

A scenic photograph of a wooden boardwalk leading to a lake. In the foreground, a wooden archway is constructed from two vertical posts and two horizontal beams. A life preserver is suspended from the top of the arch, and two wooden oars are crossed over it. The boardwalk has a wooden railing and leads towards a calm blue lake. In the background, there are forested hills under a clear blue sky. The text 'CAMP PARSONS CENTENNIAL 2018 BOY SCOUT SUMMER CAMP' is overlaid in white, sans-serif font across the middle of the image.

CAMP PARSONS
CENTENNIAL
2018 BOY SCOUT SUMMER CAMP

Chief Seattle Council

BOY SCOUTS  OF AMERICA®

Welcome to Historic Camp Parsons!



Summer camp can be one of the great experiences in the life of a Scout. Each program, merit badge and evening campfire will linger in memory for years to come. With 100 years of continuous operation, historic Camp Parsons offers you and your scouts a superior camping program in a unique aquatic environment that will provide the opportunity to test outdoor skills, work together, and make lifelong friends. There is much to experience, learn and enjoy on your summer camp adventure at Camp Parsons. Welcome! This guide is designed to answer many of your questions about camp. Should you need additional information, contact the following:

Reservation information:

Chief Seattle Council Camping Dept.
3120 Rainier Ave. S.
Seattle, WA 98114
206-725-0361
campingdept@seattlebsa.org
Open Mon. - Fri. 8:30 am - 5:00 pm

Facilities & Program:

Camp Parsons Office
970 Bee Mill Road
Brinnon, WA 98320
360-796-4427
kmcedwards@seattlebsa.org

Chief Seattle Council website: seattlebsa.org



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CAMP PARSONS HISTORY



Founded in 1919, Camp Parsons is the oldest continuously operating Boy Scout Camp West of the Mississippi. It is also the only Scout camp in the United States that uses a salt water beach for all its aquatics activities. The site of the camp was chosen by Professor Edmund Meany, Major Edward Ingraham and members of the Seattle Area Council. It was purchased from John Strom in May 1919 and named after the first council president, Reginald H. Parsons. Booth Hall (the current Silver Marmot Grill) was constructed in May and June 1919 and continues to be used today.

On July 7, 1919, 100 Scouts arrived at Camp Parsons by boat for its first season that ran 6 weeks and has not stopped since. Lord Baden Powell, the founder of Boy Scouts, even came from Great Britain to visit Camp Parsons in 1926.

A separate camp for Cub Scouts was developed on the property in 1937 and named Camp Meany in honor of the late Professor Edmund Meany, first Scout commissioner for Seattle. This camp was merged into Camp Parsons in 1941 and that camp's dining hall served as the dining hall for Camp Parsons until the summer 2014 after which it was razed and a new dining hall was constructed and dedicated in June 2015.

Scouts and Scouters can take in the impressive breadth of Camp Parsons' 100 years of memories at the Fort Duckabush Museum located at camp.



RESERVATIONS INFORMATION

2018 Camp Dates

Session 1	June 24-July 30	Session 5	July 22-28
Session 2	July 1-7	Session 6	July 29-August 4
Session 3	July 8-14	Session 7	August 5-11
Session 4	July 15-21	Session 8	August 12-18

Camp fees on page 6

Making Reservations

Troops

Reservations are on a first come, first served basis and may be reserved with a \$25 per person nonrefundable deposit. Troops can reserve by mailing in the registration form with a check or by calling the Camping Dept. at 206-725-0361. There is a 2% service charge for phone transactions.

Provisional Scouts

Scouts can go to camp even if their troop is not attending! A provisional camper is a Boy Scout who goes to camp as an individual because he cannot attend with his troop, or perhaps wishes to have an additional week of camp. The Provisional Troop is organized under the direction of trained adult leadership provided by the camp. A \$75 per person deposit is required.

**MERIT BADGE SIGN UPS OCCUR THE FIRST DAY AT CAMP SO
PLEASE PLAN AHEAD**

Merit badge options are located on pages 19-20

Campsites

Requesting a campsite is optional. Choose a campsite which fits a realistic projection of your camp attendance. The site sizes are listed below. Due to changes in troop size and the need to maximize usage of camp, you may find your troop in a site other than the one you requested. Please let the Camping Registrar at campindept@seattlebsa.org know your preference.



Campsites are not guaranteed. The camp staff makes the final decision on camp site assignments.

Campsites feature either cabins with bunks that sleep 6, canvas tents with wooden **platforms, wooden tents, or a combination. Mattresses and cots are not provided.** A map of the camp can be found on the Camp Parsons webpage of the **Council's website**, seattlebsa.org.

CAMP PARSONS CAMPSITES				
Campsite	Scouts	Adults	Tents	Cabins
Mt. Anderson A	24	4		4
Mt. Anderson B	12	2		4
Mt. Constance	26	4	1	3
Copper City A	16	4	10	
Copper City B	18	2	10	
Dungeness	26	4	1	3
Mt. Olympus A	26	4	15	
Mt. Olympus B	26	4	15	
Mt. Townsend A	30	4	17	
Mt. Townsend B	30	4	17	
Rangers A	22	2	11	1
Rangers B	22	4	13	
Skokomish A	20	2	10	1
Skokomish B	20	2	10	1
Turner	26	4	0	1

Transportation

Camp Parsons does not provide transportation to or from camp. For information on charter services, you can start your search at gonorthwest.com.

Directions to camp are on the last page of the leaders guide.

CAMP PAYMENT INFORMATION



Questions? Contact the Camping Department at 206-725-0361 or campingdept@seattlebsa.org

2018 SUMMER CAMP FEES

Chief Seattle Council
 Scouts \$336 each
 Adults \$235 each

Out of Council
 Scouts: \$390 each
 Adults: \$235 each

UNIT PAYMENT SCHEDULE

PAYMENT	AMOUNT	DUE DATE
DEPOSIT	\$25 per person nonrefundable	TO RESERVE
PAYMENT #1	<u>CSC:</u> \$156/SCOUT \$105/ADULT	FEBRUARY 5, 2018
	<u>NON-CSC:</u> \$183/SCOUT \$105/ADULT	
BALANCE	<u>CSC:</u> \$155/SCOUT \$105/ADULT	MAY 31, 2018
	<u>NON-CSC:</u> \$182/SCOUT \$105/ADULT	

PROVISIONAL TROOP FEES*

Same fees as above. \$75 nonrefundable deposit
 Balance Due May 31, 2018

*Adult attendance optional

PAYMENT POLICY

Please be prompt with your camp payments. You can drop participants anytime until your final payment is made. Whatever has been paid for them so far will be credited toward your final balance. Just make sure not to create a negative balance. Refunds are not automatic. For refund questions, see our Refund Policy below. If you have questions about your balance, you may call the Camping Department at 206-725-0361.

TROOPS WHOSE PAYMENTS NOT RECEIVED BY MAY 31, 2018 ARE AT RISK FOR CANCELLATION OF THEIR RESERVATION.

PAYMENT METHODS

- ◆ Mail or bring a check to the Council office (3120 Rainier Ave. S., Seattle, WA 98144)
- ◆ Pay by phone at 206-725-0361 (2% service charge)
- ◆ Pay online at seattlebsa.org/Camp Parsons webpage (There is a 3% service charge for online transactions)
- ◆ Mail or bring in Scout Bucks (Chief Seattle Council only)
- ◆ CSC Unit Account

Mailing address: Camping Dept., Chief Seattle Council, PO Box 440408, Seattle, WA 98114

LATE RESERVATIONS

If your troop registers late in the season, they must pay according to the payment schedule, which means, for example, that if you register after February 5 but before May 31, your troop must pay the \$25 per person deposit, plus the per-person Installment #1 indicated in the chart. Full payment must be received for any reservations made after the May installment is due.

CAMPERSHIPS

Camp scholarships (Camperships) are available for those Scouts in the Chief Seattle Council who may otherwise be unable to attend one of our council camps. Full camperships are rarely given. Troops and requesting Scouts are encouraged to contribute toward the camp fee. Campership applications are available on our website, seattlebsa.org or call 206-725-0361.

REFUND POLICY

Preparing for camp requires the Council to purchase food, supplies, equipment, hire staff and keep camp facilities in good repair in anticipation of the number of participants registered to attend. As a rule **we don't automatically give refunds. Below are cases where refunds may be requested:**

DEPOSITS ARE NOT REFUNDABLE

For camps requiring deposits, deposits are not refundable unless a unit or camper cannot be placed in the camp or dates chosen. However they are transferrable within an existing reservation.

REFUND REQUESTS MUST BE MADE PRIOR TO YOUR CAMP SESSION

No refunds are given except in the following circumstances:

- There is a death, accident or serious illness in immediate family (doctor's confirmation required) up to 50% refund
- Scout or adult becomes ill and is unable to attend camp (doctor's confirmation required) up to 50% refund
- Scout moves out of the area or leaves Scouting up to 50% refund

These DO NOT qualify: Conflicts between camp and activities such as family vacations, sports, school activities or band trips. Refunds do not include Scout Bucks or Camperships.

REFUND REQUESTS

Email refund requests to the Camping Department at campingdept@seattlebsa.org. Include the reason **for the withdrawal, the unit number, camp and session and participant's name. Attach any medical documentation as appropriate.**

CHECK-IN, CHECK-OUT

FIRST DAY

Sunday Arrival: Camp opens at 1 pm on Sunday. Please try not to arrive early since the staff needs to prepare for your arrival. Camp is closed on Saturday. The staff is off during that time. The camp does not provide overnight accommodations for troops arriving earlier than Sunday.

Monday Arrival: Plan to arrive at 8:30 am. If your troop is arriving Monday, they must notify the Council Camping Dept. ahead of time to make arrangements for swim checks, medical screening and merit badge class registration. **Breakfast is not provided.**

Check-In: A guide will welcome you on your arrival. As your scouts unload the vehicles, the leader checks in at the camp office with the following:

- ◆ Completed Troop Roster
- ◆ Current Medical Forms Parts A, B & C
- ◆ Unit insurance information for out of council troops
- ◆ Any payment still due - ANY UNPAID FEES MUST BE PAID WHEN YOU CHECK IN.

Move In: As your troop leader checks in at the camp office, your unit will be shown to your campsite. All equipment is carried—no private vehicles allowed past the parking lot. After the gear is stowed prepare to go through the medical screening. Campsite dining flies, tents and facilities should be checked at this time so any maintenance needs can be reported to the camp ranger. Check carefully—your unit will be charged for any damage to your campsite that occurs during your stay.

Medical Screening: Your guide will then take you to the health lodge or designated location where our medical officer will look over the health histories and spend a moment with each Scout and leader.

Swim Checks: We use the Eight Point Safe Swim Defense Plan. This means everyone using any of the aquatic facilities must have a health history and take a simple swim test to determine ability. Swim tests at other facilities are not accepted.

Orientation: During this first day, time will also be spent on informing everyone what goes on at summer camp and answering questions. A camp tour will also be provided.

Program: Merit Badge sign ups occur on the first day. In the evening after dinner and vespers, the opening grand campfire will be staged by the staff.

LAST DAY

Departure Time: Closing ceremony is at 8:30 am Saturday morning. (Could be subject to change)

Camp Closed: Camp Parsons is open from 1:00 pm Sunday to 11:00 am Saturday. The time between closing and opening is staff time off. Camp facilities are closed during that time.





CAMP SERVICES

CAMP DIRECTOR: Ken McEdwards
ADDRESS: 970 Bee Mill Rd.
Brinnon, WA 98320
PHONE NUMBER: 360-796-4427
EMAIL: kmcedwards@seattlebsa.org
Directions to Camp are on Page 23

ASSISTANCE

Commissioners: Each troop will be assigned a commissioner who is either a member of the staff or a visiting volunteer Scouter. This person will be available to answer your questions, relay messages, help get facilities repaired, make sure you know about camp programs and handle the daily inspections of your campsite.

Troop Issue or Quartermaster: Equipment is available for camp beautification and conservation projects, campsite repairs and improvements, pioneering projects, cookouts, outpost campouts and more. We have everything from cook kits and Dutch ovens to axes, picks, shovels and saws.

Camp Office: **If you can't find who or what you want, try here! We provide mail services, answer questions and have a staff ready to be challenged.**

Phones & Internet: Cell phone service is available for most major brands, Wifi is **available for adults in the Leader's Lounge located in the Silver Marmot Grill.**

LOST & FOUND

Lost and found items are collected during regular camp sessions and off-season camp use. While at camp, lost items can be claimed at the camp office. They are not kept at the Council Service Center. After the week, call camp at 360-796-4427. After 30 days, unclaimed items are contributed to Goodwill or other worthy agencies.

TRADING POST

The camp trading post provides a good selection of souvenir and comfort items for sale to Scouts and Scouters during the week. Plan on bringing about \$30-\$50 per Scout for snacks and souvenirs, shirts and Scout supplies (see list below) and \$25 per Scout for merit badge material costs.

While the actual selection varies from year to year, here is a list of what is likely to be available:

Souvenirs, camp mugs, t-shirts

Patches

Neckerchiefs and slides

Scout equipment

Fire starters

Food items such as potato chips, ice cream, soft drinks and other snacks

Personal items & toiletries

Flashlights & batteries

Postcards & stamps

First Aid kits

Sharpening stones

Rifle/Archery awards

Scout literature

Scout knives

TROOP FUNDS

An adult should serve as the "banker" during the week, checking money in and out for the Scouts. This prevents "sticky fingers" and "butter fingers" alike.

SCOUTS AND THEIR LEADERS ARE NOT ALLOWED TO SELL ITEMS TO ANY OTHER SCOUTS AT CAMP

CAMP SERVICES continued

CAMP T-SHIRTS

We have camp t-shirts for sale at Camp Parsons and maintain a good supply throughout the summer, usually with a bigger supply of the larger sizes. We do not take pre-orders, however if you wish, you can call us anytime after mid-June, give us a list of sizes and we can pull them aside for you to pay when you come to camp, or you can come up to camp prior to your troop's arrival and purchase them at that time.

Free t-shirt option: During the off-season, troops who do a service project at any of our council camps will be recognized with a camp t-shirt for those Scouts attending camp. Simply let the director/ranger at the work party know what week you will be attending camp.

MAIL

A letter from home can be one of the greatest cures for homesickness. Send mail to the address below. Since it takes from 2 to 4 days for mail to arrive, try to **send letters and packages 3 days before your session starts and no later than the Wednesday of your session.**

Name
Unit Number
Camp Parsons
970 Bee Mill Road
Brinnon, WA 98320

VISITORS

PARENTS, PARKING & PETS

ALL VISITORS MUST CHECK IN AT CAMP OFFICE AND BE APPROVED BY CAMP DIRECTOR
Parents and other family visitors are always welcome at camp for day visits and especially invited to the campfires on Friday nights. Here are some guidelines:

1. A parking lot is located across the road from the entrance to camp. There are no provisions or facilities to allow parents to camp in the parking lot or stay overnight. Campsites can only accommodate Scouts and leaders who have registered to attend.
2. EACH SESSION AT CAMP IS AT CAPACITY SO FOOD SERVICE COULD BE UNAVAILABLE FOR VISITORS. LEAVE PETS AT HOME. Camp abounds with natural wildlife. For this reason pets are not allowed, not even if they can be carried. *NO EXCEPTIONS.*
3. Only registered Scouts are allowed to stay in camp. No non-Scout siblings or friends please.
4. Local Campground Accommodations: Local campgrounds are available for visitors wishing to stay near Camp Parsons:
Seal Rock Campground: <http://www.fs.fed.us/r6/olympic/>
Dosewallips State Park: <http://www.parks.wa.gov/>

MEDICAL INFORMATION

MEDICAL FORMS



All camp participants (Scouts & adults) must complete Parts A, B & C of the Annual Health and Medical Record. A physical examination by a licensed medical practitioner within 12 months of camp (good until the end of the month) is also required.

Adults who stay less than 72 hours are required to complete Parts A & B of the Annual Health and Medical Form.

All necessary forms are available online at <http://www.scouting.org/scoutsource/healthandsafety/ahmr.aspx>.

Christian Scientist faith members must have a written statement from their practitioner attesting to their health.

Special Need Requests: Any special physical, dietary or medical need requests must be submitted on the Special Needs form no later than 10 days prior to camp. For those Scouters needing CPAP machines, there is electrical hookup available at every campsite. The Special Needs Form is on page 27.

AT CAMP

Upon arrival at camp, health history forms will be completed and screened by the camp medical personnel.

Medical Facility: A fully equipped medical lodge is provided at camp. A doctor or trained first aid professional is on duty at all times. Those sustaining serious injuries or illness requiring hospitalization will be transported to the nearest hospital, where we have a standing agreement for treatment. Parents will be notified in the event of any serious injury or illness.

Medications: The troop is responsible for all their medications. **A lock box is available for checkout if needed. (not automatically provided to each person with meds). Refrigeration at the medic's lodge is also available if needed. The troop's leader** is responsible for giving Scouts their medications. Any injections that need to be given at camp if other than the Scout himself will need to be administered by the medic, with written permission given by the parent to do so.

IMPORTANT!

Scouts who do not have a health history signed by a parent/guardian may not stay at camp. All Scouts and leaders planning to stay at camp more than 72 hours must have a health history signed by a doctor.

The name and policy number of your accident and illness insurance carrier are required on your health forms. The Annual Health and Medical Form includes an authorization for emergency treatment and *must be signed by a parent within 12 months of date of camp (good until the end of the month)*. Double check to see that the required signature and information is included.

Physical exams will not be given at camp.



FOOD SERVICES

Our camps feature family style meals served in the dining hall. Cooks are employed to prepare meals. Scouts should be clean, wearing appropriate shirts and pants (not swim trunks) at all meals. Full uniform is expected at the dinner meal.

Each unit will assign one Scout "waiter" for each dining table to participate in serving and clean up. Scouts rotate this duty so all have a chance to help.

CAMP PACK-OUT

One day each week, units will be cooking the meals in their campsite. Camp provides the food and troop leaders organize their boys for a good team-building experience. Each Scout should bring his own mess kit and the troop should bring cooking equipment (see What to Bring to Camp page **15**. Pack Out menu on page **13**)

SPECIAL DIETARY NEEDS

The camp kitchen staff serves warm and nutritious meals for all participants. The cook staff will make every reasonable effort to accommodate special dietary requests. Options are served for vegetarian, gluten-free and peanut-free diets. However not every dietary need can be met. Cook staff are happy to store and prepare any special foods brought. See below for our policy on peanut products in camp.

Any special dietary or physical needs must be requested on the Special Needs Form located on our website, seattlebsa.org. The form must be sent in at least 2 weeks prior to camp. For questions or concerns about special needs contact the camp at 360-796-4427 or kmcedwards@seattlebsa.org

POLICY ON PEANUT PRODUCTS AT **CAMP**

No peanut products, including peanut oil, will be used in the meals, snacks, cracker barrels, or any other food service provided in the dining halls of Chief Seattle Council camps.

While this prohibition is in place in the dining halls, those with allergies must be aware that camp trading posts may contain some peanut products. It is also important to note that peanut products may be brought to camp by individual Scouts or leaders without the knowledge of the camp staff or the Chief Seattle Council.

Pack-Out Information

Your troop will be spending Wednesday lunch and dinner cooking in your campsite. Our friendly kitchen staff will drop off lunch around 11:30AM and dinner starting at 4:30PM. They will pick up the COOLERS, MILK CRATES, AND GALLON JUICE JUGS when he drops off the next meal. Dinner supplies will be picked up around 7:00PM. Milk (opened or not), fruit, meat, etc. cannot be taken back to the kitchen and must be disposed of properly by individual troops. If you have any questions, feel free to ask any kitchen staff member.

Lunch Menu:

Hot Dogs
Buns
Chips
Fruit
Juice
Condiments

Dinner Menu:

Ground Beef
Potatoes
Onions
Carrots
Celery
Juice
Salt & Pepper
Watermelon

Note: If you have a scout with special dietary needs, **alternatives to the items above will be provided by the kitchen.**



PARENT INFORMATION SHEET

Camp Parsons Number: 360-796-4427

Chief Seattle Council Camping Dept. Number: 206-725-0361 (Mon. - Fri.)

*Make sure you have everything you need packed, including medicines and your Annual Health & Medical form Parts A, B & C, signed by a doctor and parent/guardian. *

Money: Plan on bringing \$30-\$50 per Scout for the Trading Post shirts and \$25 for merit badge supplies.

Arrival: Please plan to check in between 1:00 and 1:30 pm on Sunday or 8:30 am for Monday arrival. Camp gates do not open before 1 pm Sunday. Have Scout bring a sack lunch.

Visiting: Visitors are always welcome to come and enjoy camp for the day, but only registered members of the Boy Scouts of America can stay overnight. Options for overnight stays in the area include Seal Rock Campground (2 mi. S. of Parsons on Hwy 101) or Dosewalips State Park (5 mi. S of Parsons on Hwy 101)

Eating at the Dining Hall: If you are visiting and would like to eat at the dining hall, you can purchase a meal ticket from the Trading Post once you arrive. For Friday dinner, please buy tickets by 4:15 pm. If necessary, your Scoutmaster can purchase them ahead for you. With limited space, you will likely eat in the visitors section in the back of the dining hall. *Breakfast \$5: Lunch \$6: Dinner \$7*

Visiting for Campfire: Visitors are welcome; please assemble with your troop in front of the Silver Marmot Grill at 8:45 pm.

Saturday Departure: Please arrive to pick up Scouts by 8:45 am (Closing ceremonies). Camp closes at 9:00 am.

Sending Mail

Address mail to the address below, giving unit number, camp name, and Scout's name. Try to send letters and packages 3 days before your session starts and no later than the Wednesday of your session.

Camper's Name

Unit Number

Camp Parsons

970 Bee Mill Road

Brinnon, WA 98320

PREPARE YOUR SCOUT FOR THE FOLLOWING...

Adult leaders are volunteering their time, and want to help the kids have fun and grow. They are not babysitters. Be sure to prepare your Scout and communicate any concerns or special needs with your adult leaders in advance of camp.

Personal Management: While at camp your Scout will enjoy a higher degree of freedom and responsibility than he is probably accustomed to while at home. He will have to get to merit badge sessions and other activities on time, perform various duties within the campsite (including doing dishes, taking out trash, etc.), and be responsible for his behavior with limited adult supervision. It is important for him to recognize that camp is meant to be fun and also build character. He will have many opportunities to demonstrate leadership within the Troop and should be actively participate and volunteer.

First time away from home? For younger Scouts, being away from home for an extended period of time can be hard. Please prepare your son by letting him know how proud you are that is spending a full week away from home working towards Eagle and having fun. Tell him that the first few days might be hard as he gets used to being away from home, but that by finding activities he enjoys, he will enjoy himself.

Finances: **It is recommended that an adult from your troop serve as a 'banker,' giving your Scout his spending money in small sums at a time.** If your Scout is not used to spending money without supervision, please prepare him so he does not eat too much candy and instead spends his money on things like merit badge supplies.

DON'T FORGET TO BRING...

Water shoes! Our beaches have rocks and oyster shells, so please have your Scout bring either sandals or an old pair of tennis shoes that can get wet so as to protect his feet.

Mess kit! One full day your Scout will be cooking his food in his campsite, and will need his mess kit and utensils.

Scout Handbook: Scouts who earn First Class in their first year of Scouting are far more likely to stay involved and earn Eagle, so if your Scout is not yet First Class, please have him bring his handbook and encourage him to participate in the Trail to First Class program.

WHAT TO BRING TO CAMP

Troop

Alarm clock
Troop flag
Battery or propane lantern
Troop religious materials (prayer books, Bibles, etc.)
Additional rope/binder (some provided), pushpins for bulletin board
Program reference materials
Troop merit badge library
Clipboard
First Aid Kit
Cooking Equipment for Cookout: cook kit, utensils, patrol frying pan, grill, liquid soap, etc.
(Food for cookout day will be provided by camp)
Troop accident insurance policy and Annual Health and Medical Forms Parts A, B & C for each participant

Patrol

Patrol Flag
Skits, props and songs for campfires
Advancement materials and books

Personal

Very Important

Signed Annual Health & Medical Form Parts A, B & C (Scouts & adults)
Sack lunch (Sunday)
Trading Post money \$30-50 and merit badge money \$20
Mess Kit for cookout day: plate, cup, knife, fork, spoon

Clothing Items

Scout Uniform	Pajamas
Sweater or jacket	Socks
Poncho or rain gear	Swim suit and towel
Hat or visor	Old tennis shoes for swimming
Jeans	T-Shirts
Hiking boots	Tennis shoes or moccasins with proper socks

Camping Gear

Sleeping bag
Ground cloth
Sleeping pad
Pack or duffel bag



Toilet Kit

Handkerchiefs	Comb
Toothbrush/toothpaste	Soap for body
Towel/washcloth	Deodorant
Emergency toilet paper	

Camp Necessities

Flashlights/batteries
Compass
Clothes line
Personal First Aid Kit
Drinking Cup
Pocketknife (no fixed blade knives)

Merit Badge Items

Merit badge books
Scout Handbook
Writing items: paper, pen, pencil

Optional

Day pack	Camera/film
Sunglasses	Musical instrument
Fishing gear	

DO NOT BRING

Unmarked prescription drugs, Radios, i-pods or MP3 players, electronic games, portable TVs, Scout cell phones

Uniform

At camp the official Scout uniform is appropriate dress at any time. We encourage units to wear their uniforms during chapel services and ask that all Scouts be in uniform for evening meals and evening flag retreat. Demonstrate your troop spirit and Scouting pride by being the best uniformed troop in camp!

ADULT LEADERS

TROOP LEADERSHIP

*** [NEW: BSA Changes Adult Registration Requirement for Summer Camping](#) ***

The BSA's new adult registration requirements - mandating that ALL adults accompanying a Boy Scout troop to a resident camp or other Scouting activity lasting 72 hours or more must be registered as a leader, including completion of a criminal background check and Youth Protection Training - will go into effect June 1, 2018, at the start of the BSA summer camp season. This applies to every adult who comes to camp to serve as a leader for the unit.

- The new requirement applies to any adult accompanying a Boy Scout group on a single Scouting activity where they are present for three or more nights (not necessarily consecutive)
- These adults must be registered as leaders, including the completion of a criminal background check and Youth Protection Training before the activity (CBCs cannot be expedited)
Why is this happening?
- This is meant to enhance the "safe space" for overnight Boy Scout activities.
- While incidents are rare, this will serve as an added layer of protection for our highest risk activities.

Please inform your troop leaders of this change to allow time for everyone attending summer camp to be in compliance with these new requirements.

Your Scoutmaster and other carefully selected BSA registered adult leaders should accompany your boys for their week at camp. A minimum **of** two BSA registered adult leaders are required for each troop at camp at all times the entire week. The camp staff will work with your leaders to help your troop meet their camp goals. Day-to-day supervision and discipline is the job of the troop. At no time may a unit be in camp without two-deep leadership. (See *Policy for Adults in Camp* below.)

POLICY FOR ADULTS AT CAMP

1. Only registered Boy Scouts or adult BSA registered volunteers can stay overnight at camp. Cub Scouts, Webelos or small children are not allowed to stay overnight.
2. A minimum of two BSA registered adult leaders must be with their troop the entire week. One BSA registered adult leader can trade off with another during the week and that is considered one adult position.

*** IMPORTANT *:** Camp sessions are full. Any part-time adults not included in their troop's reservation MUST notify the Camping Department of their intent to visit camp overnight ahead of their session and if there is space, pay the \$40 per day fee.

If adults arrive without prior notification they risk being unable to stay in camp.

Adult Leaders continued

PROVISIONAL TROOP LEADERSHIP

Those Scouts attending on their own will either be grouped with other lone Scouts into a provisional "troop" with camp staff supervision, or with a troop attending that week under the supervision of the troop's leader.

SCOUTMASTER ACTIVITIES

Leader's Meeting:

Once a day our staff meets with the adult leaders in camp. These informal gatherings give the troop leaders a chance to make meaningful comments and suggestions to permit prompt attention by the staff.

Leader Activities:

Throughout the week, troop leaders have a choice of how to use time to their best advantage and enjoyment:

1. Special Programs: Many camp areas offer activities during the week just for adult troop leaders. **These vary from year to year so be sure to check with the camp staff at the leaders' meeting or upon arrival at camp. Popular activities of the past have included a troop leaders' shoot at the rifle range and nature conservation hikes.**
2. Advancement: Adults at camp bring special skills! Let us know if you are available to assist the staff with instructional work.
3. Service: If you are a carpenter, electrician, plumber or handyman, camp can use your skills! Bring your tools if you can help.

PRE-CAMP LEADER'S ORIENTATION

Saturday, May 5 at 10:30 AM

If you are within easy traveling distance from Camp Parsons, we recommend that leaders from your **troop attend the optional camp leader's orientation. Attendance is not mandatory but for troops new to Camp Parsons it is a good opportunity to meet staff, tour camp and get questions answered.**

WHAT'S AT CAMP



A TYPICAL DAY AT CAMP

Morning: Troops gather for the morning flag ceremony and meal at the dining hall. After breakfast, sessions are scheduled for advancement or merit badge work. Adults may attend leader meetings, special training, and other activities.

Afternoon: Lunch is followed by scheduled "troop time" and free time. Activity areas are open including programs for Scouts.

Evening: After the evening assembly and dinner, there is a Scouts Own chapel service. Afterward, troops can schedule to visit their favorite program area for troop time.

Campfire Programs: Campfires are held nightly, either camp-wide at the campfire bowl or in a troop site as a "friendship campfire". With good planning, good participation and creativity, campfires can be fun and inspirational. Take some ideas home and use them for your troop campfire programs year round.

CAMP ACTIVITIES

Archery

The archery range is available to all campers for recreational and merit badge work. In the Archery Merit Badge classes, Scouts not only concentrate on their target scores and proper use of the bow, but also on learning to make bow strings and arrow fletchings.

Rifle

Safety comes first at our rifle range. We use .22 caliber, single shot, bolt action rifles. Scouts and Scouters can shoot only when our trained adult supervision is present. The director of the rifle range is certified in the use of rifles and their safe instruction.

The Rifle Shooting merit badge is offered at Camp Parsons. Some Scouts may need additional practice to successfully complete the badge. **The fee for rifle shooting merit badge is \$10, which pays for an all-you-can-shoot card.** Rifle ammo is sold at 0.75 per ten rounds. Tickets for this ammo can be purchased at the camp trading post. Interested Scouts can qualify for various NRA marksmanship medals if they so desire.

Do not bring personal weapons or ammunition of any kind to camp.

Aquatics

Located on Hood Canal, Camp Parsons offers many unique waterfront opportunities. Plenty of time is allowed for free swimming and boating. Nearly all of the aquatics merit badges and certifications are available. Advancement Opportunities: Swimming, rowing, canoeing, small boat sailing, and lifesaving are a few of the merit badges that Scouts can earn. Waterskiing (depending on availability of equipment) and motorboating are unique opportunities offered at few other camps.

Awards, etc.: Mile Swim, snorkeling BSA, and BSA Lifeguard are available to Scouts and can also be earned by skilled and knowledgeable adults *if they can be spared from troop supervisory responsibilities.*

Certifications: Safe Swim Defense and Safety Afloat certifications, required for all troop outings in or on the water, are available at camp every week for adult leaders.

WHAT'S AT CAMP continued

The Craft Lodge

More Scouts earn the handicraft awards than any other in camp. Advancement Opportunities include Leatherwork, Basketry, Art, Woodcarving merit badge, among others, depending on staff availability. Some merit badges, such as Fingerprinting, can even be earned during troop or free time. The material cost varies for these merit badges, and some require purchasing supplies from the trading post. Scouts should bring extra spending money for kits and materials.

Scoutcraft

Axe Yard: Scouts can learn the proper way to handle an axe, bow saw, knife and other wood tools. Use, maintenance, care, sharpening and storage of these tools are reviewed.

Cooking Area: Demonstrations cover a variety of skills and menus. Learn to use and care for a Dutch oven, and fill it with an appealing meal. See the cookout demonstration, learn utensil-less cooking and wilderness gourmet cooking.

Lashing/Pioneering: Troops have the opportunity to learn the skills needed to construct pioneering projects. Instruction is given on lashings, knots and structures.

Orienteering: Instruction can be given on map reading and orientation. Use a compass and apply these skills on the camp compass course.

Physical Fitness: **Test your troop's skills and energy against the ropes and initiative course, run patrol challenges, play field games and try the camp monkey bridge.**

Merit Badges: Orienteering, Pioneering, Cooking and Camping merit badges are offered. Most Scoutcraft badges require work outside class sessions and your Scouts should be prepared to set aside time for them.

CAMP FEATURES

Werner (Pier) Beach

Werner Beach features sailboards, canoes, rowboats, motorboats and sailboats. Its historical 555-foot long Camp Parsons Pier is the longest of any Scout camp in the country. There are no facilities for boat moorage.

Loody (Central) Beach

Loody Beach is where all swimming occurs. Old tennis shoes or aqua socks are required foot protection at the swim beach. Every camper and adult who uses the beach must take a simple swim test to determine their swimming ability. The BSA Eight Point Swim Defense Plan is used to ensure safety.

Mystery Beach

Mystery Beach is located opposite the Dining Hall on the east side of camp. It is perfect for beachcombing and rock-skipping.

Climbing/Rappelling Tower

This area is designed for the Scout who is 13 years of age by January 1st. The tower is 32 ft. high and is used for climbing and rappelling. There is also a bouldering wall for the younger Scouts.

Fort Duckabush

The camp museum shares the continuing tradition and unique history of Camp Parsons with all who enter. During your stay, please stop in and learn about the oldest camp on the west coast.

PROGRAM HIGHLIGHTS

Octopus Cup Race: A 1.5 mile canoe race for Scouts from the end of the pier to Octopus Point and back.

Camp Parsons Music Fest: Come hear our musically talented staff perform. If you have a scout who is gifted with a musical instrument, let the program director know and he may be added to the event.

Camp Parsons Players Production: The staff will give their best rendition of a popular **film or music** for the amusement of your scouts.

Camp Cookout: Units will have the opportunity of a cookout in their campsite for one day. Food for the cookout will be delivered to the campsite. Each troop should provide its own cooking equipment and eating utensils.

Friday Night Campfire: An exciting climax to a great week at Camp Parsons.



Special Events

Outpost Camping: Equipment is available for overnight hikes out of camp. We also provide the food, place to go and program suggestions. You provide the leadership.

Conservation Projects: Sign up with the head commissioner or one of his staff to help preserve the balance of nature at Camp Parsons. This can also be a troop sign-up activity.

Pier Jump: Participate in a Camp Parsons tradition! Parsons has the longest pier of any known camp. There are opportunities to sign up to jump during troop or patrol time. (Troop leaders or scouts with potential back problems should not jump off the pier.)

Friendship Campfire: Your troop is encouraged to invite another to your campfire and share in Scouting fellowship and fun. This is a good time to share in homemade ice cream or Dutch oven cobbler.

Hullabaloo Activities: These events occur on Friday afternoon following lunch. The Hullabaloo includes **patrol competitions that test the patrol's knowledge of Scouting skills. The second component of the Hullabaloo is the relay race through camp.** These activities are the **highlight** of the week spent at Camp Parsons.

HONOR TROOP

Troops who exemplify themselves in the following ways are considered for the Honor Troop award.

The camp management has ultimate discretion in presenting the Parsons Honor Troop Award. The SPL, Scoutmaster, and commissioner guide the troop toward completing each requirement.



Trustworthy: Follow all camp policies and expectations as outlined in the leader's guide and as explained by camp management.

Loyal: Fly the U.S. flag properly in your campsite. Lead a camp-wide flag ceremony or hold a troop flag ceremony in your campsite.

Helpful: As a troop, perform a camp-wide service/conservation project as approved by the head commissioner, Eco/Con director, or **ranger**.

Courteous: Be on time for all meals and camp-wide events.

Kind: Show respect to your fellow Scouts, adult and youth leadership for your troop, staff guide, and commissioner.

Obedient: Follow the patrol method and hold at least one patrol leaders' council meeting while at camp. Have each Scout earn at least one merit badge or certification (BSA Lifeguard, etc.), or pass at least 10 rank advancement requirements on the trail to First Class.

Cheerful: Strengthen positive camp spirit by attending all campfires. Lead a song or skit at campfire. Have each patrol display their flag and demonstrate their patrol yell or song.


Thrifty: Demonstrate responsibility with troop and individual funds. This may include the responsible spending of funds at camp, turning in any lost and found items (including money), and promoting honesty in the camp trading post.

Brave: Explore the camp by participating in a troop time activity in each of the six program areas, or have each patrol participate in the Patrol Power activity in the Scoutcraft area. Show bravery in your troop and patrol by participating in the Hullabaloo.

Clean: Maintain your campsite properly while earning good scores on inspections in addition to making an effort to keep the whole camp litter-free. Keep orderly records of planned troop and patrol programs. Be prepared by posting these in your troop site along with other important camp information.

Reverent: Attend vespers Sunday night as well as one other time or hold your own troop vespers service in your campsite.

CAMP PARSONS DAILY SCHEDULE

	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	
6:30	WELCOME TO CAMP PARSONS!	REVEILLE	REVEILLE	REVEILLE	REVEILLE	REVEILLE	6:30 CLEAN-UP	
7:15		WAITERS REPORT	WAITERS REPORT	WAITERS REPORT	WAITERS REPORT	WAITERS REPORT	NO WAITERS!	
7:50		ASSEMBLY	ASSEMBLY	ASSEMBLY	ASSEMBLY	ASSEMBLY		
8:00		BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST		
9:00	 1:00 GATES OPEN	ADVANCEMENT SESSIONS 9:00 - 12:00					BREAKFAST DELIVERED TO YOUR CAMPSITE	
10:00		SCOUTMASTER ROUNDTABLE	SCOUTMASTER ROUNDTABLE	SCOUTMASTER ROUNDTABLE	SCOUTMASTER ROUNDTABLE	SCOUTMASTER ROUNDTABLE	8:00 TOOL SHOP CLOSES	
12:05		WAITERS REPORT	WAITERS REPORT	NO WAITERS	WAITERS REPORT	WAITERS REPORT		
12:25		ASSEMBLY	ASSEMBLY	COOK OUT	ASSEMBLY	ASSEMBLY	8:30 CLOSING CEREMONY AT SMG	
12:30		LUNCH	LUNCH		LUNCH	LUNCH		
1:30 to 2:30		CHECK-IN, REGISTRATION, CAMP TOUR,	<u>TROOP TIME</u>	<u>TROOP TIME</u>	<u>TROOP TIME</u>	<u>TROOP TIME</u>		HULLABALOO! PATROL COMPETITION RELAY RACE OCTOPUS CUP
2:40 to 3:40		MEDICAL RECHECKS, SWIM CHECKS, SET-UP CAMP	<u>TROOP TIME</u>	<u>TROOP TIME</u>	<u>TROOP TIME</u>	<u>TROOP TIME</u>		
3:45 to 5:00		4:15 SM / SPL MTG AT SMG	FREE TIME	FREE TIME	FREE TIME	FREE TIME	10:00 CAMP CLEAR	
5:15		WAITERS REPORT	WAITERS REPORT	WAITERS REPORT	NO WAITERS	WAITERS REPORT	WAITERS REPORT	THANK YOU FOR VISITING CAMP PARSONS! SEE YOU AGAIN NEXT YEAR!
5:50		RETREAT	RETREAT	RETREAT	COOK OUT	RETREAT	OA RETREAT (SA/SH)	
6:00	DINNER	DINNER	DINNER	DINNER		DINNER		
6:45	MOVING AS A CAMP: VESPERS	VESPERS	VESPERS	SPL MEETING	SPL MEETING	NO MEETING		
7:15		SPL MEETING	SPL MEETING	SPL MEETING	SPL MEETING	NO MEETING		
7:15 to 8:30	BEACH ORIENTATION MERIT BADGE SIGN-UP	<u>TROOP TIME</u>	<u>TROOP TIME</u>	<u>TROOP TIME</u>	BEACH BONANZA!	MERIT BADGE MAKEUP TIME		
8:45	ASSEMBLY AT SMG: OPENING CAMPFIRE	MUSIC FEST (9:15)	TROOP NIGHT	FRIENDSHIP FIRES	CP PRODUCTION (9:15)	ASSEMBLY AT SMG: CLOSING CAMPFIRE		
10:00	TAPS	TAPS	TAPS	TAPS	TAPS	TAPS		

CAMP RULES

The Camp Law is the Scout Law

Camp rules follow the Scout Law and common sense.

1. No Scout is allowed to leave camp after check-in without a release from his parents or Scout leader. He must be accompanied by a staff member or authorized adult while out of camp, and **must sign out at the camp office before departing. When releasing a boy into someone else's custody, you must be sure that person is authorized to do so.**
2. Cut no trees without the approval of the camp director or ranger.
3. **Scouts must stay out of other troops' campsites/cabins unless invited. Off-limit areas include camp director's or ranger's homes and yards, maintenance area and staff quarters.**
4. All fires must be tended, troop fireguard chart must be posted and followed.
5. No flames of any kind in tents.
6. All liquid fuels must be stored in the camp fuel locker. Liquid fuels must be used under adult supervision only.
7. No FIREWORKS may be kept or used in camp. Those with fireworks will be sent home.
8. No personal firearms or ammo allowed.
9. No intoxicating beverages or illegal drugs (including marijuana) are allowed on Scout camping property.
10. No dish washing in the washstands or latrines. It clogs the drain fields!
11. Please leave your campsite/cabin/latrine area better than you found it.
12. Improper nudity in camp is unacceptable.

Fire Prevention

Smoking: Because it is a bad example for our Scouts and a fire hazard, smoking is discouraged among leaders while in camp. If leaders must smoke, they are asked not to smoke in the woods, on the trails or in front of the Scouts. Each camp has designated smoking areas.

Campfires: Water buckets and fire tools must be conveniently placed near any troop campfire site. Each camp provides these tools and a garden hose for fire control. At times you will not be allowed to have fires at camp because of extreme forest fire danger.

Lanterns: It is best to use battery powered lanterns, not the liquid fueled variety. This is common sense in fire prevention. Remember, no flames of any kinds in tents.

Fireworks: None are permitted in camp. Anyone possessing or using fireworks will be sent home immediately.

Fire Drills: Fire drills are held at summer camp each week. Troops are encouraged to hold their own drills at other camping experiences whether on or off Scout property.

ADVANCEMENT INFORMATION

MERIT BADGE SIGN-UPS ARE ON THE FIRST DAY OF CAMP SO PLAN AHEAD

Camp Parsons Boy Scout Summer Camp offers several merit badge options. To optimize their camping experience, it is suggested that Scouts earn around 3-5 merit badges during their session.

Merit badge sign ups occur the first day of camp on Sunday. Monday Start troops register for classes when they arrive. If a class fills, another will be opened.

First Class Emphasis Program

Our First Class Emphasis program is designed to help support your summer camp program with opportunities for Scouts working on the Tenderfoot through First Class requirements. We provide experiences and activities that will enable Scouts to develop their outdoor skills.

The First Class Emphasis program is optional. Some units prefer to have their own adult leaders and older boys help with the skill development of new Scouts within their own campsite. Let us know how we can help.

Program Concepts:

1. New Scouts may work on Tenderfoot through First Class rank requirements simultaneously.
2. This program is not intended to have Scouts advance to First Class rank during one week at camp. It is **intended to supplement a troop's advancement program.**
3. Throughout the week, the Scoutmaster or Assistant Scoutmaster for the new Scouts should have conferences with each Scout and interface with the director of the First Class Emphasis program to learn how the Scout is progressing and what additional support may be needed.
4. **The camp staff for this program will evaluate and provide a list of which requirements Scouts were taught. for** any of the activities. This report consists of a check sheet that will be presented to the Scoutmaster or Assistant Scoutmaster for new Scouts at the conclusion of the week. Depending on the degree of performance and the Scout's comprehension, the leader should date and initial appropriate requirements on pages 438-443 of the Scout's *Boy Scout Handbook*.



ADVANCEMENT INFORMATION continued

Camp Merit Badge Program

A successful experience in the merit badge program will require your Scouts to begin immediately on Monday and stick with it for the full week. We offer the following suggestions which you can include in your planning:

1. **Don't over-schedule.** Experience tells us the young first-year camper should not plan on more than two merit badges (and one of those should be a handicraft badge). First Class emphasis is a good choice for first-year Scouts. For older, more experienced campers, a normal maximum is 4 merit badges per week. Scouts are in camp for a lot of things other than merit badges. Guide them in setting attainable goals.
2. Whenever possible, have Scouts complete the time-intensive portion of the requirements prior to camp (especially reading the merit badge pamphlet and doing any required writing) and make sure they have documentation with them.
3. Supply each Scout with his blue card. Complete all required information, including your signature, to give to the instructor at the first session on Monday.
4. A partial completion certificate will be given to Scouts who are unable to complete the full badge requirements while in camp.

Ensure that each Scout has prepared himself by studying the requirements for each of his badges before arriving at camp.

MERIT BADGE FEES

ARCHERY	Arrow Pen Kit		\$4.25	LEATHERWORKING KITS	\$1-\$15
BASKETRY	Basketmaking Kits	5" round	\$3.75 ea.	MOTORBOATING Gas Card	\$8.00
		4" square	\$4.00 ea.	RIFLE SHOOTING All You Can Shoot Card	\$10.00
		4" flat red	\$4.00 ea.	WOODCARVING KITS	\$1 -\$3
		Woven seat tops*	\$5.00 ea.		
ALL MERIT BADGES (OPT.)	Merit Badge Pamphlets		\$5.00		
*This is not required to purchase. Craft Lodge has some that the Scouts can weave. If they want to keep it, however they need to purchase it.					



MERIT BADGE PREREQUISITES

Often if a scout has previously met a requirement, all that is needed is a note attesting to it. However, the validity will be determined on a case by case basis by the instructor. It is always a good idea to bring along documented proof of the completed requirement, e.g. photo evidence or a journal documenting 'over time' requirements. If you have questions please con-tact camp.

BSA LIFEGUARD

Show evidence of current training in American Red Cross First Aid (valid for three year and American Red Cross CPR/AED for the Professional Rescuer (valid for one year) or equivalent (includes any training for a camp health officer recognized by BSA national camp standards).

CAMPING

9. Show experience in camping by doing the following:

- a. Camp a total of at least 20 days and 20 nights. Sleep each night under the sky or in a tent you have pitched. The 20 days and 20 nights must be at a designated Scouting activity or event. You may use a week of long-term camp toward this requirement. If the camp provides a tent that has already been pitched, you need not pitch your own tent.
- b. On any of these camping experiences, you must do TWO of the following, only with proper preparation and under qualified supervision:
 1. Hike up a mountain, gaining at least 1,000 vertical feet.
 2. Backpack, snowshoe, or cross-country ski for at least 4 miles.
 3. Take a bike trip of at least 15 miles or at least four hours.
 4. Take a nonmotorized trip on the water of at least four hours or 5 miles.
 5. Plan and carry out an overnight snow camping experience.
 6. Rappel down a rappel route of 30 feet or more.
- c. Perform a conservation project approved by the landowner or land managing agency.

CANOEING

1. Before doing the following requirements, successfully complete the BSA swimmer test: Jump feetfirst into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy, resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.

COMMUNICATION

1. Attend a public meeting (city council, school board, debate) approved by your counselor where several points of view are given on a single issue. Practice active listening skills and take careful notes of each point of view. Present an objective report that includes all points of view that were expressed, and share this with your counselor.

EMERGENCY PREPAREDNESS

1. c. Meet with and teach your family how to get or build a kit, make a plan, and be informed for the situations on the chart you created for requirement 2b. Complete a family plan. Then meet with your counselor and report on your family meeting, discuss their responses, and share your family plan.

ENERGY

1. Conduct an energy audit of your home. Keep a 14 day log that records what you and your family did to reduce energy use. Include the following in your report and, after the 14 day period, discuss what you have learned with your counselor.

- a. List the types of energy used in your home such as electricity, wood, oil, liquid petroleum, and natural gas, and tell how each is delivered and measured, and the current cost; OR record the transportation fuel used, miles driven, miles per gallon, and trips using your family car or another vehicle.
- b. Describe ways you and your family can use energy resources more wisely. In preparing your discussion, consider the energy required for the things you do and use on a daily basis (cooking, showering, using lights, driving, watching TV, using the computer). Explain how you can change your energy use through reuse and recycling.

FIRST AID

1. Satisfy your counselor that you have current knowledge of all first aid requirements for Tenderfoot rank, Second Class rank, and First Class rank.

FISHING

9. Catch at least one fish. If regulations and health concerns permit, clean and cook a fish you have caught. Otherwise, acquire a fish and cook it.

INSECT STUDY

4. Do the following:

- a. Observe 20 different live species of insects in their habitat. In your observations, include at least four orders of insects.
- b. Make a scrapbook of the 20 insects you observe in 4a. Include photographs, sketches, illustrations, and articles. Label each insect with its common and scientific names, where possible. Share your scrapbook with your merit badge counselor.

LIFESAVING

Before doing requirements 2 through 15 successfully complete Second Class rank requirements 5a.-5c. and First Class rank requirements 6a., 6b. and 6e.

Second Class rank requirements:

5a. Tell what precautions must be taken for a safe swim.

5b. Demonstrate your ability to jump feet-first into water over your head in depth, level off and swim 25 feet on the surface, stop, turn sharply, resume swimming, then return to your starting place.

5c. Demonstrate water rescue methods by reaching with your arm or leg, reaching with a suitable object, and by throwing lines and objects.

5d. Explain why swimming rescues should not be attempted when a reaching or throwing rescue is possible, and explain why and how a rescue swimmer should avoid contact with the victim.

First Class rank requirements:

6a. Before doing the following requirements, successfully complete the BSA swimmer test. Jump feet-first into water over your head in depth, swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy, resting backstroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating).

6.b. Tell what precautions should be taken for a safe trip afloat.

6e. With a helper and a practice victim, show a line rescue both as tender and as rescuer. (The practice victim should be approximately 30 feet from shore in deep water).

First Class requirements 9a through 9c

9.a. Tell what precautions should be taken for a safe trip afloat.

9.b. Successfully complete the BSA swimmer test.

9.c. With a helper and a practice victim, show a line rescue both as tender and as rescuer. (The practice victim should be approximately 30 feet from shore in deep water).

MOTORBOATING

Do the following:

Before doing requirements 3 through 6, successfully complete the BSA swimmer test.

REPTILE AND AMPHIBIAN STUDY

8. Do ONE of the following:

a. Maintain one or more reptiles or amphibians for at least a month. Record food accepted, eating methods, changes in coloration, shedding of skins, and general habits; or keep the eggs of a reptile from the time of laying until hatching; or keep the eggs of an amphibian from the time of laying until their transformation into tadpoles (frogs) or larvae (salamanders).

b. Choose a reptile or amphibian that you can observe at a local zoo, aquarium, nature center, or other such exhibit (such as your classroom or school). Study the specimen weekly for a period of three months. At each visit, sketch the specimen in its captive habitat and note any changes in its coloration, shedding of skins, and general habits and behavior. Find out, either from information you locate on your own or by talking to the caretaker, what this species eats and what are its native habitat and home range, preferred climate, average life expectancy, and natural predators. Also identify any human caused threats to its population and any laws that protect the species and its habitat. After the observation period, share what you have learned with your counselor.

9. Do ONE of the following:

a. Identify at night three kinds of toads or frogs by their voices. Imitate the song of each for your counselor. Stalk each with a flashlight and discover how each sings and from where.

b. Identify by sight eight species of reptiles or amphibians.

ROWING

Before doing the following requirements, successfully complete the BSA swimmer test. Jump feetfirst into water over your head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy, resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.

SMALL BOAT SAILING

1. Before doing the following requirements, successfully complete the BSA swimmer test.

SWIMMING

1. Before doing the following requirements, successfully complete Second Class rank requirements 7a-7c and First Class rank requirements 9a-9c.

Second Class rank requirements:

7.a. Tell what precautions must be taken for a safe swim.

b. Demonstrate your ability to jump feetfirst into water over your head in depth, level off and swim 25 feet on the surface, stop, turn sharply, resume swimming, then return to your starting place.

c. Demonstrate water rescue methods by reaching with your arm or leg, reaching with a suitable object, and by throwing lines and objects. Explain why swimming rescues should not be attempted when a reaching or throwing rescue is possible, and explain why and how a rescue swimmer should avoid contact with the victim.

First Class rank requirements:

9.a. Tell what precautions should be taken for a safe trip afloat.

b. Before doing the following requirements, successfully complete the BSA swimmer test. Jump feetfirst into water over your head in depth, swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy, resting backstroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

c. With a helper and a practice victim, show a line rescue both as tender and as rescuer. (The practice victim should be approximately 30 feet from shore in deep water).

NATURE

4. Do all the requirements in ONE of the following fields:

a. Birds

1. In the field, identify eight species of birds.

2. Make and set out a birdhouse OR a feeding station OR a birdbath. List what birds used it during a period of one month.

c. Reptiles and Amphibians

1. Show that you can recognize the poisonous snakes in your area.

2. In the field, identify three species of reptiles or amphibians.

3. Recognize one species of toad or frog by voice; OR identify one reptile or amphibian by eggs, den, burrow or other signs.

d. Insects and Spiders

1. Collect, mount, and label 10 species of insects or spiders.

2. Hatch an insect from the pupa or cocoon; OR hatch adults from nymphs; OR keep larvae until they form pupae or cocoons; OR keep a colony of ants or bees through one season.

e. Fish

1. Catch and identify two species of fish.

2. Collect four kinds of animal food eaten by fish in the wild.

MERIT BADGE INFORMATION

Below is a suggested list of merit badges we plan to offer at camp. Actual offerings will depend on individual staff talents

<u>Merit Badge</u>	<u>Prerequisites</u>	<u>Comments</u>
Archery (C)\$	Some experience with previous range time and skill	Need to schedule additional hour of practice each day
Art (A)	Read M.B. pamphlet	For all Scouts
*Astronomy (C)	Requirements 5b, 6, 7b	Depends on weather. Cloudy skies may interfere
Basketry (A)\$	Practice/read M.B. pamphlet	Fun for all Scouts. Cost for kit/materials. Takes individual time for projects and instructions.
*Bird Study (C)	Requirements 7, 8	A very difficult badge. By appointment with nature staff
Bugling		Read M.B. pamphlet
Camping (B)	Requirements 8d, 9a, 9b	Paperwork may be done before camp; bring a backpack for overnight hike
Canoeing (C)	Must be "swimmer" classification	Very difficult for younger, smaller scouts; physical strength required. Need additional hour of practice time
Citizenship in the World (C)	Requirement 7	Study M.B. pamphlet
Climbing (C)	Study M.B. pamphlet	For Scouts meeting age requirement-13 yrs old as of January 1st
Cooking (C)	Requirements 6, 7d	Extra time may be required for cookouts.
Emergency Preparedness (B)	Requirements 1, 8c	
Energy (C)	Requirements 1a, 4	Extra time may be required for emergency drills
Environmental Science (C)	Study M.B. pamphlet	Much paperwork, some can be done at home. Difficult for younger Scouts. Plan for one hour per day for field study
Fingerpainting (A)	None	For all Scouts. A fun troop time activity!
First Aid (C)	Requirement 2b	Helpful to review first aid requirements for ranks through First Class
Fish & Wildlife Management (A-B)	Requirements 5a-c, 6c, 7	For all Scouts
Fishing (B)	Practice and equipment	Difficult to complete without previously meeting some of the Requirements
Forestry (B-C)	Requirement 5	For advanced/experienced Scouts only
Geology (B)	Study M.B. pamphlet	Outstanding opportunity for all Scouts: time consuming, Interesting
	*By special request at camp	

<u>Merit Badge</u>	<u>Prerequisites</u>	<u>Comments</u>
Indian Lore (B)\$	Read M.B. pamphlet	Cost for materials; need time for projects
Insect Study	Read M.B. pamphlet	
Kayaking	Read M.B. pamphlet	
Leatherwork (A)\$	Read M.B. pamphlet	Small cost for materials; need time for projects
Lifesaving (C)	Requirement 1a	Very difficult for younger, smaller Scouts; physical size and strength required. Requires 6+ hours practicing lifesaving skills
Mammal Study (B)	Requirement 3a	Complete written work
Motorboating (B)\$	Must be "swimmer" classification	2nd & 3rd year campers with strong boat safety
Nature (B)	Read M.B. pamphlet	Ideal for camp environment; time consuming; writing required
Oceanography (B)	Read M.B. pamphlet	A fun badge for all
Orienteering (B)	Read M.B. pamphlet	Extra time may be needed to plan orienteering course and to practice
Pioneering (B)	Practice/read M.B. pamphlet	For all Scouts; splices most difficult; good projects
Reptile & Amphibian Study (B)	Requirement 8	Helpful to have an interest in reptiles
Rifle Shooting (C)\$	Previous experience	Need to arrange practice and qualifying time each day
Rowing (B)	Must be "swimmer" classification	Need physical strength and coordination; will need time to practice
Search & Rescue	Online certification required	
	Check National BSA website	
Small Boat Sailing (C)	Must be "swimmer" classification	Requires experience, practice and proper weather conditions
Soil & Water	Read M.B. pamphlet	Fun for Scouts of all ages
Conservation (A-B)	Requirements 7a-d	
Swimming (A)	Read M.B. pamphlet. Must be "swimmer" classification	For all Scouts; bring long sleeve shirt and long pants (cotton)
Watersports (B)\$	Read M.B. pamphlet. Must be "swimmer" classification	For older Scouts who have skied or wake boarded before. THIS IS NOT A TRAINING CLASS.
Weather (C) \$	Read M.B. pamphlet	Interesting and challenging. Cost for 8a
Wilderness	Requirement 5	Challenging for older Scouts; time needed for projects and overnight campout
Survival (B)		
Woodcarving (A)\$	Study M.B. pamphlet. Have whittling knife	Small cost for materials
World Conservation Award	Should be at least 13 yrs. old, 3rd yr. camper and 1st Class	

Code: A Beginning Scouts B Advancing Scouts C Experienced Scouts \$ Extra Cost

ADVANCEMENT OPPORTUNITIES

		DIFFICULTY	NOTES	9:00 to 9:30	9:30 to 10:00	10:00 to 10:30	10:30 to 11:00	11:00 to 11:30	11:30 to 12:00	
AQUATICS	BSA LIFEGUARD	4	@%*	X						
	CANOEING	3		X						
	LIFESAVING	3	@	X		X				
	MOTOR BOATING	3	!\$				X			
	KAYAKING	3		X		X		X		
	ROWING	2		X		X				
	SMALL BOAT SAILING	3	#%	X						
	SWIMMING	1		X		X		X		
	WATERSKIING	3	*\$	BY APPOINTMENT (Previous experience required)						
	SWIMMING & WATER RESCUE	4	A %	BY APPOINTMENT						
	PADDLE CRAFT SAFETY	4	A %	BY APPOINTMENT						
	CRAFT LODGE	INDIAN LORE	2							X
LEATHERWORK		2	\$	X	X	X	X	X	X	
WOODCARVING		2	\$	X	X	X	X			
ART		1		OPEN PROGRAM 9-NOON & 3:45-5PM						
BASKETRY		1	\$	DURING FREE TIME						
FINGERPRINTING		1		BY APPOINTMENT						
SHOOTING SPORTS	ARCHERY	3	\$\$#	X						
	RIFLE SHOOTING	3	\$\$#	X						
TOWER	CLIMBING	3	&%	X		X				
	EMERGENCY PREPAREDNESS	3	@	BY APPOINTMENT						
	FIRST AID	2	@	X		X		X		
SCOUT CRAFT	CAMPING	2	@%	X		X		X		
	SIGNS SIGNALS AND CODES	2		X						
	PIONEERING	3					X			
	WILDERNESS SURVIVAL	2	%	X		X		X		
	ORIENTEERING	3		X						
	SCOUTING HERITAGE	2	@						X	
	COOKING	3	#@	ASSISTANCE WITH REQUIRMENTS - BY APPOINTMENT						
	COMMUNICATIONS	2	@	BY APPOINTMENT						
ECOLOGY / CONVERSATION	ARCHAEOLOGY	2							X	
	CITIZENSHIP IN THE WORLD	3		X		X		X		
	ENVIRONMENTAL SCIENCE	3	%#	X		X				
	FISH & WILDLIFE MANAGEMENT	2						X		
	FORESTRY	2		X						
	NATURE	1					X			
	OCEANOGRAPHY	2		X		X		X		
	SOIL & WATER CONSERVATION	1								X
	FISHING	3	@	BY APPOINTMENT						
	PLANT SCIENCE	3	@	BY APPOINTMENT						
	MAMMAL STUDY	1		DURING FREE TIME MONDAY						
	WEATHER	2		DURING FREE TIME: MONDAY						
	ENERGY	2		DURING FREE TIME TUESDAY						
	PULP & PAPER	3		DURING FREE TIME: WEDNESDAY						
	REPTILE & AMPHIBIAN STUDY	3	@	DURING FREE TIME WEDNESDAY						
	INSECT STUDY	3	@	DURING FREE TIME: THURSDAY						
	GEOLOGY	2		DURING FREE TIME THURSDAY						
SCOUT SKILLS	SCOUT & TENDERFOOT	1		X						
	SECOND CLASS	1					X			
	FIRST CLASS	1								X
OTHER	BUGLING	2	#	BY APPOINTMENT (Previous experience required)						
	MOVIE MAKING	2		DURING FREE TIME - TUESDAY (3:45-5:00)						

DIFFICULTY KEY:
 1 SUGGESTED PROGRAM FOR FIRST YEAR CAMPER
 2 SUGGESTED PROGRAM FOR SECOND YEAR CAMPER
 3 SUGGESTED PROGRAM FOR OLDER SCOUTS
 4 SUGGESTED PROGRAM FOR OLDER SCOUTS AND ADULTS

NOTES KEY:
 X INDICATES THERE IS A CLASS AT THIS TIME.
 \$ NOMINAL FEE REQUIRED TO COVER COSTS OF MATERIALS.
 * PARTICIPANTS MUST BE AT LEAST 15 YEARS OF AGE.
 @ SOME REQUIREMENTS MUST BE PREVIOUSLY MET. (REFER TO MERIT BADGE BOOK.)
 # PARTICIPANTS MUST BE AT LEAST 13 YEARS OF AGE.
 & PARTICIPANTS ARE ENCOURAGED TO BE AT LEAST 13 YEARS OF AGE, 3RD YEAR CAMPER, AND 1st CLASS.
 % ADDITIONAL TIME IN THE AFTERNOONS AND EVENINGS IS REQUIRED FOR COMPLETION.
 A ADULT TRAINING COURSE, PARTICIPANTS MUST BE 18 YEARS OF AGE OR OLDER.
 ! PARTICIPANTS MUST BE AT LEAST 14 YEARS OF AGE OR AN EAGLE SCOUT.



CHIEF SEATTLE COUNCIL SPECIAL NEEDS FORM

Use this form to notify camp staff of any medical, dietary or physical needs members of your unit may have during your camp session. The Council will make every reasonable effort to accommodate requests. Options are served for vegetarian, gluten-free and peanut-free diets. However not every dietary need can be met. Cook staff are happy to store and prepare any special foods brought. No peanut oil or other products with peanuts are used. If you need hook up for a CPAP machine, please indicate on the form. Regardless of your need, please complete form and send within 2 weeks of camp.

Use one form per person

Scout/Adult in need: _____

Unit _____ Session _____ Camp _____

Contact: _____

Home Phone _____ Work/Cell _____

Email _____

Dietary Need: _____

Medical/Physical Need: _____

Please return this form no later than 2 weeks prior to your camp session to:

Camping Dept. Chief Seattle Council, PO Box 440408, Seattle, WA 98114

OR email to: campingdept@seattlebsa.org

OR fax to: 206-725-2862

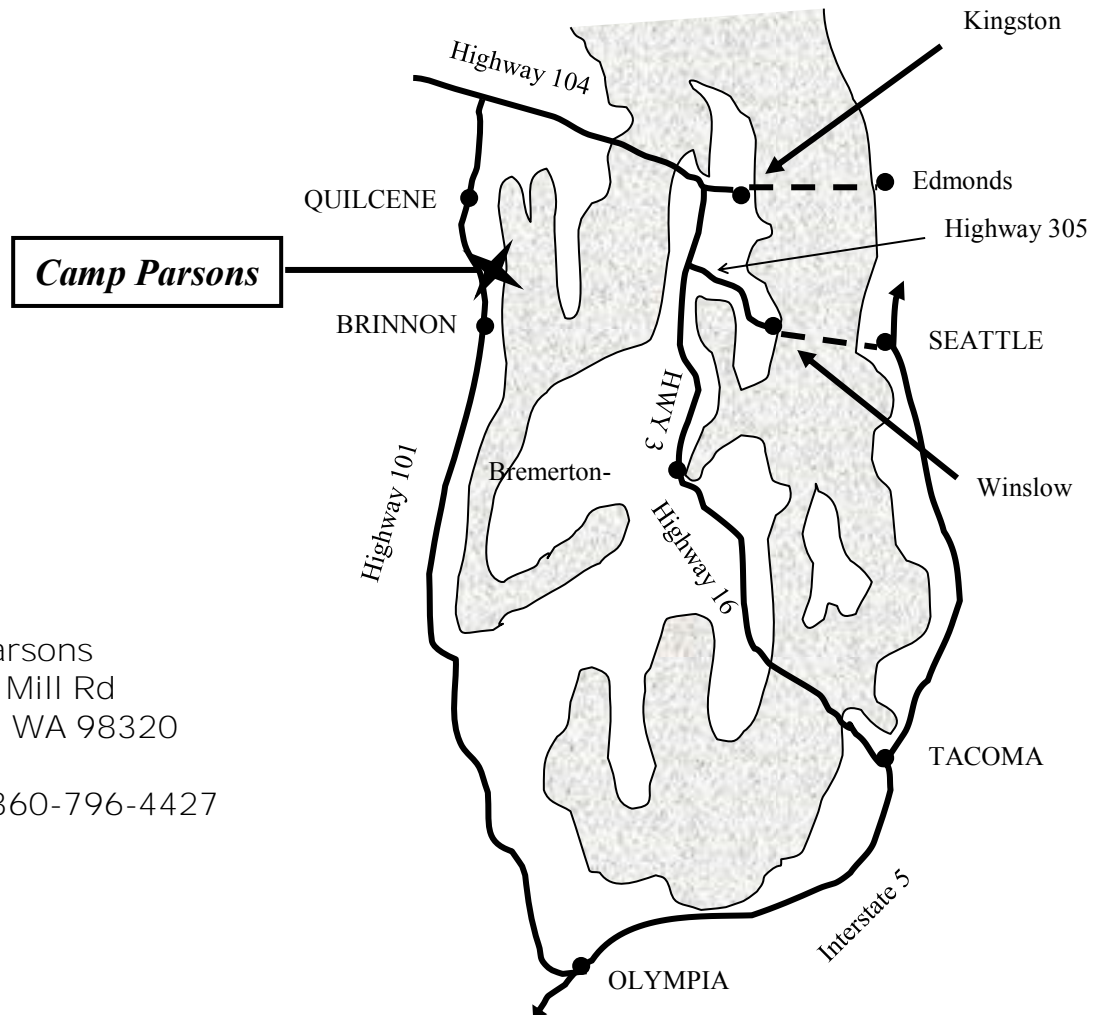
Questions? Call the Camping Dept. at 206-725-0361

DIRECTIONS TO CAMP PARSONS

From Seattle Take the ferry to Bainbridge Island. Follow Hwy 305 to Hwy 3. Turn right on Hwy 3 and go to the Hood Canal Bridge (Hwy 104). Follow Hwy 104, across Hood Canal Bridge. Continue on Hwy 104 to the Quilcene exit. Turn right off the exit ramp toward Quilcene. In downtown Quilcene turn left onto Hwy 101 at the US Bank. Go through Quilcene and head south on Hwy 101. Eight miles past Quilcene (milepost 303) turn left onto Bee Mill Road. Camp is 9/10 of a mile down the road on your right.

From Edmonds Take the ferry to Kingston. Follow Hwy 104, across Hood Canal Bridge. Continue on Hwy 104 to the Quilcene exit. Turn right off the exit ramp toward Quilcene. In downtown Quilcene turn left onto Hwy 101 at the US Bank. Go through Quilcene and head south on Hwy 101. Eight miles past Quilcene (milepost 303) turn left onto Bee Mill Road. Camp is 9/10 of a mile down the road on your right.

From the South Take 1-5 North to the Highway 101 exit in Olympia. Follow signs to the next Highway 101 exit. Head up the highway to about 4 miles north of Brinnon. Turn right onto Bee Mill Road. Camp is 9/10 mile down the road on your right.



Camp Parsons
970 Bee Mill Rd
Brinnon, WA 98320

Phone: 360-796-4427