

Napowan Adventure Base

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Leaders Guide

These resources are always available at www.napowan.org



Welcome to Napowan Adventure Base

Napowan Adventure Base continues to be one of the premier Scout camps in the Midwest. Napowan stands alone at the top because of its diverse programs, facilities filled with character, committed quality camp staff, and outstanding customer service to Scouts and Scouters.

We know that as leaders we have many choices in what camp to attend and we hope Napowan is your choice. Your time at Napowan will be valued and well spent; our goal is to provide the best service possible.

Thank you in advance for placing your trust in Napowan Adventure Base. We are eager to serve and hope this guide will assist you in making your plans.

We are committed to being the best!

We'll see you this summer!
Your Camp Leadership Team

www.napowan.org

Sincerely,

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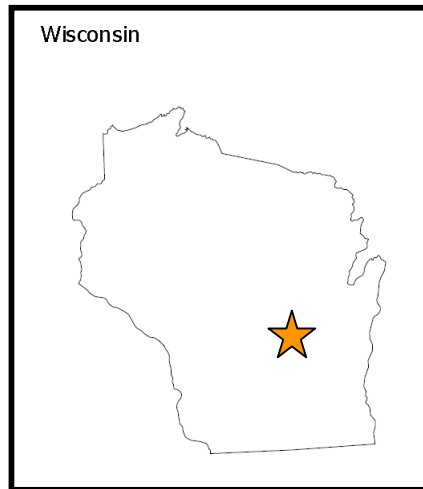
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How to get to Napowan Adventure Base



Camp Napowan is located seven miles east of Wild Rose, Wisconsin on County Route H. Excellent roads are available from the Chicago area north to Napowan.

Napowan Adventure Base
N4789 24th Ave.
Wild Rose, WI 54984
www.napowan.org

Camp Phone Number
920.622.3680

The History of Napowan

Located in the pine forests of Wisconsin, 7 miles east of Wild Rose and 40 miles west of Oshkosh, Napowan Adventure Base offers troops the very best in a long-term camping experience. Napowan is owned and operated by the Northwest Suburban Council, Boy Scouts of America. Many rich traditions are associated with the camp since it was purchased in 1945 when John Gillick, was Council President, W. A. Miles was Council Commissioner and Stanley Huntington was Scout Executive. From 1950 to 1954, Jordon Minerva was Camp Director at Napowan and in 1951 the first well, ten feet deep was hand dug in the Wilderness Camp. In 1951, one thousand trees donated by the State Forest Dept. were planted on the property near Funk Lake (now known as Lake Napowan). After 1947 the Hills Lake property was purchased for \$3200, making Napowan a 313 acre camp. Two forty acre tracks were added over the years for a total of 393 acres.

The 2009 Season will mark the 93nd Consecutive Summer Camp Program run on the ground of beautiful Camp Napowan. Each year approximately 100 dedicated individuals serve as camp staff and volunteers to bring the outdoor aspects of the troop scouting program to over 2,000 campers and leaders.

Summer Program Calendar

Staff Development Week	June 13 – June 19
Session #1	June 20 – June 26
Session #2	June 27 – July 3
Session #3	July 4 – July 10
Session #4	July 11 – July 17
Session #5	July 18 – July 24
Session #6	July 25 – July 31
Session #7	August 1 – August 7



Camp Registration

“10” Step Critical Path to Get Your Unit to Napowan

1. Appoint a unit Camping Chairperson or Camping Team
2. Decide on a campsite and dates; confirm availability of your choice by calling 847.824.6859. Make a site reservation and pay the \$100.00 non-refundable deposit to the Scout Service Center.
3. Register your unit Scouts to attend camp.
 - a. Determine a timetable for financial commitment for your unit.
 - b. Work with your unit membership chairman to register each Scout with the troop and BSA.
4. Promote Napowan Adventure Base at unit meetings and call the council office to schedule a personalized camp promotions visit for either scouts or parents.
5. Continue to track unit membership and Scout registration for camp. Encourage the scouts to turn in their paper work (physicals) soon.
6. Before May 1st confirm each Scouts desire to attend camp and any special needs or programs such as;
 - a. High Adventure Treks
 - b. Special Diet Requests
 - c. Campership Needs (Camping Scholarships)
 - d. Special Housing Needs
7. Remember the fee deadlines and save your scouts money. (3/12 Early Bird Fee, 4/16 Regular Camp Fee, after 4/17 Last Minute Fee)
8. Continue to track new members (Webelos crossing) as they are added to your unit roster and forward new totals and fees to the Council Service Center.
 - *Newly crossed over scouts are not charged late fee, only charged regular camp fee.*
9. Email your merit badge sign-up to napowanmb@yahoo.com
10. Put together a final binder of items needed for camp.
 - a. Medical Form for each Scout and Adult Leader (**Need two copies per person**)
 - b. Updated Camp Roster – one copy is to be turned in at Check-In. Roster must include name, complete address and phone for all campers, both youth and adult.
 - c. This Guide, maps, Troops emergency funds, first aid kit, ect.
11. (Just one extra step) – Start planning now for the next Napowan Season!

Camp Fees

Early Bird Fee	by March 12, 2010	\$245.00
Regular Camp Fee	by April 16, 2010	\$270.00
Last Minute Fee	After April 17, 2010	\$295.00

(All camp fees must be paid in full by deadline)

- **Webelos Cross-Over Fees** - Webelos who join the Troop in time to attend Napowan pay the Regular Camp Fee of \$270.00 unless meeting the Early Bird Fee deadline whereby they will pay \$245.00. Must be registered by **June 5, 2009**.
- **Provisional Scout Fees** – Scouts who are unable to attend with their home unit. To set this up please speak with Randall Toland at 847.824.6859 or rtoland@bsamail.org
- **Adult Leader Fees** – New for 2010 if your Troop brings 3 more scouts than 2009 one leader is free. If your Troop brings 5 more scouts than in 2009 then two leaders are free. The fee per adult leader includes one ticket to the Thursday Night Leaders Steak Dinner.

Full Week (Adult)	\$110.00
Half Week (Adult) – 3 Nights	\$60.00

- **Napowan Provisional Scouts.** – Camp Napowan will be offering a scout the chance to stay for an extra week of camp all summer. If they choose to stay an extra week the fee is only \$185.00. There will be adult leadership available all summer for these scouts to stay.

Miscellaneous Camp Fees

The following are additional costs, which a Scout may incur while at camp, not including any Trading Post purchases. These fees are best guess **approximations** of the actual costs and are subject to change.

Rifle & Shotgun Merit Badge - \$30.00	Motor Boat Merit Badge - \$15.00
Open Shooting: 10 rounds (rifle) - \$1.00	C.O.P.E. - \$20.00
Open Shooting: 5 rounds (shotgun) - \$2.50	Horsemanship - \$60.00
Water Skiing Merit Badge - \$30.00	Cooking - \$10.00
Space Exploration - \$10.00	

- **Dining Hall Guest Meals** – *Based on prior notice and space availability.* Meals are available for purchase at the Camp Office prior to meals and guests will need to sit at Camp Guest Table.

Guest Breakfast - \$5.00	Guest Lunch - \$5.00
Guest Dinner - \$6.00	Children 6 and under – No Charge

- **Quartermaster Supplies** – Some equipment is available to borrow from the Quartermaster such as; Fire Buckets, brooms, cook kits, Dutch ovens, chef’s kit, fire grates, and water jugs. If returned clean and in good condition there is **no charge**.

Refund Policy

REFUNDS OF CAMP FEES, LESS A \$50.00 PROCESSING FEE, WILL BE MADE ONLY FOR MEDICAL REASONS OR A DEATH IN THE FAMILY. ALL REQUESTS FOR REFUNDS MUST BE MADE IN WRITING TO INCLUDE THE REASON FOR THE CANCELLATION AND SENT TO THE NORTHWEST SUBURBAN COUNCIL, 600 WHEELING ROAD, MT. PROSPECT, IL 60056 PRIOR TO THE CAMP SESSION. NO REFUNDS WILL BE GRANTED UNTIL AFTER THE CONCLUSION OF THE ENTIRE CAMPING SEASON IN AUGUST 2010. AND REQUEST NEED TO BE SENT TO THE COUNCIL OFFICE BY AUGUST 7TH, 2010

Special Housing & Diet Needs


If you or any of your scouts have special housing or diet needs please contact Don Hough, Assistant Camp Director at 847.824.6859 or rtoland@bsaemail.org. You need to express these needs at least two weeks prior to arrival at Napowan so the camp has time to plan and meet these needs.





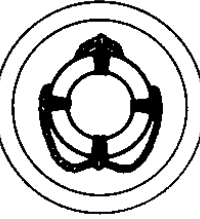
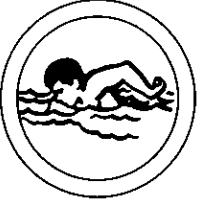
Merit Badges Offered & Requirements




Scouts should use the following information to select merit badges they want to work on and for completing requirements before camp. (Requirements are based on the current edition of the Merit Badge Requirement Book.- subject to change pending releases)

Aquatics

Water activities are extremely popular at Napowan Adventure Base. From basic swim strokes to lifeguard skills, our aquatics staff will give you the instruction you need. Several waterfront merit badges have a (CPR) requirement. CPR is not taught during the merit badge sessions and the scout must plan on attending the separate CPR instruction class that is offered.


	<p>Canoeing Prerequisites: Requirements 2 (CPR), 3, pass the swimmer test Canoeing Merit Badge will aid the novice in perfecting the basic strokes and developing a knowledge of canoeing safety. Recommended for second year campers</p>
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	<p>Rowing Prerequisites: Requirements 2 (CPR), 3, pass the swimmer test In rowing, you learn the basic strokes and boat safety. This is valuable if your family does a lot of boating. A physically challenging badge. Allow time for practice. Recommended for second year campers.</p>
	<p>Small Boat Sailing Prerequisites: Requirements 2 (CPR), 3, pass the swimmer test Excellent Merit Badge for learning the basics of sailing. Completion of the other aquatic badges would be beneficial to the completion of this Merit Badge. Recommended for second or third year campers.</p>
	<p>Motorboating Prerequisites: Requirements 2 (CPR), 3, pass the swimmer test Motorboating Merit Badge will aid the novice in perfecting the basic skills and developing knowledge of motorboating safety. Recommended for second and third year campers.</p>
	<p>Waterskiing Prerequisites: Must already have knowledge of requirements , pass the swimmer test. Recommended for second or third year campers.</p>
	<p>Lifesaving - Eagle Required Prerequisites: Requirement 1 and 13 (CPR), pass the swimmer test. Requires a long sleeve shirt, long pants, shoes, and a belt. All of which must be able to get wet. This course is directed at the more advanced rescue skills, concentrating on swimming rescues. All prerequisites must be completed prior to camp in order to earn this badge. Recommended for second or third year campers.</p>
	<p>Swimming - Eagle Required Prerequisites: Requirements 2 (CPR), 3, pass the swimmer test. Requires a long sleeve shirt, long pants, shoes, and a belt. All of which must be able to get wet. This badge is offered in order to learn advanced swimming and survival skills and to improve your endurance and perfect your swimming strokes. Recommended for first year campers.</p>
<p align="center">Special Aquatics Programs for Scouts and Leaders</p>	

	<p>BSA Lifeguard Prerequisites: Must be 14 years old or completed eighth grade at the time of start, CPR certified, and be able to swim 400 yards, pass the swimmer test. BSA Lifeguard certification has been established as a means to provide units with qualified individuals within their own membership to give knowledgeable supervision for activities on or in the water. The first standard in the Safe Swim Defense and Safety Afloat Guidelines establishes the needs for qualified supervision. An adult currently certified as a BSA Lifeguard, or an adult leader assisted by a Scout holding this certification, meets this requirement. Adults who already hold BSA Lifeguard certification may qualify as BSA Lifeguard counselors. The camp aquatics director has more information. This program is recommended for third year campers and above with strong aquatic knowledge, skills and interest. This program is open to qualified adults. To be certified as a BSA Lifeguard, you must be certified in CPR. Participants in this program will spend substantially all their time at the waterfront.</p>
	<p>Kayaking, BSA Prerequisites: Pass the swimmer test. Recommended for 3rd year Scouts.</p>
	<p>Snorkeling, BSA Prerequisites: Pass the Swimmer test. Recommended for all Scouts.</p>

Scoutcraft


Scouting skills – it’s what Scouting is all about. The Scoutcraft staff teaches life skills, in addition to those skills needed to be a great Scout.

	<p>Camping - Eagle Required Prerequisites: Requirement 9 must be done prior to camp and certified by your Scoutmaster. The Scout experiments in fire building, backpacking, tent pitching and general camp craft. Must have a backpack. Recommended for second year campers.</p>
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	<p>Cooking Prerequisites: Requirements 4, 6, 7, 8b Demonstrates knowledge and ability of food selection, procurement, and preparation. Recommended for second or third year campers.</p>
	<p>Orienteering Prerequisites: Requirements 7, 8, 9, 10 A fun activity! Requires hiking and running. Scouts need to bring sturdy shoes and their own compass. Will not be able to complete requirement 7. Orienteering has become a fast-growing sport in the United States, and the techniques the Scout learns can serve as a good introduction. Recommended for second or third year campers.</p>
	<p>Pioneering Prerequisites: Requirement 5. Knowledge of knots and lashings helpful. Building a major project, such as a two-posted tower, a monkey bridge, or an Adirondack shelter occupies most of the scouts time. Once the basic knots, splices, lashing, and rope making have been mastered, the scout may apply his ingenuity towards his own original design. Recommended for second or third year campers.</p>
	<p>Wilderness Survival Prerequisites: Requirement 5, bring kit to camp. The Scout will grasp the basics of edible wild plants, natural material shelters, sleeping in a natural shelter he has built. No cost. Recommended for second or third year campers.</p>

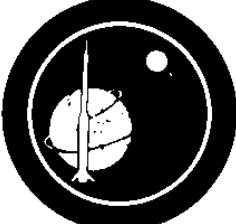
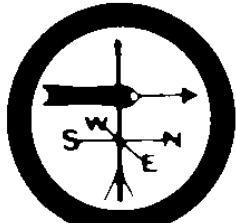
Nature

With acres of outdoor classroom and plenty of merit badge opportunities, the Nature (Ecology/Conservation) area is always one of the most popular spots in camp.

	<p>Astronomy Prerequisites: 6 – Conduct viewing prior to camp and bring sketches to camp Signed Partial required for 9a, 9d and 9e. This badge is easy to complete if the observations have been completed before camp. The rest of the Merit Badge deals with drawings and identifications. Recommended for second or third year campers.</p>
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	<p>Bird Study Prerequisites: Requirements 5, 6, 7 Bird Study is easy to do at camp, although requirement 6 requires more time than the others. Observation and writing about birds makes up the remainder of the requirements. Recommended for second or third year campers.</p>
	<p>Environmental Science - <i>Eagle Required</i> No prerequisites. All requirements can be completed at camp. This badge requires you to spend time in the field observing a study area, and report on what you saw in your area. A 100-word report on endangered species is also required. The Boy Scout Field book is helpful.</p>
	<p>Fish & Wildlife Management Prerequisites: Requirements 5, 6. Several hours of fieldwork are required. The Merit Badge can be earned in one week. Recommended for second or third year campers</p>
	<p>Fishing No prerequisites. All requirements can be completed at camp. Bring artificial bait and we suggest you bring your own fishing gear. Single hooks only, no multi-hooks permitted at camp. Advance preparation for 7 is recommended. With the badge, the Scout must learn the different kinds of fish, how to catch and prepare them for eating, and use of different types of fishing gear. Recommended for all campers.</p>
	<p>Fly Fishing No prerequisites. All requirements can be completed at camp. We suggest you bring your own fishing gear. Single hooks only, no multi-hooks permitted at camp. Advance preparation for 8 is recommended. With the badge, the Scout must learn the different kinds of fish, how to catch and prepare them for eating, and use of different types of fishing gear. Recommended for all campers. Adults too!</p>
	<p>Forestry Prerequisites: Requirements 5. Read the merit badge book. It is recommended you have begun work on requirements 1, 2 A great badge for camp! A study of trees and management of forests. A project and identifying the local trees are included. Recommended for second or third year campers.</p>

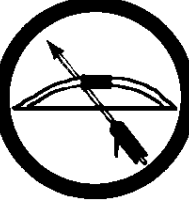


	<p>Geology Prerequisites: Requirements 2, 3, 5, 9b. Bring collections to camp. This badge studies rock and rock formations. Recommended for second or third year campers.</p>
	<p>Mammal Study Prerequisites: Requirements – read the merit badge pamphlet prior to camp. Most of this Merit Badge is writing and 15 hours of observation, but these can be completed at camp. Recommended for all campers</p>
	<p>Nature Prerequisites: 4 -- Note: requirement 5 has been deleted. Allow extra time to do this merit badge. Recommended for second or third year campers.</p>
	<p>Oceanography Prerequisites: 7a, 7b, 7f, 8b. Signed Partial required for 8a and 8c. Learn about the oceans and why they are so important to all of us. Recommended for the second or third year campers</p>
	<p>Reptile & Amphibian Study Prerequisites: Requirement 8 Requirements state that you must keep a reptile or amphibian for at least one month. The rest of the work is identification and knowledge of reptiles and amphibians. Recommended for all campers.</p>
	<p>Soil & Water Conservation Prerequisites: Requirements 7a, 7b, 7c Signed Partial required for 7f. Most of the work for this badge is done in the wild, and all requirements may be completed at camp. Recommended for second or third year campers. Available for real Scouts who want to make a difference and are not afraid to work.</p>

	<p>Space Exploration Prerequisites: 5b. Bring your scrapbook to camp. Learn about space. Build, launch, and recover your own rocket as well as design your own Earth-orbiting space station. Recommended for second or third year campers</p>
	<p>Weather Prerequisites: Requirement 3, 6, 8 There is writing and weather instrument construction involved. Recommended for second or third year campers. This badge will serve you for a lifetime, don't miss it.</p>

Shooting Sports

Shooting Sports is one place where every Scout can find a challenge. Here a Scout is taught self-discipline and skill.


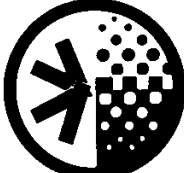


PLEASE NOTE: DO NOT BRING PERSONAL FIREARMS, AMMUNITION, OR BOWS AND ARROWS TO CAMP. ONLY THE CAMP'S EQUIPMENT MAY BE USED BY SCOUTS AND SCOUTERS. THANK YOU FOR YOUR COOPERATION.

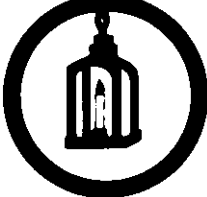


	<p>Archery Prerequisites: Requirement 1 (written out) Previous experience is helpful. This Merit Badge teaches the Scout the proper and safe use of a bow and arrow. He learns how to care for the bow and make bowstrings and arrows. All activities can be completed at camp. Allow extra time for practice and qualifying. Recommended for second and third year campers.</p>
	<p>Rifle Shooting Prerequisites: Requirement 1 (written out) Previous experience is helpful. Options available: Modern cartridge type .22 Cal. Rifle This Merit Badge offers instruction in the basic safety, handling, and care of firearms, and hunting safety using .22 rifles. Camp targets must be used. Allow extra time for practice and qualifying. Very challenging and difficult to accomplish in one week. Recommended for second year campers</p>
	<p>Shotgun Shooting Prerequisites: Requirement 1 (written out) Previous experience is helpful. Very challenging and difficult to accomplish in one week and is advised for older Scouts only. Only option A is available using 12 Ga. Shotguns. All ammunition must be purchased at camp. Camp targets must be</p>

	<p>used. Requires the ability to hit a fast moving clay bird. Recommended for third year campers who have the Rifle Shooting MB.</p> <p>NOTE: Prior to approving the Scout to work on this Merit Badge, it is the responsibility of the Scoutmaster to assure that the Scout has a familiarity with rifles, shotguns, or bows. This familiarity is best done by taking instructional sports and practicing during open shoot, not during the merit badge sessions. It is STRONGLY recommend that first year Scouts not take these merit badges.</p> <p>NOTE: Scouts and adults are charged \$1.50 per 5 shells for shotgun shooting outside of the merit badge class.</p>
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Flintlock

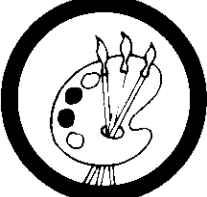


Some badges may require the purchase of materials available from the trading post at a cost of approximately \$5 - \$10 each.


	<p>Basketry Prerequisites: None Basketry Merit Badge teaches you how to make 2 baskets and a stool. This is done mostly on your own. Planning of your project is very easy and this badge is relatively easy to earn. Recommended for all Scouts.</p>
	<p>Graphic Arts Prerequisites: Requirement 7 This badge incorporates the past with the present methods of mass communications in printed media form. Recommended for second or third year campers</p>
	<p>Indian Lore Prerequisites: Requirement 1. If you have completed the items for requirement 2, bring them to camp. Recommended for the second or third year camper.</p>
	<p>Leatherwork Prerequisites: none This badge takes a lot of dedication to get started and keep going. It takes some skill but once completed it is a merit badge that can be worn with pride. Also there are many fields of Leatherwork that one can become interested in. Recommended for all campers.</p>

	<p>Metalwork Prerequisites: Requirement 4 A fun badge for learning the basic principles of how to work with everyday items. Results can be rewarding. Recommended for all campers.</p>
	<p>Pottery Prerequisites: Requirement 7 This badge can be developed into a fun and lucrative hobby. Recommended for all campers.</p>
	<p>Woodcarving Prerequisites: Totin' Chit This is a very interesting Merit Badge to earn. It can be a fun and interesting experience. No knowledge is needed before starting. Whittling knives are available in the Trading Post. Some expense required. If you have started this badge, bring your carving project to camp. Recommended for second or third year campers.</p>

VERONA




This area shows off the finer things in life, such as Art, Music, Painting, and Sculpture. Come and join us in our renaissance conquest in the Verona Area.

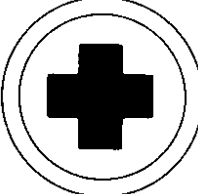
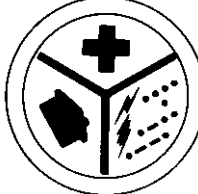
	<p>Art Prerequisites: Requirements - Read the merit badge pamphlet This badge makes the Scout aware of different ways of presenting ideas using art as a medium. Art supplies and paper supplied. No cost. Recommended for all Scouts.</p>
	<p>Music Prerequisites: 3a, 3b, 3c Music is offered in a workshop format during evening program on Thursday night. Bring instrument and sheet music to camp.</p>
	<p>Painting Prerequisites: None. Become the painting safety, health, and environmental expert around your house. Learn about how to mix, style, and blend paints for the most effective use of color. Recommended for all campers</p>

	<p>Public Speaking Prerequisites: None This badge can lead to successful completion of other badges and clearly demonstrate a camper's leadership abilities besides providing a platform for demonstration of his talents. Recommended for second or third year campers.</p>
	<p>Sculpture Prerequisites: Totin' Chit This Merit Badge is fun and interesting to earn. Bring out your hidden talents! Recommended for all Scouts.</p>
	<p>Theater Prerequisites: Requirement 1 A great badge for the dramatically inclined camper to strut his stuff. A must for all true thespians. Can be completed at camp except as noted. Recommended for second or third year campers.</p>

Other Merit Badges

Depending on the availability of a counselor, Scout interest, and other variables, the following badges may be offered at camp. Information as to availability will be announced weekly at camp.

	<p>Climbing Prerequisites: Requirement 2(CPR). Scouts must have correct footwear and clothing. No age limit but the Scout must be able to belay another climber. Recommended for second and third year campers.</p>
	<p>Entrepreneurship This Napowan merit badge is being offered at the Trading Post during the AM Period. It is suggested that 2 be reviewed and possibly completed before camp. Recommended for second or third year campers.</p>
	<p>Horsemanship Prerequisites: Scout must have a 24" inseam. Takes 4 evening sessions to complete. FUN! You may / WILL get dirty and smelly. This program is intensive and requires skill, patience and attentiveness. You will get a lot of time in the saddle as you ride the trails around camp. All requirements may be completed at camp. Recommended for second year campers.</p>

	<p>First Aid - <i>Eagle Required</i> Prerequisites: Requirement 1. (Having the requirements signed off but not having a current knowledge of the requirements for Tenderfoot, Second Class & First Class is not acceptable). Recommended for Second Year Campers</p>
	<p>Emergency Preparedness - <i>Eagle Required</i> Prerequisites: Must have earned First Aid Merit Badge, 7, 8a, 8c. Signed Partial required for 8b and 9a. Recommended for second or third year campers.</p>

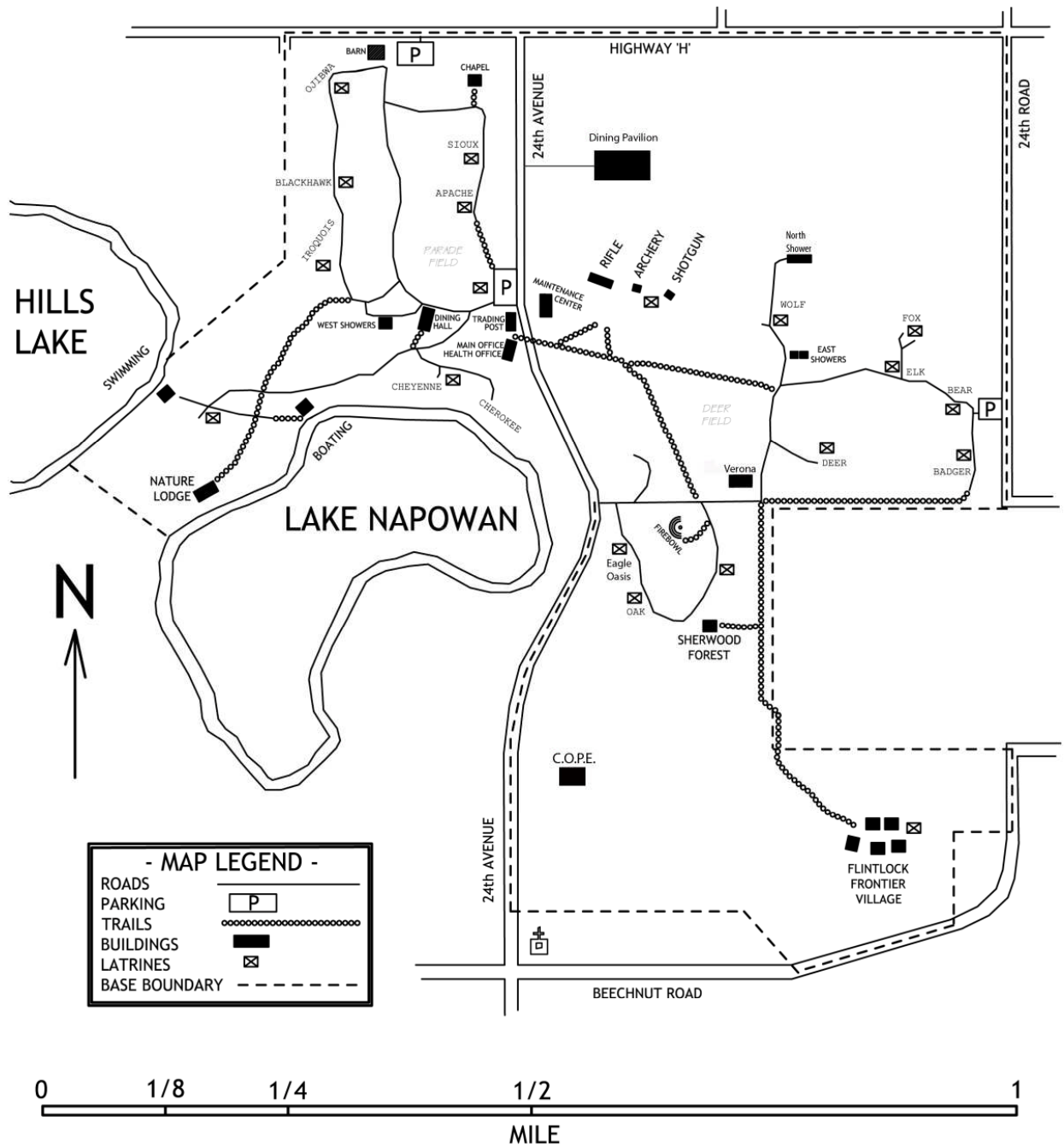
The newest merit badge, Scuba, is being looked into as a possible new badge at Camp Napowan. A decision will be made by the April program meeting.

Merit Badge Sign-Up Information & Procedure

- Download the Excel file to your computer. The excel file can be found at www.napowan.org
- Fill out the Excel database with all information
- If you do not have enough room on one page create as many as you need.
- Make sure troop number is next to all scout names.
- Email to napowanmb@yahoo.com two weeks before your arrival at Napowan
- You will receive a confirmation email, once your sign-up is received.

NAPOWAN ADVENTURE BASE

Wild Rose, WI



5/2007

Parent/Unit Camping Information

To obtain parent's cooperation, endorsement and active support, they must be completely informed of our camping plans. We strongly suggest that you put together a packet of information, and see to it that it gets into the hands of Scout's parents -- not always an easy task.

Obviously, we are aware that most Troops already do this. However, even if you do, please review the following pages, there might be an idea or two which you haven't thought of before. **Include for parents; directions to Napowan, Map of Napowan Adventure Base and merit badges offered at camp.**

The following pages may be filled in, copied and given to each family. This packet, or a similar one, should be handed out not later than March 1. For Scouts who join after March 1, we suggest it be hand-delivered to the parents by the Scoutmaster or the Assistant Scoutmaster for the New Scout Patrol within 1 week of the new Scout joining the troop.

Do not forget to include a Medical Form for each Scout. These are available at the Service Center.

A Special Note about Camp Policies

Camp Policies are contained in this guide. Your Troop should consider adopting a set of "Summer Camp Policies" through your Patrol Leaders Council. You might consider some of the following items:

- Troop uniforms
- Electronic equipment including games and sound equipment
- Knives
- Quiet hours
- Handling money. Who will establish a "Troop Bank"?
- Duty roster for latrines and shower house cleaning, etc.
- Discipline

TO: Scout _____ and his parents

SUBJECT: Getting ready to have FUN at Napowan Adventure Base

WE WILL BE AT CAMP FROM SUNDAY, _____, THROUGH SATURDAY _____

PLEASE BE SURE TO ARRIVE ON SUNDAY MORNING AT _____

BY _____ A.M. WE MUST PACK UP AND LEAVE BY _____ A.M. SO WE CAN ARRIVE AT CAMP ON TIME

_____ (PHONE) _____ HAS AGREED TO BE OUR SUMMER CAMP COORDINATOR. PLEASE GET ALL PAPER WORK IN TO THEM ON TIME, AND PLEASE DIRECT ALL PHONE QUESTIONS TO THEM SO THAT YOU WILL GET AT LEAST CONSISTENT ANSWERS. HERE ARE A FEW THINGS THAT NEED TO GET DONE BEFORE CAMP, ADD YOUR OWN "WHAT TO BRING TO CAMP" LIST.

1. By _____ our Summer Camp Coordinator must have your son's medical form:
 - A. Please fill out the health history section **AND SIGN THE FORM.**
 - B. You **MUST** attach a medical examination form signed by a licensed physician.

2. **PLEASE REVIEW THE LIST OF MERIT BADGES OFFERED AT NAPOWAN.** Your son has chosen to work on the one/s that are circled. Right after the name of the badge, you will note the stuff he needs to do before going to camp. Please help your son prepare for a successful experience at camp by helping him review the Merit Badge Pamphlets, and by following up to see that he completes any requirements listed.

3. **SPENDING MONEY:** The amount to bring depends on your own circumstances, program plans and your family's wishes. Ordinarily, the average Scout spends about \$40 during a week's stay at camp. If you bring cash, bring mostly \$1 bills. If you bring Traveler's Checks, bring the smallest denominations available, and keep a record of the serial numbers at home.

MISCELLANEOUS ADDITIONAL COSTS: The following are additional costs which a Scout may incur while at Camp, not including any Trading Post

purchases. These fees are best guess approximations of the actual costs, and are subject to change, especially those services outside of the Camp. Most of these fees are to be paid at the Camp Office at the time the Scout signs up for the activity.

Rifle and Shotgun Merit Badge – (Estimate \$25.00)		Open Water Skiing -	\$10.00
Open Shooting: 10 rounds (.22 Cal) -	\$1.00	Motor Boating Merit Badge -	\$15.00
5 rounds (12 gauge) shotgun -	\$1.50	C.O.P.E.	\$20.00
Watersports Merit Badge-	\$15.00	Space Exploration (Estimate)	\$10.00
Cooking -	\$10.00		

4. **NO PERSONAL BOWS, ARROWS AND FIREARMS ARE ALLOWED AT CAMP.**
5. **VISITING:** Parents are always welcome to visit their sons and observe the program and facilities at Camp. Since the Troop has a schedule of activities planned, please check with the leaders first, so that you don't miss seeing your son.
6. **GUEST MEALS** at Camp are always available at: Breakfast \$5.00, Lunch \$5.00 and Dinner \$6.00. Purchase meal tickets at the Camp Office before the meal. Children 6 or under eat free.
7. **FAMILY CAMPING IS NOT PERMITTED** at the Napowan Adventure base. The only children under 18 permitted to stay at Camp overnight are registered Boy Scouts with a Troop. If you wish to Camp nearby, call your Scoutmaster for a list of local accommodations.
8. **SEND CARDS, LETTERS AND "CARE" PACKAGES TO YOUR SON AT CAMP!** Send the first on Friday before we leave for Camp. That way it will get there on Monday or Tuesday. If you send a "care" package, Please send enough so that your son can share it with his patrol, or with the whole Troop.

Address: Your son's name
 Troop# _____ - _____ Campsite
 Camp Napowan
 N4789 24th Avenue
 Wild Rose, WI 54984

Please believe us, experience shows that a card, letter, or care package goes a long way toward raising sagging spirits.

9. **EMERGENCY TELEPHONE: 920-622-3681.** When such a call is received, the Troop Leader must be found and notified by Camp Officials.

- It is often an hour or more before the return call is made due to location and schedules.
10. **PLEASE DISCOURAGE YOUR SON FROM CALLING HOME DURING CAMP.** If one of our Troop's leaders believes that it is necessary for your son to call home, permission will be granted. **THIS YEAR AT CAMP AN ADULT LEADER MUST ACCOMPANY A SCOUT WHILE HE USES THE PHONE.**
 11. **OUR TROOP UNIFORM FOR SUMMER CAMP** will consist of the following. Please see that your son has his.
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12. **PLEASE HAVE YOUR SON WEAR HIS SWIM TRUNKS UNDER HIS UNIFORM ON SUNDAY.**
13. **A NOTE TO PARENTS ABOUT MARKING PERSONAL BELONGINGS:** Each year campers leave at Camp several thousand of dollars worth of clothing and other personal belongings which the Camp Staff can not return because it has no name or Troop number. We suggest that parents pick up an indelible fine point marker and mark at least valuable stuff with the name and Troop #. Found items can then be placed in your Troop's mailbox.
14. **WISCONSIN AND FIREWORKS:** Under no circumstances may fireworks be brought to camp or transported on a Scout activity. Since many stores and gas stations sell fireworks, no one will be permitted to buy fireworks if we happen to stop where they are sold. Please tell your son now, so arguments can be avoided.

www.napowan.org