



Camp Bowers 2021 Leader Guide



CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

Dear Scout Leaders,

Welcome to Camp Bowers as we celebrate our 40th anniversary! Our staff has worked hard to provide you and your scouts an outstanding camp experience in 2021. Summer camp is a magical time in scouting, and we are dedicated to providing a quality program for all Scouts. After a week at Camp Bowers, Scouts will bring home merit badges they've earned but more importantly, lasting memories that they will treasure for the rest of their lives. Thank you for making this possible for these Scouts.

Scouts will have a blast at Camp Bowers! Whether they are competing on one of our shooting ranges, flying through the trees on our Zipline, dominating the Gaga Ball pit or racing around the Rippy World Circuit on Lake Katherine, its certain to say that fun will be had, and memories will be made!

Each one of our staff members are dedicated to helping each Scoutmaster to achieve their desired goals for their Scouts while at camp. If there is anything we can do to help, please let us know and we will try our best to get the job done. At Camp Bowers we pride ourselves on being flexible, adaptable, enthusiastic, and approach each task with a servant's mindset.

Again, thank you for your dedication to the Scouts in your unit and community. Please use this book as your guide to Camp Bowers. Within these pages is everything you will need to prepare your Troop for Summer Camp. We hope you are as excited as we are for camp in 2021! I can almost hear the camp songs and smell the campfires. The adventure is calling, we look forward to seeing you at Camp Bowers!

Yours in Scouting,

Daniel Robertson
Camp Director

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

C O N T E N T S

Preparing for Camp Bowers

Camp Fees and Reservations

Online Registration

What to Bring

Health and Safety

Bowers Living

Check-in Procedure

Week at a Glance

Communication

Emergency Procedures

Camp Bowers Program Guide

Daily Schedule

Merit Badge Program

Special Programs



Prepared. For Life.™

References and Forms

Honor Troop

Tom Avent Campership

Thursday Cook-out Request

Routine Drug Administration Form

Pre-Camp Swim Test Form

Camp Reservation Form

Provisional Registration Form

Early Bird Form

Final Payment Form

Camp Maps

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

Preparing for Camp Bowers

Camp Fees & Reservations

The Camp fees for this summer are listed in the table in the right side of this page. The fee includes a camp patch for each Scout and Leader and is paid in two installments.

The initial deposit of \$50 per Scout is due by March 15th along with the completed Reservation Roster form. This important step reserves your status for the Early Bird price. It is still possible to add Scouts after this date; however, they will be charged the full camp fee. This initial deposit is refundable until June 1st. To avoid Late Registration fee the final payment is due by June 1st with the completed Final Payment form.

Campsite Reservations

The \$100 campsite reservation fee and form; reserves a space for your Troop to attend camp for a specific session. Be sure to reserve your space at Camp Bowers early to guarantee your campsite selection.

Troop Leaders

All Troops are required to have two adult leaders in Camp at all times, in compliance with Youth Protection Guidelines. All leaders must be registered with the Boy Scouts of America and be at least 21 years of age. A Troop leader and one assistant may attend Camp Bowers free of charge, provided the Troop has at least 10 Scouts in attendance. Troops with less than 10 Scouts will have one leader free of charge.

Summer Camp Fees

\$265: Early Bird Fee

(\$50 deposit per Scout received prior to March 15)

\$285: Camp Fee

(Registrations received between March 15—June 1)

\$300: Late Registration

(Registrations received after June 1)

Each additional leader-space beyond the two free leaders is charged a \$75 fee. A leader-space includes tentage, meals, and a camp patch. Leaders may rotate as necessary throughout the week, although consistent continuous leadership is preferred. Troops that need to rotate leaders during the week can fill a leader-space with more than one individual staying at different times throughout the camp session. For example, if one leader stays the first half of the week and leaves, but another leader stays for the second half of the week in their place; that counts as one leader space.

Leaders should plan to share tents as the number of tents is limited and Camp Bowers will only provide one tent for every two leaders. Leaders that wish to stay in their own tent should make arrangements to bring a tent from home.

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

Tenting Policy

Please indicate the number of tents and cots your troop will require for your week at camp. These tents and cots are provided free of charge. Troops may also bring their own tents, however each tent must have a sign reading "No Flames in Tents" attached to the outside of the tent. Camp tents and cots will be provided on a First Registered, First Served basis. This is done in order to better manage and maintain our equipment.

A walk through by our Camp Commissioner will take place upon arrival and departure to assess the condition of the equipment provided by Cape Fear Scout Reservation.

When camping, no youth may share a tent with an adult, and no one may share a tent with a person of the opposite sex, except for spouses. Assigning youth members more than two years apart in age.

Provisional Scouts

Scouts that are unable to attend Camp Bowers with their own Troops or wish to attend an additional week of camp should consider attending camp with another unit from their local area. The Scout will likely know other boys from the Troop which will help to avoid any anxiety and lead to a more enjoyable Summer Camp experience. The Scoutmaster of the Troop attending camp will be responsible for the Scout's paperwork.

A provisional application is included in this packet and available on our Council website. The provisional camper fee is \$285 as indicated on the application. Full

payment is due at the time of submitting the application to the Council Service Center. Since provisional space is limited please call ahead. Provisional Scouts should bring a completed medical form with them to camp.

Refund Policy

Months before Summer Camp opens, extensive planning, purchasing, and staff contractual agreements are all set in place, among other things. Due to these types of commitments, it is not practical to give full refunds.

Refunds will only be made in the case of illness, injury, or family emergency when requested for in writing to the Cape Fear Council Service Center. **All refunds will be assessed a minimum \$125 for fixed costs already incurred.**

Scouts, not the Troop, should cover all camp costs. This prevents the Troop from losing money if a Scout cannot attend camp and has not yet paid. Please note that we cannot offer refunds for Scouts who leave camp early and under no circumstances may any refunds be carried over to the following summer.

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

Registration

Our goal at Camp Bowers is to make the registration process as easy as possible for all involved. The Camp sessions for this year can be found in the table below.

If you have any questions at all during the registration process, please be sure to visit our registration website where all forms are available and last-minute updates are posted. You can also contact the Cape Fear Council Service Center.

Online Registration

We are continuing our online registration with Black Pug this year. To register, go to the website <https://scoutingevent.com/425-CampBowers>

Once a leader activates their account, they will be able to register boys for merit badge sessions, special programs, sign up for Scoutmaster Merit badge, and more. Changes to your registration can be made up to 7 days before your arrival at camp.

While we try to accommodate all schedule requests, we do reserve the right to limit the size of any program to ensure the safety of Scouts and quality of instruction. Sessions typically limited in size include merit badges in Shooting Sports, Trail to Eagle, and Aquatics.

Camp Bowers Summer Sessions	
Week 1	June 20 – 26
Week 2	June 27 – July 3
Week 3	July 4 – 10
Week 4	July 11 – 17

Express Check-in

Troops that meet all registration deadlines, confirm their merit badge schedules in advance, provide names of leaders coming to camp and make payment in full prior to arrival will be eligible for Express Check-in. Troops will still have to complete Medical Checks.

Medical Forms & Insurance

All Scouts and Leaders attending camp must have a physical examination before coming to camp and must have the proper medical form completed. The examination must be made by a licensed physician. Be sure to use the official BSA Annual Health and Medical Form. One is provided for you in this guide.

Each Scout and Leader will have a health recheck upon their arrival at Camp Bowers as part of the Check-in process. The Troops medical forms will be kept on file for the week with the Health Officer. They will be returned to the Troop Leader as part of the Check-out process. Please make arrangements to have medical examinations completed prior to camp. Any Leader or Scout who does not have a completed health form – including examination - will be restricted from camp activities until an examination has been given. There are no provisions for conducting examinations at camp. Proof of insurance is also required and must be attached to each medical form.

https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf

Recommended Age/Rank Requirements	
BSA Lifeguard	Age 15

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

Camp Bowers Addresses

Before May 31st

Cape Fear Council Service Center
PO Box 7156, Wilmington, NC 28406
919-943-8812
910-395-0894 Fax

After May 31st

Camp Bowers
13165 NC Hwy 53 West, White Oak, NC 28399
910-866-4423



Health Check-in

To protect privacy please do not FAX forms. All participants must go through Health recheck as per National Standards on the day of their arrival.

Order of the Arrow

The Thursday night family campfire program includes the Order of the Arrow call-out ceremony. Troops from Cape Fear Council may have Scouts called out that have been selected during a Klahican Lodge conducted Troop election.



Troops from outside the Cape Fear Council may have Scouts called out if the Troop Leader turns in an official letter, with the names of the candidates signed by the Lodge Chief or Lodge Adviser of their local Order of the Arrow Lodge, at check-in.

Klahican Lodge members that have not sealed their membership in the Order of the Arrow by completing their Brotherhood, are encouraged to do so while at camp. Brotherhood preparation will be held Tuesday evening at the Administration Building. The cost is \$20.00 which should be paid to the Klahican Lodge.

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

Packing

What to Bring

Other than some basic items, different people and Troops will bring different items with them. A good exercise is to think about your perfect week at camp and bring the items you see in your mental picture. If you want to spend the afternoons fishing on the edge of the lake, don't forget to bring your fishing rod and tackle box.

Below is a list of those all-important items to help you with your packing:

Personal Equipment

- Complete Scout Uniform
- T-shirts
- Shorts or long pants
- Swim trunks
- Underwear
- Socks
- Hat
- Extra shoes
- Rain gear
- Notebook, pencil, pen
- Scout handbook
- Merit badge pamphlets
- Watch (very important)
- Washcloth and towel
- Toiletries (soap, shampoo, toothpaste, etc. No glass bottles)
- Flashlight and extra batteries
- Sleeping bag or sheets & blanket
- Pocketknife
- Footlocker or suitcase or backpack
- Laundry bag
- Hand sanitizer

Unit Equipment

- Troop Flag
- First aid kit
- Patrol Flags
- Bow saws
- Lanterns
- Rope
- Extra plastic sheeting
- Brooms
- Water hose

What Not to Bring to Camp

Personal rifles or other firearms, ammunition, and bows, including paintball guns, are not allowed in camp; only those supplied by the Shooting Sports area are to be used. Sheath knives are also not allowed at camp. Any such equipment brought to camp must be delivered to the Camp Director when the unit checks in; it will be returned when the Troops checks out.

In addition, no pets of any kinds are allowed at camp; this is the policy of the Boy Scouts of America and includes visitors.

Finally, we strongly recommend that items such as mp3 players, electronic games, and other electronic devices not to be brought to camp. Camp Bowers is not responsible for personal or Troop items that are damaged, lost, or stolen.

Privacy Notice

By participating in Cape Fear Council activities, you agree to allow the Cape Fear Council to use your image in camp and council promotional materials.

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

Vehicles in Camp

Upon arrival in camp all vehicles must park in the designated parking lots in front of the Administration Building. Vehicles are not to be parked in the campsite or behind the Dining Hall during the week. Troops are permitted to keep a trailer parked in their assigned campsite in order to store gear.

All campsites must be cleared of vehicles by breakfast on Monday morning, unless granted permission by the Head Commissioner. Approved vehicles will be granted a special tag. To keep vehicle traffic to a minimum in camp, only camp vehicles are permitted past the gate at the Administration Building during the week. Troops are permitted to drive a troop vehicle to their campsite to unload and load all of the troop gear during check-in and check-out. No vehicles will be allowed to operate in camp or be parked in the campsite after check-in on Sunday. Please plan on parking all troop vehicles in the Parking lot for the entire camp week.

Safety

While we want every Scout to have a fun and exciting week, safety is a top priority in our program, in the campsite, and around camp. Please take note of the policies and procedures to ensure a fun and safe experience.

In Case of Accident or Emergency

The Camp Bowers health lodge is open 24 hours a day and manned by staff trained in handling minor accidents and illnesses.

In addition, Camp Bowers has a working arrangement with physicians in the Elizabethtown, NC area for the

treatment of more serious cases. If this kind of treatment is required, the Scout's parents will be notified and their wishes during treatment will be respected. If such a trip is required, we ask that one of the Scout's leaders drive him to the hospital.

During medical rechecks, the camp reserves the right to refuse admittance to any person who in the opinion of the Camp Director and Health Officer has any physical or medical condition that might present a hazard to self or others. In the event of an emergency, it is important that camp policies and emergency procedures are followed at all times. Camp staff will provide direction as required.

Fire Safety

Camp Bowers has a fire and emergency alarm system. This system will be explained at the Leaders' Meeting on Sunday, and a test of the system will be conducted early in the week. Some firefighting equipment is available in each campsite or from the Camp Commissioner. If there is an emergency, this equipment will be used by members of the camp staff. This equipment is not to be used by Scouts; Scouts do not fight fires under any circumstance.

Under no circumstances shall any flames of any kind be used in any tent. If a Scout or Leader plans to utilize their own tents for lodging, they should have the tent labeled "NO flames in tents." This can be stenciled on the tent or on a place card in front of the tent.

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

Camp Bowers Living

Check In

Troops should plan on arriving at Camp Bowers between 1:00pm and 5:00pm on Sunday. Troops that wish to arrive early to unload gear may do so with prior approval from the Camp Director. All vehicles must be out of your campsites after unloading by 12:00pm for early arrivals.

Upon arrival to Camp, immediately park all vehicles in the designated parking lots. Please do not drive directly to your campsite as all roads need to be open to handle camp logistics.

A Staff Troop Guide will be assigned to assist the Troop through the check in process. At that time, the Scoutmaster should have a final count of Scouts and Leaders, registration changes, and make any final payments at the Administration building with the Camp Director.

The Assistant Leader should stay with the Troop and have copies of the Troop's medical forms and written explanation for any boy who needs special medical treatment.

The Troop Guide and the Assistant Leader will take the Troop to the Health Lodge for medical rechecks, dining hall orientation, and waterfront for swim checks. Everyone – youth and adult – must have a current health form. The recheck is to make sure that no significant changes have occurred since the physical examination was given. A buddy tag will be issued for each person with a health form. To best facilitate this process, all members of the Troop are

asked to arrive at camp at the same time. The troop leader should inform a member of the health staff if any Scouts plan to arrive late.

Camp Tour

Your Troop Guide will meet your unit in the parking lot upon your arrival to camp. From the parking lot, your Troop Guide will give you a tour of camp as you make your check-in stops. This will help orient new and returning scouts to the layout of camp and introduce them to new camp features. This tour includes locations of various program areas, the trading post, dining hall and other areas of interest. Your Troop Guide can also further assist by pointing out time saving shortcuts for getting to and from your campsite. Be sure to pick up a camp map and follow along.

Swim Checks

Beginner Test

Jump feet first into water over your head. Level off and swim 50 yards and turn at least one time.

Swimmer Test

Jump into water over your head and level off. Swim 75 yards on stomach or side in a strong, forward manner. Swim 25 yards on your back and demonstrate the ability to float on your back.

Swim Checks

For Troops that participate in multiple aquatic activities throughout the year and have had swim checks within the last six months, a pre-camp swim check form is included in the Registration Packet. Please note that these swim checks must be authorized by a certified American Red Cross or BSA lifeguard. A copy of the certification card must be attached to the completed pre-camp swim check form.

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

All other Troops will take the swim test upon arrival at camp. It is important to note that all Aquatics activities will be held in Lake Katharine, which has very different characteristics from a pool.

All boating activities require footwear. Swimsuits should be comfortable, functional and modest. For males, swim trunks or board shorts are appropriate. Tight fitting swim briefs or swim bottoms short enough to allow exposure are not allowed.

For females, bikinis are not allowed. Modest tankinis or one-piece swimsuits are appropriate.

Leader's Meetings

A meeting of all Troop leaders and Senior Patrol Leaders will be held on Sunday after dinner in the Administration building. At this meeting, members of the camp staff will give an overview of camp policies and procedures, and special program activities that will be offered during the week. This meeting will also provide an opportunity to answer any questions about your week at summer camp. Members of the Administrative staff will also be on hand to process last minute session adjustments.

Check In Overview

1:00-5:00 pm Arrive in Camp

Paperwork – The Troop leader and SPL should report to the Administration building with all of the Troops registration forms, money, and medical forms. Here you will meet your guide who will guide you through the check in procedure

Health Recheck – Your guide and Assistant leader will take your unit to the Health Lodge to start health rechecks while the Troop leader finishes paperwork

Campsite – Your guide will take you to your campsite where you can unload gear and prepare for the camp tour.

Camp Tour & Swim Checks – All Scouts will go on a tour followed by swim checks if not completed prior to camp.

5:00 pm Leader's Meeting – The Scoutmaster and SPL need to attend the Leaders' Meeting

5:45 pm Flag Assembly

6:00 pm Dinner

Scouts should wear Class A to Dinner

8:15 pm Campfire

9:45 pm Call to Quarters

10:00 pm Taps

Daily Schedule

7:00 am REVEILLE

7:50 am Colors

8:00 am Breakfast

9:00 – 11:50 MB Program

12:00 - 1:30 Lunch

2:00 – 4:50 MB Session

5:45 pm Colors

6:00 pm Dinner

7:00 pm Evening Program

9:00 pm Call to Quarters

11:00 pm Taps

Dining Hall

The waiter system and family style dining is used in the Dining Hall for Breakfast (8:00am) and Dinner (6:00pm). Lunch is open between 12:00pm and 1:30pm for Scouts and Leaders to eat as you please. The waiter system and family style dining will be explained in more detail during the Check In process. Our Dining Hall staff provides a balanced diet for young Scouts at all meals. If you have a Scout or Leader with special dietary concerns or restrictions, please let the Camp Administration staff know well in advance. Each year we have individuals who have Diabetes, Celiac Disease, Peanut Butter or Nut allergies, Gluten allergies, as well as many Dairy and egg allergies. These individuals are encouraged to bring any specialty foods they may need to supplement our

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

regular menu with them. Such foods should be labeled with the individuals name, Troop Number and any specific instructions. We will make every effort to prepare these foods as required and have them at each meal.

Note: Thursday there is no dinner served in the Dining Hall. Troops should plan to turn in the Cook-out Request Form to the Dining Hall Steward prior to Breakfast on Thursday to ensure your meal provisions can be picked up in the Dining Hall by 4:00pm on Thursday afternoon.

Commissioner Service

Visiting your site each day will be our Camp Commissioner. His full-time job is to take care of your needs during the week. The Commissioner will stop by each morning to visit with the Leaders in the site and make sure you have all the supplies and equipment you need to carry out your Campsite program. If there is something broken or missing in your site, they will work to see that it is fixed or replaced. During their visit, they will also inspect the campsite for safety and cleanliness using the Campsite Inspection form found in this guide. The Troop with the highest score at the end of the week will be recognized at the closing campfire.

You can also meet with your commissioner at the morning Leaders'

meeting. In addition, Commissioners are knowledgeable about the Program and can answer questions or help you to plan Troop activities.

Camp Bowers Museum

The Cape Fear Council BSA Historical Association works to preserve Scouting's history and to draw attention to the BSA's rich and exciting history in Southeastern North Carolina. The Upchurch Museum is open afternoons and evenings all week and the Cape Fear Council Museum at the Training Center is open to all on Friday evenings before the OA campfire.

Trading Post

The Trading Post stocks a variety of items, such as camp memorabilia (patches, mugs, t-shirts, etc.), program supplies and concession items. The Trading Post is open during the day and evening, except at meal times. It is a popular place for Scouts and Leaders to get a snack and relax. Visa, Discover, and MasterCard are accepted, as well as ATM and Debit cards.

Check Out

The check-out procedure begins on Saturday and should be completed before 10:30am. Any Troop with special check-out considerations should make plans through the Program Director or the Camp Director. The Guide that checked you in on Sunday will check you out on Saturday along with a member of the Commissioner Staff. Vehicles will be allowed in camp to load any personal and Troop equipment. The guide and unit leader will conduct an inspection of the campsite to make sure that no

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

equipment has been misplaced or damaged during the week.

The cost of any damaged property or equipment will be charged to the Troop. The Troop leader should stop by the Administration building on the way out of camp to check out and take care of any last minute business.

Contacting the Outside World

Postal Mail

Scouts may send and receive mail at camp. Please send mail addressed as follows:

Scouts Name & Troop Number
Camp Bowers
13165 NC Hwy 53 West
White Oak, NC 28399

Please be sure to include the Scout's Troop number on all mail; this will make sure it is routed to the proper mailbox. Also include a return address in case a letter arrives at camp after the Scout has left. Mail service is dependable, but it is recommended that mail not be sent to camp later than the Wednesday that the Troop is at camp. Any letters or packages that contain currency or valuables should be insured.

Telephone

Should someone at camp need to be contacted, the camp telephone number is (910) 866-4423. This phone is in the camp office and is manned during the day. If there is no answer, please leave a detailed message with a return number and a Camp Administrator will return your call within 24 hours. Please note,

however that this is the camp business phone and parents will not be able to speak with their children. The staff will take the message and deliver it to the unit mailbox. Of course, emergency messages will be delivered as soon as possible.

Damage to Equipment Charges

Cot Replacement	\$75
Tents:	
Rips and tears per inch	\$2.00
Writing on canvas per panel	\$15.00
Tent Replacement	\$400.00
Frame Damage	\$100.00
Permanent Structures	
Damage assessed on an individual basis	
Environmental Damage	
Damage to live trees	\$25.00
Improper disposal of trash	\$10.00
Program Equipment	
Damage assessed on an individual basis	

Visitors Night

Visitors' Night at Camp Bowers is Thursday evening. At that time parents may wish to bring a picnic dinner to enjoy with their scouts and friends. The highlight of the evening's activities is the campfire program and the Order of the Arrow ceremony.

Visitors should not plan to arrive at Camp Bowers before 5:00pm, as the Scouts will be in merit badge sessions until then and will need time to take a shower and change clothes.

The ceremony will last until approximately 9:30pm, so visitors should plan to leave shortly afterward so Scouts and Leaders can get a good night's sleep. In the event of inclement weather, the campfire and ceremony will be held in the Dining Hall.

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

Vehicles for disabled people and food drop off are allowed into camp on Thursday evenings, all other visitors are asked to park in the admin lot. Please note that the camp wide speed limit is 12 mph.

Visitors at any time other than Thursday should make prior arrangements with the Camp Director, and check-in at the admin building. There are no facilities at Camp Bowers to allow visitors to stay overnight.

Wireless Internet

Scoutmasters that need to stay connected are permitted to use our wireless internet available in the Scoutmaster's Lounge. Laptop users are encouraged to bring their 801.11b/g wireless network cards for direct connection to the Internet while staying at Camp Bowers.

Coming and Going

The safety and security of every Scout is paramount to all Leaders and Staff. To enhance our security efforts we require parents, leaders, and Scouts to sign in and sign out at the Administration building when entering or leaving camp during the week. Scouts who are leaving camp early will need to check out at the Administration building with our staff while being accompanied by an adult from the Troop to authorize the departure. Troop leaders should encourage all guests and visitors to depart by 10:00pm. If there are particular concerns of an individual Scouts well-being and protection, the Troop Leader should contact the Camp Director.

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

Emergency Procedures

In the event of an emergency at Camp Bowers you will hear one long, continuous siren signal, which means everyone needs to assemble at the Dining Hall in parade formation.

Fire in Camp

During a fire emergency, the following steps are taken:

- The person discovering the fire should alert any person in immediate danger
- Immediately notify staff in the nearest Program Area or Camp Office
- The siren will be sounded using one continuous blast
- Camp Director will notify the White Oak Fire Department
- Upon hearing the siren, all persons in Camp will proceed to Eagle Field assembly area near the Health Lodge and line up by Troop. Attendance will be taken. All Scouts are to remain in the area until directed otherwise.
- The Camp Director will issue all orders and directions concerning the emergency.

Lost Swimmer

The Aquatics Staff will conduct regular buddy checks. If the number of swimmers does not match the number of tags on the buddy board, the Aquatics Director will initiate the following Lost

Swimmer procedures:

- The Aquatics Director will immediately notify the Camp Office & Health Officer
- The waterfront siren will be sounded using one long, continuous blast
- All campers in camp will assemble at the Dining Hall. Staff will respond to Waterfront to assist in the search.
- The Aquatics Director will direct the search at the waterfront, while the Camp Director takes attendance and issues instructions at the Dining Hall

Lost Scout

Unit Leaders are asked to regularly take attendance of their Scouts. If a Scout is not accounted for, the following procedures are to be followed immediately:

- Report missing Scout to the Camp Office
- Staff will begin an immediate search of campsite, program areas, and trading post
- If search is unsuccessful, the siren will sound one continuous blast
- Troops will assemble at the Dining Hall
- The Camp Director will issue appropriate instructions and contact local emergency personnel

**SUMMER CAMP
PROGRAM
&
MERIT BADGE
GUIDE**

Program Areas

Health & Fitness - Being engaged in an athletic activity is not only a way to have fun, but it also is one of the best ways for each Scout to live up to their promise "to keep myself physically strong. This area offers merit badges in addition to daily sporting and athletic opportunities for Scouts and Scouters. This area also provides meaningful instruction with several first aid and safety programs. The programs offered by this area help Scouts to remain physically fit and be prepared by learning the actions that can be helpful and needed before, during, and after an emergency.

Leadership – The Leadership program area is designed to help Scouts develop their communication and creative thinking skills. This area also educates Scouts on American and Scouting History and builds on a Scout's "duty to country" with citizenship merit badges and programs.

S.T.E.M. – At the S.T.E.M. area, Scouts get to investigate the natural world. The area offers a variety of merit badges along with nature hikes, conservation projects, astronomy demos, and fishing opportunities.

Handicraft – Handicraft focuses on a wide variety of arts and crafts. A popular area for Scouts of all ages, Handicraft allows Scouts to build skills in such areas as basketry, leatherworking, wood carving, and more.

Climbing & COPE – Older scouts have the ability to challenge themselves with our 65 ft climbing tower, tango tower, zip lines, and high/ low ropes courses.

Scoutcraft – This is the place to develop and showcase your outdoor skills – including camping, pioneering, exploring, orienteering, wilderness survival and overall outdoor living. Additional programs include vast pioneering projects, outposts, and hikes.

Shooting Sports – Shooting sports is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. These programs provide instruction and opportunities in archery, rifle shooting, and shotgun shooting. In addition to merit badge instruction, the area offers daily open shoots open to all Scouts and leaders.

Trading Post – The trading post is an excellent opportunity for Scouts to practice real-world financial and personal management while at camp. Scouts will find a wide variety of items including camping supplies, T-shirts and apparel, craft kits, merit badge pamphlets, books, snacks, ice cream, slushies, drinks, and much more.

Trail to Adventure – Trail to Adventure (TTA) is Camp Bowers' first-year camper program. Throughout the course of the week, Scouts will build skills necessary to succeed in Scouting while completing requirements for the ranks of Tenderfoot, Second Class, and First Class.

Aquatics – Lake Katherine is one of the greatest attractions at Camp Bowers. The lake provides a variety of aquatic activities – including swimming, canoeing, rowing, sailing, and kayaking.

Special Programs

BSA Lifeguard

Time: 9:30AM – 4:50pm (all day)

Location: Waterfront

Description: Scouts and leaders can be trained as a BSA Lifeguard. This is an intensive weeklong course; multiple hours of instruction in the mornings/afternoon plus an additional hour of guarding required in the afternoons. Scouts must be at least 15 years old.

Iron Scout Race

Time: 2pm on Friday

Location: starts at Waterfront, ends at Waterfront (course throughout camp)

Description: This exciting relay race pits Troop against Troop in a friendly competition involving Scouting Skills and speed. Be prepared to get wet!

Belly Flop Contest

Time: Friday 4:00PM – 5:00PM

Location: Waterfront

Description: Think you have what it takes to win this contest. Come to waterfront and compete against the big boys to see who can make the biggest splash!

Mile Swim BSA

Location: Waterfront

Description: Earn this Mile Swim emblem by swimming one mile in Lake Katherine. Participants must demonstrate strong swimming ability prior to swimming the mile.

Leaders Activities

Scoutmaster Ice Cream: All adult leaders are invited to an ice cream social on Tuesday night. Scoutmasters can invite one youth from their Troop as a guest to the Scoutmaster Ice Cream.

Leader Breakfast: Adult leaders can break bread by joining us for a Leader's Breakfast on Wednesday morning which will be special meal you do not want to miss.

Leader Cookoff: Adult leaders will be pitted against each other as they can participate in a wing cookoff. The cook off will be peer judged and participants will need to provide their own materials.

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

“Bowers after Hours”

Monday (7:00PM – 9:00PM)

Camp Wide Games (Ultimate Frisbee, Soccer, Basketball, Volleyball, Gaga, etc.)

Open Range (A specific shooting sports range will be announced)

Movie Night (fresh popcorn, candy and refreshments. Located in Dining Hall)

Scoutmaster Ice Cream Social (Adult leaders are free to enjoy some ice cream and socialize with staff and other adult leaders)

Tuesday (7:00PM – 9:00PM)

Camp Wide Games (Ultimate Frisbee, Soccer, Basketball, Volleyball, Gaga, etc.)

Open Waterfront (free swim and boating)

Open Range (A specific shooting sports range will be announced)

Open Climbing & Zipline (Climbing, rappelling, and ziplining. Open to all Scouts at the Challenge Valley)

Wednesday (7:00PM – 9:00PM)

Camp Wide Games (Ultimate Frisbee, Soccer, Basketball, Volleyball, Gaga, etc.)

Beach Party & Bonfire (Come out to the Waterfront and join our party! There will be music, watermelon, fun and games!)

Thursday (7:00PM - 9:00PM)

OA Callout Ceremony

The Order of the Arrow, National Honor Society of the BSA, performs their public induction ceremony, known as the “Call-Out” for all Scouts that have been elected. Arrangements for those who will be called out should be confirmed with the OA coordinator prior to the ceremony.

Friday (7:00PM – 9:00PM)

Staff vs. Camper Games (compete against the Camp Bowers staff in Basketball, Soccer and Volleyball)

Closing Campfire

Troops will present skits, song, and cheers for the whole camp. To close out our week, the camp staff will present awards and recognize those Scouts and Scouters that go above and beyond at summer camp.

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

Outposts

Camp Bowers has a variety of Outpost Programs that any Scout can participate in. These outposts present opportunities for Scouts to venture outside of their campsites for an evening and enjoy an adventure in the out-of-doors. Encourage your scouts to challenge themselves and put their survival skills to the test on the Wilderness survival outpost. Scouts need to sign up for outposts by 2:00PM on Monday if they wish to attend.

Wilderness Survival Outpost - Wednesday

Scouts taking Wilderness Survival Merit Badge will journey to the Camp Bowers back country on Wednesday evening to participate in an outpost survival test. These Scouts will build and sleep in their own shelter and put the survival skills they have learned to good use. Building fires without matches, signaling, and using their survival skills are just some of the things Scouts can look forward to on this Outpost.

Trail to Adventure Outpost - Wednesday

After dinner on Wednesday, Trail to Adventure participants will spend the night on a special first-year camper outpost. Scouts will journey to a special outpost site, practice their fire-building skills and enjoy story-telling around the campfire.



CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

Trading Post

The Camp Bowers Trading Post is open most of the day and includes many items that Scouts will want to purchase. Scouts will find many items available for purchase including: shirts and apparel, craft kits, books, snacks, ice creams, slushies, drinks, fresh popcorn, and much more. Please be sure Scouts bring spending money. We recommend \$75 for the week.

Order of the Arrow Scouting's National Honor Society

For more than 100 years, the Order of the Arrow (OA) has recognized Scouts and Scouters who best exemplify the Scout Oath and Law in their daily lives. This recognition provides encouragement for others to live these ideals as well. Arrowmen are known for maintaining camping traditions and spirit, promoting year-round and long-term resident camping, and providing cheerful service to others. OA service, activities, adventures, and training for youth and adults are models of quality leadership development and programming that enrich and help to extend Scouting to America's youth. The mission of the Order of the Arrow is to fulfill its purpose as an integral part of the Boy Scouts of America through positive youth leadership under the guidance of selected capable adults.



The Order of the Arrow was founded by Dr. E. Urner Goodman and Carroll A. Edson in 1915 at the Treasure Island Camp of the Philadelphia Council, Boy Scouts of America. It became an official program experiment in 1922 and was approved as part of the Scouting program in 1934. In 1948 the OA, recognized as the BSA's national brotherhood of honor campers, became an official part of the Boy Scouts of America. In 1998, the Order of the Arrow became recognized as Scouting's National Honor Society when it expanded its reach beyond camping to include broader service to Scouting and the community.



The Thursday campfire program includes the OA Call-Out Ceremony. Troops from Cape Fear Council may have Scouts called out. Troops from outside the Cape Fear Council may have Scouts tapped out if the Troop Leader turns in an official letter, with the names of the candidates signed by the Lodge Chief or Lodge Adviser of their local Order of the Arrow Lodge, at check-in.

Klahican Lodge members that have not sealed their membership in the Order of the Arrow by completing their Brotherhood, are encouraged to do so while at camp. Brotherhood preparation will be held Tuesday evening at the Administration Building. The cost is \$20.00 which should be paid to the Klahican Lodge.

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

Awards

Top Shot of the Week

Over the course of the week Scouts and Scouters will compete by submitting shooting scores to see who among them, is the Top Shot in all of the Shooting Sports areas. Top Shot will be determined among 3 categories: Overall Top Shot, Youth Top Shot, and Adult Top Shot. Be prepared to send the best youth, and adult shooter from your Troop.

Camp Bowers Honor Troop Award

The Camp Bowers Honor Troop Award is awarded to units that exemplify the aims and methods the Scouting program. The Honor Troop Award encourages Scout spirit, teamwork, and participation throughout your week at camp. Honor Troop tracking sheets can be found in the check-in packet.

Annual Iron Scout Relay Race

It's Troop vs. Troop in this race around camp. Scout skills and speed are emphasized in this baton relay race. Be the first across the finish line to claim your dominance over your fellow Troops.

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

Ancient Order of the Beaver Shark

*The Purpose of the Ancient Order of the Beaver Shark shall be to not only **recognize** Camp Bowers Spirit and Loyalty amongst its members but, to just as importantly, **inspire** these traits amongst both the campers and staff members as a whole. This is accomplished through the invitation to membership of third-year campers who the Camp Staff observe possessing exceptional Scout Spirit and overall enthusiasm at camp.*

Scouts attending their third summer at Camp Bowers, and who provide two hours of service during their week at camp are eligible for nomination by Camp Staff and other members of the Order. Nominated Scouts will be voted into the Ancient Order during their week of summer camp and announced during Thursday evening campfire. Recognition items will be awarded at a special award ceremony that evening.



CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP



CAMP BOWERS MERIT BADGE GUIDE INTRODUCTION

This directory outlines details for the various merit badge programs available to Scouts this summer at Camp Bowers. While merit badges and advancements are only a portion of the overall summer camp experience, we want to ensure that each Scout is prepared to succeed in earning the badges they set out for and get the most out of these exciting programs. Our ultimate goal is to provide a fun program full of meaningful learning to all Scouts. **Be prepared!** Scouts should review the requirements for each badge they intend on taking before their week at camp. Our merit badge programming will be operating from Mondays to Thursdays. During Friday we will offer wild card programming of unique one day badges and activities you may not find at summer camp. Scouts will sign up for the Friday merit badges during their camping week.

Scouts should be sure to complete any necessary **pre-requisite requirements** before coming to camp. Due to the nature of some requirements, and the limitations of the summer camp setting, the listed requirements will not be completed in the merit badge classes. In many cases a signed note from a Scout Leader is sufficient to show proof of a pre-requisite. Please be sure to complete all pre-requisites prior to coming to camp to ensure a completed merit badge at the end of the week. In some cases, Scouts will not be able to work on other requirements without having the pre-requisite requirements completed first.

To help Scouts make appropriate badge sections, each badge has been assigned a difficulty rating. One star denotes an easier badge, while three stars denote more challenging ones. Scoutmasters and unit leaders should guide Scouts in their merit badge selections. There is no need for blue cards at Camp Bowers, at the end of the week Scoutmasters will receive an email with all roster information that includes partial and complete merit badges the Scouts have earned.

HEALTH & FITNESS



Personal Fitness

Pre-requisites: 1, 8

Difficulty level: Hard

Description: Personal fitness is an individual effort and desire to be the best one can be. Personal Fitness merit badge focuses on developing good physical, mental, social and emotional health. This is a challenging and Eagle-required merit badge and is recommended for more experienced Scouts.



Safety

Pre-requisites: None

Difficulty level: Easy

Description: Scout will learn how to be safe with checklists and prevention plans.



Emergency Preparedness

Pre-requisites: 1, 2c, 8c

Difficulty level: Moderate

Description: Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency. Scouts must earn First Aid merit badge in order to complete Emergency Preparedness.



Fire Safety

Pre-requisites: 11

Difficulty level: Moderate

Description: The ability to use fire safely is essential to human survival. By earning this merit badge, Scouts will learn to use fire safely and responsibly, how to prevent home fires, and how to handle fire safely, as well as burn prevention, and camping safety.



First Aid

Pre-requisites: 2d

Difficulty level: Moderate

Description: First aid—caring for injured or ill persons until they can receive professional medical care—is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life. This Eagle-required merit badge is recommended for more experienced Scouts.

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

LEADERSHIP



Citizenship in the Nation

Pre-requisites: 2

Difficulty level: Moderate, writing essays, letters, and pass a test

Description: As Scouts fulfill the requirements for this merit badge, they will learn how to become active citizens are aware of and grateful for their liberties and rights, to participate in their governments and protect their freedom, helping to defend their country and standing up for individual rights on behalf of all its citizens. This Eagle-required merit badge is recommended for more experienced Scouts.



American Heritage/ American Cultures

Pre-requisites: NONE

Difficulty level: Moderate

Description: Learn how to become active citizens are aware of and grateful for their liberties and rights, to participate in their governments and protect their freedom, helping to defend their country and standing up for individual rights on behalf of all its citizens.



Citizenship in the World

Pre-requisites: 7

Difficulty level: Moderate, lots of lecture and writing.

Description: Scouts who earn the Citizenship in the World merit badge will discover that they are already citizens of the world. How good a world citizen each person is, depends on his willingness to understand and appreciate the values, traditions, and concerns of people in other countries. This Eagle-required merit badge is recommended for more experienced Scouts.



Communications

Pre-requisites: 5

Difficulty level: Moderate, lots of public speaking and speech writing.

Description: Communications merit badge focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication. Scouts must attend a public meeting (requirement 5) prior to coming to camp and be prepared to discuss the experience. This Eagle-required merit badge is recommended for more experienced Scouts.



Salesmanship & Entrepreneurship

Pre-requisites: NONE

Difficulty level: Moderate

Description: Scouts will develop business acumen as they learn about the responsibilities of a salesman, operating a business, and marketing your product. Note: This badge is offered as a dual badge and the class will be held in the Trading Post.



CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP



Chess

Pre-requisites: NONE

Difficulty level: Moderate

Description: Learn how to play chess and boost your brainpower. Research says playing chess is highly beneficial to the development of the brain.



Public Speaking

Pre-requisites: NONE

Difficulty level: moderate, lots of public speaking and speech writing

Description: A lot happens during the course of every person's life and your ability to communicate your feelings and ideas is the best way to connect to the larger world. Even if you haven't stood at a podium on the stage and find the whole idea scary, sooner or later, someone is going to ask you to get up and say a few words. If you are prepared, it won't be scary. It can even be fun.



Game Design

Pre-requisites: *Read the pamphlet beforehand and do requirement 5*

Difficulty level: Moderate

ECOLOGY



Bird Study

Pre-requisites: None

Difficulty level: Easy

Description: Birds are among the most fascinating creatures on Earth. Many are beautifully colored. Others are accomplished singers. Many of the most important discoveries about birds and how they live have been made by amateur birders. Thursday & Friday, Scouts will go on a Bird Hike during class.



Environmental Science

Pre-requisites: NONE

Difficulty level: Moderate

Description: While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world. This Eagle-required merit badge is recommended for older Scouts. This badge requires Scouts to make and record daily observations of at least 20-minutes outside of the regularly scheduled class time.

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP



Fish & Wildlife Management

Pre-requisites: NONE

Difficulty level: Easy

Description: Wildlife management is the science and art of managing the wildlife with which we share our planet. Maintaining the proper balance and the dynamics that go with it requires humankind's attention. We use this stewardship tool to help minimize or eradicate the possibility of extinction of any given species. We want our descendants to have the opportunity to experience the same animal diversity that we now enjoy.



Forestry

Pre-requisites: NONE

Difficulty level: Moderate

Description: Scouts will explore Camp Bowers' 1,200-acre forest as they learn about the remarkable complexity of the ecosystem, identify species of trees and plants, and carry out conservation projects to help sustain the health of the forest. This program is an afternoon of filled with hiking, exploring, and studying the natural landscape of Camp.



Geology

Pre-requisites: NONE

Difficulty Level: Moderate

Description: Geology is the study of Earth. It includes the study of materials that make up the Earth, the processes that change it, and the history of how things happened including human civilization.



Energy

Pre-requisites: 4

Difficulty level: Moderate

Description: Scouts will learn various methods of generated energy. They will learn how to be more energy efficient and conservation minded.



Nature

Pre-requisites: NONE

Difficulty level: Easy

Description: **Earned with Weather MB.** There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.



Oceanography

Pre-requisites: NONE

Difficulty Level: Moderate

Description: Learn about our oceans and why studying them is important to conserve our natural resources

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP



Insect Study

Pre-requisites: 9 and 10

Difficulty level: Moderate

Description: Scouts will observe different species of insects and how they help our ecosystem and their impact on our everyday lives.



Weather

Pre-requisites: NONE

Difficulty level: Easy

Description: **Earned with Nature MB.** Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.



Astronomy

Pre-requisites: NONE

Difficulty level: Moderate

Description: Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky

HANDICRAFT



Art

Pre-requisites: 6

Difficulty level: Easy

Description: An 8.5"x11", or larger, sketchbook is suggested, but not required. Scouts must visit a museum or art exhibit prior to coming to camp (requirement 6). Scouts should bring a short write-up about what they saw including descriptions of three works that interested them; this should be signed by an adult who accompanied them to the museum or exhibit.



Basketry

Pre-requisites: NONE

Difficulty level: Easy

Description: Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner.

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP



Indian Lore

Times: 10:00am – 10:50am

Pre-requisites: NONE

Difficulty level: Moderate

Description: Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. To learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating peoples.



Leatherwork

Pre-requisites: NONE

Difficulty level: Easy

Description: Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.



Model Design & Building

Pre-requisites: NONE

Difficulty level: Moderate

Description: Model making, the art of creating copies of objects that are either smaller or larger than the objects they represent, is not only an enjoyable and educational hobby; it is widely used in the professional world for such things as creating special effects for movies, developing plans for buildings, and designing automobiles and airplanes.



Wood Carving

Pre-requisites: NONE

Difficulty level: Easy

Description: As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby.

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

SCOUTCRAFT



Camping

Pre-requisites: 8d, 9a

Difficulty level: Hard, Scouts must have camped for 20 days and nights prior to signing up. 13 years and older.

Description: Scouts will need to bring a properly packed backpack with patrol gear.



Orienteering

Pre-requisites: NONE

Difficulty level: Moderate

Description: Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years.



Pioneering

Pre-requisites: NONE

Difficulty level: Moderate

Description: Pioneering—the knowledge of ropes and knots, along with the ability to build structures by lashing together poles and spars—is among the oldest of Scouting's skills. Completing projects with lashings allow Scouts to use these skills in creative ways.



Wilderness Survival

Pre-requisites: NONE

Difficulty level: Moderate

Description: In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. Scouts are required to attend the Wilderness Survival Outpost on Tuesday evening.



Signs, Signals, & Codes

Pre-requisites: NONE

Difficulty level: Moderate

Description: The badge covers a number of nonverbal ways we communicate: emergency signaling, Morse code, American Sign Language, braille, trail signs, sports officiating hand signals, traffic signs, secret codes and more.



Cooking

Pre-requisites: 4

Difficulty level: Hard

Description: The badge covers several ways for a Scout to learn how to cook through different methods. Scouts will be working on backpack cooking and campfire cooking in this class.

SHOOTING SPORTS



Archery

Pre-requisites: *Scouts must be at least 12 years old*

Difficulty level: Moderate

Description: Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow—but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery.



Rifle Shooting

Pre-requisites: *Scouts must be at least 13 years old*

Difficulty level: Moderate

Description: A rifle, like any other precision instrument, is manufactured to perform a specific task and, if handled correctly, can do so at no risk to the user or others. By earning this badge, Scouts can develop their shooting skills while learning safe practices.



Shotgun Shooting

Pre-requisites: *Scouts must be at least 14 years old*

Difficulty level: Hard

Description: A shotgun is a precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area at a certain distance. By earning this badge, Scouts can develop their shooting skills while learning safe practices.

AQUATICS



BSA Lifeguard

Pre-requisites: Must be 16 and be currently certified with CPR/First Aid for professional rescuer

Difficulty level: Hard

Description: BSA Lifeguard is a three-year training designation awarded to Boy Scouts, Venturers, and Adult Leaders who meet prescribed requirements in aquatics skills, Safe Swim Defense, Safety Afloat, first aid, and emergency action.

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP



Canoeing

Pre-requisites: 3 (must be able to classify as a *Swimmer*)

Difficulty level: Moderate

Description: For centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.



Kayaking

Pre-requisites: 2 (must be able to classify as a *Swimmer*)

Difficulty level: Moderate

Description: Kayaking has become a mainstay in outdoor recreation. Kayaking is a great workout, a soothing way to clear your mind, and an ideal reason to get outside.



Lifesaving

Pre-requisites: 1a (must be able to classify as a *Swimmer*)

Difficulty level: Hard

Description: The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.



Small Boat Sailing

Pre-requisites: 2 (must be able to classify as a *Swimmer*)

Difficulty level: Hard

Description: Sailing is one of the most enjoyable pastimes on the open water. However, smooth sailing requires paying careful attention to safety.



Swimming

Pre-requisites: 3 (must be able to classify as a *Swimmer*)

Difficulty level: Moderate

Description: Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain various swimming skills.



Motorboating

Pre-requisites: none

Difficulty level: Moderate

Description: With the fun of operating a motorboat comes the responsibility for keeping that boat in first-class condition, knowing and obeying the nautical "rules of the road," and gaining the general knowledge and skills to operate a boat safely. Limited to 12 Scouts each week.

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

STEM & SKILL TRADES



Space Exploration

Pre-requisites: NONE

Difficulty level: Moderate

Description: Scouts will also explore science, history and future of the space program. Scouts are required to launch and retrieve a model rocket they build themselves.



Engineering

Pre-requisites: 4

Difficulty level: Moderate

Description: Scouts will be working how household items are made to engineering marvels. They will research engineers of the past and learn what it takes to become and engineer



Electricity

Pre-requisites: none

Difficulty level: Moderate

Description: The Electricity merit badge will cover the understanding of batteries, magnets, and the uses in your home.



Electronics

Pre-requisites: none

Difficulty level: Moderate

Description: Scouts will learn about resistors, capacitors, and circuitry as they discover the purposes and techniques of how electronics are used.



Home Repair

Pre-requisites: none

Difficulty level: Moderate

Description: Once a Scout learns basic home repair skills and applies them to their own environment, they will have a lifetime resource: their ability to learn new skills.



Painting

Pre-requisites: none

Difficulty level: Easy

Description: Scouts will learn about different types of paint used while also discovering how to prepare surfaces and applying coating. Scouts may want to bring clothing that may get paint on it.

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

ADDITIONAL CAMP PROGRAMS



Climbing

Pre-requisites: none

Difficulty level: Moderate

Description: Scouts will be working on climbing and rappelling techniques to complete this merit badge on our 65 ft tower.



C.O.P.E

Pre-requisites: Scouts must be at least 14 years old.

Difficulty level: Hard

Description: This half day program is geared towards older scouts looking for a Challenging Outdoor Personal Experience (COPE). Scouts will learn teambuilding skills to overcome several of our low rope and high obstacles. Additional features include our Tango Tower and Zip Lines.



Trail to Adventure

Pre-requisites: none

Difficulty level: Moderate

Description: A great introduction to Scouts, BSA with Scouts learning the framework of the Scouting program by working on several requirements between the ranks of Scout to First Class. Scouts will also earn their Totin' Chip and Firem'n Chit and take part of our outpost night.

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

Scoutmaster Merit Badge

Camp Bowers needs the help and involvement of the Adult Leaders in Camp which is why the Scoutmaster's Merit Badge was created. To earn the Scoutmaster's Merit Badge, select from the list below. The Camp Director will serve as your merit badge counselor and approve substitutions/alternates as appropriate.

Name of Leader: _____ Unit # _____

- 🦋 Eligibility: All adult leaders (Scouters) in camp
- 🦋 Requirements: Must complete **20 points** in one week
- 🦋 Have the Commissioner, Camp or Program Director initial completed options
- 🦋 Turn in completed form to Headquarters Building by 10:00am Friday
- 🦋 Patches will be distributed at Friday's Closing Campfire

1 Point
<ul style="list-style-type: none">• ___ Visit any 3 program areas: 3=1 point, 5=2 points, 7=3 points• ___ Take a one-hour nap per day• ___ Wear a 2021 Camp Bowers T-Shirt or hat at camp• ___ Treat a Commissioner, Director, or Ranger to a snack from the Trading Post• ___ Lead a vespers service• ___ Invite 2 staff members to eat with your troop on Thursday evening for Family Night
2 Points
<ul style="list-style-type: none">• ___ Assist at the climbing tower or the waterfront during <i>Bowers after Hours</i>• ___ Help supervise with clean-up in the Dining Hall for three meals - ___ 1 ___ 2 ___ 3• ___ Assist counselors in 2 merit badge classes• ___ Complete the Mile Swim
3 Points
<ul style="list-style-type: none">• ___ Assist in driving scouts during field trips for classes• ___ Complete a Ranger work-list project• ___ Attend ALL leader's Roundtables - ___ 1 ___ 2 ___ 3 ___ 4 ___ 5 ___ 6• ___ Assist on a TTA or Scoutcraft outpost
20 POINTS
<ul style="list-style-type: none">• ___ Be an Assistant Ranger for the week. (<i>approved by Ranger only</i>)• ___ Complete the BSA Lifeguard program (<i>approved by Aquatics Director only</i>)

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

Honor Troop

The Camp Bowers Honor Troop program is a way to recognize Troops that participate fully in the Summer Camp program at Camp Bowers, follow and demonstrate the true spirit of Scouting.

Troop # _____ # Criteria Completed _____

Scoutmaster: _____

Complete the following mandatory requirement:

- The Troop participates in activities, follows all camp rules, and has a general attitude conducive to a Scout camp, continuing with the tradition of Scout spirit that is ever-present in the program.

Complete 7 of the 8 following requirements:

- The Troop completes all registration materials by the proper deadlines including completed forms and payments.
- The Troop has 50% of its active youth membership at camp
- Scouts attending camp participate in the scheduled activities (merit badges, free swims, and other activities during the day). Older Scouts are encouraged to participate in Project C.O.P.E.
- Two deep leadership – provided completely by the unit – is present in camp always.
- The Troop maintains a minimum ratio of one Leader for every ten Scouts.
- The Scoutmaster attends all Leaders' Meetings after breakfast. The Scoutmaster and SPL attend the Leaders' Meeting on Sunday afternoon.
- The Scouts and Leaders in the Troop attend evening meals and campfires in Class A uniform.
- The Troop should have a clean campsite and maintain an inspection grade of at least 80 during the week.

Complete ONE of the following Troop Fellowship requirements

- The Troop performs a conservation project or camp improvement project while at camp. This project must be approved before hand and checked upon completion by the Nature Director or Camp Ranger.
- The Troop plans one Troop or campsite activity with another Troop. The activity must foster a sense of Scouting friendship between at least two Troops.

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

Campsite Inspection

This form will be used for the daily campsite inspection.

Day of the Week: Monday Tuesday Wednesday Thursday Friday

United States Flag _____ / 5 pts

Is it displayed? Is it displayed properly?

Troop Identification _____ / 5 pts

Is the Troop flag or other appropriate insignia bearing troop numbers easily seen?

Tent Appearance _____ / 10 pts

Are tents pitched properly? No tent ropes tied to trees, shelters, or other tents. Are all The tents in the campsite consistent in appearance (either all open or all closed)?

Clean Tents _____ / 5 pts

Are the tents neat and clean? Is personal gear stored out of the aisles of the tent? And food is not in the tent for animals? Are there any clotheslines in the tents?

Clean Campsite Area _____ / 20 pts

Is the campsite area clean? Is there trash in the campsite?

Fireguard Chart _____ / 5 pts

The Troops fireguard chart must be filled out and displayed on the campsite's bulletin board.

Safety Hazards _____ / 10 pts

No hazardous objects in the area: tools are stored properly when not in use.

First Aid Kit _____ / 5 pts

Is the Troop first aid kit readily accessible for the Scouts?

Vehicles _____ / 10 pts

No unauthorized vehicles are allowed in the campsite. All authorized vehicles must display a permit.

Latrine _____ / 10 pts

The latrine must be reasonably clean. Is there adequate paper and soap available?

Shower Area _____ / 10 pts

Has the Troop cleaned the shower facility for the day? Duties are posted and check on bulletin board.

Total _____ / 100 pts

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

Tom Avent Campership Application

The maximum amount the Cape Fear Council can award to any Scout is \$60. For a Scout to qualify, his Troop must have participated in the Annual Popcorn Sale in the previous year and have total sales of \$1000 or greater.

SCOUT'S NAME _____

TROOP _____ Date of Application _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

TELEPHONE _____

CHARTERED ORGANIZATION _____

This is to certify that I have talked with the above Scout regarding his attendance at Camp Bowers during the week of _____ and have interviewed his parents or guardian and present the following plan for his attendance fee.

_____ + _____ + _____ = _____
Amount Scout will pay Amount Troop will pay Amount Requested Total Fee

Remarks: _____

Scoutmaster's Signature _____ Date _____

Address _____ Phone _____

Parent/Guardian Signature _____ Date _____

Address _____ Phone _____

(A letter from the Scout Leader must be attached to this application)

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

Thursday Night Cook Out Request

On Thursday evening, Camp Bowers does not provide a meal in the Dining Hall. Troops can be provided with ingredients to cook their own dinner and can choose from the ingredients below. Units must provide their own cooking equipment and prepare and eat this meal in their campsite. Troops are also encouraged to invite staff members to their campsite to join them for this meal and share in fellowship.

Unit: _____

Campsite: _____

Week Number: _____

Number of people: _____

Meal Option (choose one):

Chili and Rice

Includes: ground beef, kidney beans, peppers, onions, tomato paste, chili powder, rice, corn chips, salt & pepper, dessert, and drink mix

Perfect for Dutch oven or stovetop cooking.

Shepard's Pie

Includes: ground beef, mashed potatoes, corn, peas, Worcestershire sauce, dinner rolls, butter, salt & pepper, dessert, and drink mix.

Perfect for Dutch oven cooking.

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

Routine Drug Administration Form

Name: _____ Unit Number: _____

Week: _____ Campsite: _____ Date of Birth: _____

Medication #1: _____

Times to be taken	S	M	T	W	T	F	S
Breakfast							
Lunch							
Dinner							
Night							

Comments:

Medication #2: _____

Times to be taken	S	M	T	W	T	F	S
Breakfast							
Lunch							
Dinner							
Night							

Comments:

Medication #3: _____

Times to be taken	S	M	T	W	T	F	S
Breakfast							
Lunch							
Dinner							
Night							

Comments:

Medication #4: _____

Times to be taken	S	M	T	W	T	F	S
Breakfast							
Lunch							
Dinner							
Night							

Comments:

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

Camp Bowers Merit Badge Schedule

Program		9:00-9:50	10:00-10:50	11:00-11:50	2:00-2:50	3:00-3:50	4:00-4:50
Aquatics	Motorboating	X					
	Kayaking			X			X
	Canoeing		X			X	
	Swimming	X			X		
	Lifesaving		X				
	Small Boat Sailing						X
	Instructional Swim	X			X		
	BSA Lifeguard	X - all day					
Shooting Sports	Archery			X			X
	Shotgun		X				
	Rifle					X	
C.O.P.E. & Climbing	Project COPE		X				
	Climbing					X	
Trail to Adventure	Morning Session		X				
	Afternoon Session					X	
Health & Fitness	Personal Fitness	X			X		
	First Aid	X			X		
	Emergency Prep			X		X	
	Fire Safety		X				
	Safety						X
Handicraft	Basketry	X			X		
	Woodcarving		X			X	
	Leatherwork			X			X
	Art		X				
	Indian Lore					X	
	Model Design & Building			X			X
Scoutcraft	Camping	X			X		
	Orienteering	X				X	
	Pioneering		X				X
	Cooking		X				X
	Wilderness Survival		X		X		
	Signs, Signals and Codes			X			

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

Program		9:00-9:50	10:00-10:50	11:00-11:50	2:00-2:50	3:00-3:50	4:00-4:50
Leadership	Citizenship in the World	X			X		
	Citizenship in the Nation		X			X	
	Communications			X			X
	American Heritage/ American Cultures	X					
	Game Design		X			X	
	Chess			X			X
	Public Speaking				X		
	Salesmanship/ Entrepreneurship					X	
Ecology	Bird Study	X					
	Energy		X				
	Insect Study			X			
	Environmental Science		X			X	
	Oceanography			X			
	Geology				X		
	Fish & Wildlife Management				X		
	Weather/Nature					X	
	Forestry						X
	Astronomy						X
STEM / Skill Trades	Space Exploration	X			X		
	Engineering		X			X	
	Electronics			X			X
	Home Repair	X			X		
	Electricity		X			X	
	Painting			X			X

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

Camp Bowers Daily Program Schedule							
Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
7:00 AM		REVEILLE	REVEILLE	REVEILLE	REVEILLE	REVEILLE	REVEILLE
7:50 AM		Colors	Colors	Colors	Colors	Colors	Breakfast
8:00 AM		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
9:00 AM		Merit Badge Sessions	Merit Badge Sessions	Merit Badge Sessions	Merit Badge Sessions	Merit Badge Sessions	CHECK OUT
10:00 AM							
11:00 AM							
12:00 PM		Open Lunch	Open Lunch	Open Lunch	Open Lunch	Open Lunch	
1:30 PM		Free Time	Free Time	Free Time	Free Time	Free Time	
2:00 PM	CHECK IN	Merit Badge Sessions	Merit Badge Sessions	Merit Badge Sessions	Merit Badge Sessions	Iron Scout Race	
3:00 PM						Belly Flop	
4:00 PM							
5:45 PM	Colors	Colors	Colors	Colors	Family Night (No Dinner in Dining Hall)	Colors	
6:00 PM	Dinner	Dinner	Dinner	Dinner		Dinner	
7:00 PM	Leaders Meeting	"Bowers After Hours" (Sports, Open Waterfront, Open Rifle Range, Movie Night)	"Bowers After Hours" (Sports, Open Waterfront, Open Climbing & Zipline)	Vespers "Bowers After Hours" (Sports, Beach Party & Bonfire @ Waterfront)	Colors	Sports/ Quest for the Grand Beaver Shark	
8:45 PM	Opening Campfire				Closing Campfire & OA Call Out		
11:00 PM	TAPS	TAPS	TAPS	TAPS	TAPS	TAPS	TAPS

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

Council: _____ District: _____ Troop/Crew #: _____

Unit Leader's Name: _____ Best Contact Phone #: _____

Address: _____ City/State: _____ Zip Code: _____

E-mail: _____

Number of Projected: Scouts: _____ Adults (Male): _____ Adults (Female): _____

- ❖ Using this form or visit <https://scoutingevent.com/425-CampBowers> to designate your campsite choice and the week your unit will be attending.
- ❖ \$100 Site Reservation fee is due with this form.
- ❖ This fee will be applied to your total Troop camp fees but is non-refundable if you do not attend Camp Bowers 2021.
- ❖ We can add your classes in for you if you have trouble using our system.
- ❖ Early Bird Fee: \$265 (If \$50 per person deposit is made by March 15)
- ❖ Camp Fee: \$285 (Registrations received March 15-June 1)
- ❖ Late Fee: \$300 (Any registrations submitted after June 1)
- ❖ Each registered Troop gets two free adults.
- ❖ Reference the Camp Bowers Leader Guide for all other programming fees and forms.
- ❖ You must have a minimum of two (2) adult leaders with your unit at all times. If you are unable to provide the needed leadership, please contact us, we will work with you.
- ❖ Units registering with less than the minimum number of youth and adult leadership for a desired site may be required to share their campsite with another unit.

Site selection is not guaranteed, but we will do our best to accommodate your requests. Sites have two-person vented wall tents, platforms, and cots.

Please Indicate 1st, 2nd & 3rd Choice

_____ Herman's Haven
_____ Quail Retreat
_____ Bear Pause
_____ Fox Den
_____ Beaver Ridge
_____ Pedro's Pen
_____ Clark Brothers
_____ Deer Run

If your unit does not fill up a campsite, you may be sharing a campsite with another unit.

Scouts BSA Summer Camp Sessions:

_____ Week 1 – June 20 – June 26
_____ Week 2 – June 27– July 3
_____ Week 3 – July 4 – July 10
_____ Week 4 – July 11 – July 17

**Return this page along with site deposit to:
Cape Fear Council
PO Box 7156
Wilmington, NC 28406**

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

CAMP BOWERS | Provisional Camper Application

Provisional camping is the term used to describe a Scout that comes to Camp on an individual basis. It is designed for Scouts who want to camp at Camp Bowers but their unit isn't coming to Camp, they cannot attend camp with their Troop or for Scouts who want to attend camp for a longer period than just one week. The Provisional Camper is assigned to a unit with approved unit adult leadership and the scout will take part in camp programs and activities as a member of this assigned unit. A Scout needs to bring everything he would bring if he were coming with his Troop. This includes at least one full class "A" uniform.

Cost for provisional camping is:

- ✿ Early Bird Fee: \$265 (Paid \$50 deposit by March 15)
- ✿ Camp Fee: \$285 (Paid in full by June 1)
- ✿ Late Fee: \$300 (Any registrations submitted after June 1)

Payment is due upon registration.

What to Do:

1. Complete this application and send the appropriate fee along with the merit badge sessions the scout would like to take.
2. Mail payment to: Camp Bowers– Provo, c/o Cape Fear Council, PO Box 7156, Wilmington, NC 28406
3. Obtain the appropriate Medical Form and have it completed by your physician and signed by the parents / legal guardians. No camper is permitted to stay at Camp without a medical form.
4. Arrive at Camp Bowers between 1:30 pm and 2:30 pm on Sunday of the week you select to attend. Camp closes the following Saturday morning so you should make arrangements to depart between 9:00 am and 10:00 am.
5. Check Week you plan to come as a Provisional Camper
 - ___ Week 1 – June 20 – June 26
 - ___ Week 2 – June 27– July 3
 - ___ Week 3 – July 4 – July 10
 - ___ Week 4 – July 11 – July 17

Name: _____ Troop #: _____ Council: _____

Address: _____

City: _____ State: _____ Zip: _____

E-mail Address: _____ Phone #: _____

Scout's Signature : _____ Date : _____

Parent's / Legal Guardian's Signature: _____ Date: _____

CAMP BOWERS LEADER'S GUIDE TO SUMMER CAMP

CAPE FEAR COUNCIL SCOUT RESERVATION CAMP BOWERS BOY SCOUT CAMP

Cape Fear Council Boy Scouts of America

NOT TO SCALE

