

Camp NoBeBoSco 2007



Leader's Guide to Summer Camp Eightieth Anniversary Season

Northern New Jersey Council, BSA
Oakland, NJ



Thank you for choosing Northern New Jersey Council's Camp NoBeBoSco! We are glad you chose to join us during our 80th Anniversary . We will be holding an anniversary celebration at camp on July 28th from 2-7:30 pm, and will also have special events in camp each week.

I hope this guide provides the information that you need to have a successful and enjoyable experience at camp this summer. In addition to all of the rules and regulations of camp, the guide gives you some insights into what programs and activities to expect. Please take some time to examine the merit badge schedule. **There have been minor changes to some merit badges this year,** including: Camping; Climbing; Rowing; Shotgun Shooting; Weather. (some changes were implemented last year. Please check our prerequisite page, we have updated this to try to compensate.

If you are interested in a copy of our Camp Promotion DVD please visit our website.

Cell Phones are not allowed to be used in camp proper. Leader's may use them with discretion in their campsites, scouts **may not** have them! No exceptions.

Nobebosco is continuing its 20 year tradition of offering a Trail to Eagle program for your older scouts. Please realize that there are many prerequisites for the program, and this is one area where we cannot be flexible. If you prefer to have your scouts work on these badges with a home counselor, then it is your responsibility to not sign their cards for entrance into the badge.

A continuing word about uniforming: The scout uniform is an important part of scouting. Do your scouts wear jeans on their sports teams? Make sure that the leaders **and** the scouts in camp come with their summer uniform to wear for dinner each evening. If finances are an issue, used uniforms are often available at thrift shops. Contact your council representative if you have problems. **Please do not allow your scouts or leaders to wear multicolored shorts with their scout shirts!** Do not put your honor troop award at risk. At a minimum, they should be olive drab.

Jack Dirr and Mike Rosenberg are returning as Assistant Camp Directors. Michael Locurcio will be helping us with the anniversary celebration and camp preparations. Nick Zollo will be coming back for year 20 as Head Commissioner, Jay Fink as head Cook, and Matt Jenkins is taking over as Program Director. This will allow us to once again provide the kind of continuity that makes each week of each summer a fine scouting experience for you and your scouts. Note that we do have limitations on each week's attendance. Please feel free to contact me at anytime--usually you get my machine, so please do leave a message! Email is a good choice. Yours In Scouting,

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NOBEBOSCO 2007 HIGHLIGHTS:

Climbing/Rappelling Tower

The Climbing/Rappelling Tower will be offered for older scouts each day. We also added Climbing Merit Badge for older scouts only.

New Shower House-Really!

The new shower house on the cable cut side of the camp opened Week 5 2006! The old shower house will continue to be available.

The First Class Adventure

All of your first year scouts, up to the rank of First Class, can join in this skill-intensive program based on scouting skills. Program reflects the current Tenderfoot through First class requirements, and allows different programs for each rank.

Trail To Eagle

The Trail-To-Eagle Program is designed for your Star and higher-rank scouts to move closer to the Eagle Rank while at camp. It is available each week , and allows completion of some badges if proper prerequisites are met.

Programs for Older Scouts

Mountain Biking:

This popular program continues. Just pass a short safety course, and you can sign out a mountain bike and follow our course through the woods. A limited number of bikes are available.

Horsemanship

No-Be will once again offer the Horsemanship Merit Badge for a limited number of scouts. For a fee, scouts will be transported to a nearby horse farm.

Climbing/Rappelling Tower

Archeology Merit Badge

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Week 1	July 1 to July 7
Week 2	July 8 to July 14
Week 3	July 15 to July 21
Week 4	July 22 to July 28
Week 5	July 29 to August 4
Week 6	August 5 to August 11

●●●IMPORTANT NOTE: The weekends between weeks 2 and 3, and between weeks 4 and 5 will be shutdown weekends. No services will be provided. (Two week troops please note.) Provisionals must make arrangements to go home on all weekends. No provisionals will be in camp on weekends. Scouts transferring over from their home troop must arrange to return to camp on Sunday. The provisional program is only offered weeks 1 and 6 this summer.

- Provisional Scouts continue the policy of registering directly with the Council.

Scout with own troop.....	\$250	per week
	\$275	if payment after May1

Scout without troop.....	\$300 per week
\$350 if payment after May 1	

Leader's fee: 8 to 16 scouts: 2 free Leaders; 17 to 24 : 3 free leaders; 25-32: 4 free leaders; 33 to 40: 5 free leaders; 41 to 48: 6 free leaders. All other leaders will be charged \$90 per week.

THE HOLD A SITE FEE DOES NOT GUARANTEE ANY SCOUT SPACES! SCOUT SPACES ARE HELD WHEN THE FULL FEE IS PAID. WE DO LIMIT EACH WEEK . THIS IS IN RESPONSE TO CONCERNS ABOUT OVERCROWDING.

CAMP LEADERSHIP

Camp Scoutmaster

Current BSA policy requires that each troop be under the leadership of two (2) adults, one at least 21 years of age and the other at least 18 years of age. It is preferable that the Year-Round Scoutmaster attend, but if this is not possible the troop committee names a "Camp Scoutmaster". Both these adults must be registered with the Boy Scouts of America. ANY PARENT OR LEADER STAYING OVER IN CAMP MUST HAVE A PHYSICAL COMPLETED ON THE BSA FORM!

The Camp Scoutmaster works with the Senior Patrol Leader in developing their camp program. He also should attend the daily camp leader's meetings. The Camp Scoutmaster coordinates all adult leadership in his troop. All troop adult leaders are responsible to the Camp Scoutmaster.

Senior Patrol Leader

Each troop's SPL is part of the Camp Senior Patrol Leaders Council, which meets each day with the Camp Program Director. The SPL works on planning campwide events as well as coordinating other troop activities. The SPL runs a Patrol Leaders Council meeting within your troop at least once during the week. If your SPL is not able to attend camp, a "Camp" Senior Patrol leader should be appointed.

LEADERSHIP TRAINING OPPORTUNITIES

Boy Scout Leader Training

It is recommended that the Camp Scoutmaster have completed Scoutmaster fundamentals training. It is required that 1 summer camp leader be certified with Youth Protection Training. Talk with your District Executive about this.

Pre-Camp Orientation

These sessions are important for the Camp Scoutmaster, who should attend if at all possible. This year's pre-camp meeting will be held at the Rescue Hall in Fair Lawn, NJ on June 25th and will start at 7:30 PM. Theme and program will be given.

Camp Leaders Roundtable

This is a daily meeting with the Camp Director, Asst Camp Director or Program Director.

Camp Senior Patrol Leaders Council

This is a daily meeting with the Program Director. Plans for campwide activities, troop activities, and campfires are discussed.

CAMP CHECK-IN PROCEDURERegistration

All adult leaders and scouts camping on the property must be current, registered members of the Boy Scouts of America. A complete camp roster must be turned in at the camp office at check-in. All adults and youth must have a BSA Class 3 Medical form properly signed to stay at camp. THIS IS VERY IMPORTANT. This includes parents staying for even one night. If a scout is coming with medication, parents should contact our health officer before arriving at camp! They may be asked to come with the scout on check-in for serious medications.

Arrival Time

CAMP OPENS AT 1:00 PM SUNDAY. PLEASE DO NOT ARRIVE EARLIER. We will not be able to assist anyone until 1:00 PM. NO EXCEPTIONS! The time up until 1 pm is critical to the staff for getting camp ready.

Vehicles are NOT permitted on the A-Field. We will allow 1 vehicle per troop to go in ON THE ROAD, unload, and pull out. No Provisional's vehicles are allowed. Vehicles must be returned to the parking lot by 5pm Sunday.

Campsite Host

When you arrive at camp, your Campsite Host will be waiting in the parking lot (starting at 1pm). Your host will show you around the campsite and welcome you and your troop to the camp. The host will take your troop on the camp tour. A leader should report ASAP to the camp office for registration and verification of payment.

Sunday Check In

- Host shows tents and site assigned to your troop.
- Leader should tour site with host, noting condition of the equipment on site check-in form. Damages that occur during your stay will be charged to the troop.
- Leader reports to camp office with a Troop Roster and any receipts/checks.
- Leader will receive a color-coded wristband for every adult in camp.
- While Camp Leader Checks-In, the SPL will supervise troop preparations for tour in consultation with the host.
- Host takes troop for Medical Re-Checks, Dining Hall assignments, camp tour, swim tests, and camp safety lectures.

CAMP CHECK-OUT PROCEDURE DURING CAMP SESSIONCamper

During the week, campers may only leave with the permission of their Camp Leader. Leader and scout should come to camp office to remove name from the troop roster. IT IS THE TROOP LEADER'S RESPONSIBILITY TO VERIFY WITH WHOM THE CAMPER IS LEAVING. There is a form to be filled out at the office for this purpose.

Adult

Adults check out at camp office. If an adult is leaving camp for a few hours, he uses the leader's sign-in/sign-out book. This assists us in case we need to get in touch with you. Leaders checking out will turn in their wristband. New leaders will get their own band.

Check Out Procedure at End of Camp

- Closing Ceremonies are held after breakfast Saturday.
- Campsite Host reports to site after ceremonies and completes check-out form with Scoutmaster, noting any damages or problems.
- Leader reports to camp office to pick up medical forms, medicine, merit badge cards, and any other forms. Patches are handed out, please count!
- Leaders settle any financial accounts or pay for any damages at this time.
- Leaders arrange for any awards not given out at closing ceremonies.

MERIT BADGE SIGN-UP

Merit badge sign-up is very similar to the way a scout signs up at home for a merit badge. At the scheduled merit badge time on Monday, the scout simply shows up at the class, and presents a merit badge card signed by the camp scoutmaster. This is all that will be required. Keep in mind that this means a scout must get your signature--and approval--before he can take a badge. EACH TROOP DECIDES HOW MANY AND WHAT BADGES A SCOUT TAKES. This is not a camp decision.

A Merit Badge Schedule is provided elsewhere in this leader's guide. Some minor changes to the schedule may occur, but will be avoided if possible.



CAMP HEALTH AND SAFETY INFORMATIONMedical Examination

Every Scout and adult staying at camp must, upon arrival, present a completed and signed medical form, Type 3. Everyone is given a re-check, but full examinations are not available. **DO NOT ALLOW ANY SCOUTS TO MAIL MEDICALS TO THE COUNCIL OFFICE. Either you or their parents should bring them to camp. HAVE PARENTS MAKE A COPY OF THE MEDICAL!!!** Each troop should keep their own complete set of medicals.

(This is not rocket science, folks. You need a medical to be at camp.)

Medications

If a scout requires special medication, a parent/guardian may be required to come to camp, meet with the Health Officer, and sign authorization forms. This is very important!! These parents should call our health officer the week before arrival to clarify this information.

Accident Insurance

In-Council Troops: In Council Campers and Leaders are covered by the council's accident and sickness policy that covers all scouting activities. The same limitations apply at summer camp as during the rest of the year. Claims that exceed the limits of the policy must be borne either by the individual's family policy or any coverage the unit may carry.

Out of Council Troops: Out of council units must provide evidence of coverage by their own council or provide their own coverage. Please send this to Northern New Jersey Council prior to your arrival at camp, and please bring a copy with you to camp and turn in at check in with the camp director.

Health Lodge

A properly qualified Health Officer will be available at all times. A local hospital in the town of Newton is open 24 hours a day for emergencies. The unit is expected to assist in transport of scouts to the hospital. The camp leader must make arrangements to contact the parent/guardian of a scout who must go to the hospital or see a doctor.

Fireguard

In case of fire, notify the camp office IMMEDIATELY. Each unit is required to post a fireguard chart in their campsite, and keep all fire buckets filled.

Campfires are normally permitted in the sites, but it is the Troop Leader's responsibility to insure that proper scouting safety rules are followed. Refer to your handbooks for information.

Liquid Fuel/Propane

Camp allows liquid fuel under proper adult supervision. Propane use is suggested, and empty cylinders should be taken home. All liquid and unused bulk propane fuels must be stored in camp flammables shed.

MORE CAMP HEALTH AND SAFETY INFORMATIONArchery/Rifle/Sheath Knives

Personal firearms will NOT be allowed to be used at any time. Please do not bring them to camp. If brought by accident, please turn in to the Field Sports Director for storage. We discourage personal archery equipment, but if brought they must be turned in to Field Sports Director immediately. He will decide if it may be used, but camp is not responsible for the equipment.

Please do not allow your scouts to bring anything but a pocketknife to camp.

Alcohol, Drugs, Etc.

It should not have to be said in our Scouting Family, but we must remind you that Alcohol, illegal drugs, or controlled substances are absolutely forbidden to be brought to or consumed in camp. Violators will be sent home and authorities will be notified. These regulations apply to all scouts, leaders and visitors.

Smoking

There is no smoking allowed in any part of camp except the troop campsite. Smoking is not allowed by persons under 18. Smoking is not allowed in any camp buildings or tents. If you do need to smoke, please be very conscious of other people, and of the example you are giving. Do not smoke around scouts. In addition, cigarette butts last almost forever--please dispose of them properly.

Fireworks

Fireworks are absolutely not allowed.

Vehicles

All Vehicles must be parked in the main parking lot. No vehicles will be allowed to remain in the sites. On check-in/check-out days, 1 vehicle per troop may be allowed onto the road that leads to the a-field sites, but only with a staff escort.

Pets

State law does not allow for pets in camp, even by visitors.

Privacy

Basic courtesy and common sense is important in camp. The Troop campsite is that troop's home, and other scouts may visit only if invited. Scouts should not cut through campsites. The staff area is off limits to scouts.

Electronics

Cell phones may only be used by leaders in **their campsite**. They are not allowed to be used in the rest of the camp or carried around in camp. Beepers should always be set to quiet mode. **SCOUTS MAY NOT HAVE THEIR OWN CELL PHONES.** Scouts may not use walkie talkies in camp.

Footgear

Footgear must be worn in camp at all times, other than the obvious exceptions such as swimming in the lake. Aqua socks are a great idea for lake use.

CAMPER SAFETY

The Boy Scouts of America have a long and proud record of concern for the safety of its scout campers, and share with the Governmental Regulatory agencies the desire to maintain the quality of the camper's experience. The leadership that the leaders and parents in camp provide make a Boy Scout Camp unique among all types of children's camps in the country. Add to this the presence of the staff at program areas and campwide activities, and Boy Scout Camp becomes a remarkably safe environment for our youth.

In addition, the year-round nature of the Scouting program, the patrol method, and boy leadership give camp leaders a sound basis for determining the trustworthiness and maturity level of all campers within their charge.

In-Camp Safety Procedures

- The buddy system is to be in effect at all times. This provides a way for a scout to secure help, should an accident occur. If a scout should prove untrustworthy, however, closer supervision may be warranted.
- A camper's sign-in/sign-out log should be kept in the campsite. Any time a scout is going on an activity other than with your troop, this should be recorded on the log. This will help you keep track of your scouts' activities.
- Head counts are important in camp. They should occur at Reveille, Taps, and at all troop formations and activities.

Camper Health Surveillance

It is the goal of our camp for all scouts to have a safe and healthy stay in camp. It is important, therefore, that both staff and leaders pay attention to the health and attitudes of the scouts, in order to make sure that no problems are occurring.

Meal time is the ideal opportunity for health surveillance. If a scout is not exhibiting the normally very healthy appetite of their age group, and food tastes are not involved, it would be prudent to question the scout as to how they are feeling.

At meal time, the Health Officer should be contacted and consulted on camper health problems.

Take time out of each day to ask a scout how he is feeling. In addition, encourage and enforce proper hygiene while at camp. Keep soap stocked at your latrines, and enforce its use! Waiters will be required to wash their hands before each meal.

GENERAL INFORMATION

Mailing Address

Camp NoBeBoSco
Scout _____, Troop _____
11 Sand Pond Road
Blairstown, NJ 07825

E-Mail your Scout: The E-Mail will be placed in the troops mail box. Keep in mind that E-Mail is not considered confidential when sending your message. Please limit this! Camp must connect via a modem and old phone lines.

Telephone

The camp telephone is for camp business. Parents may call only in real emergency situations. A calling card phone is available in camp, which leaders may use, and scouts may use if a leader is with them. Scouts can not be directly contacted. **Please do not send cell phones or beepers to camp with scouts. They will be collected and held by the troop leaders.** Calling cards will be available at the Trading Post

Camp Phone: 908-362-6088

Camp Fax: 908-362-9776 (call first)

Housing

Campers sleep 2 per tent. They are provided with platforms, tentage and cots only. Bedding/mattresses are the responsibility of the individual.

Visitors

Visitors are welcome during the daylight hours if they have the approval of the Troop Leaders. Visits should obviously be arranged in advance. Visitors must check-in at camp office and receive wrist bands. The Sunday and Friday campfires are for the scouts, not the scout families. We do not have room at the site.

Meals are usually not available for visitors. Plan to bring your own food, which may be eaten in our picnic area or campsites, not in the dining hall. Call 24 hours in advance to inquire. Cost: Breakfast-\$4.00 Lunch-\$5.00 Dinner-\$6.00 Weds Dinner will cost \$7.00. **No extra meals will be available Sunday or Friday dinner, and limited at other meals.** Tickets for guest meals will be issued, and will be collected during the meal by the dining hall steward or business manager. The dining hall is usually full.

Trading Post

Camp provides a trading post which sells candy, soda, juice, ice cream, souvenirs, batteries, flashlights, handicrafts, merit badge books, and some scout supplies. Scouts will need to have some spending money if they wish to purchase these items. (\$25-\$35 depending on your scout!) This is in addition to any Merit Badge costs.

Quartermaster

The quartermaster provides toilet paper and latrine cleaning supplies. Tools and equipment are available for borrowing. Troops should bring their own American flag as well as their troop flag. It also is advisable for troops to bring rope.

TYPICAL DAILY SCHEDULE

7:00 AM	REVEILLE
7:45	Waiters Report
7:50	Flag Raising
8:00	Breakfast
9-12	Program Areas Open
12:00	Waiters Report
12:15	Lunch
1-2 pm	Siesta
2-5	Program Areas Open
5:30	Waiters Report
5:50	Retreat(5:40 Sunday)
6 pm	Dinner
7-10	Troop and Campwide Activities
10:30	Taps

CAMP PROGRAM**Philosophy**

The camp staff exists to serve your troop, and to help your scouts get the best possible experience at camp. Keep in mind, however, that the staff supplements your troop leadership--it is not a substitute for it.

GENERAL INFORMATION--BY AREA**Aquatics**

- Mile Swim: Thursday 12:00 to 1:00
- Instructional Swim: Daily, 11AM Mon-Fri. (except Weds.)
- Safe Swim/Safety Afloat : Monday at 1:00 at Waterfront for all leaders
- BSA Lifeguard: See Aquatics Staff on Mon. for details and sign-up
- Open Swim/Open Boating: 3:00 - 4:45 pm (except Weds.)
- Troop-run Boating and Swims are available during Troop Activities Night.
- Waterfront badges require instruction AND practice time. This limits the number of badges a scout can finish.
- For merit badge times, consult the merit badge schedule.
- Scouts may also work on their 2nd and 1st class swimming req. at camp during instructional swim or free swim. They do not need to be in the New Scout program
- Polar Bear Swim: 7:10 to 7:30 Mon, Tues, Thurs.

Nature

- For merit badge times, consult the merit badge schedule.
- Environmental Science is for advanced scouts. MANY HOURS OF OBSERVATIONS!!!
- Nature Trail is available; Nature Hikes upon request.
- Conservation projects are encouraged. List provided in Sunday's Packet.
- Astronomy requires late night and middle of the night work. Weather obviously is a factor. New requirements will limit completion of this.

Scoutcraft

- For merit badge times, consult the merit badge schedule.
- Cooking Merit Badge is a 2-hour badge, and will require scouts to miss dining hall meals for completion, regardless of any scoutmaster notes.
- An in-camp overnighter is required for Camping and Wilderness Survival.

First Class Adventure

- The New Scout program, the First Class Adventure, is designed to work on scouting skills, and 1 or 2 Merit Badges. 4 to 5 pm is open each day, and 11 to 12 if they pass swim test. Swimming merit badge is not recommended unless scout is a strong swimmer already, as it is a 2 hour badge and difficult.
- Scouts in the new scout program will be taking a day hike of 5 miles.

Handicraft

- Lodge is available at any time during Program Times: 9:00-12:00, 2:00-4:45. Consult Merit Badge Schedule for Merit Badge Times.
- Individual instruction is available to any scout.
- Dremel Tool mechanical carvers are available, and may be used to supplement, but not supplant, actual carving.
- There are costs involved in purchasing baskets, stools, carving kits, etc. These prices go up every year, and we can't guarantee anything in this regard. Stool kits are typically \$10, Basket kits \$4. Woodcarving slides \$2 to \$4.

GENERAL INFORMATION--BY AREA(continued)

Field Sports

- For merit badge times, consult the merit badge schedule.
- Camp Awards in Field Sports will be run during camp
- Troop Shoots upon request: sign-up with office.
- Free Shoots are available during the day for individual scouts(see program schedule)
- Field Sports badges are difficult to complete unless scout is skilled.
These are really not the best choice for first year scouts!!!!
- Shotgun(\$15) and Archery(\$10) Merit Badges have costs involved.

Merit Badge Information

Requirements

Merit badge requirements are as stated in the current edition of the BSA Merit Badge Requirement Book. It is important that leaders advise the scouts about requirements, advance preparation, and limitations on specific merit badges. MERIT BADGES MAY ONLY BE WORKED ON DURING YOUR TROOP'S WEEK IN CAMP. YOU MAY NOT RETURN LATER TO FINISH A BADGE, OR TO HAND IN WRITTEN REQUIREMENTS.

Registration

Merit badge sign-up is very similar to the way a scout signs up at home for a merit badge. At the scheduled merit badge time on Monday, the scout simply shows up at the class, and presents his signed merit badge card to the counselor. This is all that will be required. Keep in mind that this means a scout must get your signature--and approval--before he can take a badge.

We reserve the right to limit a class size, or to schedule an additional class at a different time to take up overflow from a large class. This is normally not necessary for us to do.

Records

Records will be available in each program area during the day. Leaders are encouraged to check these records as needed. Merit badge cards will be returned in the leaders' mailboxes at the end of each week.

Advance Preparation

Due to the complexities and time requirements of some badges, some need work before and/or after camp. Partial completions will be given where appropriate. Partials are designed for the scout to finish the badge during the year at home, not to come back the next year at camp to finish the badge!

Merit Badge Schedule: March Printing

Merit Badge	AREA	TIME		
Archeology	TBA	TBA		
Archery	Archery	9-10 or 3-4		
Astronomy	Nature	Schedule with staff, and EVERY evening.		
Backpacking	Scoutcraft	Schedule with staff		
Basketry	Handicraft	Open: 9-12, 2-4:45		
Bird Study	Nature	Schedule with Staff		
Camping	Scoutcraft	11-12 or 4-5, Overnighter Tuesday Night		
Canoeing	Waterfront	10-11 or 2 to 3 Plus Practice Time		
Climbing	Office	3-4 or 4-5		
Cooking	Scoutcraft	10-12 or 2-4 Note Class Length is 2 hrs.		
Emergency Preparedness	Scoutcraft	10 to 11 or 3 to 4		
Environmental Science	Nature	9-10 or 2-3 Plus observations and additional time		
First Aid	Health Lodg	10 to 11 or 2 to 3		
Fish and Wildlife Mgmt	Nature	10 to 11		
Fishing	Nature	2 to 3		
Forestry	Nature	3 to 4		
Geology	Nature	3 to 4		
Hiking	Scoutcraft	Schedule with Staff		
Horsemanship	At Farm	9 to 11 , 3 days during week		
Indian Lore	Handicraft	11-12 or 4-5		
Insect Study	Nature	Schedule with Staff		
Leatherwork	Handicraft	Open: 9-12, 2-4:45		
Lifesaving	Waterfront	10-12 (bring CPR card)		
Mammal Study	Nature	10-11 or 4-5		
Nature	Nature	11 to 12		
Orienteering	Scoutcraft	9-10 or 2-3		
Pioneering	Scoutcraft	10-11 or 3-4, plus project time		
Reptile Study	Nature	11-12 or 4-5		
Rifle Shooting	Field Sports	11-12 or 2-3		
Rowing	Waterfront	11 to 12 or 3 to 4		
Shotgun Shooting	Field Sports	4 to 5		
Small Boat Sailing	Waterfront	9-10 or 2-3 plus practice time during open boat		
Soil and Water	Nature	11-12 or 4-5		
Swimming	Waterfront	9-11 or 11 to 12 and 4 to 5 (now 2 hrs in length)		
Weather	Nature	9 to 10		
Wilderness Survival	Scoutcraft	9-10 or 4-5		
Wood Carving	Handicraft	Open: 9-12, 2-4:45		
Please Realize you may not be able to take every badge you want in 1 week Scouts should become familiar with requirements before they come to camp. "Schedule with Staff" badges require scout to visit area sometime Monday to arrange a time.				
Please Note: Envi Sci requires more than just the 1 hour time to complete ASTRONOMY should plan to EVERY EVENING, WEATHER PERMITTING Boating badges require extra practice time by the scouts.				

MERIT BADGE SCHEDULE BY TIME PERIOD

	9 to 10	10 to 11	11 to 12	2 to 3	3 to 4	4 to 5
	<i>* indicates scout has a choice of time</i>					
Waterfront	Swimming pt1*	Swimming pt2	FCA Swim Pt1	Canoeing*	Rowing*	FCA Swim Pt2*
	Sailing*	Lifesaving Pt1	Lifesaving Pt2	Sailing*	Practice Time	Practice Time
		Canoeing*	Rowing*			
Field Sports	Archery*		Rifle*	Rifle*	Archery*	Shotgun
Scoutcraft	Orienteering*	PIONEERING*	Camping*	Orienteering*	PIONEERING*	Camping*
	Wild. Survival*	Cooking Pt 1*	Cooking Pt 2 *	Cooking Pt 1*	Cooking Pt 2*	Wild. Survival*
		E-Prep*			E-Prep*	
Nature	Envi Science*	Fish and Wildlife	Reptile Study*	Envi Science*	Forestry	Reptile Study*
	Weather	Mammal Study	Soil and Water	Fishing	Geology	Soil and Water
			Nature			Mammal Study
Handicraft			Indian Lore*			Indian Lore*
	Basketry	Basketry	Basketry	Basketry	Basketry	Basketry
	Leatherwork	Leatherwork	Leatherwork	Leatherwork	Leatherwork	Leatherwork
	Woodcarving	Woodcarving	Woodcarving	Woodcarving	Woodcarving	Woodcarving
Health Lodge		First Aid*		First Aid*		
	Please Note: Envi Sci requires more than just the 1 hour time to complete					
	Climbing Badge will be run from 3-4 or 4-5 for older scouts, Archeology(older scout) TBA					
	ASTRONOMY WILL BE MEETING EVERY EVENING, WEATHER PERMITTING					
	Badges that are scheduled individually with Staff:					
	Backpacking, Bird Study, Astronomy, Insect Study, Hiking					

MERIT BADGE		Prerequisites/Comments		
Archery		Need archery skills to pass badge. Requires purchase of an arrow kit. Difficult		
Astronomy		Req. 6 or will get partial. Will meet Sunday Night		
		Completion of badge depends on the sky conditions each week.		
Basketry		Requires purchase of 2 basket kits and 1 stool kit. Plan for \$15.00 to 20.00		
Bird Study		Req 8 best pre-camp. Requires extensive knowledge of and interest in birds.		
Camping	Rev. 2007	Req. 9 a and b must be completed prior to camp. 9c recommended.		
		Need a backpack for in-camp overnigher.		
Canoeing**		Must pass "red, white, and blue" swim test at camp.		
Climbing	Rev. 2007			
Cooking		Req 3 and 7 (menus) Should have 2 of 3 dinners and 1 of 2 breakfasts done.		
		Will be cooking many meals at camp which will take a lot of time.		
		These are in addition to meals required for rank advancement.		
		You will not be able to cook all the required meals at camp,		
		so a partial may have to be issued if you can't prove completion of some meals.		
Emergency Preparedness		First Aid Merit Badge must be completed before signing up.		
		Req. 9 done at home before camp. Study for Req 2 pre-camp.		
Environmental Science		Study pamphlet prior to camp. Difficult badge, sugg. 2nd year and above		
First Aid		Needs to teach first aid skills to scouts in troop--before or during camp.		
		Must be finished First Class First Aid Skills. Bring Req 2b(kit) with you.		
Fish and Wildlife Mgmt				
Fishing		Bring Favorite equipment for fishing.		
Forestry		Completing a field notebook is required		
Geology		Parts of req 4 and 5 can be completed pre-camp.		
Hiking		Requires 5-10 mile hikes and 1-20 mile hike. Hikes done pre-camp		
Horsemanship		There is a \$40 fee. Takes both the 9 and 10 AM time slots. 13 years or older		
Indian Lore		Helps to do research pre-camp.		
Insect Study		Requirements 3 , 7, 9 must be completed prior to camp.		
Leatherwork		Requires purchase of some leather supplies (plan \$5)		
Lifesaving**		Must have swimming merit badge. Is advantageous to have CPR cert		
Mammal Study				
Nature				
Orienteering		Needs to teach orienteering to scouts in troop--before or during camp.		
Pioneering		Extra Project time required.		
Reptile/Amphibian Study		Requirement 8 must be completed prior to camp.		
Rifle Shooting		Requires shooting ability. Difficult for novices to complete in 1 week.		
Rowing**	Rev. 2007	Must pass "red, white, and blue" swim test at camp.		
Shotgun Shootin	rev. 2007	Requires shooting ability. Cost of Shells and Clay Targets are expensive (\$10-\$15). Difficult for novices to complete in 1 week.		
Small Boat Sailing**		Must pass "red, white, and blue" swim test at camp. Difficult for small scouts		
Soil and Water		Some options in #7 require pre-camp work.		
Swimming**		Must pass "red, white, and blue" swim test at camp. 2 hour class		
Weather	Rev 2007	Is helpful to complete requirement 8 pre-camp.		
Wilderness Survival		Bring Personal Survival Kit with you to camp.		
Wood Carving		Requires purchase of carving items (plan \$5). Bring or purchase a pocket knife. Must have Totin' Chip Card.		
**Aquatics Note: All Aquatics badges require instruction in CPR. This will be done in extra sessions				
which take additional time. If you come with your CPR card, it will save time for you.				
PLEASE NOTE: If comment notes requirements must be completed before camp, a partial will be necessary.				

CAMPWIDE ACTIVITIESOverview

A wide variety of campwide activities will be available for your troop at camp. While the specifics of many of the activities are designed through the creative energies of the Camp Staff and the Senior Patrol Leaders Council, this guide will give you the "flavor" of what to expect this summer. Each summer we have a "Theme" which will influence our daily activities

Campfires

Campfires are an exciting part of the summer camp experience, and often the most memorable. You can look forward to very high quality campfires from both the staff and the scouts.

- Sunday Evening--Staff Campfire, with varied programs each week for two week troops.
- First Year Campers' Campfire--Monday night, an entertaining "perk" for the new scouts in camp. This campfire is specifically geared towards helping the new guys gain that special feeling for our camp.
- Friday Campfire -- The Friday campfire is designed by the Senior Patrol Leaders and the Camp Staff, and involves skits, songs, and cheers from both groups. It is different each week of the summer.
- Order of the Arrow Callout--Each week the Order of the Arrow holds an Indian Pageant to honor all Scouts elected since the previous summer.

Campwide Events

Good campwide events are essential to camp. Campwide events are what help scouts realize that they are part of something greater than their patrol or their troop--they are part of the brotherhood of scouting. Expect a wide variety of activities.

- Water Events--Fun filled boating and swimming competitions.
- Wide Games-- Including both competitive activities and teamwork builders, wide games will round out your camp experience.
- Troop designed events--in a carnival, boardwalk, or fair-type setting.
- Chapel Services--A scout is Reverent. Each week camp will provide an "All-Faiths" service as well as a service specifically geared towards the Jewish Faith. (Catholic Mass is available in town when we don't have a priest available on Sunday-troop provides transportation)
- Adventure Hikes--Troop run trips to near-camp cool places!

CAMPWIDE ACTIVITIES (continued)Troop Activities

What would camp be without the opportunity for your troop to work and play together in activities designed just for yourselves. What follows are some of the activities available, but they are not the final word. The sky is the limit--we are here to serve you and will try to assist in any activities you would like.

- Troop Shoots--Your troop can schedule a time for using the rifle range or the archery range during troop activity nights.
- Sports--Your troop can play volleyball, softball or frisbee on our Athletic Field. You must bring your own gloves. You can also challenge other troops or the staff!
- Overnighters--Hike to a special spot in No-Be, or hike on the Appalachian Trail. We have trail tarps and food available, but troops need their own backpacks and "backpacking" stoves if desired, and cook kits. We border the 100,000 Acre Delaware Water Gap National Recreation Area--The sky is the limit!
- Nature Trail/Star Hikes--Arrange with the Nature staff.
- Troop Campfires--Any night is a great night for a troop campfire!! We do set aside Tuesday and Thursday (late) evening for this purpose, however. Why not plan a special program and invite another troop or camp staff?
- Troop Treks--You can arrange for a "trek" to any of the local spots, including but not limited to : The Glen; Millbrook Historic Village; Delaware Water Gap Rec. Area and the Appalachian Trail. Please note that any time out of camp could affect your merit badge work.
- Skill Sessions--You can arrange through your commissioner for instruction in a wide variety of scout skills.
- Conservation Projects--Work to improve your teamwork while helping the camp.

Patrol Activities

Camp has many opportunities for you to strengthen your troop's patrols. Almost all of the above activities can be re-tailored to fit a patrol.

Why not consider having a patrol cook a meal in the campsite, taking a patrol on a hike, having a patrol flag competition, taking a patrol fishing expedition, working on patrol conservation projects, or anything else you can think of?

CAMPWIDE ACTIVITIES (continued)Individual Activities

Camp provides many activities beyond merit badges that a scout or a scout and his buddy can work on. Here are just a few of them:

- Camp Field Sports Awards
- No-Be Achievement Awards
- Fishing
- Mile Swim
- BSA Lifeguard
- Paul Bunyan
- Totin' Chip
- NoBe Adventurer Award

Camp Awards

The No-Be awards program is a unique and important tradition at No-Be.

- Achievement Award
- Adventurer Award
- Trail Award
- Honor Patrol
- Honor Troop

Forms for these awards are available at camp, copies are included in this guide for all except the Honor Troop Award. The Honor Troop Award encompasses the summer's "theme", and will be available at camp. These are summer awards only, and are not available at any other time.

Specialty Programs

Special programs will be available this summer that are geared specifically towards your older scouts. These will include "Trail To Eagle" , Black Powder, action archery, Mountain Biking, Climbing/Rappelling, Archeology, and Horsemanship. There is a program for your first year scouts called: "The First Class Adventure".

PROGRAM AREA ACTIVITIES BY TIME PERIOD

[illegible]

TRAIL TO EAGLE**INTRODUCTION**

The Trail to Eagle program at NoBeBoSco is designed to give your older scouts an opportunity to continue working on merit badges while at camp in order to encourage them on their "Trail to Eagle".

Trail to Eagle is designed to have merit badges running at specific times which will often conflict with other camp merit badges. This is unavoidable, and scouts who choose Trail to Eagle must realize this. In addition, scouts will not necessarily be able to finish these badges while at camp. However, with proper pre-camp work, many can be completed.

REQUIREMENTS

Trail to Eagle is designed for scouts who have attained the rank of Star (or have finished all requirements), and are attending a summer camp for at least the third summer. Scouts are required to attend the special Trail to Eagle training sessions. If they do not attend, they will not be able to work on the merit badges. Prerequisites must be turned in at the first meeting, or scouts will not be allowed into the badges.

THIS IS SPECIAL PROGRAM, AND TRAIL TO EAGLE RULES APPLY WHICH CAN BE DIFFERENT THAN THE REGULAR CAMP PROGRAMS.

MERIT BADGES

Some of the merit badges that are part of Trail to Eagle are already included in our regular camp program. They are: Camping; Emergency Preparedness; Environmental Science; First Aid; Lifesaving; Hiking and Swimming.

The SPECIAL badges offered in this program, and outlined in the schedule that follows are: Communications; Citizenship in the Community; Citizenship in the Nation; and Citizenship in the World.



MERIT BADGE	AREA	TIME
<i>Regular Camp Badges: (see regular Merit Badge sheets for prerequisites)</i>		
Camping	Scoutcraft	11-12 or 4-5, Overnighter Tuesday night
Emergency Preparedness	Scoutcraft	10 - 11 or 3-4
Environmental Science	Nature	9-10 or 2-3
First Aid	Health Lodg	10-11 or 2-3
Lifesaving	Waterfront	10-12 (Bring CPR Card)
Swimming	Waterfront	9 to 11
Hiking	Scoutcraft	Schedule with staff
<i>Special Trail to Eagle Badges:</i>		
Citizenship/Community	Meet at Off	4 to 5
Citizenship/Nation	Meet at Off	3 to 4
Citizenship/World	Meet at Off	2 to 3
Communications	Meet at Off	11 to 12
Trail To Eagle Sessions: 1:30 to 2:00, M, Tues, Th.		
TRAIL TO EAGLE BADGE PREREQUISITES:		
IMPORTANT: Prerequisites must be turned in on first day to be accepted		
Please do not sign up for badge if the prerequisites are not completed!!!		
MERIT BADGE	PREREQUISITES	
Citizenship/Community	3, 4b,5,7c Scouts should also bring maps of their town for req 2, Book not required but helpful.	
Citizenship/Nation	2, 3,6,8 Scouts should also bring papers they read for 3 and dated letter sent to their Senator or Congressman. Book not required but helpful.	
Citizenship/World	Req. 7, There are five options for this requirement. Select and complete any two of them prior to reporting to camp. Be sure to use the latest requirements, which were revised in 2005. The merit badge pamphlet is required for this badge!	
Communications	4, 5, 7,8(typed/printed out)req 1,2, & 9 best done in advance. Book not required but helpful.	
NOTE: Prerequisites must be completed prior to camp .		
WE RESERVE THE RIGHT TO REFUSE A SCOUT'S PARTICIPATION IN THIS PROGRAM, BASED ON OUR JUDGMENT OF HIS QUALIFICATIONS.		

Camp NOBEBOSCO Mountain Biking/Troop Treks

Scouts aged 14 and older or 3rd year at summer camp will have the opportunity to participate in extra activities.

- Mountain Biking: We will have bikes in camp, as well as safety gear. Available to sign out at the QM for use on our trail. Safety Course and card required.
- Climbing/Rappelling: We will offer our wall during the week and will announce these times at camp. We will also offer Climbing MB this year from 3-4 and 4-5, limited numbers, however.
- Archeology Merit Badge: New for this year, time TBA.

TROOP TREK PROGRAM

Troops can design their own out-of-camp adventure! We will support you with food drops, canoes, etc. Troops can plan week long canoe trips on the Delaware; Land and water adventures combining canoeing with backpacking on the Appalachian Trail; or week long backpacking trips. Troops will need to provide transportation

Please discuss with Camp Director well before start of camp!

CAMP EMERGENCY PROCEDURES

Siren Sounds

- Wobble Siren--This means fire , severe storm, or other natural phenomena, all scouts report to the A-Field.
- Long, steady siren--This means lost camper or bather, all scouts report back to the A-Field.
- Short Blast--This is the "all clear" signal--everyone resumes activities.

Fire In Camp

- Send someone immediately to camp office and report findings and location.
- Remove unnecessary persons from area.
- Wobble siren will be sounded
 - Everything in camp is to stop, all scouts report to A-Field.
 - Leader's take head count of their troops and send SPL to Smith Lodge on the A-Field.
 - Staff report to their assigned Fire Destinations.
- When fire is under control, the "all clear" signal will be sounded.
- Local Fire Companies are ONLY contacted by the Camp Director, Ranger, or their designated representative.

Lost Bather

- A long, steady siren is sounded.
 - Scouts report to A-Field.
 - Troop leaders take head count and send report to Smith ASAP.
 - Aquatics staff immediately enact "Lost Bather Search Procedure". Others assigned to waterfront begin as they arrive .
- All Clear signal will be sounded when person is found.

Storm/Weather Restrictions

- Everyone is notified as necessary--no use of siren.
 - Restrictions could include closure of waterfront, closure of ranges, closure of program areas.
 - Campers will be reminded on a regular basis to consume adequate amounts of fluids during severe heat conditions.
 - Troops are provided a list of their emergency shelter location at check-in time.

CAMP EMERGENCY PROCEDURES (continued)

Lost Camper

- Scout name, troop number, and campsite are reported to camp office.
- A long, steady siren is sounded.
 - Scouts report to A-Field.
 - Troop leader takes head count and sends report to Smith Lodge.
 - Staff report to same duty assignments as lost bather, and await further instructions.
 - Staff begin search procedures as necessary.
- All Clear signal will be sounded when person is found.

Storm Emergencies/Earthquakes/Tornadoes/Hurricanes/Hazardous Spills

- Troops report to designated shelter area, as per instructions in Sunday Leaders Packet.
- Runners are sent to the troop sites, and areas are notified if it is during regular hours.

Health Lodge Procedures

- Illness or injuries are reported to Health Lodge.
- Health Lodge is available for emergencies at any time.
- Sick call is immediately after each meal for minor problems.
- Send scouts with a leader or a buddy when going to Health Lodge.
- It is the leader's responsibility to transport scouts to hospital if required.
- The leader should contact the parents if any hospital/doctor situation should arise.
- Camp Director has final say if there is a question as to whether a scout should be transported to hospital, sent home, or any other major decision.
- If a camper must stay at Health Lodge more than one day, leader will be notified and parents will be asked to pick up the scout.

Health Emergencies

- If a scout is injured, immediately notify Health Officer.
- An injured scout should not be moved until Health Officer arrives.
- In a dire emergency, Camp Director may call ambulance or direct staff to transport scout/leader.
- In most circumstances, troop provides transportation to hospital or Doctor if required.

WHAT TO BRING TO CAMP

TROOP CHECKLIST:

- American Flag, Troop Flag, Patrol Flags
- Troop first aid kit
- Reference books, Merit Badge Books(also at Trading Post), etc.
- Equipment for any special events your troop has planned, and props for skits/campwide activities
- Trail Tents if needed (camp has trail tarps)
- Trail Cooking Equipment (camp has cook kits)
- Woods Tools (camp has some tools available for checkout from QM)
- Rope, twine, string
- Troop Rosters
- Troop advancement schedules
- Troop checks for end of week purchases at Trading Post

SCOUT CHECKLIST:

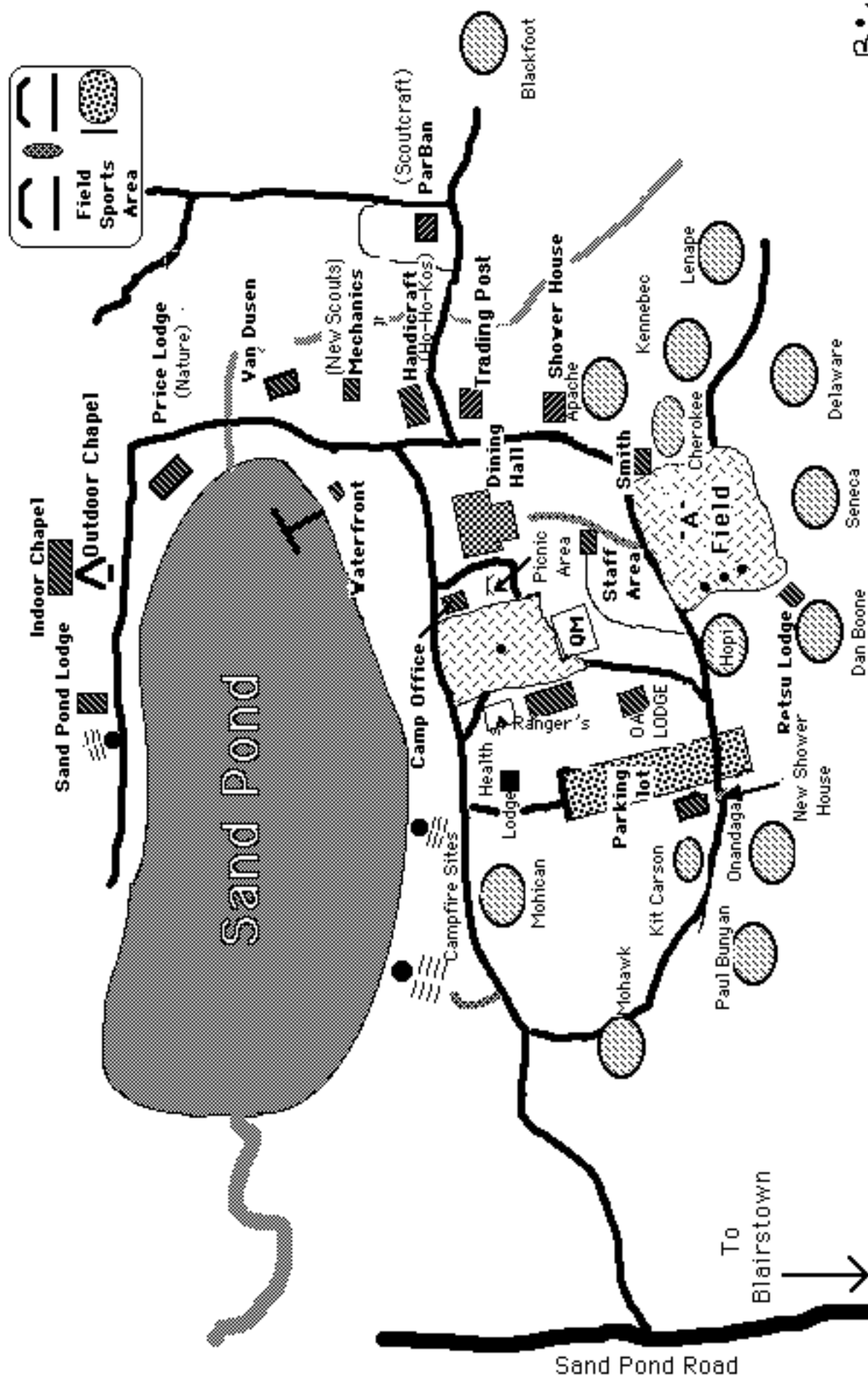
- Sleeping bag or blankets, mattress.
- Poncho
- Hiking Boots
- Sneakers
- Complete summer uniform, including shorts and socks
- Warm jacket
- Toilet Kit (soap, toothbrush, comb, etc.)
- Towels
- Sleeping Clothes
- Socks
- Underwear
- T-Shirts
- Shorts
- Swim Trunks
- At least 1 pair of long pants
- Boy Scout Handbook (also available at Trading Post)
- Flashlight (also available at Trading Post)
- Scout Knife (also available at Trading Post)
- Pillow if desired
- Air Mattress/ foam cushion (also available at Trading Post)
- Backpack if needed
- Insect Repellent (also available at Trading Post)
- Fishing Equipment
- Pen, pencil, paper
- Merit Badge Books (also available at Trading Post)
- Medical Form
- Props for troop/patrol skits
- Trading Post Spending Money (25-35)

OTHER POSSIBLE ITEMS:

- Canteen (also available at Trading Post)
- Individual First Aid Kit (also available at Trading Post)
- Extra flashlight bulb
- Camera and film (also available at Trading Post)
- Sewing Kit
- Utensil/cook kit for troop cook outs
- Compass (also available at Trading Post)
- Mirror
- Crazy Outfits for special camp activities



Camp No-Be-Bo-Sc



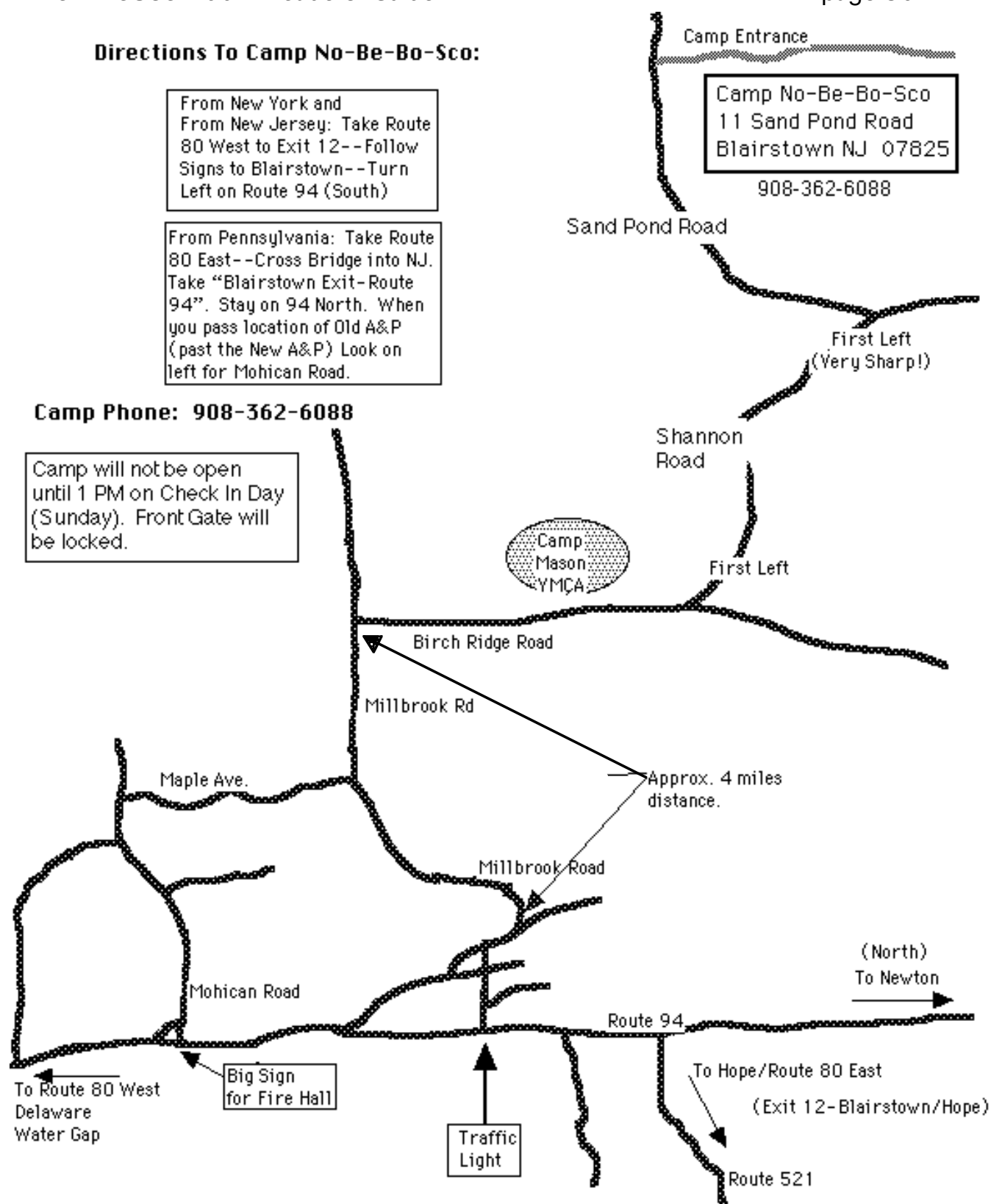
Directions To Camp No-Be-Bo-Sco:

From New York and
From New Jersey: Take Route
80 West to Exit 12--Follow
Signs to Blirstown--Turn
Left on Route 94 (South)

From Pennsylvania: Take Route
80 East--Cross Bridge into NJ.
Take "Blirstown Exit--Route
94". Stay on 94 North. When
you pass location of Old A&P
(past the New A&P) Look on
left for Mohican Road.

Camp Phone: 908-362-6088

Camp will not be open
until 1 PM on Check In Day
(Sunday). Front Gate will
be locked.



Campsite Inspection Report

Troop _____

Unit Leader _____

Campsite _____

Commissioner _____

Summer Session

Each morning your commissioner will visit your troop's campsite to check on general conditions, organization and cleanliness of the site. This time is also an opportunity for the unit leader to discuss any concerns with the commissioner. The commissioner will use this inspection report as a record of his visit. The object of daily inspections is to promote health and safety in camp and to ensure that the next troop using the site will have substantially the same benefits as your troop had in camp.

Items 1-4 below are mandatory. Any problems in these areas should be corrected immediately. Items 5-10 promote a better camping atmosphere. As a part of the Honor Troop Award, each day a troop may score one point when items 1-4 are acceptable, and one additional point when all ten items are acceptable. For more information on ways to score points toward the Honor Troop Award, unit leaders should refer to the Honor Troop Award Sheet.

Scoring: a checkmark (✓) indicates an acceptable rating. Any troop earning checkmarks for all items on a given day will be permitted to fly its troop flag from lunch until after retreat at the Dining Hall.

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1. All health and safety procedures followed, i.e., ax yard, unobstructed trails, fire circles.						
2. No intentional damage to tents, platforms, or other camp equipment.						
3. No intentional damage to trees or forest floor.						
4. Fire plan followed—fire buckets filled and fire chart posted.						
5. Tents—flaps open (except in bad weather) and personal belongings properly stored. Tents swept off.						
6. Bunks—bedding made or airing.						
7. Trails and grounds clean.						
8. Latrine—cleaned and swept.						
9. Washstand—cleaned and sanitized.						
10. Troop equipment stored properly.						

IMPORTANT NOTE: The Honor Troop Award, Based in part on this inspection, will not be awarded to troops exhibit conduct that is not scout-like. The final decision will be the camp director's.

ADVENTURER AWARD

The Adventurer Award is for those scouts who have attended camp for at least three years. Once the scout has completed all the requirements and obtained the proper signatures, the unit leader should present this form to the troop commissioner for verification.

REQUIREMENTS:

1. Earn at least two of the following during camp this summer:

a. Archery Award	e. Trail Award
b. Rifle Award	f. Paul Bunyan Award
c. Mile Swim	g. Achievement Award
d. B.S.A. Lifeguard	h. World Conservation Award
	i. Action Archery Participation
 2. Earn at camp, or show proof of having previously earned, at least two of the following merit badges. In addition, earn one more of the following badges this year at camp (a total of three badges for this requirement):

a. Environmental Science	h. Lifesaving
b. Soil and Water Conservation	i. Camping
c. Wilderness Survival	j. Cooking
d. Rifle Shooting	k. Canoeing
e. Leatherwork	l. Nature
f. Small Boat Sailing	m. Archery
g. Shot Gun Shooting	n. Horsemanship
o. Climbing	
 3. Teach Camping, Cooking or Hiking Skills to at least two scouts in your troop.
 Skills taught: _____
 Scoutmaster's Signature _____
 4. Demonstrate leadership qualities while serving in one of the following positions during your stay in camp: Senior Patrol Leader, Patrol Leader, Junior Assistant Scoutmaster, Assistant Senior Patrol Leader or Troop Guide. (If these positions are filled prior to arrival at camp, the Scoutmaster may assign another position which may qualify as a leadership role.)
 Scoutmaster's Signature _____
 5. Take part in the planning and organization of a campwide or Troop event (i.e., campfire, callout, campwide game, lake regatta).
 6. Spend one night with one or more buddies sleeping on a ground bed and shelter which you have made, or show proof of having earned Wilderness Survival Merit Badge.
- Scout's Name _____ Troop _____
 Commissioner _____ Date _____

ACHIEVEMENT AWARD

Each scout will have the opportunity to earn an annual Achievement Award during his stay in camp. The award will be a pocket emblem with numbers indicating years of attendance at Camp NoBeBoSco. To be eligible for the one-year award, the scout must complete 4 out of the 12 requirements; for the second-year award, the scout must complete 5 out of 12; for the third year award, the scout must complete 6 out of 12; for the fourth year award, the scout must complete 7 out of 12; and for the Veteran Camper award, the scout must complete 8 out of 12.

Scout's Name: _____ Troop _____

Commissioner _____ Award (Year) _____

REQUIREMENTS:

- ____ 1. Earn one merit badge .
- ____ 2. Complete a camp improvement or conservation project involving at least 3 service hours (this requirement may be done in conjunction with the Honor Patrol or Honor Troop Awards).
- ____ 3. Complete 5 new skill requirements (if you are not First Class), or one additional merit badge (other than the merit badges for requirement 1).
- ____ 4. Participate as a member of your troop in a campwide event.
- ____ 5. Complete a five-mile hike while in Camp.
- ____ 6. Participate with your troop , patrol, or the staff in one overnight trip at an outpost site during camp.
- ____ 7. Participate with your troop or patrol in a campsite improvement project.
- ____ 8. Get a statement from your Scoutmaster that you have followed the Scout Oath and Law while in Camp.
- ____ 9. Attend a religious service of your choice while in Camp.
- ____ 10. Earn one of the following while in Camp:
 - 1. Archery Award
 - 2. Rifle Range Award
 - 3. Trail Award
 - 4. Mile Swim
 - 5. Knife and Axe (Totin' Chip)
 - 6. Paul Bunyan
 - 7. Adventurer Award
 - 8. Become a swimmer if you are a beginner/non-swimmer
 - 9. Fishing Award
 - 10. Dremel Tool Carving Award
- ____ 11. Attend a campwide demonstration being run by the staff (such as a reptile demonstration, knot tying, action archery, etc.)
- ____ 12. Spend 2 hours teaching skills to scouts in your troop working on Tenderfoot through First Class requirements.

TRAIL AWARD

Rules:

1. All hikes must be under the direction of an adult leader.
2. All hikes must be done during your stay in camp this year.
3. Hikes may be taken as a part of the Hiking Skill Requirements or Merit Badge, or in conjunction with a troop overnighiter or day trip.
4. Every hiker must have a buddy--no solo hikes are allowed.

Requirements:

- _____ 1. Tell your Scoutmaster the directions to the following locations around Camp:

- | | |
|----------------------|----------------------------|
| a. Millbrook Village | e. Old Stagecoach Depot |
| b. Van Campens Glen | f. Lost Cabin |
| c. Fairview Lake | g. Catfish Pond Fire Tower |
| d. Sunfish Pond | h. B-17 Plane Crash Site |

- _____ 2. Take hikes to any three of the locations listed above.

Hike 1: location _____ Scoutmaster's initials _____
 Hike 2: location _____ Scoutmaster's initials _____
 Hike 3: location _____ Scoutmaster's initials _____

- _____ 3. Help maintain a local trail on one of your hikes (Post trail signs, clean brush, check erosion, etc.).

Verifying initials (adult leader or staff) _____

- _____ 4. Present yourself to your unit leader for inspection prior to your first hike. Have proper gear and attire suitable for the type of hike.

Scoutmaster's initials _____

- _____ 5. Earn at Camp, or show proof that you previously earned, the Totin' Chip Award.

- _____ 6. Tell your Scoutmaster the eight basic points of a compass and their degree readings. Also, using a compass, indicate to your Scoutmaster the actual direction of magnetic north.

CERTIFICATION OF COMPLETION:

Applicant's Name _____ Troop _____

Scoutmaster's signature _____ Date _____

Commissioner's signature _____ Date _____

HONOR PATROL

The Honor Patrol Award will be given to those patrols which earn at least 350 points from a total of 400 possible points. All points are awarded by the unit leader and verified by the troop's commissioner. No stipulation is made as to the size of the patrol. Points are awarded for patrol activities; therefore, a patrol is not handicapped by having more or less than the recommended eight scouts per patrol.

When a patrol has earned the requisite number of points, the patrol leader should sign this form and present it to his unit leader. The unit leader will review the form and sign it upon approval. The signed form should then be presented to the troop's commissioner.

NOTE: The Camp reserves the right to not give this award due to any unscout-like behavior

REQUIREMENTS

- | | |
|----------------------------------|--|
| ___ 1. Name (50 points) | A patrol name decided upon and used by the patrol members |
| ___ 2. Yell (25 points) | An original yell relating to the patrol name |
| ___ 3. Call (25 points) | A few words or sounds that can be used by patrol for recognition |
| ___ 4. Flag (25 points) | A flag made by patrol and flown in patrol site |
| ___ 5. Leadership (25 points) | An elected patrol in camp |
| ___ 6. Spirit (50 points) | Demonstration of spirit by use of name, yell, call and flag |
| ___ 7. Co-operation (50 points) | Patrol cooperates with patrol leader, unit leader and staff |
| ___ 8. Advancement (50 points) | Each member of patrol advances one rank or earns one merit badge or passes 5 skill activities. |
| ___ 9. Participation (50 points) | Patrol enters into troop and camp activities |
| ___ 10. Project (50 points) | Patrol participated in campsite or campwide improvement project |

PATROL NAME _____ TROOP _____ CAMPSITE _____

PATROL LEADER'S SIGNATURE _____

SCOUTMASTER'S SIGNATURE _____

COMMISSIONER'S SIGNATURE _____



Horsemanship 2007

The Horsemanship Merit Badge program is offered at a local farm in Blairstown. Scouts 13 and older are eligible to take part in this program.

Scouts should schedule the 9:00am to 11:00am sessions to participate. They will travel by van to the farm on 3 days. Sign-up will be immediately after dinner on Sunday. This program costs just \$40.00 per scout for a once in a lifetime opportunity! We are limited in number of scouts allowed.

Promotional Brochure (also in pdf form on the web)

Celebrating our 80th Anniversary this summer!

SUMMER CAMP AT CAMP NOBEBOSCO

Blairstown, New Jersey



Right in the heart of camp, Sand Pond is the focal point of camp wide events and aquatics activities.

Located at the foothills of the Kittatiny Ridge, in the beautiful Skylands Region of Northwest New Jersey.

If you are looking for:

- Great Food
- Excellent Program
- A Spirited and Dedicated Staff
- A unique and effective new scout program
- Weekly Trail to Eagle Program
- Horsemanship Merit Badge
- Programs for Older Scouts including mountain bikes and climbing wall
- A Location on the edge of the Appalachian Trail and The Delaware Water Gap National Recreation Area.

Then NoBeBoSco is the summer camp for you!!!



Horsemanship Merit Badge Program



Friday night real Turkey dinner



Great Campfires



New climbing/rappelling wall

- We offer a large variety of troop and campwide programs, designed to meet the interests of scouts of all ages.
- We consistently provide great quantity and quality of food.
- We offer day and evening activities that will keep you and your troop active and involved.
- We offer campfire programs of high quality.
- We are located at the foothills of the Kittatiny Ridge, in the beautiful mountains of Northwest New Jersey, 15 miles from the Delaware Water Gap.
- We are consistently a nationally accredited camp ("A" Rating).

We draw troops from New Jersey, Pennsylvania, New York, Maryland, and Connecticut. This provides us with quite a variety of troop experiences to share, as well as giving us a large group of talented scouts to draw our staff from.

We will operate from July 1 2007 to August 11 2007. Our price is competitive, and we have a very liberal fee policy for camp leaders since we want to encourage as many as possible to join us!!!

We will have lots of special activities and memorabilia to help us celebrate and remember our 80th this summer!
For more information: Camping Service, Northern New Jersey Council, BSA, 201-677-1000

<http://www.nnjbsa.org/>

You may also visit our website at <http://www.nobebosco.org>

CAMP NO-BE-BO-SCO SUMMER CAMP ROSTER 2007				
TROOP: _____ TOWN: _____ COUNCIL: _____ DISTRICT: _____				
WEEKS ATTENDING: _____				
LEADER'S NAMES: ADDRESS,CITY, STATE, ZIP: PHONE #: Which Days?				
Leader:				
Assistant:				
Assistant:				
Assistant:				
Assistant:				
SCOUT NAMES: ADDRESS,CITY, STATE, ZIP: PHONE #:				
SPL:	1			
	2			
	3			
	4			
	5			
	6			
	7			
	8			
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Troop Application Form Camp NoBeBoSco 2007

Troop # _____ District: _____ Council: _____

Dates (please check appropriate boxes)

(1) ____ July 1 -July 7 (2)____ July 8-14 (3)____ July 15 - 21

(4) ____ July 22-28 (5) ____ July 29- Aug. 4 (6) ____ Aug. 5-11

THE HOLD A SITE FEE DOES NOT GUARANTEE ANY SCOUT SPACES! SCOUT SPACES ARE HELD WHEN THE FULL FEE IS PAID. WE WILL LIMIT EACH WEEK .THIS IS IN RESPONSE TO CONCERNS ABOUT OVERCROWDING.

Your estimated numbers do not reserve any spaces.

IMPORTANT: Camp is closed to scouts on the weekends in between weeks 2 and 3, and in between weeks 4 and 5. If you are staying 2 weeks, please plan to not choose the weeks that include these weekends, or plan to go home and come back during the close-down weekends. Provisional is only available Wks 1,5 &6.

Estimated 2006 Attendance : _____ Scouts _____ Leaders

Number of scouts in Troop: _____

Campsites:

Campsites are assigned at camp, based on the number of scouts attending .

_____Reserve my weeks. \$100 Check enclosed.

This \$100 application fee is not refundable, but is applied to your total camp fees.

Please direct summer camp correspondence to:

Name: _____ Unit Position:_____

Address:_____

City: _____ State: _____ Zip Code: _____

Phone: Home: _____ Work: _____

IMPORTANT NOTE ON REGISTRATION PROCEDURE:

- All scouts attending camp with their home troop must register for camp through their troop. Payment must be made to their troop. The troop will register their scouts and pay camp fees.
- Scouts attending camp with the Provisional Troop can register as individuals at the Council Office.
- Out of council troops MUST provide proof of medical and accident insurance-Send with application and bring with you to camp.

MAIL TO:

Northern New Jersey Council,BSA

Attn: Camping

25 Ramapo Valley Road

Oakland, NJ 07436

Phone: 201-677-1000

Please use this form to obtain Leader and parent/guardian signatures for requirements that require pre-camp verification. Examples would be camping requirements for Camping Merit Badge (list the trips), meal requirements for Cooking Merit Badge, hikes for Hiking Merit Badge, etc.

Council Name: _____

List which requirements were completed, describe as needed--be specific:

[illegible]

Signature of Parent/Guardian: _____

Please be aware that the requirements are still reviewed by the camp counselors, and some portions may need to be demonstrated again at camp.