



Daniel Webster Council
BOY SCOUTS OF AMERICA

2020 Resident Leader's Guide

Camp Carpenter

Frontier



Camp Carpenter is a Nationally Accredited Cub Scout and Webelos Resident and Day Camp Operated by Daniel Webster Council, BSA

Updated 2/2/20

BSA Mission Statement

The mission of the Boy Scouts of America is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Law.

Scout Oath

On my honor I will do my best
To do my duty to God and my country
and to obey the Scout Law;
To help other people at all times;
To keep myself physically strong,
mentally awake, and morally straight.

Scout Law

A Scout is:
Trustworthy
Loyal
Helpful
Friendly
Courteous
Kind
Obedient
Cheerful
Thrifty
Brave
Clean
Reverent

Camp Carpenter Mission Statement

The mission of Camp Carpenter is to support Scouting units by creating a family community, inspiring imagination through fun and adventure, building enthusiasm for the outdoors, and promoting Scouts' continuation into Scouts BSA, while living the ideals of the Scout Oath and Law.



FROM THE CAMP DIRECTOR

Hello Family and Friends,

We are very excited to have you join us this summer at Camp Carpenter, the place “Where Scouting begins.” As New England’s premier Cub Scout camp, we continue to raise our standards as we enter into our 84th season. Also, with our strong traditions we look forward to new adventures. Camp Carpenter provides many different opportunities, for the pack, den, family, or individual scouts looking for an amazing program, there is something for everyone to enjoy. This is the ultimate Cub Scout Experience for Tigers to Arrow Light scouts. No matter how you attend Camp Carpenter, you’ll have memories that will last you a lifetime.

The program at Camp Carpenter is unmatched. From traditional scouting skills of swimming, handicraft, BBs, and archery, to the imagination and fun of adventures at the Fort, Native American Village, or Pirate’s Cove, to modern day challenges of STEM and Emergency Preparedness there is something for everyone. And there is so much more too. Every activity is paired with fun and adventure that will keep the youngest to the oldest living Cub Scouts.

This guide is intended to help leader’s prepare for camp. We want to help you prepare for the experience of a lifetime and make it smooth and simple. It is important to read through the entire guide and watch for updates.

Camp is something special and the staff can’t wait to meet you. We will soon be moving into camp for an incredible week. We look forward to seeing you soon. Thanks for everything you do for scouting.



See you soon,
Mark Hamel
Camp Director



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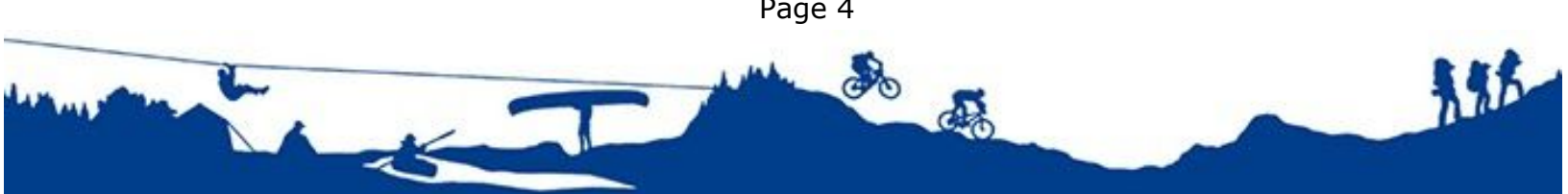
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Important dates

Payments are Due!

First deposit of \$50 is due by: **March 15, 2020** (see pg 14 for details)

Full payment is due: **May 15, 2020** (see pg 14 for details)

Pre-Camp Leaders' Meeting

The adult serving as the pack leader at camp should plan on attending one of the following pre-camp meetings at Camp Carpenter to get the latest information possible and to have any questions answered.

The pre-camp meetings will be held at Camp Carpenter.

Wednesday, May 13, 2020, 7:00 PM or Sunday, May 24, 2020, 2:00 PM

Paperwork Deadline: Sunday, May 31, 2020

Send the following forms to **Camp Carpenter**. Please be sure to keep originals of everything you send in.

- Completed program choice form.
- Any special accommodations/needs **need to be in writing** at least two (2) weeks prior to your session (see page 21).
- Completed medical forms (with proper signatures),
- Permission to possess & use epinephrine auto-injector and/or asthma inhaler forms (with proper signatures).

***** Please be prepared for longer wait times during Sunday check-in if your pack does not submit paperwork on time *****

Please Note: The program choice and special accommodation forms may be submitted online through www.nhscouting.org/camping (same deadlines apply).

Helpful Hint: Keep originals of all the forms (program choice and medical) that you send to the council service center and bring them to camp on check-in day.

CAMP SERVICE DAY

Leaders, cubs, families and friends are welcome to attend a service day to help set-up camp on **Saturday, June 6, 2020 from 9 AM to 4 PM**. Please RSVP to Steve Hambleton, Camp Carpenter Manager, at (603) 623-5962 or s.hambleton@comcast.net. We will all gather in the Dining Hall a 9am.

Den Chief Overnight Sat., June 6, 2020 to Sun., June 7, 2020

Exclusively for older scouts in Scouts BSA or Venturers who will be attending Camp Carpenter as a Den Chief in 2020! Den Chiefs will be trained and prepared for camp. They'll be ready to give each Cub an awesome experience this summer!

Register online and for more information go to: www.nhscouting.org/camping



What's Happening at Camp Carpenter?

Program Theme: **Frontier**

There's a brave new world waiting out on the horizon, and who better than the Cub Scouts at Camp Carpenter to lead us forth in the wild frontiers. Whether it's the Wild West, Outer Space, the depths of the Ocean, or some other great unknown, the spirit of fun and adventure and exploration will be alive and well this season.

Camp Wide Events:

Opening Campfire

The Camp Carpenter staff will close out your first day at camp with an exciting, action-packed campfire full of skits, songs, and stunts. Scouting Spirit will be on display as we kick off our week.

Monday Night

A Scout is Reverent! After dinner we will have a "Scout's Own" service. This is an important time to demonstrate the final point to the Scout Law. Following will be our Cub Carnival with super fun games for Scouts of all ages.

Tuesday Night

Bring a costume that fits the theme and dress up for an evening of fun. We'll kick off the evening at flags dressed to impress. Following dinner there will be Frontier hootenannies and tales of daring exploration to be found all around main camp. Also, our 'freezetacular' ice cream social is always a hit.

Pack Out Night

Cub Scouts love to cook a hot dog on an open fire and then enjoy a delicious s'mores. During this introductory evening of cooking in the wilderness, some packs may choose to bring in food to supplement the menu. Please keep in mind that we have very little additional food storage areas. Nonetheless, enjoy this meal as you see smiles on everyone's faces.

Don't forget, you too can shop at the CHOP! Carpenter House of Pizza is ready to deliver those pizzas again. You'll be able to order pizzas to enjoy at the campsite only on this special evening. [Look for details on page 13.](#)

Closing Campfire

Thursday following the Family BBQ all the scouts will put on a closing campfire for the families. This is a great opportunity for the scouts to share their Scouting Spirit!

Flag Ceremonies

Every morning and evening we hold a camp wide flag ceremony. If your den would like to raise or lower the flag, sign up with the Program Director when you arrive at camp. If you need staff assistance, they are ready to help you out.



Program Areas at Camp Carpenter

Every Cub Scout will want to explore Camp Carpenter, a place where imagination and adventure come to life! To add to the attraction, we invite units to schedule a sleepover at the Fort or Native American Village. We will do our best to accommodate all requests, due to the popularity of these programs we encourage you to make reservations early by sending in your program choice form. You will get to visit each of our program areas, and you'll have an opportunity to add a few other extras. **Get your first choice by getting in your program choice form early.**



Fort Friendship: The great American frontier has captured the hearts of many over the years, now Cubs will witness the adventure first hand as they learn what life was like in the old west. Let your imagination make you a cowboy or cowgirl and catch the bandit. Also, take advantage of a great opportunity to spend a night at the fort!

Native American Village: Spend some time back in history experiencing how Native Americans of the Northeastern Woodlands and Plains lived. Discover how kids enjoyed themselves and what they did.



Pirates Cove: Ahoy Mateys! It is the pirate life for us here at Pirates Cove where you can let loose your inner pirate. Search for treasure, explore the ship, climb the bell tower and cross our rock walk. You'll be testing your sea legs when you venture forth on the open waters of Long Pond where its Pirates vs Navy. It's all hands on deck so come join us as we plunder through the life of Pirates.

P.S. Bring your swim tags from the waterfront.



BB and Archery Ranges: At Shooting Sports, we pride ourselves on teaching respect, responsibility, and discipline. In addition to joining in the fun Shooting Sports activities of Archery and BB shooting which we provide, we try to teach the more interesting facts about these tools as well. Safety is stressed at our ranges, not only to help protect everyone on the ranges, but also to prepare scouts for potentially more dangerous situations later in life.



Sports: Work together as a team during each activity as Sportsmanship is the name of the game. This is the only area in camp where you can run, and it is time to get some energy out and have some fun. Scouting is a game with a purpose, Go TEAM!

** You can also choose to do parachute games with the staff.





Waterfront: On those hot summer days, the waterfront is the place to cool off, relax, earn awards, and have fun. Every level of swimmer will have the opportunity to improve their aquatic skills, the lifeguards have a bottomless bag of tricks and a thorough understanding of the Cub Scout age group.

The entire waterfront staff are BSA Lifeguards and CPR certified. They will keep a close eye on everyone in this family atmosphere.



Also, sign up early to participate on our Aquatic Adventure Zone.

Our 7 foot inflatable iceberg or our inflatable aquatic trampoline. Only classified swimmers will be able to go out onto the inflatables, classified learners or beginners Will have a free swim.

** You can also choose to go to the waterfront an extra time for free-swim and boating, or visit the waterfront during free time as well.



Handicraft: Let your creativity and imagination go wild. Enjoy making a craft when you attend. You can also sign up to return back to Handicraft and enjoy woodworking, metal working, paracord bracelet, or making musical instruments. Choose an option on the program choice form.

Nature: Scouting is outing and that's what nature is all about. Discover what is all around us from a different perspective. Scouts will enjoy the plants, trees, animals, and pond with much more curiosity as they discover our ecosystem.



S.T.E.M. Center: The STEM center is always filled with discoveries. The possibilities are endless with science experiments blowing up, or bouncing out of control, or becoming slimy.

You can also choose to return to this area on the program choice form to focus on robotics (coding), Electrifying fun, Carpenter 500 (RC trucks), and Space.



Specialty Activities

These are not program areas, but a great opportunity that all scouts enjoy. A staff member will meet you and guide you through each activity. Each of these you wish to participate in must be selected on your Program Choice form.

W.A.R.M.: The hottest area in camp!! Four areas in one!!! First, W – Water slide! That's right, a huge water slide at Camp Carpenter. It's fast, it's fun, it's a thrill. Second, - Arcade! Play a game of Gaga ball at the Gaga pit and become the Gaga Master. Or, Human Foosball, this game is so much fun! Third, - Rock Throwing! Come to our rock throwing range and see how accurate you are. That's right, you can throw rocks, but only on our rock throwing range. Make as much noise as you can with your aim. Finally, M – Mini Golf!! We have our own 14 hole mini-golf course. Shoot around for fun, or challenge your den to a game. It's a blast!

This is the only area that you are not scheduled for. Check it out during free time!

Whittling Chip: (Bears, Webelos, and Arrow of Light scouts only): Staff will show your scouts how to use a pocket knife properly and safely. Wolves aren't eligible to earn Whittling Chip, so other activities will be provided for them during this time slot.



Conservation Project: Packs will learn the importance of conservation as well as give back to the community and will also assist with a project somewhere in camp. The project will be led by our Camp Manager.

Marble Madness: Come play the classic game of marbles! An exciting game that is challenging and fun. The scouts love this game!

Life size games: Come and play some traditional games, but now they are life sized. Have fun with Jenga, Checkers and Connect 4.

Pack Run Activities

These are options for your pack to do on its own. Pack leadership must assume responsibility for managing these activities. Please sign up early using the Program Choice Form so we can schedule you with your first choices.

Self-Guided Nature Hike: A leader may pick up a guide to the Dan Beard Trail at the office. Although staff is not provided, the guide points out stops to make and helps identify trees and other things of interest.

Shore Fishing: Packs will have the chance to practice some catch-and-release fishing down by the shore of Long Pond. Packs should provide their own fishing poles and tackle.



Unit-Planned Activity: During this period your pack is free to hold your own special activity. Examples could be a Cubmaster's story time, a challenge activity, extra campsite clean-up/chores ... whatever the pack wants or needs in and around the campsite!

Free Time Activities

We've heard you loud and clear and now we offer a free time each day. From 4 to 5:30pm will be an open free time. The pack can make a decision on what they would like to do or split apart with adult leadership going in different directions. There is so much offered and so many opportunities. Some of the great traditional things Camp Carpenter has to offer and many new activities as well. During flags and meals we will make announcements as to what free time activities will be available daily and what time presentations will start.

Here are just a sampling of what is offered!

Daily

Waterfront - When you need to beat the summer heat, the waterfront is the place to go. Swim, swim, swim! The first 45 minutes of free time the AAZ will be open to the first 30 participants. Remember a scout is courteous and let others enjoy the inflatable too. The final 45 minutes of free time the boats will be open and you can venture out into the lake.

Shooting Sports - Come on down to practice your sharp shooting or get in a few extra enjoyment shots. Archery will be open on Monday and Wednesday. BB's will be open on Tuesday and Thursday. Come on down to earn the shooting sports awards.

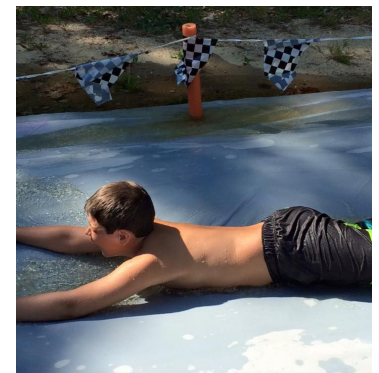
Den time - The pack can use this time as they wish for a structured Den meeting or some relaxation time. This is a great time to work on some additional advancement or practice some of those important scouting skills.



W.A.R.M.: The hottest area in camp!! Four areas in one!!! First, W – Water slide! That's right, a huge water slide at Camp Carpenter. It's fast, it's fun, it's a thrill. Second, - Arcade! Play a game of Gaga ball at the Gaga pit and become the Gaga King. Or, Human Foosball,

this game is so much fun! Third, - Rock Throwing! Come to our rock throwing range and see how accurate you are. That's right, you can throw rocks, but only on our rock throwing range. Make as much noise as you can with your aim. Finally, M – Mini Golf!! We have our own 14 hole mini-golf course.

Shoot around for fun, or challenge your den to a game. It's a blast!



Most Days

Native American Village - The indians of our area inspired many. Let them inspire our Cub Scouts and visit this area for a better understanding of the Native American culture.

Flags - Get the skills to participate in a flag ceremony. Also, learn how to take care of the flag and present it properly. You can even sign up to run a flag ceremony for the entire camp.

S.T.E.M. - Some days you'll get to check out some really cool experiments. Other days you'll get to blow something up. Or, maybe even build something amazing. There is never a dull day at the S.T.E.M. area.

Campfire Skits, Songs, Stunts - Our staff loves to perform and have a great time. Laughter never stops at the council ring. What a great time to learn the tricks to putting on a great campfire and getting up in front of the crowd. Let the audience have a great time and you will too.

Waterfront - Also, you have the opportunity to participate in our Aquatic Adventure Zone. Our 7 foot inflatable iceberg or our aquatic trampoline. Only classified swimmers will be able to go out onto the inflatables. There is limited space, the first 30 each day will get to have this experience and share time with others. Remember, a scout is courteous.

Handicraft- Can't get enough crafts during the week, want to show your creativity. Come to Handicraft on Tuesdays and Wednesday during freetime for some more.

L.L. Lee Scouting Museum: Camp Carpenter is home to one of the finest displays of Scouting memorabilia in the world! The museum was founded in 1969 and is owned and operated by the Daniel Webster Council. During free time the pack or den will receive a guided tour of the museum. **The museum does have a small gift shop.

Life Size Games: The great traditional games have been blown up to lifesize. Come and enjoy these games as you relax in the shade. Each year we add more and more games.



C.H.O.P. Carpenter House Of Pizza

Order pizza for Wednesday evening with the pack! It's the best pizza in town!

Orders must be **placed by noon** on Wednesday in the Camp Trading Post.



Cheese

2L Bottle of Soda
Cups and Plates

\$13.00

serves 3-4



Pepperoni

2L Bottle of Soda
Cups and Plates

\$14.00

serves 3-4



Veggie

2L Bottle of Soda
Cups and Plates

\$14.00

serves 3-4

Pack No: _____ Campsite: _____ Order Place By: _____ Cell Phone # _____ Method of Payment: <input type="checkbox"/> Cash <input type="checkbox"/> Check <input type="checkbox"/> Credit Card Credit Card No: _____ Exp Date: ___/___/___ Sec Code: _____ Signature: _____ Date: _____ Billing Zip Code _____	_____ Cheese Pizza @ \$12 = \$ _____ _____ Pepperoni Pizza @ \$13 = \$ _____ _____ Veggie Pizza @ \$13 = \$ _____ Total Amount of Order \$ _____ No. of Cups and Plates: _____ <input type="checkbox"/> Coke <input type="checkbox"/> Diet Coke <input type="checkbox"/> Sprite <p style="color: red; font-weight: bold; margin-top: 10px;">Payment must be made when order is placed. No Refunds.</p>
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Camp Carpenter Daily Schedule

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	
6:30 AM	Leader Check-In ** NO Cub Scouts ** *9:15* Leader's Meeting	Reveille					WEBELOS BRIDGE PROGRAM * 11:00 Closing Ceremonies
7:00		Waiters Report					
7:15		Breakfast					
8:00		Flag Raising					
8:30-9:15		Period 1	Period 1 / Leader Meeting	Period 1	Period 1	Period 1	
9:30-10:15	Period 2	Period 2	Period 2	Period 2	Period 2		
10:30-11:15	Period 3	Period 3	Period 3	Period 3	Period 3		
11:15	Waiters Report						
11:30	Leader Lunch	Lunch				Departure	
12:15 PM	Pack Gathers in Campsite	Siesta / Campsite duties					
1:15-2:00	Check-In Med Check Pack Photos Swim Check Camp Tour	Period 4	Period 4	Period 4	Period 4		
2:15-3:00		Period 5	Period 5	Period 5	Period 5		
3:30		Snack					
4:00-5:30		Free Time					
6:00		*5:30 Opening Flag Ceremony	Flag Lowering & Waiter Call				*5:30 BBQ
6:15	Dinner						
7:15	Waterfront Safety Demo.	Scout's Own Service & NAV/ Theme Demonstrations	Theme Carnival/ Ice Cream Social	Pack Out	** 6:45 Closing Campfire * 7:30 Departure		
8:30	Campfire	Pack Time	Pack Time	Pack Time	* WEBELOS BRIDGE		
9:00	Taps / Quiet Hours						

Scheduling

Each pack will receive their schedule at the Sunday morning leaders' meeting. Your schedule will be based on the Program Choice Form that you sent in by May 31st. We will use the first come first served method to select your choices. Every effort will be made to make moving from area to area as short as possible.

The following traditional programs are automatically included in your schedule for 1 or 2 periods each (as marked below), spread throughout your session:

- * Waterfront (2)
- * Archery Range (2)
- * Sports (2)
- * Handicraft (1)
- * BB Range (2)
- * Nature (2)
- * STEM (1)

The following theme programs will also be automatically included in your schedule;:

- * Fort Friendship (2 consecutive periods)
- * Pirate's Cove (2 consecutive periods)

As a pack you will need to select at least six additional programs from the specialty programs, the pack run activities, or extras.



Trailblazers



(Arrow of Light Scouts only)



The Trailblazer program is a special program only Arrow of Light Scouts may participate. This program is designed to give these scouts an awesome adventure during their final year at Camp Carpenter before moving on to Scouts BSA. This program is a day long program and these scouts will not be with the pack during their scheduled day at Trailblazers. The activities will prepare them for Scouts BSA and the memories from the program will carry them into Scouts BSA.

There are a lot of great activities they will get to participate in and to name just a few:

- **Canoeing**- Scouts will have the chance to learn paddle skills and apply them as they venture off to the far reaches of Long Pond to find the fabled Huck Finn Outpost.
- **Huck Finn**- An outpost at the very edge of Camp Carpenter, Huck Finn is an echo back to the early days of scouting where scouts will learn skills such as shelter building, knots, and rope work.
- **Challenge Course**- A team based problem solving challenge which combines games and rope course elements to make a high energy team building event.
- **Action Archery**- An archery range which uses bow and arrow skills to compete in a series of archery games, using special targets such as cowbells and a tic-tac-toe board.
- **Rappelling and Bouldering** —Scouts will have the great opportunity to boulder on rocks and rappel down our rock cliffs.
- **Cooking** - This adventure will lead them to preparing and cooking lunch on an open fire using the Patrol Method.

This program is scheduled for an entire day on Monday, Tuesday, or Wednesday. You may choose this option on the Program Choice Form. Please be aware that if your pack chooses this option, *the Arrow of Light Scouts in your pack will not participate in the programs on your pack schedule during the day they are at Trailblazers.*



Bridge

An amazing groundbreaking program in scouting that is only offered at Camp Carpenter!

We are excited to invite all Arrow of Light Scouts to an additional night at Camp Carpenter. That's right, when all the Cub Scouts leave on Thursday, only Arrow of Light Scouts will stay in camp for a special experience that will prepare them for Scouts BSA. This adventure will bridge the two programs together to make it easier and more fun for Arrow of Light Scouts to understand what Scouts BSA is all about and the many opportunities that lay ahead.



After snack on Thursday, all the Arrow of Light Scouts will gather to prepare themselves for the evening ahead. Patrols will be formed and scouts will have an opportunity to settle into the campsite. Immediately challenges and competitions will begin as the Arrow of Light Scouts begin this exciting transition. They will have a chance to rejoin their pack and say good-bye.

Thursday evening will be filled with scouting lore and tasty treats. Friday morning the scouts will work in their patrols on Scout skills as they go from station to station. These are special activities that only Arrow of Light Scouts can do. They'll be shooting Air Rifles (a step up from BBs), they'll use GPS units and participate in GeoCaching, they'll work on their knots and lashing, and first aid skills..

As the scouts get to take in these great adventures and challenges in their patrols. The adult leaders that stay over will get some great training that will prepare them for what lies ahead in scouting.

Closing ceremonies will take place at 11am and all parents, leaders, and committee members are invited to attend. The ceremony will be located at the parade field where flags are held and in inclement weather it will be in the dining hall. This is a special time for these scouts and we will honor them in their commitment to scouting.

Departure will be at 11:30am on Friday morning. We hope to see all these scouts return in future years to Camp Carpenter, but for now will bid farewell as they age into Scouts BSA.

**** The additional cost for Bridge program is \$45**

** The pack must supply one adult for every 8 scouts attending. This adult will be free. **Additional adults will cost \$50 per adult.** We wish to keep adult leadership to a minimum to mimic the Scouts BSA program.

** Den Chiefs that wish to attend must have participated in Den Chief training prior to the start of the summer. With the completion of this course, the Bridge program will be free for them.

# of paid Bridge Scouts	# of free adults
1-8	1
9-16	2



Preparing for Camp

If your pack would like a Camp Promotion, the Camp Carpenter staff will do their best to attend a pack meeting. See the Coordinator guide for the process.

Who can attend Resident Camp?

Camp Carpenter welcomes all Tigers, Wolves, Bears, Webelos, Arrow of Light Scouts, and their pack adult leadership! Tigers must be accompanied by an adult partner, for all of our programs. We encourage all scouts to attend camp with their pack and register through the pack. If a scout is unable to attend with the pack or would like to attend an additional week, that scout may be registered through the Provisional program. Remember that a scout is considered to have progressed to the next level at the end of the school year. An older scout in the Scouts program or Venturer who serves as a “Den Chief” may accompany their den for its session and must be registered. We unfortunately cannot accommodate any other child not registered as a member of a Cub Pack.

Summer Camp Reservation Guidelines

Packs may reserve a week at camp by submitting a \$100.00 deposit to Program Services at the Daniel Webster Council. Packs that attended camp the previous year typically roll-over their deposit at the end of their session for the next year. If you're unsure if a deposit has been paid for your pack, please contact Program Services at the Daniel Webster Council Office.

Campsite assignments will be made to best fit the needs of all units in camp and insure health and safety standards. Some campsites can accommodate several packs, so please keep in mind that you may be sharing a campsite. Packs will be assigned to a section of a campsite that best accommodates their size. Leaders of the same gender are required to share tents with other leaders within their pack. Married couples are allowed to share tents if they so choose, but it is not recommended. Packs sharing campsites need to share the equipment in the site (picnic tables, canopies, tools, etc.) and also share cleaning duties.

The method for registering and paying for your pack to attend resident camp is through the council website at www.nhscouting.org. One person in your pack should be given the responsibility to serve as the camp coordinator. The camp coordinator should make sure he or she has a username and password to access online registration through the council website (if your pack needs this information, please contact Program Services at the Daniel Webster Council).

Your pack's camp coordinator should make sure that deposits and the remainder of the fees for each camper are collected and deposited in the pack's checking account. Camp deposits and payments to the council should be made **from the pack**, not individually from each family. Please see the website for additional information regarding online registration.

**** If your pack has any issues with online registration, please contact Program Services at the Daniel Webster Council Office.**

The cost per camper per session is:

- **\$360 Early bird fee** (with \$100 non-refundable deposit paid by March 15 and balance paid by May 15)
- **\$410 full fee**



If a pack brings five Scouts, two adult leaders may camp for free. For every additional six Scouts that attend, one additional adult leader may camp for free. Refer to the following chart for clarification. Packs attending camp with less than five boys need to contact Program Services at the Daniel Webster Council Service Center.

# of paid youth campers	# of free adult campers	# of free Den Chiefs
5 to 8	2	1
9 to 15	3	2
16 to 22	4	2
23 to 29	5	3
30 to 35	6	3

Additional adult leaders above this ratio will be charged \$235 each and den chiefs above this ratio will be charged \$235 each. Additional adults cannot be substituted for free Den Chiefs.

Tigers - Tigers may attend residential camp. A tiger must be accompanied by an adult partner. This adult will not count toward the pack adult leadership or free adults. This is a great opportunity to grow the love of camp within your youngest scouts and newest families. The cost for a tiger and adult is \$460. We will work with all units to help get tigers to camp.

Deposit and Refund Policy

Deposits are non-refundable. The balance of a registration fee will be refunded provided one of the following conditions is met: (1) The Daniel Webster Council Program Department is notified in writing of a camper cancellation at least two weeks prior to scheduled arrival; (2) In cases of injury or illness within two weeks of scheduled arrival, a letter from a healthcare provider (MD, DO, PA, or nurse practitioner) is provided with the refund request. Refunds for chartered pack resident camper cancellations will be made to the pack. Packs are responsible for paying the full registration fees for no-shows unless the refund conditions above have been met. Deposits are non-refundable, even when two weeks cancellation notice is provided. In the event the entire pack cancels its reservation, site fees are non-refundable. All space is available on a first-come, first-served basis for those paid in full. Fees are transferable to another camper.

Family Bar-B-Que



A barbecue for Scouts, leaders, and their families will be held on the last day of your session, Thursday night starting at 5:30 pm. There is no cost for campers and leaders that attended camp during the week. The cost for the barbecue is \$10.00 per person for family members. So we can plan on having enough food, please complete the BBQ form included in the appendix and submit it to the camp office on your arrival Sunday, one check for the entire pack would be appreciated (made payable to

“Daniel Webster Council”). Immediately following the BBQ is the closing campfire and we encourage everyone to attend.



Trading Post

We operate a small trading post, or store. This is where you can get Camp Carpenter souvenirs, snacks, and small items that might have been forgotten. You can also get the famous Camp Carpenter Slushy here as well. We recommend each child arrives with \$50 to spend at the trading post.

Pack Photographs

Clix Portrait Studios will take pictures on Sundays during check-in. They do an amazing job and offer many options for prints, gift items, and digital JPG files with copyright release. Pack and Individual photos are available. All orders are mailed directly to the parents so you don't have to worry about them getting lost or wet.



Scouts and leaders should be in uniform until you go through the photography station.

ORDERS MUST BE PLACED AT CLIX'S WEB PAGE NO LATER THAN THE FRIDAY BEFORE CAMP. www.clixne.com. Click on "Order Here", then "Sports & Summer Camp Orders". The User ID is "camp".

Order any Package 1-5 online by the Friday before camp, and receive the digital image of your scout for FREE! This deal is not available for paper order forms or late orders.

If you choose not to order online by the Friday before camp, paper order forms (cash & check only) will be available at camp. Parents are welcome to come to the Clix table and fill out a form before their pack comes for pictures.

Questions? Contact Clix at 603-952-4141 or info@clixne.com

Scout Shop

Camp Carpenter is home to the Manchester Scout Shop, which is a BSA National Supply store and well-stocked to serve everyone who is staying or just visiting camp. Stock items include all items found in the National Supply catalog. Knives may only be purchased when a parent or guardian is present.

How many leaders do we need? What if a leader cannot stay the entire week?

Please be mindful of the BSA's two-deep leadership policy when preparing for camp. **Each pack must bring a minimum of two registered adult leaders 21 years of age or over. There must be a registered female adult leader 21 years of age or over in every unit serving females. A registered female adult leader 21 years of age or over must attend with any unit bringing female youth. The chart above (page 14) shows the number of required amount of leadership needed per number of scouts. These individuals are free.** If you are unable to provide the required minimum leadership, please contact Program Services at the Daniel Webster Council Service Center as soon as possible. There is always a possibility of pairing several packs together so that two-deep leadership is covered.



Due to busy schedules, it might be necessary for leaders to rotate in and out of camp during the week. If and when leadership changes occur during the week, **leaders must sign in or out in the leader logbook at the camp office**. A departing leader must turn-in their leader ID badge and the incoming leader will be issued one. Adult leaders staying overnight will need a completed BSA Annual Health and Medical Record. Packs are responsible to inform new leaders of camp rules and regulations. Please see administrative staff if you need assistance with leadership changes during the week.

All adults attending camp must be registered with the pack and have completed Youth Protection Training prior to their session. The training is available online through my.scouting.org.

Who needs Youth Protection Training?

Youth Protection Training (YPT) – Compliance and Proof

Child Safety is #1 in the Boy Scouts of America. And, per National Camp Accreditation Program standards, adults may no longer attend resident summer camp without current BSA registration and proof of current certification in Youth Protection Training (i.e.: may not stay overnight, accumulate 24 hours on the property or be in remote or darkened circumstances with minors).



Camp Carpenter will verify current registration and YPT for every adult attending Resident, Akela, or Day Camp. A 'YPT Aging Report' can be produced from my.scouting.org or from your Council registrar.

***** There are no exceptions to this rule *****

While each Unit is primarily responsible for making certain their attending adults are: a) registered in the BSA and b) current in YPT, Camp Carpenter will now maintain records to prove this check has been completed for every adult who attends summer camp.

- To take Youth Protection training go to my.scouting.org and create an account.
- From the my.scouting.org portal, go to 'My Dashboard' and select Youth Protection training.
- Upon completion, you may print a certificate of completion to submit with a volunteer application or submit the completion certificate to the unit leader for processing at the local council.



Can we visit camp?

Visitors

Summer camp is a great place to see Scouting in action. District and unit Scouters, professionals, donors, prospective members, and volunteers are welcome to visit. Visitors to a particular pack should clear their intention to visit with the camp pack leader and must be invited. **Parents, relatives, and friends are welcome in camp on Sunday from 12:30 to 4:00 PM and on Thursday no earlier than 5:00 PM to attend the BBQ and closing campfire.** It is strongly recommended that family members do not visit camp during the week (see “Homesickness” section).

All visitors to Camp Carpenter, with the exception of the above times, must sign in and out in the visitor log book at the camp office and leave a form of identification (preferably a driver’s license). Visitors must be approved by the Camp Director, follow all current camp policies and procedures while in camp, and wear a visitor badge at all times. Anyone in camp that has knowingly not signed in or is found in violation of camp policies will be asked to leave the premises immediately.

Visitors are allowed to visit and observe, but not participate in the program areas (unless prior permission is granted only by the Camp Director). **Any visitor wishing to stay for an extended period during the day (more than two hours) must first get approval from the Camp Director.** Visitors must see the camp office to pay for their meals (see “Visitor Meals” section that follows). **All visitors must leave camp by 9:00 PM.** Staff strictly enforces the visitor policy for the security of everyone in camp.

Overnight Visitors

Overnight visitors are **not allowed**. Your pack will be charged a fee if you have visitors staying overnight that are not covered under the leadership ratio (as described in the “Fees” section above).

Please note that the leadership ratio is *per day*, and cannot be spread over the session. For example, a pack that brings 9 scouts to camp may bring three leaders for free. If this pack has only two leaders on one day, they may not “make up” the additional leader on another day (or overnight) by having four leaders present in camp.

Administrative staff enforces these policies because of safety concerns and space limitations. Non-adherence to these policies will not be tolerated and only the Camp Director may grant exceptions in extenuating circumstances.

Visitor Meals

Visitors staying for a meal must purchase a ticket at the camp office and present the ticket to the dining hall staff prior to eating. The cost is \$10.00 per person per meal. If known ahead of time, please notify the office staff on Sunday of the number of visitor meals you will need during the week and specify at which meals you plan on having visitors.

Who needs a Medical Form?

Per NH State law and BSA policy, **EVERYONE** must have a medical form. Now is the time to get physicals schedule and begin to collect medical forms. Don't wait until the last minute to get a physical scheduled, because you will not be able to stay at camp without a medical form. **No Exceptions!** See the Medical Services section. Only visitors that are staying for a maximum of two hours do not need a medical form.

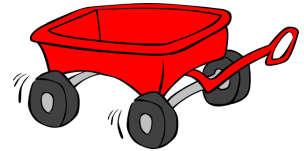


What if a scout has special needs? Dietary or Medical?

Efforts will be made to accommodate youth and adults with special needs such as (but not limited to) food allergies, special diets, and physical and mental disabilities. Special medical needs must be indicated on the health form. In order to best accommodate special needs, please notify the Camp Director of any special needs *in writing* at least two (2) weeks prior to your session, preferably by May 31st. A form is available to complete online at www.nhscouting.org/camping.

Is financial assistance available?

Camperships - The Daniel Webster Council can provide assistance to scouts who would not be able to attend camp without financial aid. A limited amount of partial camperships will be awarded to scouts who demonstrate need. Contact your local district professional for more information.



What should we pack?

When packing for camp, it's wise to remember the Scouts BSA Motto: Be Prepared! An extra set of clothes will make a world of difference to a camper who gets caught in the rain, for example. On the other hand, try to avoid the temptation to bring too much. Ideally, you should be able to carry everything you need for your visit in a small duffle-bag or footlocker. Remember that vehicular transportation into your campsite will not be permitted. In the appendix you will find a packing list to help guide you through the process.

** We do recommend bringing a small wagon to help transport gear.



Arriving at Camp

Directions to Camp

<https://goo.gl/maps/jiqkAtJjHxftmCz6>

Leaders Arrival

Beginning at 8 AM and ending at 9 AM on check-in day, leaders that wish to drive equipment to their campsites will be allowed to do so. A staff member will be stationed on the camp road (in front of Nuttle Lodge) to greet leaders as they arrive. Please stop your vehicle and check-in with this staff member, they will issue a driving pass that will be valid until 9am. If you arrive early, please park in the leader's lot (the dirt parking lot across from Nuttle Lodge) and a staff member will come to check you in at 8 AM. Please wait until the roads are open at 8 AM. **The speed limit on camp roads is 10 mph. Private vehicles will not be allowed on camp roads after 9 AM and all vehicles in the campsites must be removed to the designated parking area at this time. This includes all motorized vehicles.** When dropping off equipment in the campsite, do not drive into the campsite. Park at the edge of the road, but do not blocking traffic.

A leaders' meeting will be held at 9:15 AM at Manning Hall. This is a mandatory meeting for the camp pack leader.

The meeting will give you the opportunity to meet the administrative staff and be briefed on security and emergency procedures, rules and regulations, scheduling, etc. Packs will receive their program schedules and other paperwork for the week at the meeting.

The last portion of the meeting will consist of medical re-checks for the leaders present. Please turn in any outstanding paperwork at this time and note that late paperwork will delay your check in procedure.

After the meeting, leaders will be given the opportunity to take swim tests and should have time to settle into their campsites.

***** Only two meal tickets will be provided per pack for Sundays Leaders Luncheon.***** Lunch for the Camp Pack Leader and one (1) additional leader only will be held at 11:30 AM in the dining hall. Additional Lunch tickets may be purchased ahead of time by emailing the Camp Director, Mark Hamel hamelmws@gmail.com, or calling the camp phone at **(603) 623-5962, at least a week prior to your arrival.** The cost is \$10.00 per ticket and can paid in the main office after medical re-checks. No additional meals will be prepared.

Staff Guide

A staff member will be assigned to each pack to serve as a "staff guide" for the day. Your staff guide will meet you at the leaders' lunch and assist your pack through the Sunday check-in process until Flags.

**Please do not bring any campers to the morning meeting –
have them arrive with the rest of the pack at 12:30 P**



Scouts Arrival

All campers (and leaders not attending the morning leaders' meeting) should arrive between 12:30 PM and 1:30 PM on Sunday. **Campers arriving early will not be checked-in until 12:30 PM.** *Once parked, they should walk directly to their assigned campsite to meet with their pack leader and staff guide, and they should bring all equipment and personal gear with them.* Equipment too large to carry can be transported in your pack's chuckwagon or a personal wagon. Pack leaders should make sure parent(s)/guardian(s) are made aware of what campsite their scout will be staying at prior to arriving on Sunday

****Parents should expect to stay until their pack has completed med re-checks****

Checking-In at the Campsite

While your pack is assembling at your campsite, the following tasks should be completed with the help of your staff guide:

- Your pack roster will be verified.
- ID bracelets should be issued to all campers, den chiefs and leaders that are **staying for the entire week** (leaders staying for only a portion of the week will be issued leader ID badges). Your staff guide will have enough ID bracelets for those listed on your pack roster. Those not listed on the pack roster will need to see the Head Commissioner or designee in order to receive ID bracelets.
- **BSA Registration and Youth Protection Training will be verified through the camp office. All adult leaders must have a current verification of BSA registration and YPT on file.**
- Pack leaders should collect BBQ money to turn into the Main Office following medical re-checks..
- Campers should start to get settled in their tents.
- Before leaving the campsite as a pack, campers should have their uniforms on (if they have one) for pack photos with swim trunks on underneath for swim checks. They should also have a small day pack that has bug spray, sunscreen, filled water bottle, towel, and a flashlight.

***** Parents should be prepared to stay until after medical re-checks have been completed. *****

When your pack has assembled

As soon as everyone has arrived and checked-in, or no later than 2:30 PM, your staff guide will notify a commissioner that your pack is ready to go for pictures and medical re-checks. **Packs that have completed all paperwork by the deadlines will be given priority to begin medical check in.** Packs that are missing paperwork, or late turning paperwork in, will begin the process following a procedure by the time of check in. This process could take time, as we want to make sure all medication and paperwork is handled without error for the safety of all.

Medical Re-Checks

The Health and Safety Officer and other assigned staff members will conduct medical re-checks at Manning Hall for all campers and leaders. Any medical forms that have not yet been turned-in must be submitted at this time.

All Medications must be turned-in to the Health and Safety Officer during medical re-checks (see the "Medical Services" section). A parent/guardian must be present at the medical re-checks for any camper that requires medication.

***** After Medical Re-checks, parent(s)/guardian(s) are encouraged to depart. *****



Pack Photographs

After Medical re-checks, your pack will head to where the photographers will be taking pictures. When ready, the photographer will start collecting picture money and forms, then they will take the pack photograph and any individual photos that are ordered. Please see the “General Information & Policies” section for details.

Swim Checks

During the check in procedures, your pack will head to the waterfront. Everyone—leaders and campers- that will be participating in waterfront activities during the week must complete a swim test. The purpose of conducting swim tests is to classify participants into their appropriate ability levels (learners, beginner, and swimmer). This ensures safety and the proper level of instruction during aquatic periods.

Campers will be given priority over leaders for swim checks in the afternoon if time becomes an issue. Anyone not tested on Sunday will have a swim check during their first visit to the waterfront.

Please note that the Aquatics Director has the discretion to retest anyone at anytime. Below are descriptions of the swim tests:

- **Swimmer's Test:** Jump feet-first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy, resting backstroke such as the elementary backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.
- **Beginner's Test:** Jump feet-first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.
- **Learner's Test:** Get wet!



Medical Services

Camp Carpenter is equipped with a health lodge staffed with a full-time resident Health and Safety Officer (i.e. Camp Nurse). A non-resident physician is on-call at all times, and local hospitals are available for those needing additional treatment. Also, per national standards, at least 50% of our staff are currently trained and certified in CPR and first aid. If, in the opinion of the Health and Safety Officer, a camper must be confined or need close medical attention, the camper will be sent home for this care. The camp is not responsible for medical costs of problems not contracted or worsened at camp. Camp Carpenter is licensed and inspected by the City of Manchester, the State of New Hampshire, and the Boy Scouts of America.

Medical Forms

Everyone (camper, den chief, and adult) attending camp must have a completed BSA Annual Health and Medical Record (No. 680-001) with Parts A, B and C completed within the past 12 calendar months. Part C of the form is the physical examination which must be signed by a certified and licensed health-care provider recognized by the BSA. Recognized providers are physicians (MD, DO), nurse practitioners, and physician's assistants. *Substitute forms will not be accepted.*

Please make sure that all medical forms are filled out accurately and completely, with the signatures of a parent/guardian or participant (for adults) and health-care provider along with all emergency contact information.

All completed medical forms should be sent to Camp Carpenter by **May 31st**. **Medical forms will not be returned. Therefore, we suggest that you send copies (double-sided if possible, please).**

The BSA Annual Health and Medical Record form is available to download as a fillable PDF document from <http://www.scouting.org/scoutsource/HealthandSafety/ahmr.aspx>. The electronic version of the Annual Health and Medical Record is intended to be filled out and saved by individual Scouts/families and Scouters. The electronic form **should not** be transmitted via email or stored electronically by your pack. Packs are encouraged to keep paper copies of their participants' Annual Health and Medical Records in a confidential file for quick access in an emergency and to be prepared for all adventures. **Packs should bring this file to camp with them in addition to mailing in copies by May 31st.** Medical forms should be shared only on a need-to-know basis.

NO PARTICIPANT WILL BE ALLOWED TO STAY IN CAMP WITHOUT A COMPLETED BSA ANNUAL HEALTH AND MEDICAL RECORD (PARTS A, B AND C) SIGNED BY AN APPROVED AND QUALIFIED HEALTHCARE PROVIDER!

Medications

State law and BSA policy mandates that all medications—for adults and campers alike—must be turned in to the health and safety officer upon arrival at camp (this will be part of the check-in process). **The only exceptions are asthma inhalers, and Epi-Pens. These medications, however, must still be registered with the health and safety officer during check-in. A second asthma inhaler and Epi-pen must be turned in to be kept at the health lodge in case of emergency. A permission to possess form must be signed by a physician and parent/guardian and turned-in to the health and safety officer in order to carry these medications (see appendix).**



Only legal medications will be given to campers. Legal medications are those in their original containers with the patient's name, doctor's name, and date on the label. If for some reason a dosage changes, a doctor's note is required

Dispensing of Medication

The Health and Safety Officer or other qualified personnel will dispense medications after meal periods at a designated area. Campers or leaders requiring medications at other times will need to make alternate arrangements with the Health and Safety Officer.

When not being dispensed, all medications are stored in the health lodge in locked containers.

Insurance

The Daniel Webster Council insures each of its registered Scouts and Scouters for accidents, sickness, or injury that may occur during their stay at camp. However, this insurance is secondary coverage only, meaning that it will only cover those expenses that are not recoverable under any other policy.

Out-of-council packs and Scouts should make sure they have insurance coverage through their local council.

Vaccination Directive (effective 5/21/19)

All camp participants and leaders must present proof of up to date vaccinations for Measles, Mumps, Rubella (MMR) and Tetanus, Diphtheria and Pertussis (Tdap). There will only be one exception, which is for those who are medically unable to complete the vaccination. Accommodations will be made for those scouts, but it may preclude participation in some activities and necessitate alternative accommodations during their stay with Daniel Webster Council. Refusal of vaccination for any rationale other than medical reasons cannot be accommodated. Documented medical reasons for not having these vaccinations must be presented with a note from your Scout's medical provider **no later than two weeks prior to arrival at camp.** (This is in addition the scout health form). It must have an actual signature from a licensed medical doctor.

Rationale:

Daniel Webster Council and the Scouting program remains open to all faiths and beliefs and does not bar anyone from participating in the scouting program on the grounds of faith, personal belief, gender, age or sexual orientation. However, this does not equate to full and open access to all programs when there is a concern regarding the safety, health and well-fare of our Scouts.

Currently, there are many active cases of Pertussis and Measles in the state of New Hampshire, and across our nation at levels which are unprecedented in the last 2 decades. The potential spread associated with these pathogens creates a substantial safety concern and has necessitated this action. This risk is further increased when considering close quarters in which our campers reside.

We strongly desire your Scout to come to our camps for a once in a lifetime camp experience. If this is a personal decision, we respect your decision and ask that in kind you respect our decision to ensure the safety of our campers and staff. If this choice not to vaccinate is a matter of personal conviction or out of concerns regarding the safety of vaccinations; we urge you ask and discuss this topic with your medical provider.



Ensure the literature you review on this issue is from reputable sources and is reviewed by medical professionals.

Contact Daniel Webster Council, Camping Operations at camping@nhscouting.org if you have additional questions or concerns.

Lyme Disease, West Nile Virus, and EEE

Lyme disease results from the bite of a deer tick that has been infected with the bacterium *Borrelia burgdorferi*. Over time, the disease can affect various body systems, causing symptoms from mild to severe. Usually, patients develop a rash that often has a ring-shaped appearance similar to that of a bull's-eye, usually at the site of the bite. Some patients never get the rash but may develop arthritis, nerve damage and heart problems. If diagnosed and treated early, Lyme disease is treatable. If left untreated the symptoms may persist for several years.

West Nile virus is a virus that lives in some birds and may be transmitted to people by mosquitoes. The virus can cause a broad variety of symptoms including encephalitis (inflammation of the brain) or meningitis (inflammation of the lining of the brain and spinal cord). Symptoms include high fever, confusion, muscle weakness, severe headaches, stiff neck, and sensitivity to light.

Eastern equine encephalitis (EEE) is a rare illness in humans, and only a few cases are reported in the United States each year. Severe cases of EEE (involving encephalitis, an inflammation of the brain) begin with the sudden onset of headache, high fever, chills, and vomiting. The illness may then progress into disorientation, seizures, or coma. EEE is one of the most severe mosquito-transmitted diseases in the United States. There is no specific treatment for EEE; care is based on symptoms.

To prevent mosquito and tick bites apply insect repellent periodically to exposed skin and spray clothing with insect repellent carefully following label instructions.

CPAP Machines

Electricity is not available in campsites. CPAP machines **MUST** be battery operated. Arrangements will be made for recharging.



During Your Stay at Camp

The Campsite: The Heart of the Camp

Every camper will spend a significant amount of time in their campsite, or what all Scouts regard as their “home away from home!” Although camping remains a little rough and rustic, we sincerely hope to make your stay with us as comfortable as possible. Each campsite comes equipped with tents, platforms, cots, tarps, tables, a flagpole, latrine, wash stand, drinking fountain, bulletin board, broom, trash can, and water buckets. Please notify the camp staff immediately if you encounter any problems or deficiencies with any of these items! Any extra supplies you may need (such as toilet paper, wood tools, or soap) may be procured from a camp commissioner.

It is important to stress to your Scouts that they will be responsible for maintaining their site and camp equipment. Please address the following points with them.

Cleanliness- Each campsite should be cleaned daily. This includes the latrine. If sharing your site with another unit, develop a schedule to share this responsibility equally. The floor and walls of the latrine should be swept daily. The hoppers should be washed daily. The wash stand should be rinsed and draining properly. All of the camp equipment should be stowed neatly. Please conduct a sweep of the campsite (and the trails immediately around it) for litter and dispose of it properly. Campfire ash also needs to be disposed of properly, do not dump it in the woods. Camp staff will visit your site daily to ensure it remains suitably safe and clean.

Tent Care – Keep all flames (candles, matches, etc.) away from tents. Do not roll tent flaps in wet weather. Do not place hangers over the ridge poles of your tents as this may rip the fabric. Do not remove cots from the tents. Mosquito net poles should not touch the tent canvas and no nails or screws should be put into the platform.



Wildlife - Animals often will be an exciting part of your adventures. Seeing them in their natural habitat is always a pleasure, but it is wise to remember that they are the permanent residents of the camp while you are a visitor. Do not approach or attempt to handle any wildlife. Report any unusual wildlife behaviors to the camp staff immediately.

Good Neighbors - Remember that other campers prefer the peace and quiet of the woods to noises from your campsite. Quiet time must be observed between 9:00 pm and 6:30 am.



Buddy System - Scouts are required to use the buddy system at all times. It is recommended that all scouts be assigned a buddy for the week when they arrive in camp on Sunday (or perhaps even before). A Scout should never be alone in camp and adult leaders should supervise their Scouts (including den chiefs) at all times. Remember that the buddy system is an important part of the camp security plan.

Shoes - Closed-toe shoes are to be worn at all times at camp. The only exceptions are while using the shower or while inside the waterfront perimeter (on the beach).



Pack Organization in Camp

In most packs, the year-round Cubmaster or Den Leader will accompany their Scouts to camp. However, we recognize that many parents (and other adults) who are not as familiar with the methods of Scouting will want to camp with their scouts. We welcome these “new” leaders wholeheartedly! Still, the pack leadership should ensure that these leaders become familiar with the aims and methods of Cub Scouting and the policies explained in this handbook. Our staff will look to your unit leaders as partners in upholding the high ideals of our organization and fostering a fun but disciplined environment.

The program at Camp Carpenter depends on the qualified leadership of volunteers such as you. The staff at Camp Carpenter genuinely appreciates the time you take out of your schedule to come to camp with your boys.

Respect of Privacy

Leaders must respect the privacy of youth members in situations such as changing clothes or taking showers at camp. Leaders do not belong in any area that such situations may be taking place except to tend to an injured Scout or maintain discipline.

Separate Accommodations

Separate accommodations for adult males and females and youth males and females are required.

Tenting

- Separate tenting arrangements must be provided for male and female adults as well as for male and female youth.
- Youth sharing tents must be no more than two years apart in age.
- In Cub Scouting, parents and guardians may share a tent with their family.
- In all other programs, youth and adults tent separately. ([Youth Protection and Barriers to Abuse FAQs](#))
- Spouses may share tents.

Security

The security of all campers, leaders and staff is of the utmost importance. We maintain a working relationship with the local police department for periodic patrols of the perimeter and sometimes interior of the camp. The camp security plan consists of the following:

1. All staff members are in recognizable uniforms and name badges at all times.
2. All campers and leaders in camp for the entire session will wear a wristband supplied during check-in.
3. Campers and adults attending other camp programs at Camp Carpenter (Akela Camp or Day Camp) will also be easily identifiable, either with wristbands or, for day camp, camp T-shirts.
4. All staff, leaders, and campers will sign in and out of the camp in the appropriate logbook at the camp office.
5. Visitors will check-in at the camp office and wear a visitor badge.
6. Intruders (anyone not identified by the above methods) will be escorted to the camp office and the Camp Director will be notified.
7. Any intruder should be reported to a Commissioner or the Camp Director.



Wireless Phones

Leaders should not use wireless phones in front of campers and should never leave their phones unattended.

Use of wireless phones on the shooting ranges is prohibited.



Summer Camp Rules and Policies

Camp Carpenter has adopted some common-sense standards for the conduct of all campers, visitors, and staff. Following these rules will help everyone to enjoy their stay at camp and avoid conflict with other campers.

Scouts must uphold all tenets of the Scout Oath and Law. Violations of BSA policies or the following rules may result in the dismissal of individual campers or groups from camp property. Campers are responsible for any damages they cause to camp property.

1. Campers must report all accidents, injuries, or lost persons to the Camp Staff immediately.
2. Vehicles and trailers may be parked only in areas approved by the Camp Director.
3. Golf carts and vehicles may not be used in camp. The Camp Director can approve exceptions to this rule to accommodate campers with disabilities or for program support.
4. The speed limit in camp is 10 mph. Drivers may not transport passengers in truck beds.
5. The Camp Staff must inspect each campsite and approve its condition before its occupants depart.
6. Music and other sounds should not be heard beyond a campsite. Campers should remain quiet between 9 pm and 6:30 am.
7. Campers may build fires in existing campfire rings only. Fires must be attended at all times.
8. Campers may not cut any living or standing trees. Do not peel bark from trees.
9. Campers are not permitted to capture or hunt any animals in camp. Firearms are forbidden.
10. Smoking in camp is prohibited. Except, in the designated smoking area for individuals aged 21+.
11. At least two adult leaders must be present to supervise campers at all times.
12. All campers must travel with a buddy. No adult should ever be alone with a youth other than their child.
13. Alcoholic beverages, fireworks, portable generators, and electric or liquid fuel heaters are forbidden.
14. Secure all valuables. The camp is not responsible for any lost or stolen property.
15. Campers may not bring pets to camp. Visitors' pets are restricted to the parking lot and not allowed in camp without the Camp Director's permission.
16. Campers must avoid maintenance areas, storage facilities, and construction sites.
17. There are no secret organizations recognized by the Boy Scouts of America. All Scouting programs are open to parents and leaders.
18. Proper clothing must be worn for all activities. : **Swimsuits must be modest. For males, 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.**
19. There is to be no defacement (GRAFITTI OR VANDALISM) of buildings, picnic tables, tents, or any other structure in camp. Any such vandalism will be charged to the pack(s) involved.
20. The use or possession of alcoholic beverages, non-prescription drugs, or narcotics is not a part of camp life. These substances are not allowed on camp property and violations provide grounds for immediate dismissal from camp. Further legal action may be taken. **NO SECOND CHANCES!**



Camper Early Check-Out

Any camper that needs to leave camp prior to 5:30 PM on Thursday must have their parent/guardian sign him out at the camp office in the leader/camper logbook. The Pack Leader must be present for signing out of a camper. Camper release is the responsibility of the pack leader after 5:30 PM on Thursday.

Hazing Prohibited

Hazing is the practice of playing unpleasant tricks on someone, forcing someone to do unpleasant things, or requiring someone to do something they do not wish to do.

Physical and mental hazing is not included in Scouting activities and is prohibited.

Uniforms

The staff will wear their uniforms proudly at all times. The Scout uniform, correctly worn, is appropriate at all times, but is particularly encouraged (with the exception of those that do not have uniforms) for check-in on Sunday and at evening flag ceremonies and dinner on Sunday and Monday.

Some scouts do not own a uniform through no fault of their own, and it should be noted that owning a uniform is not a prerequisite for attending camp. Leaders and den chiefs should wear their uniforms as well.

Additional Rules and Regulations

In addition to the rules and regulations listed in this Leaders' Guide, leaders, staff, and campers must comply with the standards and guidelines set forth by the administration of Camp Carpenter, the Daniel Webster Council, Boy Scouts of America, and the State of New Hampshire.



Emergency Procedures

During Sunday dinner an explanation of how Emergency Drills are to be performed will be explained to all. In the event of an emergency a continuous siren will sound. Adult Leader's are in charge of moving everyone to the Dining Hall. **Pack's must report to the Dining Hall immediately.** Remain calm and reassure campers, this is all about safety. Each pack leader should report their head count to the staff member in attendance and wait for further instructions. Packs must stay in the dining hall until the all clear signal is given.

*If there should ever be an accident or fatality on the camp property involving anyone at camp, the Council Scout Executive shall be the sole source of release of information to the press or parents involved. **NO ONE ELSE** shall allow information to be released to the press or anyone else.*

DO NOT speak to reporters or other people who may ask questions. Politely refer them to the Camp Director.



Stop in at the Camp Office

Commissioner Service

Commissioner Services is here to help make sure that your stay at camp is as enjoyable as possible, from helping guide your pack through check-in to making sure your campsites and latrines are clean, safe, and well stocked!

Your commissioner will check-in with you throughout the week to make sure your pack has everything you need, and will conduct periodic campsite visitations to make sure health and safety standards are well met.

Your commissioner will be happy to assist you with any issues relating to your program, campsite, camp facilities, or behavioral problems, or with procuring any campsite needs, like cleaning brushes, pine cleaner, toilet paper, water buckets, etc.



Pack Finances

When at camp, the camp leader should be ready to settle the pack's account and sign-up for next summer. The camp leader will be asked to make a projection on the number of scouts and adults attending camp next summer (this is an educated guess that assists us with planning).

The camp's main office will have a settlement form showing all payments made to your pack's account. Any remaining balance must be paid by **Tuesday afternoon** of your session. Your site deposit will either be applied to the next year or refunded through the council office.

Lost & found

At the end of each program day, all lost and found items will be brought to the main office. It is recommended to label all clothing and personal gear with the owner's name, pack number, and town. Lost and found items will only be kept for thirty (30) days after the camp season.

Telephones/Messages

If a leader receives an incoming call in the camp office, a message will either be placed in your pack's mailbox or it will be hand-delivered in the case of an emergency. The main camp line, **(603) 623-5962**, is for business and emergency use only.



Mail

The mailing address for camp is:

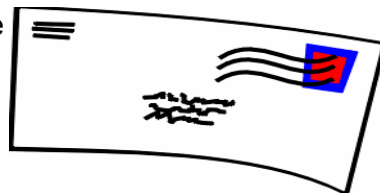
Camp Carpenter

(Scout's Name)
(Pack #) (Campsite)
300 Blondin Road
Manchester, NH 03109

Helpful Hints for Letter Writing

The tone of the letter and its contents have a great effect on the production of homesickness. The letter should be conversational about events at home and ask questions about the Scout's experience at camp. They should never contain such lines as "We all miss you very much; we love you so." "Your dog hasn't eaten since you left." "We served your favorite meal last night, too bad you could not be with us to eat it." Items that may cause jealousy should also be avoided like "Yesterday, we bought your brother a new bike." Campers sometimes break into tears reading such well intentioned letters from home.

Mail is delivered daily and will be placed in your pack's mailbox located in the camp office. Leaders should check their pack's mailbox daily. Outgoing mail should be placed in the mailbox in the camp office. Parents should be aware that letters need to be sent no later than Tuesday of their child's session in order to arrive on time. It may be easier to have mail intended for campers brought to camp with the pack leader for distribution during the week. However, please keep in mind that camp only runs for five days and that sometimes a note from home may bring on a case of homesickness (see below) and sometimes it is just what a scout needs.



Homesickness (Revcitis)

It is not uncommon or unusual for some scouts to experience homesickness while away at camp. In the event of homesickness, reassure the scout and remind them of the fun and exciting activities they have to look forward to during their stay.

The first step in treating a homesick child is **NOT** to let them call home or have their parents visit. Undoubtedly, a conversation or visit from mom or dad will make a child want to go home even more. Calling home should only be done when all other options have been exhausted.

Helpful Hint

We don't want to use the term homesickness. It let's the scout know what his "problem" is. So, we use the term Revcitis. It helps the scout feel like we can help him with his revcitis..

If you're dealing with a homesick child that can't be convinced to stay, you may bring them to a member of the camp staff for assistance. The camp staff are well trained and have a lot of practice working with homesick scouts. If further assistance is needed they will then assist or bring them (with you) to the administrative staff.

It is also suggested that you discuss some items dealing with homesickness prevention with parents prior to coming to camp (this would be a good topic to discuss at a pre-camp parents meeting). Here are some tips to help stop homesickness before it starts:

- Make sure parents don't tell their child that they can come home if they don't like camp. Of course, a camper will always have the option to go home if they really don't like camp, but it's not necessary to let them know that up front. The point here is to make sure the scout is not set up for failure, because the option to go home right away is definitely an easy choice especially if that expectation is conveyed by a parent. For scouts that haven't been to camp before, the experience can be a little overwhelming at first and out of their comfort zone. But for the sake of the scouts growth as an individual, it's best to deal with homesickness and get through it once rather than it becoming a persistent problem.



- If parents do plan on sending mail to their child throughout the week, make sure they know to keep the messages positive and reassuring. “We hope you’re having a great time at camp” is much better than writing “we miss you” or “we can’t wait until you come home.” Likewise, parents should not convey the same type of messages before they leave on check-in day.
- Some parents will send family photos along with their child to camp. While it may be well-intentioned, this is really not a good idea.
- Parents should be discouraged from visiting their child during camp, especially those that live close. While we cannot strictly forbid them from doing so, it will definitely decrease some instances of homesickness.

Departing from Camp

Packs should be packed and ready to go by 5:00 PM *at the latest* on Thursday evening. The pack should try to complete all packing during pack-out night on Wednesday and the siesta period on Thursday.

The Head Commissioner will arrange a time to conduct a final inspection of your campsite on Thursday. At least one adult leader must be present in the campsite for this inspection. All gear needs to be out of the campsite by this time (or at least set by the road). Make sure all members of your pack have their personal gear ready to walk to the parking lot if not done so already. Equipment too heavy or large can be transported using your pack’s chuckwagon.

Helpful Hint

Let Parents know where to meet the pack when they arrive on Thursday.

Packs that wish to remove gear from their campsite using a vehicle must do so after the closing campfire.

*****Vehicles are not permitted on the road until the end of the campfire.*****

Final Inspection

Please make sure that the following items are completed prior to the final inspection:

- Washstand and latrine clean
- All litter picked up
- Check adjacent areas for trash
- Fire equipment stored properly; water buckets clean, empty and turned over
- Tents and cots in order; tent flaps up and cots turned on their side in the middle of the platform
- All pack items put up during the week are taken down (clotheslines, surveyor’s tape, signs, etc.); the campsite should be returned to the way that it was found (or even better!)



Checking-Out

Upon completion of the above items, the staff member conducting the inspection will sign-off on the inspection form and give it to the leader present.

- Bring the completed check-out inspection to the camp office.
- Pay any outstanding bills, if not done so already.
- Pay for all damages that might have occurred during your stay at camp.
- Make a reservation for next year, if not done so already.
- Submit the camp evaluation form.
- Once you have completed all of the above you will receive your check-out packet containing awards, Leader's Thank you gift, etc, **as well as your Family Barbeque tickets**. Please check the packet to verify contents.

Parent/Guardian Arrival

Make sure everyone that is arriving to pick up scouts know where you will gather to meet with them. Have a set time and location to rendezvous with those coming to pick up. **If Parents/Guardians arrive before 5:00 PM they must sign in at the main office.** After 5:30 the pack will be responsible to sign each scout out on their own. If you are concerned about who is picking up a scout, please check in at the office and administration will assist you.

Family BBQ

Beginning at 5:30 PM in the Dining Hall we will serve the BBQ to all campers and leaders. Family members that have purchased tickets on Sunday during arrival will also be served.

Closing Campfire

At the Camp Carpenter council ring the scouts will show off their scouting spirit and put on a tremendous closing campfire. We encourage parents/guardians to stick around and watch the show beginning at 6:45 PM. It is a great close to a tremendous week that every scout wants to be a part of.

See You Next Year!



Know Your Camp Staff

The Daniel Webster Council employs a seasonal camp staff that is second to none. We strive to provide the best Scouting experiences for our campers, and a competent, caring, and motivated camp staff forms the foundation of these experiences!



Interviews with prospective staff members enable us to be highly selective, and camp staff members are selected based on their knowledge, experience in Scouting, and demonstrated potential for success. Every camp staff member receives specialized training in early June. Senior staff members also receive more intense training through the National Camping School.

We are proud that the vast majority of our staff chooses to reapply every season, but we are always looking for qualified individuals who might join our team. Scouts must be at least fifteen to apply for paid positions, though fourteen year old Scouts may apply for the Counselor-in-Training program. Adult Scouters of all ages are especially welcome to apply for one of our supervisory positions. Further information and applications can be found on the council website (www.nhscouting.org) or by contacting the council office.

Youth Protection

Child abuse is a crime against youth. It can involve mental, physical, or sexual victimization. If you suspect that a child in camp is a victim of child abuse, report this information to the Camp Director. He will discuss your suspicions and, under the guidance of the Scout Executive, take appropriate action.

You must be prepared to react should one of your Scouts confide that he has been abused. The following guidelines can help you to respond:

- Do not panic or overreact.
- Do not criticize the child or blame him for what happened.
- Do not discuss the situation in front of other Scouts or Leaders.
- Do not try to conduct a detailed investigation of the situation yourself.

Camp Carpenter, along with the entire Scouting movement, requires all of our campers to take common sense precautions to reduce the opportunity for child abuse or exploitation.

- No fewer than two adults should accompany any group of Scouts.
- No adult should ever be alone with one scouts (except for their own child).
- Corporal punishment and hazing rituals are strictly prohibited.
- Scouts must be properly clothed for all activities.
- Youth and adults must shower separately. Should an emergency inside the youth shower require an adult's response, at least two leaders should respond.
- Protect your own privacy and respect the privacy of every child.

For further guidance, we strongly encourage every adult to take the free, online Youth Protection training offered by the Boy Scouts of America. All leaders attending camp are required to complete this training.



Policy on Discipline and Physical Contact

You can hardly open a newspaper or listen to a news report without hearing something about child abuse or misuse of children. This situation is a grave one and we as leaders and staff must be very alert to it. Parents and guardians, with the understanding that they will grow physically, morally and mentally through Scouting, have entrusted their children to us. We must never forget this when we deal with the youngsters in camp.

In addition, there are a number of safety rules that we must be careful to enforce. They must be enforced fairly and consistently. The following information is designed to help us in this task. If you have any questions regarding this policy, please ask the Camp Director.

1. The Scout Law is the law of the camp.
2. Other than in an emergency or teaching situation (as in a demonstration on how to put on a sling in first aid), no child is to be touched.
3. No camper will sleep in the same quarters with an adult or staff member other than their own parent or guardian.
4. Situations where an adult is alone with a child (out of sight from others) must be avoided.
5. Campers must use the buddy system at all times.
6. Physical examinations are to be performed by certified medical personnel only.
7. Horseplay with campers is not allowed.
8. Language may be direct and specific, but it is not to be abusive and demeaning.
 - "Stop doing that—now." is okay
 - "Stop doing that—you idiot!" is not okay
9. A child has the right to due process. In other words, they have the right to:
 - Be told what they did wrong
 - Give their side of the story
10. Disciplinary problems should be reported to the Camp Director before any action is taken. This will provide for a cooling off period as well as for a second opinion.
11. As a general rule, the following procedure will be used to deal with disciplinary problems:
 - **First Offense:** Report to Camp Director or designee, who will meet with the child. This will be documented.
 - **Second Offense:** Reported to the Camp Director and the child's parents and documented.
 - **Third Offense:** Reported to the Camp Director and the child's parents; the incident will be documented. Child may be sent home. If a child is sent home, the parents will be met by the Camp Director, the Cubmaster/Den Leader, and Other staff/leaders who were present when the offense took place.
12. The following are examples of rule violations that do not need to be reported to the Camp Director. They should be dealt with by directing the camper to take corrective action: messy tent, food in tents, littering, foul language
13. The following rule violations should be reported to the Commissioner or the Camp Director. Before any action is taken the Camp Director **must** be informed.
 - Fireworks in camp
 - Alcohol or smoking in camp
 - Child abuse or suspected child abuse
 - Stealing
 - Damage to tents or camp property
 - Fires in tents
 - Disrespect to staff or adults
 - Picking on other camper

