

Bayern High Adventure Camp 2013 Leader's Guide



2013

Table of Contents

Table of Contents	2
The BHAC Program	5
A word or two about Advancement in Camp:	5
The Daily Program	6
The First Year Camper Program (ACE)	8
The Merit Badge Program	9
Prerequisites	10
First Aid Requirements for Merit Badges	10
ACE or Merit Badge Program?	10
Merit Badge List and Schedule	10
The High Adventure Program	11
Special Programs at BHAC	15
Training for Adult Leaders - check schedule upon arrival	18
Safe Swim Defense and Safety Afloat:	18
Health & Safety	19
Medicals	19
Emergency Procedures	19
Food Service Information	23
Cooking and Fuel/Propane	23
Coolers	23
Special Dietary Requirements and Food Allergies	23
General Information	24
Arrival & Departure	24
Camp Dates for 2013:	24
Check-In	24
Check-Out	24
Fees	24
Hotel Arrangements for Drivers	24
Staff Friend	24
Contact Info & Stores	Error! Bookmark not defined.
Camp Mailing Address	26
Camp Telephone	26
Trading Post	26
Other Camp Policies	26
Adult and Youth Registration	26
Alcoholic Beverages and Drugs	27
Cell Phone Policy	27
Family Camping	27
Initiations, Hazing and Military Training	27
Leaving the Site	27
Money and Valuables	27
Pets	27
Recycling	28
Smoking	28
Swim Testing	28

Uniform and Dress Code	28
Prohibited Items	28
Wristbands.....	28
Appendix	29
How to Get to BHAC.....	29
By Train.....	29
By Air	29
By Car/Bus	29
Swim Classification Procedures.....	30
Administration of Swim Classification Test	30
Unit Swim Classification Record	30
Unit Equipment Checklist.....	31
Personal Equipment Checklist.....	32
Merit Badge Sign Up Sheet	33
High Adventure Sign Up Sheet	34

Dear Scoutmasters and Unit Leaders,

As a Scoutmaster, you know that one of the keys to the success of any Troop is a quality outdoor program. I believe Bayern High Adventure Camp (BHAC) can help you provide that program for your Scouts with a truly unique camping experience. BHAC is a traditional Scout camp with a difference - it offers a combination of an excellent merit badge program and a fully-fledged high adventure program. In addition, there is an extensive first year camper program, known as ACE (Accelerated Camping Experience).

This year we are offering a new and exciting addition to Bayern High Adventure Camp. There is a new lower section of camp, located on Artillery Kaserne, located below which will provide scheduled dining hall meals for the troops camping there. There are a limited number of people who can camp in this location. Only those camping on this site will use the dining hall.

The upper camp is the traditional patrol cooking program and has awesome views of the Waxenstein range and the Zugspitze (tallest mountain in Germany)

The camp itself is located just outside of Garmisch, Germany, and borders thousands of acres of German forested land. The location of the site allows us to offer a full range of activities – from climbing to rafting to gorge walking – and provides access to thousands of acres of open forest. This truly unique environment will provide a lasting memory of camping in an amazing mountainous region that many scouts might not be able to experience!

Our skilled staff looks forward to helping you provide the quality outdoor program that every scout deserves.

Yours in Scouting,

Pete Maskovich
Camp Director

If, after reading this guide, you have any questions please contact either:

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The BHAC Program

We have developed three main programs to provide an experience for all Scouts. These programs start with our first year camper program, known as the Accelerated Camping Experience or ACE. This program is designed to equip Scouts with the majority of the basic skills they need to earn the first three main Scout ranks. The program also aims to motivate Scouts to advance towards Eagle and to benefit from all that Scouting has to offer.

Our second program is our merit badge program, which offers many of the most popular merit badges, ranging from archery to woodcarving. This program provides Scouts with a wide range of choices. They can work on Eagle required merit badges such as camping, find out more about canoeing, or develop skills in woodcarving or leatherwork. At BHAC we place great emphasis on not only teaching a merit badge, but on developing skills that Scouts can use for the rest of their lives.

Our final program is the High Adventure program, which uses local specialist staff to provide Scouts with a wide range of activities such as caving and whitewater rafting. The High Adventure program can also provide an opportunity for adult leaders to spend a few hours away from camp trying out a totally new activity. All in all, we believe that we can provide a fun and exciting program for every Scout who attends BHAC.

A word or two about Advancement in Camp:

Some parents and unit leaders believe that a summer camp program consists solely of the merit badges earned by a Scout during the week at camp and that the success of the program is measured by counting badges. This should not be the case.

Some of the most important lessons that young people learn while in Scouting are not part of any badge requirement. They come from the informal interactions among Scouts and between Scouts and their Scoutmaster. They come from a Scout taking time to contemplate in a quiet spot. They come from a group of Scouts pausing to watch the sunset or cooking a meal together.

BHAC provides a number of activities; a good unit program will consist of a mixture of camp staff-run activities, unit activities and informal activities, such as a wide game with a neighboring unit. Elements of a good program include patrol and troop activities, camp-wide activities, advancement, free time and conservation and service projects. Ensure that your troop program includes activities which make use of the patrol method and which give your junior leadership opportunities to build troop spirit.

The summer camp program is actually everything that a Scout or Venturer experiences while they are at camp. Unit leaders are responsible for ensuring that their unit's program meets the needs of their unit and its individual members.

Advancement at camp is the same as it is at home, and it remains the responsibility of the unit. As a staff, we work hard to maintain the standards of the Boy Scouts of America in advancement as well as in all of the other areas of camp. BSA does not give special allowances to alter merit badges merely to suit the camp. The staff will give credit for the completion of requirements only where the standards established by the BSA are satisfied.

Our ACE sessions and our merit badge sessions will be designed so that they are fun, informative, and assist the Scout in completing requirements which can feasibly be completed at camp. Credit is not given for the ability to parrot a skill – we will not certify completion, if, for example, a Scout is simply shown how to tie a knot and then, a few seconds later, asked to tie it.

Finally, please note that Boards of Review are the responsibility of the unit committee. The camp staff may not, and will not, step in to fill the role of unit committee members for Boards of Review in camp.

2013 BHAC Daily Program

Saturday:

1300 – 1730	Unit Registration
1800 – 1930	Dinner
1930	SM / SPL Meeting
2030 – 2115	Opening Campfire
2200	All Campers in Campsites
2300	Lights Out

Sunday:

0700	Reveille & Flags (in campsite)
0715 – 0830	Breakfast
0900 – 0950	Session 1
1000 – 1050	Session 2
1100 – 1150	Session 3
1215 – 1345	Lunch
1400 – 1450	Session 4
1500 – 1550	Session 5
1730 – 1745	Assembly and Flags
1800 – 1930	Dinner
1945 – 2015	Multi-Faith Service
2200	All Campers in Campsites
2300	Lights Out

Monday – Wednesday:

0700	Reveille & Flags (in campsite)
0730 – 0830	Breakfast
0900 – 0950	Session 1
1000 – 1050	Session 2
1100 – 1150	Session 3
1215 – 1345	Lunch
1400 – 1450	Session 4
1500 – 1550	Session 5
1730 – 1745	Assembly & Flags
1800 – 1930	Dinner
1930 – 2100	Evening Program / Troop Time
2200	All Campers in Campsites
2300	Lights Out

Thursday:

0700	Reveille & Flags (in campsite)
0715 – 0830	Breakfast
0900 – 1200	Merit Badge Make-Up
1215 – 1345	Lunch
1400 – 1645	Camp-Wide Games
1730 – 1745	Assembly and Flags
1800 – 1930	Camp-Wide BBQ
2000 – 2045	Closing Campfire
2200	All Campers in Campsites
2300	Lights Out

Friday:

0700	Reveille & Flags (in campsite)
0715 – 0800	Breakfast
0800 – 1000	Campsite Breakdown

***All Units are required to be Out of Camp by 1000**

The First Year Camper Program (ACE)

The purpose of our Accelerated Camping Experience Program (known as ACE) is to provide an experience geared to the needs of Scouts who are at the very beginning of their Scouting career, whether recently graduated from Webelos, or Scouts brand new to the program.

ACE is designed primarily to teach, practice and test basic Scouting skills. The skills that will be taught include:

- ◇ Fire safety and fire building
- ◇ knots and their uses
- ◇ lashings
- ◇ hiking safety
- ◇ proper packing
- ◇ first aid
- ◇ knife, ax, and saw safety and usage
- ◇ proper clothing
- ◇ proper equipment use and maintenance
- ◇ proper camp health and safety
- ◇ patrol method
- ◇ archery, climbing, and BB guns

These skills will be taught, discussed, practiced and tested by a series of games, lectures, and demonstrations. There will also be time for special activities to further develop a Scout's self-confidence and to show the broad range of activities that a camp has to offer.

Indeed our aim is to ensure that none of our main programs appear to be "junior" or "baby" versions of any of our other programs. Our aim for the ACE program is to help each new Scout become more interested in advancement and the overall Boy Scout program.

The ACE program places heavy emphasis on the patrol method, and we place all participating Scouts into patrols which work, together with their staff guides, towards learning, practicing and completing the basic Scouting skills required for the first three main Scout ranks. At least one patrol usually consists of Scouts who have some experience. These are the Scouts who already possess the basic Scouting skills but would like to join ACE from time to time to gain more skills as needed for advancement to the First Class rank. If any of your Scouts need to work on specific requirements, please contact the ACE Director when you arrive at camp.

To overcome the administrative nightmare that this program can cause, attendance will be taken during each class session - enabling us to track the topics covered by each Scout. The attendance records are collated on to a master roster at the end of each day. The ACE Director will hold the master roster to enable him to deal with any questions from unit leaders.

Please remind your Scouts that being present does not, of course, indicate proficiency, so they will have to demonstrate proficiency before having items signed off on the master roster. A listing of the skills taught to each Scout will be issued to the unit leader on the last day of camp. The unit leader, or their designee, may then determine whether or not they believe the requirement has been completed and sign-it off, if appropriate, in the Scout's handbook.

Sample ACE Patrol Schedule

	Day 1	Day 2	Day 3	Day 4	Day 5
Period 1	T 4c EDGE Method; T 8 Patrol name, yell, and design/ describe flag; T 6 Flag Details	SC 8, FC 9 Swimming	SC 1 LNT; SC 3b-f Camping Principles	5 Mile Hike SC 1b	T 12 Tenderfoot First Aid
Period 2	T 4a,b and FC 7 Knots and Lashings				ACE Olympics
Period 3	T 10 Personal Fitness				SC 1 Maps and Compass
Period 4	Merit Badge				
Period 5	Merit Badge				

The Merit Badge Program

BHAC offers many popular merit badges at camp (see merit badge schedule). Some Scouts will be encouraged by their units to take as many merit badges as possible. Whilst this is a unit decision, experience shows that trying to learn six new skills at the same time is difficult, especially when some merit badges require a number of additional hours work or practice.

Accordingly, a Scout who works on six merit badges will learn how to get by with the least amount of work, rather than actually learning skills. We recommend that, before camp, Scoutmasters hold a conference with each of their Scouts to assist them in setting realistic goals. Scouts should be encouraged to allow time for the proper completion of merit badges - the completion rate for summer camp partials is around 20% across all of the BSA's summer camps.

We have developed our merit badge schedule based on the demand of past years. We do, however, like to be able to adjust the schedule and instructors to meet demand and therefore ***all units should register for merit badges before camp***, using the schedules and sign-up forms contained in this guide or sending a spreadsheet to the Camp Director.

Some of our sessions have maximum numbers to ensure teaching quality, so if a unit does not sign-up for merit badges before camp, there is a chance that their Scouts will not be

able to work on some merit badges. Please note that if units sign up for merit badges before camp then they do not need to rush to arrive first!

Once a Scout is signed up for a merit badge we assume that he has Scoutmaster approval to work on that badge. We will only approve requirements completed at camp. In cases where a Scout comes to camp with a partial merit badge, a unit leader needs to provide the area director with proof of the requirements that have already been completed. The proof can either be a "blue card" showing the completed requirements, a signed statement listing the completed requirements, or the "Prerequisite Card" that is given to Scouts at camp.

If a Scout completes a merit badge at camp, a blue card will be issued to his unit leader at the end of the week. If a Scout only completes some of the requirements, his unit leader will be issued with a partial certificate, showing the requirements completed.

Prerequisites

A number of the merit badges we offer in camp require some work to be undertaken either before or after camp in order to complete the merit badge. These requirements are shown in the prerequisites column in the listing of merit badges on the next page. In addition, there are some merit badges with prerequisites, which may include the completion of the BSA Swim Test, a rank or a merit badge. Where this is the case the prerequisite *must* be completed before a Scout starts working on the merit badge. There will not be any exceptions to this rule.

First Aid Requirements for Merit Badges

A number of merit badges offered at camp have one or two first aid requirements. These are Camping, Canoeing, Climbing, Orienteering, Rowing, Swimming, Wilderness Survival and Woodcarving Merit Badges. Earning the First Aid merit badge before, during, or after camp can cover these additional requirements. Alternatively Scouts may wish to participate in the evening first aid and CPR courses that we will offer at camp to meet these requirements.

ACE or Merit Badge Program?

A decision many troops face is whether a Scout should participate in the ACE program or the merit badge program.

Our ACE program reviews and builds on basic Scouting skills, whilst the merit badge program builds skills, develops hobbies, and represents a skill that has been mastered.

When making such a decision, consideration should be given to the type of badges that any new Scout attempts.

As an example, if a new Scout is not proficient at knots, then taking Pioneering Merit Badge will frustrate the Scout (and the other Scouts in the session). Learning five knots, just one of the requirements, could take a new Scout an entire week to learn (then splicing, lashings etc.). It is not fair to Scouts who have mastered those skills and who are ready to develop additional skills to be in the same class. As Scouts sign up for badges look at the requirements and consider whether the Scout is ready to be an active participant in the session.

<u>Merit Badge</u>	<u>Max class size</u>	<u>Session Offered</u>	<u>Prerequisite or comments</u>
<u>Aquatics</u>			
Canoeing	10	4/5	must be classified as a swimmer, age 12 or older
Lifesaving	10	1 & 2	must be classified as a swimmer
Swimming	16	1 & 2	must be classified as a swimmer, A cotton long sleeve shirt and long pants are needed.
<u>Field Sports</u>			
Archery	20	1/2 or 4/5	recommended for older scouts to difficult qualifying shooting for requirement # 4. Scouts need to spend lots of time practicing in order to qualify (most young scouts would not complete)
Rifle	12	1/2 or 4/5	difficult badge to complete due to qualifying shoot (req. #2) Scouts need to be prepared to spend time practicing in order to qualify.
<u>Handicraft</u>			
Art	10	2, 5	will visit an art gallery during lunch to complete Req. 4
Basketry	15	1, 3, or 4	This is not as easy to earn as it used to be a few years ago as Scouts need to make both a square and a round basket, will be charges for material (\$20)
Indian Lore	15	2, 5	will be charges for material (\$25)
Leatherwork	15	1, 3, or 4	will be charges for material (\$10)
Woodcarving	15	1, 2, or 4	will be charges for material (\$10) scout required to show Totin' Chip card before starting MB
<u>Health</u>			
Emergency Prep	20	2, or 3	req 2c cannot be completed at camp. Req 8c needs to be done in advance and brought to camp. 1st aid MB required in advance
First Aid	20	1, 3, or 4	req 2d needs to be done in advance and brought to camp to explain
Safety	20	2, 5	
<u>Nature/Ecology</u>			
Astronomy	15	4	Req. #6 cannot be completed at camp, Req. #4 & #7 are weather dependent
Environmental Science	20	1/2, or 4/5	requires field study time
Geology	20	3,5	
Nature	20	1 or 3	requires field study time
Weather	20	3	Requires field study time
<u>Scoutcraft</u>			
Camping	20	1, 3, or 5	req 4b, 8d, & 9 cannot be completed at camp
Cooking	10	2, 4	req 7 cannot be completed at camp
Geocaching	15	2, 4	req 7 has scouts searching for geocaches in the area and share the information
Orienteering	15	4, 5	
Pioneering	20	1,3	- Page 11 Lots of knots, ropework etc. This is not an easy badge. Need to know the 7 basic knots. Leaders should review requirements before permitting scouts to sign up

Wilderness Survival		1, 4	a camp favorite; should be a challenge in a mountain environment (should bring a plastic tarp to help make shelter) One night away from unit site is required
<i>Technology</i>			
Photography	20	3, 5	
Salesmanship	10	2	Those who choose this merit badge will help out in the Trading Post with inventory, sales, and marketing.

<u>Merit Badge</u>	<u>Session 1</u>	<u>Session 2</u>	<u>Session 3</u>	<u>Session 4</u>	<u>Session 5</u>
Archery	double session			double session	
Art		xxxxxx			xxxxxx
Astronomy				xxxxxx	
Basketry	xxxxxx		xxxxxx	xxxxxx	
Camping	xxxxxx		xxxxxx		xxxxxx
Canoeing				double session	
Cooking		xxxxxx		xxxxxx	
Emergency Prep		xxxxxx	xxxxxx		
Environmental Science	double session			double session	
First Aid	xxxxxx		xxxxxx	xxxxxx	
Geocaching		xxxxxx		xxxxxx	
Geology			xxxxxx		xxxxxx
Indian Lore		xxxxxx			xxxxxx
Leatherwork	xxxxxx		xxxxxx	xxxxxx	
Lifesaving	double session				
Nature	xxxxxx		xxxxxx		
Orienteering				xxxxxx	xxxxxx
Photography			xxxxxx		xxxxxx
Pioneering	xxxxxx		xxxxxx		
Rifle	double session			double session	
Salesmanship		xxxxxx			
Safety		xxxxxx			xxxxxx
Swimming	double session				
Soil & Water Conservation		xxxxxx			xxxxxx
Weather			xxxxxx		
Wilderness Survival	xxxxxx			xxxxxx	
Woodcarving	xxxxxx	xxxxxx		xxxxxx	

The High Adventure Program

This year Scouts can participate in our full-day Crew program or choose from our “à la carte menu” of block scheduled activities. We are sure that Scouts will find activities that will challenge them and which they will enjoy. Please be aware that there will be an extra cost for high adventure type activities. We are working with the Garmisch Outdoor Recreation Team and AFRC to offer some of the great things that Garmisch has to offer at the best price we can obtain.

Our high adventure activities introduce new skills, interests, and excitement. They provide, without doubt, a sense of adventure, and boost self-confidence and leadership skills amongst Scouts and Scouters alike.

For some Scouts, a balance may need to be struck between high adventure and merit badges. It should be noted that participating in more than one high adventure activity will take significant time away from the merit badge program (although our counselors will do all they can to assist those who need to make up a missed session or two). In such cases, the Scout, parents and leaders will need to consider the pros and cons of participation in the high adventure program. Generally, it should be noted that high adventure will boost a Scout’s interest in Scouting (and possibly in advancement as well).

A Word on Age Requirements...

Due to the nature of the high adventure activities there are specific age requirements for each high adventure activity. These requirements are either based on BSA standards or on the advice of the staff conducting the program and **are not negotiable under any circumstances**. The stricter requirement always applies. The age is based on the age of the Scout on the day of the activity. All Scouts who are at least 14 years old by the time they arrive at camp are eligible for high adventure. Some activities will allow Scouts who are 13 years old and have completed the 8th grade.

And on Cost...

The cost of the full-day Crew program is included in the regular camp fees. The “ala carte” High Adventure program is in addition to the normal camp fees and, for block scheduled activities, each activity is priced separately. We will reserve spaces on activities when we receive registrations. Please be advised that the cost can change based on current rates offered by the activity vendors.

Transportation for High Adventure Activities

Unfortunately we are not able to secure a fleet of vehicles to transport participants to the various high adventure sites and, therefore, we may need your help with transportation. If you bring a bus or van to camp we may ask you to use it to transport Scouts and staff to a high adventure activity. We will pay the cost of the gas we use **and** drivers may participate in the high adventure activity free of charge (provided that they meet the requirements for the activity - such as a swim test).

Please note that whilst we would like to pay for anyone willing to drive, we will only pay for the drivers who are actually needed for the activity.

In the event that we are unable to secure transport for an activity we will be forced to cancel it at short notice. Please help us by volunteering vehicles and drivers for these activities.

Adults and High Adventure

We will take adults in the high adventure program on a space available basis - unless of course an adult is driving Scouts to an activity in which case they may participate in the activity free of charge. Please note that each unit will need to leave at least one adult in camp.

Adults participating in High Adventure programs are important to secure adequate adult supervision. When you sign up and participate in a high adventure program you are agreeing to serve as a leader for that activity for youth in your unit and youth who are not in your unit. We hope you have an enjoyable experience but understand that summer camp activities are for the scouts and they are the priority. If you are unwilling to serve as a leader for an activity that you signed up for please make that known to the High Adventure Director. You may still participate but on a space available basis.

High Adventure Points to Remember:

- *Every camper participating in the activities needs a BSA Class medical form (physical examination in the last 12 months, parts A, B, and C).*
- *Participants will need suitable clothing for High Adventure. This usually means old, durable clothes, waterproof clothing and soft-soled shoes as well as sturdy hiking boots. All necessary equipment such as helmets, personal flotation devices, and climbing gear will be provided. It is always a good idea to take along a towel and a spare set of clothes on High Adventure activities.*
- *All High Adventure registration is on a first come, first served basis. If an activity becomes over-booked we will do our utmost to try and schedule additional sessions.*
- *Some High Adventure activities are weather dependent and may be canceled if there is inclement weather,*
- *High Adventure fees cannot be refunded after payment at camp check-in. After that, fees will only be refunded if events are canceled due to inclement weather, insufficient numbers, or if a replacement participant can*

Camp Bayern/Bayern High Adventure Camp

2013 High Adventure Program

There are special programs that help Scouts to test themselves, to grow, and to experience something out of the ordinary. These programs are contracted through the Garmisch Outdoor Recreation Center and the Armed Forces Recreation Center. When there is a minimum age, it is the age of the Scout on the day of the activity. We do spot checks to insure that a Scout meets the requirements. In the event that the Scout does not meet the age requirements or have the appropriate gear the Scout will not be permitted to participate and no refund will be provided. Please also understand that your Scout's safety is paramount and that activities may be cancelled in the event of unsafe conditions. They may be rescheduled but a refund will be provided for activities that are cancelled and if a scout cannot participate in a rescheduled activity a refund will also be provided.

Register using the form at the back or by going to www.tac-bsa.kintera.org/bayern-highadv

	TIME & Description	Cost per person	Includes
Kletterwald (Outdoor Ropes Course) Near Wank, Partenkirchen	Any Time your unit wants to go. Transportation on your own, public transportation (bus). If enough interest may be able to hire a vehicle (extra charges may apply) Outstanding course for beginners through experts. Pick the courses you can manage. Work as a team or as individuals	\$20 If 10 or more \$25 adult/\$20 youth if less than 10, adult is aged 14+	
Conquer the Zugspitz	Wednesday/Thursday Leave 0900 Kean's Lodge, Artillery Kaserne pick up point Zugspitze Overnight: Climb the highest mountain in Germany and kiss the cross at the summit and say, "yes, I climbed this." The Zugspitze has two glaciers, two rivers and numerous springs and ponds. On day one, hike 6-8 hours through the Partnachklamm and Reintal Valley. We will stay at a mountain hut. On day two, it is a more advanced hike up steeper slopes to where the ski area is. You can call it day there or scale up the rock "Klettersteig" (ladder anchored into rock) to the cross 18 kilometers long	\$119	includes cable car, hut, dinner (bag lunch, and bring money for snacks) Limits: Scouts 13 and older, hiking boots, rain gear, suitable clothing, (no jeans), suitable backpack for gear (2 day lunches, change of clothes, extra socks, water etc.), do not need a large trekking backpack
Kramer Hike	Since the camp was first established in 1981, this hike has been the highlight for many Scouts. The Kramer is the peak directly behind the camp and looms over the scouts all week long. It is offered on the last day of camp (Thursday) and will start at 9 a.m. and usually finishes by 4 p.m. Cost: Free (camp will provide guide and we will need adult leader help to have a safe ratio) Limits: Scoutmaster approval, hiking boots, rain gear, suitable	\$0	

	clothing, day pack		
The Most Awesome Hike Ever: AlpsPix in the Höllental Gorge	This is the most spectacular day hike that you may ever do! You ride up the Alpspitz cable car and visit the super scary “AlpsPix” observation platform and look down 3,000 ft. into the valley below our feet. Then we hike down into the Höllental valley and through the most amazing gorge in Garmisch. Rating: Moderate Hike 6-8 hours hike, 1100 meter elevation	\$35 (20 or more)	Includes cable car, AlpsPix observation platform
Höllental Gorge Hike	Wednesday 0900 Kean’s Lodge & Dining Hall (Artillery Kaserne) A Great hike for exploring the mountains, after hiking through an Alpine forest discover an amazing Alpine field, and mountains. This is the 5 mile/8 km. hike for 2 nd Class	\$0.00 Free	Includes gorge entrance fee
Waterskiing	Wednesday leave 8 a.m. Kean’s Lodge and Dining Hall We have rented exclusive use of a lake near Munich equipped for water skiing, wake boarding. Work on the Watersports merit badge while going to and from and do the requirements in the water. It is possible to earn this badge in the day. Return around 1 p.m. (traffic permitting)	\$45	Includes transportation and entrance fees
White Water Rafting	Monday/Tuesday/Wednesday/Thursday ALL DAY This white water rafting trip is one of the most popular in Europe. The raft center is in Haiming, Austria. It is a 90 minute to 120 minute ride one way. This is one of our most popular activities and one that Scouts (and leaders) will talk about for a long time:	\$50 youth \$55 adult	Bring Passport or Leave Orders for Austria Must be at least 12 years old on day of participation Must have sufficient adult participation ALL MUST PASS BSA SWIM TEST Transportation not included. We can car pool, hire a van or bus extra charges to cover transport would be added.
Advanced White Water Rafting	Monday/Tuesday/Wednesday ALL DAY The ultimate challenge!!! Warm up in the morning on the Inn River, take a break and then head to the thrills of the Otzaller Ache River for greater fun and bigger thrills! MUST BE AT LEAST 16 YEAR OLD on DAY OF EVENT	\$125	Supplied: Safety equipment, wetsuit, jacket, helmet, life vest, water shoes and guide Required: Swimsuit, towel, change of clothing and PASSPORT or ID Card with leave documentation for AUSTRIA, must pass BSA Swim test! (if booked and cannot pass test, money will be refunded) TRANSPORTATION NOT INCLUDED

Rafting down the Loisach	Tuesday, leave Kean's Lodge at 9:00 and Dining Hall Takes approximately 3 hours All are welcome, Class 2 Rapids, and we can have up to 24 people	\$29	Bring swim suit, towel and snacks, includes transportation
Kayaking	One day course, working on brand new Kayaking Merit Badge Possible based on skill level to earn kayaking MB in a full day but more likely to take 2/3 days Learn the fun and exciting sport of kayaking. Day one starts out on a local lake for introduction to kayak paddle strokes, games, and theory. Groups may even hit the river depending on the progress of the group. You can sign up for a one day course: Monday, Tuesday, or Wednesday or a three day course (Monday to Wednesday)	\$80 one day course \$200 three day course	Includes transportation, bring snacks, bathing suit, towel, change of clothes
TROOP CREW RESERVATIONS	On your own Programs		
Bikes	There are hundreds of kilometres of biking roads from easy to killer climbs. We can outfit up to 15 persons with bikes and SAG wagon support.	\$10 per bike per day \$119 for guide if available	
Hire a Sherpa	Based on Reservation Need an extra chaperone, a guide for a troop/crew hike. We will design a hike or bike ride that fits your time frame and your group's energy level, and even drive you to and from the trail's head.	\$119 flat fee	

Special Programs at BHAC

In addition to our three main programs of ACE, merit badges and high adventure, BHAC offers a number of other special programs that supplement all three main programs. Many of these special programs are activities in which both Scouts and Scouters can participate.

Below are some of the special activities planned for this year. However, we do reserve the right to "surprise" everyone with other fun activities!

Campfires

On Saturday evening the staff presents and hosts a campfire for everyone in camp. Be warned however, the troops' SPLs are expected to plan, host and present a closing campfire on Thursday night in return. In addition, we also encourage inter-troop campfires on any night of the week.

Cobbler Cook Off

The Scoutcraft Area sponsors the cobbler cook-off one evening. This competition is open to one Scoutmaster from each unit and is not limited to the food provided by the Camp Commissary. You are free to bring your secret ingredients from home to try and produce the best cobbler in camp. Sign up will take place at camp in the Trading Post.

Honor Troop of the Day

Each unit will have its campsite inspected daily by the Camp Commissioners. The inspection focuses on camp cleanliness, preparation for inclement weather, Scout uniform, on-time attendance and many, many other things!

A courtesy inspection is carried out by the Camp Commissioners on Sunday to give you a heads up on what they will be looking for. Troops are expected to have cheers at Retreat Ceremonies (part of Scout Spirit). However do not expect to be an Honor Troop if your cheer is negative (pokes fun at another troop, staff, leaders etc....). Everything we do and say should reflect the best aspects of scouting...our Oath and Law.

Scoutmaster Shootout

We will hold a Scoutmaster Shooting competition at the field sports range. But be warned!!! The losing Scoutmaster may end up being famous.

Training for Adult Leaders — check schedule upon arrival

We will offer a number of adult training courses at various times during camp (sign-up for these courses will take place at camp). These will include Safe Swim Defense and Safety Afloat. More details on these courses can be found below.

Safe Swim Defense and Safety Afloat:

These courses are designed to train adult leaders in the basics of water safety and unit aquatic activity planning. Participants who attend this training will receive a Safety Afloat certification and a Safe Swim Defense certification. The courses focus on the eight points of Safe Swim Defense and the nine points of Safety Afloat. The classes address major concerns about aquatic and boating safety and water rescue. This certification is required in order to obtain a tour permit for outings with aquatic activities. It is recommended that all adult leaders achieve this certification. Safety Afloat and Safe Swim Defense certifications are valid for two years.

Health & Safety

The number one goal for our BHAC Camp Director is that each and every Scout, Scouter and Staffer has a safe camp experience. On the following pages you will find some health and safety guidelines that are in force at camp. In addition to these guidelines we will follow those in the Guide to Safe Scouting and the BSA's National Camp Standards. Safety is a concern for everyone, not just the camp staff, and you are encouraged to take action to correct safety concerns as quickly and as tactfully as possible.

Medicals

Every individual in camp ***must have a BSA Medical Form Parts A, B, and C completed.*** *Medical forms from school, sports, youth activities are no longer accepted by BSA.* Anyone arriving at camp without a medical will have to obtain a medical before they can check-in. We will not offer this service at camp - so make sure everyone in your unit has a completed medical before leaving for camp.

Information on the medical form can be found on the BSA website at <http://scouting.org/scoutsourc/HealthandSafety/ahmr.aspx> You can also download the four part form from the website.

Emergency Procedures

BHAC has a camp-wide fire alarm and an emergency procedures plan. It is essential for everyone's safety that every member of your unit fully understands the camp's emergency procedures - their life, your life, or someone else's life could depend on it.

At both sections of the camp, the sounding of an emergency siren or horn is the fire alarm. An authorized member of the camp staff will only utilize it. Upon hearing the alarm, all Scouts and leaders should return to their campsites and the unit fire-warden, with a buddy, reports to the Camp Office immediately for instructions. The emergency coordinator will advise the unit fire-warden of any action he needs to take and will ask the fire-warden to return to his unit campsite to establish whether or not all members of his unit have returned to the campsite. The camp staff will secure the program areas and head towards the Camp Office as soon as possible. Campers are to remain in their campsites and away from the site of any emergency.

The same alarm will also be used if there is an immediate need to assemble units in their sites because of some other emergency. In such an incident the unit fire-warden (and his buddy) should still report to the Camp Office for instructions.

Fireguard Equipment

Each unit should bring tools to camp to enable them to set up a unit fire station. The station should include a shovel, two or more water buckets (kept filled at all times), and a fire extinguisher suitable for use on any stoves your unit may bring to camp.

The Pool and the Waterfront

All youths and adults in camp who wish to use either the pool, waterfront or go white water rafting must take the swim qualification test to determine their swimming ability. A "Buddy Tag" will be issued to each individual once they have completed their swim test and it will be retained at the pool or at the waterfront. The Buddy Tag will indicate the individual's classification as a Non-Swimmer, Beginner, or Swimmer.

Fires, Stoves, Tents, and Open Flames

For safety reasons, there are to be ***no open flames in tents***. This ban on open flames in tents includes a ban on the use of matches, candles, kerosene, propane or liquid lanterns in tents. Lighting in tents is to be provided by battery-powered lanterns or flashlights only. It is, however, acceptable to use a lantern under a dining fly.

All cooking fires, campfires and stoves are to be attended while they are burning. Fires are only to be built in designated areas or elevated altars and must be extinguished so that they are cold to the touch when unattended.

There are absolutely no ground fires of any type at the Dining Hall Camp (lower camp) at any time.

Liquid Fuels

The Boy Scouts of America permits the use of liquid fuels only under the direct supervision of a knowledgeable adult. **Liquid fuel is never to be used as a fire starter.**

Youth Protection Policies

Leaders are asked to review the Guide to Safe Scouting before attending camp and ensure compliance by their unit with policies as detailed in the Guide, particularly in respect of youth protection policies. Failure to comply with Guide to Safe Scouting and youth protection policies will result in disciplinary action. Key portions of the youth protection policies found in the Guide to Safe Scouting are reproduced below. Other Guide to Safe Scouting policies are also contained elsewhere in this guide.

Barriers for Youth Protection

- **Two-deep leadership:** Two registered adult leaders or one registered leader and a parent of a participant, one of whom must be 21 years of age or older, are required on all trips and outings. The chartered organization is responsible for ensuring that sufficient leadership is provided for all activities.
- **No one-on-one contact:** One-on-one contact between adults and youth members is not permitted. In situations that require personal conferences, such as a Scoutmaster's conference, the meeting is to be conducted in view of other adults and youths.
- **Respect of privacy:** Adult leaders must respect the privacy of youth members in situations such as changing clothes and taking showers at camp, and intrude only to the extent that health and safety require. Adults must protect their own privacy in similar situations.
- **Separate accommodations:** When camping, no youth is permitted to sleep in the tent of an adult other than his own parent or guardian. Councils are strongly encouraged to have separate shower and latrine facilities for females. When separate facilities are not available, separate times for male and female use should be scheduled and posted for showers.
 - **In the Dining Hall Camp, the showers and bathrooms are shared with other campers at the AFRC campground.** There will not be separate hours and in this case we encourage adult supervision while respecting the privacy of the youth.
- **Proper preparation for high-adventure activities:** Activities with elements of risk should never be undertaken without proper preparation, equipment, clothing, supervision, and safety measures.
- **No secret organizations:** The Boy Scouts of America does not recognize any secret organizations as part of its program. All aspects of the Scouting program are open to observation by parents and leaders.
- **Appropriate attire:** Proper clothing for activities is required. For example, skinny-dipping is not appropriate as part of Scouting.
- **Constructive discipline:** Discipline used in Scouting should be constructive and reflect Scouting's values. Corporal punishment is never permitted.
- **Hazing prohibited:** Physical hazing and initiations are prohibited and may not be included as part of any Scouting activity.
- **Junior leader training and supervision:** Adult leaders must monitor and guide the leadership techniques used by junior leaders and ensure that BSA policies are followed.

All allegations of child abuse in Scouting must be reported to the TAC Council Scout Executive, Vince Cozzone (+32 476 317 555).

Leadership Requirements for Trips and Outings

- **Safety rule of four:** No fewer than four individuals (always with the minimum of two adults) go on any backcountry expedition or campout. If an accident occurs, one person stays with the injured, and two go for help. Additional adult leadership requirements must reflect an awareness of such factors as size and skill level of the group, anticipated environmental conditions, and overall degree of challenge.
- **Male and female leaders must have separate sleeping facilities:** Married couples may share the same quarters if appropriate facilities are available.
- **Male and female youth participants will not share the same sleeping facility.**
- **Single-room or dormitory-type accommodations for Scouting units:** Adults and youth of the same gender may occupy dormitory or single-room accommodations, provided that there is a minimum of two adults and four youth. A minimum of one of the adults is required to be youth-protection trained. Adults must establish separation barriers or privacy zones such as a temporary blanket or sheet walls in order to keep their sleeping area and dressing area separated from the youth area.
- **When staying in tents, no youth will stay in the tent of an adult other than his or her parent or guardian.**

Responsibilities of Youth Members

All members of the Boy Scouts of America are expected to conduct themselves in accordance with the principles set forth in the Scout Oath and Law. Physical violence, hazing, bullying, theft, verbal insults, drugs and alcohol have no place in the Scouting program and may result in the revocation of a Scout's membership in the unit.

If a Scout cannot conduct himself in an acceptable manner, the unit may, at their discretion, arrange for the Scout to return home. The Camp's leadership team should not be expected to take over the role of the unit leadership in disciplining youth although they may serve as a resource to assist the unit in their efforts.

Unit Responsibilities

Adult leaders of scouting units are responsible for monitoring the behavior of youth members and interceding when necessary. Parents of youth members who misbehave should be informed and asked for assistance in dealing with it. The BSA does not permit the use of corporal punishment by unit leaders when disciplining youth members.

The unit committee should review repetitive or serious incidents of misbehavior in consultation with the parents of the child to determine a course of corrective action including possible revocation of the youth's membership in the unit. If problem behavior persists, units may revoke a Scout's membership in that unit. When a unit revokes a Scout's membership, it should promptly notify the council of the action.

The unit should inform the Scout executive about all incidents that result in a physical injury or involve allegations of sexual misconduct by a youth member with another youth member.

Medical Matters

BHAC is required to have at least one qualified medic in camp. In addition, all of our staff will be trained in basic first aid and we will have a number of other qualified staff members who will provide support and assistance to the camp medic. However, our medics may or may not be doctors. There are certain things they are not legally or ethically permitted to do. This may include prescribing medicine, telling an individual to take internal medicine and, in some cases, suture. We will, however, provide the best possible medical care in camp. Where there are any doubts we will refer the case to the local hospital or doctor.

The local hospitals that we use are among the best in Germany. As we are using local facilities it is important that all individuals who are military members or dependents bring their ID cards to camp.

Civilian individuals, who are not resident in Germany, will either need a European Health Insurance Card from their local host country social security office/national medical service office or appropriate medical insurance and should bring proof of insurance and/or the European Health Insurance Card with them. Naturally the power of attorney, found on the BSA Medical Forms, must also be completed for each Scout and adult attending camp.

As space in our medical facility at camp is limited, only those cases requiring confinement of less than 24 hours will be retained in camp. If longer confinement is required, the Camp Director and the Camp Medic will notify the individual's parents or relatives so that they can make arrangements to pick him up.

We will expect leaders and units to bring first aid kits with them to treat any minor injuries. However, we do need to log all accidents and first aid treatment, so if you treat an individual yourself please let the medic know so that it can be annotated in the camp medical log. If you have someone who requires medical treatment during camp, please send them to the First Aid Station if they can walk. If the individual cannot walk send someone to the First Aid Station or the Camp Office to get help.

During program sessions the Medic can also be contacted by radio from any of the program areas. Remember, if an individual has a suspected back or neck injury do not move the individual nor ask them to move (unless they are in danger) - just send someone to get the medic.

Prescription Medications

The taking of prescription medication is the responsibility of the individual taking the medication and/or that individual's parent or guardian. A leader, after obtaining all the necessary information, can agree to accept the responsibility of making sure a youth takes the necessary medication at the appropriate time, but BSA does not mandate or necessarily encourage the leader to do so. Also, if state laws are more limiting, they must be followed.

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

Allergies and Special Medical Needs

All individuals, youth and adult alike, who have allergies or special medical needs (e.g. asthma), must be brought to the attention of the Camp Medic. Unit leaders who have individuals with special dietary requirements or food allergies need to make the Camp Director aware at time of registration. Meal

planning and preparation takes place months before the start of camp. Those unit leaders should also contact the Commissary Director at check-in to discuss food requirements.

Food Service Information

The upper section of BHAC uses the patrol cooking method, as we believe it is part of the total camp experience. Patrol cooking builds upon the patrol method and helps to develop teamwork and leadership. There is no other method that achieves the same ends as the patrol method. We urge you to use it as much as possible during camp, not just for cooking, but also for everything. This will help your unit, your adult leaders, and your Scouts, derive the maximum benefit possible from camp.

Food for patrol cooking is issued daily by our central commissary and the frequency of issue will depend upon the storage requirements of the food being issued. Units will pick up their food from the commissary drop off point. The food issued will cover breakfast, lunch and dinner, but not evening snacks (which, if desired, are the responsibility of the unit). If you get “shorted” on a food item at camp, or feel that something is missing from a food issue, please contact the Commissary Director as quickly as possible so that we can try to rectify the situation.

There are a number of items on the menu that we will only issue when you ask for it. Each unit will receive an initial issue of items such as coffee, hot chocolate, sugar, salt, pepper, cooking oil, butter and spices. After the initial issue, you will need to let the Commissary Director know of any items that you need when you pick up your daily food issue. Equally, if you find that you are building up a surplus of food items, please let the Commissary Director know and return any excess food items. Please also make sure that you return your food issue crates to the Commissary as soon as possible – we need them for the next food issue!

The first meal in both the dining hall and in camp is Saturday evening and the last meal is Friday breakfast. The meal schedule in the dining hall will be posted. We will have a hot breakfast and dinner and lunch will be box lunches. Breakfast at the Dining Hall will be at 7:30 a.m. and Dinner is at 6 p.m. Units are responsible for snacks outside of meal hours.

Cooking and Fuel/Propane

Units may choose to cook over fires, or bring gas or propane stoves - all to be used with adult supervision. Ground fires are only allowed in designated fire pits at camp. Your Troop may construct an altar fire, if you wish. (Upper Camp Only/ Absolutely no ground fires/altar fires of any kind is permitted in the Lower Camp). Units will be assessed a fee to replace or repair any damage done to the AFRC campground (lower camp) beyond normal use.

Although there is a US PX near camp, and it is a camping community, one cannot guarantee that propane or Coleman fuel will be available. It is advisable to purchase what you need to bring to camp. If you are traveling by air and cannot bring fuel, we will do our best to procure fuel. (although the last 2 years that was nearly impossible). We suggest you start now to purchase the fuel you need.

Coolers

Units are requested to bring at least one large cooler with them. Some food that will be dispensed from the commissary will need to stay cool. We encourage all units in the upper portion to bring multiple blue ice packs, which can be rotated out from the camp freezer. Please make sure they are well marked.

Special Dietary Requirements and Food Allergies

If you have an individual who requires a special diet or who has food allergies please contact the Camp Director before camp and advise him of the dietary requirements or food allergies. In addition you should contact the Commissary Director or Dining Hall steward when you arrive at camp.

General Information

Arrival & Departure

Camp Dates for 2011:

week 1 - Saturday, July 13 to Friday, July 19

week 2 – Saturday, July 20 to Friday, July 26

week 3 – Saturday, July 27 to Friday, August 2

Check-In

Check-in for BHAC starts at 1300 hours on Saturday. We ask you to arrive between 1300 and 1500 so that your unit has enough time to set up camp. If you need to arrive before check-in starts, please contact the Camp Director as soon as you know when you will be arriving so that we can make arrangements for a campsite to be ready for you. The only camp service that we provide before 1300 hours on Saturday is campsite allocation. You will be responsible for extra meals. We can with proper notice (2 weeks) arrange for dining hall meals on a space available basis for early arrivals for an extra charge.

ALL UNITS are to first go to Kean's Lodge for check-in before going to your camp site whether or not you are patrol cooking or dining hall.

Check-Out

Check-out from camp starts at 0800 on Friday morning. If you need to leave earlier please let us know so that we can make arrangements. Regardless of your actual departure time, you must check-out by 1030 on Friday.

There will be no program or food service after Thursday evening. A "to-go" breakfast will be given to units for Friday morning. Please also note that camp staff will not be available after 1000 on Friday.

Fees

For fees & registration information please see TAC's Summer Camp 2013 Reservation Procedures, which includes the reservation form and information about camp fees.

Hotel Arrangements for Drivers

If you need to make arrangements for hotel accommodation for drivers, please make your own reservation. There are numerous hotels in Garmisch in all price ranges. Usually a web search for discount hotels Garmisch will provide numerous choices. There is also a great range of guest houses that are available.

Staff Friend

When you arrive at BHAC, a Staff Friend will greet your unit. He will guide you to your campsite and show you the nearest water point and woodpile. Throughout the week, your Staff Friend will visit your unit site to pass on information, to interact with Scouts, and to help answer questions. The Staff Friend will also teach your Scouts the seven principles of Leave No Trace.

Camp Mailing Address

The following is the mailing address to be used for all Scouts and adults attending BAYERN:

USAG Garmisch – FMWR
Bayern
Name & Unit
Unit 24515
APO, AE 09053

Local Address
USAG Garmisch – FMWR
Bayern
Name & Unit
Breitenauer Str. 16
D- 82467 Garmisch-Partenkirchen

Outgoing mail may be left at the camp office. Incoming mail will be distributed daily by the Camp Commissioners.

Camp Telephone

Only emergency calls will be accepted for campers at the Camp Office. The emergency phone number is **civilian** +49 (0)8821 750-2537

Trading Post

The Trading Post is maintained as a service to campers. The Trading Post will be stocked with a good supply of program materials, literature, craft material, camp t-shirts, camp belts, camp hats, and some camping supplies. There will also be a selection of drinks and snacks available.

The Trading Post will accept US currency, MasterCard, Visa, and Euros (necessary exchange rates will be established by the Camp Director). It is recommended that US currency is used in the Trading Post.

Other Camp Policies

Included below are a number of Boy Scouts of America, Transatlantic Council, BAYERN policies that are not covered elsewhere in this guide. Please ensure that all of your Scouts and Adult Leaders are familiar with the policies contained both in this section and elsewhere in the guide.

Adult and Youth Registration

All adults serving in any type of leadership capacity for their unit at camp must be registered as an adult leader with the Boy Scouts of America. We do realize that often times a parent will volunteer to serve as a leader at camp at the last minute. That parent, however, does need to become a registered member of the Boy Scouts of America - it is for the parent's "protection" as well as our own. All youth participants must be registered members of a Scout Troop, Venture Crew, or Varsity Scout Team.

Alcoholic Beverages and Drugs

Any and all use of alcoholic beverages on site is prohibited, regardless of age. The use of illegal drugs (i.e. non-prescription) is prohibited. Violators will be asked to leave the campsite and appropriate action will be taken.

Cell Phone Policy

Our instructors are not permitted to carry or use cell phones during any program sessions (except when working in areas out of the range of the camp radios). We would request that, similarly, you ask your Scouts not to take cell phones to program sessions or, at the very least, to turn them off during sessions. Use of cell phones during program sessions is inconsiderate to other participants and, in some cases can be extremely dangerous (Scouts using axes, climbing, lighting fires, etc, should not be distracted by a ringing phone).

Family Camping

The camp is not permitted to accept siblings of Scouts or adults staying in the campsite in anything other than a leadership capacity. This is in accordance with Boy Scouts of America policy. There is, however, some flexibility for families desiring to attend the last night at camp and to see the closing campfire before departing for home the next day. Transatlantic Council camps are not to be used as lodging for families wishing to tour the local area while their Scouts are attending camp. Families can use the AFRC campground if they are eligible (DOD ID Card), but cannot stay in the area reserved for Scouts.

Initiations, Hazing and Military Training

Corporal punishment, hazing, initiation of any sort, and military training and drill are not permitted in the Boy Scouts of America. Unless acting in an official capacity, military uniforms, parts of military uniforms, or BDUs are not to be worn at camp. We do make an exception for rain gear as often times it is the only rain gear owned by the participant.

Leaving the Site

A sign in/sign out log is located inside of the upper and lower Camp Offices. Scouts and adults must use this when leaving camp. In no circumstances will a youth member of a unit be allowed to leave camp without adult supervision. Each unit must have a minimum of two adult leaders traveling to and from camp, in addition to being in residence at all times unless cleared with the Camp Director. **Tour plans for attendance at camp must include information on the leaders who will attend. Note that plans with less than two leaders will not be approved.**

Money and Valuables

Each family must decide how much spending money a Scout should take to camp. Each Scout is, however, responsible for the safeguarding of his money and personal property. It is recommended that expensive cameras, watches, and personal entertainment devices be left at home. Units may, if they wish, have items stored in the camp safe, although neither the council nor its employees will accept liability or responsibility for any items which you ask to be stored in the safe. Regardless, all items should be clearly marked, with the boy's name and unit number. There are banks in Garmisch that will exchange foreign currency - the camp will not provide any foreign exchange services.

Pets

For the safety of both pets and campers (as well as for owner liability reasons), pets are prohibited at camp. The only exceptions are for working guide dogs belonging to visually impaired persons.

Recycling

The camp encourages all Scouts, Leaders and Staff to recycle. During check-in, each unit is issued with special recycling bags for aluminum cans. Bins for paper and plastic recycling can be found in the Camp Office, Trading Post and in the Nature Program Area.

Smoking

There will be no smoking by Scouts in camp. Smoking by adult leaders is only to take place in a ***designated area away from Scouts, campsites and activity areas***. Adult leaders are expected to support the attitude that young adults are better off without tobacco.

Swim Testing

Under the current BSA Policy on swim tests, units may, if they choose to do so, conduct swim tests before arriving at camp. The details of how to conduct these tests at the unit level are included in the appendix to this guide. Units that do not conduct swim tests before camp will still have the opportunity to complete swim tests on Saturday.

Please remember that it is imperative that each Scout and adult who plans to be in or on the water during the week completes this swim test. This is especially important for Canoeing, Lifesaving, and Swimming merit badges where the successful completion of the BSA Swim Test is a prerequisite.

Uniform and Dress Code

The BSA Full Field uniform is the expected uniform for retreat ceremonies. A more casual uniform, such as Scout shorts and a Scouting t-shirt may be worn during most other activities. Adults are asked to always wear at least one item of Scout clothing – hat, jacket, t-shirt, etc.

Closed-toe shoes are to be worn in and around the camp to prevent injury. Hats must be Scout hats and must be worn correctly.

Please ensure that Scouts bring a poncho or raincoat as well as warm clothes such as a sweater, sweatshirt, and/or a jacket. The climate is mild, but extended spells of rain and cold weather are not unusual. Clothing with inappropriate symbols or messages is not permitted.

Prohibited Items

Weapons, Knives, Full Length Axes, Fireworks, Firearms & Ammunition, Non-folding sheath knives, flick knives, throwing stars and martial arts weapons are not allowed at camp. Fireworks of any kind are also prohibited. Personal firearms and ammunition are not to be brought to camp unless required by military or law enforcement authorities.

Wristbands

In order to comply with BSA policies and German law, all campers (youth, staff and adult) are required to wear a Tyvek® wristband while they are at BAYERN. At registration, the unit leader will be issued with color-coded waterproof wristbands for each participant. Participants can choose to purchase a more durable rubber wristband at the Trading Post should they wish to do so (they will need to hand in their Tyvek® wristband at the Trading Post in order to purchase a rubber wristband).

Any campers or visitors arriving at camp after registration will need to visit the camp office in order to receive a wristband. Lost wristbands can also be replaced at the camp office. As part of our procedures, staff will conduct “wristband checks” during program sessions.

Appendix

How to Get to Bayern High Adventure Camp

By Train

From Munich Hauptbahnhof, the trip to Garmisch's Post/Bahnhof takes between 1 hour 17 minutes to 1 hour 39 minutes. Direct trains leave at least once an hour from morning through early evening. If you're coming from Innsbruck, a direct train will take 1 hour 20 minutes.

By Air

[Munich International Airport](#) is 120 km (75 miles) distant, and you can travel by rail from the airport terminal to Garmisch-Partenkirchen in just over two hours with one train change. Innsbruck Airport is 60 km (38 miles) away.

By Car/Bus

Garmisch-Partenkirchen is 88 km (55 miles) from Munich by Autobahn and local roads. The camp is based at Kean's Lodge which overlooks the military housing area on Artillery Kaserne. You can reach the camp by driving through the main road of Garmisch towards Grainau. You will pass an Esso Station (Zugspitzstrasse) and then will come to a traffic light with a left turn towards the Edelweiss (AFRC) hotel. Go straight through the light. (if it is green). At the following light turn right, and at the traffic circle bear right and continue up the hill. At the Y intersection keep left. (Follow signs for Tierheim (Kennel)). At the Tierheim, (Kennel) turn left and travel down the gravel road to Kean's Lodge). If the road ends you have gone too far. The address is Krammerplateau Weg, Garmisch. Unfortunately some of the best sign posting is for Billy Bob's and you have to pass Billy Bob's on the way to camp.



Swim Classification Procedures

The swim classification of individuals participating in a Boy Scouts of America activity is a key element in both Safe Swim Defense and Safety Afloat. The swim classification tests should be reviewed annually, preferably at the beginning of each outdoor season.

Traditionally, the swim classification test has only been conducted at a long-term summer camp. However, there is no restriction that this is the only place where the test is conducted. It may be more useful to conduct the swim classification prior to a unit going to summer camp. ****Highly Encouraged****

All persons participating in BSA aquatics are classified according to swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the circumstances in which the individual will be in the water. The Swimmer's Test demonstrates the minimum level of swimming ability for recreational and instructional activity in a confined body of water with a maximum 12-foot depth and with shallow water footing or a pool or pier edge always within 25 feet of the swimmer.

The various components of each test evaluate the several skills essential to the minimum level of swimming ability. Each step of the test is important and should be followed as listed below:

- **Swimmer's Test:** Jump feet first into water over the head in depth, level off, and begin swimming. 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 swum continuously and include at least one sharp turn. After completing the swim, rest by floating.
- **Beginner's Test:** Jump feet first in to water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.

Administration of Swim Classification Test

Swim classification tests done at the unit level should be conducted by one of the following council approved resource people: Aquatics Instructor BSA, Aquatics Supervisor, BSA Lifeguard, certified lifeguard, swimming instructor, swim coach or Scoutmaster. The results of the test should be recorded on the Unit Swim Classification Record (see next page). When the unit goes to summer camp, each individual will be issued a buddy tag under the direction of the Camp Aquatics Director for use at the camp. ***Please note that the Camp reserves the right to review or retest, at any time, any or all participants to ensure that standards have been maintained.***

Bayern High Adventure Camp Unit Equipment Checklist

This is a suggested list of what a unit should bring to camp, based on our many years of experience:

Units in the lower camp do not need to bring all the cooking items but would want to heat water, have a bulletin board, fire tools, lanterns and the like.

- | | |
|--|--|
| <input type="checkbox"/> Tents | <input type="checkbox"/> Bow Saw |
| <input type="checkbox"/> Waterproof Ground Cloth (one per tent) | <input type="checkbox"/> Ax |
| <input type="checkbox"/> Dining Flies or Trail Tarps | <input type="checkbox"/> First Aid Kit |
| <input type="checkbox"/> Patrol Box | <input type="checkbox"/> Fire Buckets |
| <input type="checkbox"/> Cook Kit & Cooking Utensil Kit | <input type="checkbox"/> Fire Extinguisher |
| <input type="checkbox"/> Stoves (Liquid or Propane) | <input type="checkbox"/> Patrol Flag |
| <input type="checkbox"/> 2 Water Carriers | <input type="checkbox"/> Ice Chest or Cooler |
| <input type="checkbox"/> Wash Basins | <input type="checkbox"/> Compass |
| <input type="checkbox"/> Dish Soap & SOS Pads | <input type="checkbox"/> Toilet Paper |
| <input type="checkbox"/> Paper Towels | <input type="checkbox"/> Rope & Binder Twine |
| <input type="checkbox"/> Tables for eating, cooking, clean up etc. | |
| <input type="checkbox"/> Folding Chairs and/or Stools | |
| <input type="checkbox"/> Lantern/Flashlight | |

- Coffee Pot
- Unit First Aid Kit
- Unit Flag
- American Flag
- Shovels
- Fire Extinguishers
- Lanterns
- Pencils & Pens
- Lockable Cash Box or Footlocker
- Advancement Chart
- Surprise Awards & Recognition Items
- Pioneering Poles & Rope for Campsite Projects
- Resource Books
- Merit Badge Books
- Soccer Ball or Football
- Frisbee

A Few Notes...

- The following items are prohibited: Pets, Fireworks, Rifles, Archery Equipment, Electronic Games, Walkmans, Discmans, BDU or Camouflage Clothing (prohibited by the BSA at all Scouting functions) - except camouflage/BDU rain gear, Sheath Knives, Flick Knives or any knives with a blade longer than three inches (all of these knives are prohibited by law and will be confiscated on sight).
- Mark all of your equipment with your unit number.
- Remember the upper camp is a patrol cooking camp - **bring your own cooking equipment and staples (e.g. dish soap, hand soap, hot chocolate, coffee, tea).**
- **Units in the lower**
- Don't forget tents are not provided - bring your own tentage and sleeping gear.

Bayern High Adventure Camp Personal Equipment Checklist

You should bring the following items to camp:

- | | |
|--|---|
| <input type="checkbox"/> Sleeping Bag | <input type="checkbox"/> Shower Shoes |
| <input type="checkbox"/> Pillow | <input type="checkbox"/> Toothbrush & Toothpaste |
| <input type="checkbox"/> Backpack | <input type="checkbox"/> Comb and/or Brush |
| <input type="checkbox"/> Scout Uniform Shirt | <input type="checkbox"/> Toilet Paper |
| <input type="checkbox"/> Scout Uniform Shorts or Pants | <input type="checkbox"/> Laundry Bag |
| <input type="checkbox"/> Scout Uniform Socks | <input type="checkbox"/> Non-Aerosol Insect Repellent |
| <input type="checkbox"/> Scout Belt | <input type="checkbox"/> Suntan Lotion |
| <input type="checkbox"/> Scout Neckerchief & Slide | <input type="checkbox"/> Canteen |
| <input type="checkbox"/> Sweater and/or Jacket | <input type="checkbox"/> Mess Kit and Eating Utensils |
| <input type="checkbox"/> Pants (to last a week) | <input type="checkbox"/> Ground Cloth |
| <input type="checkbox"/> Changes of Underwear (for a week) | <input type="checkbox"/> Flashlight & Extra Batteries |
| <input type="checkbox"/> Extra Socks (to last a week) | <input type="checkbox"/> Matches |
| <input type="checkbox"/> Handkerchiefs or Tissues | <input type="checkbox"/> Pens, Pencils & Writing Paper |
| <input type="checkbox"/> Swim Trunks | <input type="checkbox"/> Wallet & Money (\$, £, and/or €) |
| <input type="checkbox"/> Poncho or Rain Gear | <input type="checkbox"/> Pocket Knife (No Sheath Knives) |
| <input type="checkbox"/> Tennis Shoes | <input type="checkbox"/> Military ID Card |
| <input type="checkbox"/> Waterproof Hiking Boots/Wellies | <input type="checkbox"/> Passport (if traveling from abroad) |
| <input type="checkbox"/> Towel, Wash Cloth & Soap | <input type="checkbox"/> Medical with Power of Attorney |
| <input type="checkbox"/> Shampoo | <input type="checkbox"/> Medication with instructions and extras |

You may want to bring the following to camp:

- | | |
|--|--|
| <input type="checkbox"/> Camera & Film | <input type="checkbox"/> Reading Books |
| <input type="checkbox"/> Musical Instrument | <input type="checkbox"/> Clothes Hangers and/or Clothes Pins |
| <input type="checkbox"/> Bible, Testament or Prayer Book
according to faith | <input type="checkbox"/> Extra Eyeglasses (if needed) |
| | <input type="checkbox"/> Watch and/or Alarm Clock |

The following items are **prohibited** in camp:

- | | |
|---|---|
| <input type="checkbox"/> Pets | <input type="checkbox"/> Sheath Knives (Prohibited by law) |
| <input type="checkbox"/> Fireworks | <input type="checkbox"/> Cell phones during program sessions |
| <input type="checkbox"/> Rifle or Archery Equipment | <input type="checkbox"/> BDU or Camouflage Clothing, except
rain gear. |
| <input type="checkbox"/> Electronic Games | |
| <input type="checkbox"/> Personal Entertainment Devices | |

Make sure all of your things are clearly marked with your name and unit number.

BHAC 2013 High Adventure Sign-up Sheet

Troop/Crew # _____ City & Country _____

You can register at www.tac-bsa.kintera.org/bayern-highadv

Event	Day	# of Youth	# of Adults	Price \$	Total \$
Kletterwald ropes	Sun 1400-1700 hours			\$20 Group 10+ \$25 Adult (+14 years old) \$20 Youth	
Conquer Zugspitze	Wed 0900 – Thurs 1500			\$119	
Alspix & Hoellental	Mon 0900-1600			\$35	
Watersking	Wed 0800 - 1500			\$45	
White Water Rafting	Mon 0830 - 1600			\$50 youth \$55 adult	
White Water Rafting	Tue 0830 – 1600			\$50 youth \$55 adult	
White Water Rafting	Wed 0830 - 1600			\$50 youth \$55 adult	
White Water Rafting	Thurs 0830 - 1600			\$50 youth \$55 adult	
Advanced White Water Rafting	Mon 0830 - 1600			\$125	
Advanced White Water Rafting	Tue 0830 – 1600			\$125	
Advanced White Water Rafting	Wed 0830 - 1600			\$125	
Loisach Rafting	Tue 0900 - 1200			\$29	
Kayaking	0830 - 1600			\$80	
Bikes	Based on troop reservation			\$10 per bike	
Hire a sherpa	Based on troop reservation			\$119	
Hollental Gorge Hike	Wed 0900 - 1300			Free	
Kramer Mtn. Hike	Thur 0900 - 1500			Free	

Total \$ owed _____