 copies)
- Receipts for Camp Fees Paid
- Cash or Check for balance due.
- Completed BSA Medical Forms
- Verification of Special Diets and Special Needs (to allow for proper accommodations).
- All prescription medications (for Scouts).
- Family Style Dining Procedures will be explained to you by a staff member.
- Special Travel Requests or Transportation Needs

**Your Campsite.** A staff member will serve as your guide and will lead you to your campsite. Vehicles are permitted by the site to load and unload ONLY. At this time you may make tent assignments for Scouts and adults, unload and stow gear.
**Camp site.** You will want to perhaps make a few adjustments to your campsite, and prepare for Retreat at the Camp Flag Pole and your first meal at Camp Freedom.

# Checkout Procedures

**The Night before Check-out:** Review with your Scouts the experiences and requirements passed this past week. Be prepared to complete a Camp Evaluation Form so we may better serve you and others in the future. Book the time for a morning Final Campsite Inspection with your Site Guide. The final campsite inspection is the point when everything has been loaded, and issued equipment has been returned and accepted by the Quartermaster.
**Last Day of Session.** After brunch, finish loading and cleaning your area. Your Site Guide will be on hand as you agreed yesterday to assist you with check out. The Guide will help conduct a Final Campsite inspection. The inspection is complete when campsite, latrine, the patrol box, tents, platforms, and other equipment are clean and in good order. The Site Guide will then sign off on your Check out Form. The Unit Scouter should then go to the Dining Hall to turn in Check Out and Evaluation Forms. At this time the Unit Scouter will then receive the following items:

- ✓ Medical Forms
- ✓ Medications
- ✓ Advancement Report
- ✓ Camp Patches, Camp Streamer

*Units are required to depart by Noon. so the Staff can begin to turn over camp for the next Session.*

## Damaged Equipment/Property

Camp equipment and property used by your unit will be inspected upon arrival and re-inspected before check-out. Lost, defaced, or damaged property or equipment will be assessed by the Camp Director, and must be paid for by the unit responsible. If a unit is unable to pay the amount due, Arrangements for payment will be made prior to departure. Examples are lost cooking equipment, cut tent ropes, carving on trees, tables or latrines and ripped tents or dining flies.

## Lost and Found

The camp lost and found will be located in the camp office. Remind Scouts to have their personal property and clothing clearly marked with name and unit number. Please do not take valuable to the swimming pool or leave them lying unattended around camp. Although the camp is not responsible for lost or stolen items, we will make every legal effort to recover and return items to the proper owner.

## Mail and Telephone

The Camp has mail access through the local Bundepost and APO. If you would like your Scout to receive mail while at camp, please mail it in advance. All mail will be given to Scouts at the Daily Flag Retreat.

**Bundepost Mail:**
Transatlantic Council
Boy Scouts of America
CMR 416 Box RR
APO AE 09140

**APO Mail:**
Transatlantic Council, BSA
Franken Kasserne Geb 23
Munasiedlung
D 91613 Marktbergel

The Camp has a telephone available when necessary for important business. Youth members must be accompanied by an adult. Charges apply to outgoing calls. Staff will take messages from incoming calls and deliver them to the campsite. Please share the phone number listed below with parents:
From Germany: 09845-985-474
Outside Germany: +49-9845-985-474

## Religious Considerations

A Scout is Reverent. Camp Freedom has a Chapel area for unit led worship and serves as a place for meditation. A Scout's Own will be held by the staff during the camping week. Please let us know before arrival if there are any religious dietary restrictions within your unit. Our kitchen staff will do their best to offer acceptable substitutes.

## Trading Post

A well-stocked Trading Post will sell program literature, craft supplies, soft drinks, T-shirts, uniform parts (minimal), small scout equipment items, snacks (candy bars, ice cream….), and sundries. The main Council Scout Shop is on site. Youth are permitted only when accompanied by an adult.

## Spending Money

Scouts may want to bring an additional $25.- $50. For T-shirts, souvenirs, Scout literature, and other Trading Post items. It is also the responsibility of the Unit to inform parents of Euro needed for travel

expenses (lunch/dinner stops to and from Camp Freedom). The camp does not assume any responsibility for money or equipment lost during camp. Many units set up a "unit bank" to assist their Scouts in the stewardship of their spending money as well as to provide security.

## Uniform and Dress Code

The Scouts should keep their uniform readily available since it will be needed for dinner. The Full Field Uniform (Class A) will be worn during the retreat ceremonies and for the evening meals. A more casual uniform will be worn during the day, this can be a scout activity shirt or scout appropriate shirt. **Unless acting in official capacity, military uniforms, parts of military uniforms, or ACU/BDU's are not to be worn by anyone.** Shoes are to be worn at ALL times in and around camp to prevent injury. Shoes and shirts are also to be worn while eating. Hats must be Scout hats and must be worn properly. Be sure Scouts bring a poncho/wet weather gear as well as warm clothes such as a sweater, sweatshirt, and/or a jacket. The climate is mild but expect spells of rain and cold weather. A change of shoes is also recommended. Clothing with inappropriate symbols or messages are not permitted.

## Discipline

The Cub Scout Promise, Law of the Pack, Boy Scout Oath, Boy Scout Law and the Outdoor Code are the principles used in camp to ensure a safe and wholesome experience for all campers. At all times the conduct of the scouts is the responsibility of the Cub Scout Leaders who brought the Scouts to camp. The camp staff is charged with the responsibility of providing program and support services to the camp and its participants. They are NOT authorized to supervise your Scouts. The camp staff will stop any health and safety violation and then notify the appropriate leaders.,

**Note:** There are no electronic devices allowed for Cubs in camp (i.e. Game Boys, Walkmans/Ipods, cell phones, etc.). Adults may have their essential "tools" and if a parent wants to reach their Cub they should use the number of an adult phone, Cubs should NOT have cell phones. It is highly recommended that all electronics be kept lock in a vehicle while at camp.

## Buddy System/Safety

BSA and Camp policy requires all campers to travel in pairs, or the buddy system, when they leave the campsite for any reason. Please make sure your Scouts tell you where they are going and when you can expect them back. Do not allow them to leave your campsite area after dark unless accompanied by two-deep leadership (if available, if not at least one adult). It is highly recommended that all Scouts have an adult travel with them throughout camp.

Also, please remind your scouts not to "play" in the brush. It is a violation of the Outdoor Code and there are ticks and stinging nettles.
*Please designate a leader each night to be the "night watchman." This leader can be a different leader each night. Please inform your Scouts which tent is the "night watchman's" and mark it in some way (chem lights/glow sticks work well for this, flames is not allowed near the tents). Tell them that they are to wake the watchman up if they are going to use the toilet during the night or are feeling sick.*

## Visitors

Visitors are always welcome at camp. We just ask that you check-in and get an arm band. Arrangements for overnight lodging may be made in nearby communities or public camping areas. Visitor's food costs will be $5.00 per meal and the prices are subject to change without notice.

## Meals

**Dining Hall:** Meals will be taken in the Dining Hall, with the exception of Wednesday night's meal, along with the staff. The Dining Hall Manager will provide details of the dining hall procedures during check-in. Each table will include Scouts, Scout Leaders, and one to two staff members. The Scout Leader of each table is responsible for the conduct, manners, and general supervision of the Scouts at the table. Scouts will rotate through serving as the table waiter. Table waiters will arrive early for the meal to set the table, bring food from the kitchen during the meal, clear away dishes and clean up following the meal. The table waiters will need to be accompanied by an adult; the adult will provide guidance but ultimately let the Scouts fulfill their responsibility as table waiter.

**Campsite:** The Pack will cook their own dinner on Wednesday with in their campsite. Food and equipment will be provided for this meal. There will be a chili cook-off that units can participate in.

# Health and Safety

## Child Abuse

Any incident or suspicion of child abuse must be immediately reported to the Camp Director. If she is not available or the suspicion involves the Camp Director, call the Transatlantic Council Scout Executive (0032 476 317 555, Vince Cozzone) directly. Once reported to the Camp Director, she will notify the Scout Executive for appropriate action. All reports must and will be kept confidential.

## Safety

**Ticks.** Lyme Disease carried by the deer tick, which is smaller than the normal dog tick which most people are familiar with but can carry the disease. Scouts should thoroughly check themselves daily and report to the Medical Center if they find one.

**Extreme Temperatures.** During high temperature (over 32°C, 90°F) activities should be slowed and an eye kept on participants in strenuous activities. Everyone must drink more to prevent dehydration. Extreme temperature (over 38°C, 100°F) activities should be curtailed to simple functions. Camp Director will provide for open swims as needed.

**Pets.** Pets are prohibited. This is for safety as well as owner liability. Visually impaired persons may bring guide dogs.

## Initiations, Hazing, Military Training

Corporal punishment, hazing and initiation of any sort, and military training and drill are not permitted in the BSA. Any instances of these will be taken immediately to the Camp Director.

## Flames, Fires, and Stoves

All cooking fires or stoves are to be attended while they are burning. **No flames are allowed in the tents**. This is written on every tent near the entrance as a reminder. Items like candles, sterno stoves, and gas lanterns are prohibited in sleeping areas. The BSA permits liquid fuels only under the supervision of knowledgeable adults. If available, Coleman fuel or propane may be purchased from the Trading Post by adults ONLY. It is advisable to bring a supply of fuel from home.

## Weapons, Knives, Full Size Axes, Fireworks, Firearms

Non-folding sheath knives, throwing stars, or martial arts weapons, and fireworks of any kind are not allowed at Camp (this includes phasers and light sabers). The camp provides use of air rifles and BB's

for program areas under the supervision of a trained staff member. Personal firearms and/or weapons and ammunition of any description must not be brought to camp unless required by military or law enforcement authorities (MP's or Polzie). Full size axes are not permitted in the camp. Scouts that wish to bring a folding pocket knife may do so at the unit leader's discretions provided that they possess a valid Whittling Chip card. Unit leaders MUST establish a whittling safe zone within their camping area if the unit allows Scouts to bring their pocket knives. The safe zone must be marked, within plain view of the campsite, and of sufficient size to allow the boys to establish their blood circles. It is also the responsibility of the adult leadership to establish and mark an ax yard for cutting wood.
No toy guns/rifles or swords will be allowed, these items will be confiscated and returned to the Scout at the end of the week. The exception would be if this item is needed as a prop for the final campfire. If this is the case, the toy should not be out until then. Remember that Scouts will be taught at the BB range that they never point a play gun at any living person or thing.

# Health

**Showers and Hand Washing.** A scout is clean. Personal cleanliness should be maintained. A central shower facility is provided with separate men's and women's areas. Hours for use will be posted. Leaders should ensure that Scouts wash their hands before preparing or eating food. Scouts should bring swim trunks to wear in the showers. Adults are not allowed in the youth showers at any time.

**Health Lodge.**
A qualified First-Aid provider is on duty at all times. In the event of serious accident or illness, transportation will be provided to the nearest local German hospital. If needed, patients will be transported to the nearest US facility. Efforts will be made to contact parents if conditions are serious. This is the job of the First Aid Provider and Camp Director.

**Doctor Prescribed Medicine.** If a camper must take a doctor-prescribed medicine (such as insulin, Ritalin, Claritin….) this is to be turned into the Health Lodge during initial registration for safe keeping and/or refrigeration. Please advise the on-site medical personnel as to the medication schedule during check-in. The Camp is not responsible for ensuring that a camper takes his/her medicine. It is the responsibility of the camper and Unit leadership.

**Accident/Medic Insurance.** Transatlantic Council maintains sickness and accident insurance TAC must show proof of accident/medical coverage. DOD ID cards or evidence of civilian medical insurance must be presented at German Hospitals. TAC carries liability insurance on registered Scouters.

**Beverages, Non-Prescription Drugs, and Tobacco.** The BSA prohibits the use of alcoholic beverages and the improper use of controlled substances at encampments operated by the BSA. Adults should support the attitude that young adults are better off without tobacco. Use of tobacco is limited to designated areas away from the Scouts and will not be permitted in campsites or activity areas.

**Blood-Borne Pathogens.** Always avoid direct contact with blood or other body fluids of another person. Wash your hands after any direct contact with blood or other body fluids or removing gloves, or handling potentially contaminated items. If you are exposed: Wash the exposed area immediately and report the incident to the Health Officer (The Health Officer is to inform the Camp Director). Any surfaces or equipment "contaminated" with blood/body fluids is to be washed with detergent and water (this is to be a freshly made solution of 1 part chlorine bleach to 10 parts water**,** paper towels should be used and latex gloves should be worn).

# Emergency Procedures

The following procedures have been defined in order to bring order to an otherwise (possibly) chaotic experience. Please keep these written directions handy for the unfortunate possibility that they might need to be used. Follow them carefully, for all emergencies, notify the Camp Director or whichever staff member is currently in charge

(Program Director, Business Manager, Ranger, etc.). Follow the directions of the person in charge. If the entire camp must be notified of an emergency, a car will drive around the camp road sound its horn. All campers and staff must report immediately to the flagpoles in front of the dining hall. The Unit Scouter is responsible for taking attendance and reporting any missing to the Camp Director. Before heading down to the flagpoles, make sure that the sounding horn isn't a car backing up.

**Unauthorized Person in Camp.** Any unauthorized person or persons will be requested to report to the administration building to check in or to leave camp. If said person or persons do not do so, it needs to be reported to the staff so they can report it to one of the following people: Camp Director, Program Director, Business Manager, Ranger, or Camp Commissioner. The above will then call the German Police and the Military Police. The Council Administrator will also be informed.

**Fire.** Report the Fire to the Camp Administration Office. If it is a serious fire (i.e. building) the person in charge will notify the Fire Department. The Central Alarm will be sounded and the Camp Staff Fire Warden will supervise the use of central equipment. The Camp Director will notify the fire department and the Council Executive

**Severe Storms and Lightning.** Activity areas will be closed immediately and will remain closed until 30 minutes AFTER the last lightning strike. The Camp Director or Program Director will notify the Unit Leaders when the Program areas will be reopened. In the event of high winds, advise Scouters to get Scouts to low protected areas. Keep all units in protected lodges/shelters (i.e. Dining Hall).

**Mass Sickness.**
Notify the Camp Director and Health Officer immediately, the Camp Director will notify the Scout Executive. The Health Officer will facilitate the setting up of Aid areas. The Camp Director, or person in charge, will call the local hospital and other as directed by the physician and Scout Administrator.

**Missing Person.** Once a person is reported "missing" all members of that unit should report back to their campsite.
Recheck the Unit roster immediately. Ask the Scouts and Leaders when the last time the missing person was seen. Check the sign-out roster in the Administration Building to verify that the missing person has not been signed out of camp. Be certain that you visually see every member of your unit, don't just count heads, as one of them may not belong in your unit. Have the pool and puddle areas checked thoroughly. Check all tents and bunks in the campsite; also check the bathrooms near the Unit Campsite. If the Scout is still missing contact the Camp Director. The Camp Director will then sound the central alarm and inform all units of the situation. Campers will report to the designated area. Camp staff will then check all program areas. The Camp Director must be kept advised of the situation at all times.

*Institute Search Procedures:* Check all camp roads. Check all camp trails (use camp staff and adults who are familiar with camp. DO NOT use campers or persons unfamiliar with camp and by NO means use them at night. Have the aquatics staff patrol the shoreline of the pool and puddle. Search the camp using the line abreast search pattern and by areas determined on the map. Camper groups may be used during daylight only and with at least 2 adults supervising. Start the search line at one side of the camp area and station 2 to 3 people at the far side to indicate a stopping point. Repeat with the next area. Again, keep the Camp Director posted at all times.

**Hazardous Material Spill.** Report the spill to the Camp Director. The Camp Director will call 110 and have the local HazMat Crew respond to the scene along with the local Fire Department and Ambulance. Evacuated the area: remove everyone in direct line of the spill to a safe area. Remove everyone downwind from the spill to a safe area. Remove everyone from the surrounding area at least a distance of approximately 200 yards. Try to identify a placard on the vehicle or a container by using binoculars. DO NOT approach the vehicle or containers at all. Secure all access ways to the spill area and do not let anyone enter till the local officials are on the scene to relieve you of your duties. If asked any questions by anybody, refer them to the Camp Director. After the Hama Crew is on the scene follow any instructions given by them as far as any other evacuations they wish to do. If you are not needed got to the designated area and leave the trained personnel to handle the situation.

**Dangerous Wildlife.** If a Scout should encounter a dangerous animal or one that is acting "unnatural" the Scout should stop and slowly back away from the animal. Report the incident to the nearest staff member. The animal may have rabies.
*Encourage Scouts to practice Leave No Trace and leave ALL animals alone while at Camp.*

# PROGRAM

On the day of your arrival we will have our Emergency drill, First Flag ceremony and an evening campfire hosted by our staff.

The next program days will feature round robin activities with stations such as:

1. Archery
2. BB guns
3. Field Sports
4. Cooking
5. Handicraft
6. Scout skills
7. Nature/Ecology
8. Water Rocket Lab

There will also be down time for the cub's to take a break, visit the scout shop and get a much needed shower. If there is something specific that one of your youth wants to work on and is not in the program check with the Program Director David (dproosdij@gmail.com) to see what can be done.
The evening will provide program as well with items such as:

1. Rocket Launch contest
2. Campfires
3. Night Hike
4. Final Countdown relay race (for the three night camps)

Although there are items that the youth will do towards requirements, Cub Resident Camp's goal is to provide a fun, safe experience that will entice boys to return to camp in the future. Also Den Leaders know that if boys go to camp and earn several badges, that the following year's den program is filled with repetitive programs.

On the night before leaving the Cubs are the Stars at the Camp Fire. Bring and practice your favorite skit or song, bring costumes, musical instrument. We look forward to the entertainment. We are excited to have you at our camp and hope to provide an experience to last a lifetime!

**Camp Freedom Registration Form Cub Resident Camp**

**Pack Number _____ Community _____**

**Leader's Name: _____**

**E-mail: _____**

**Phone # _____**

| NAME | Age | Rank (for Fall) |
|---|---|---|
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |

Total Youth _____
Total Adults _____