

TROOP 451 GUIDE TO CAMP RAVEN KNOB

July 21 through July 27, 2019

Karen Hassett, Troop 451 RK Leader

2601 Tanglewood Drive, Durham, NC 27705

Home Phone: 919-489-2203 Cell 919-599-0961

E-mail: khassett.bsa@gmail.com

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Dear Parents and Scouts,

Troop 451 will participate in two main summer camps again this year: Camp Raven Knob (CRK) (located near Mt. Airy, NC) from July 21 to July 27 as well as Camp Tuscarora (located near Goldsboro, NC) from June 23-29, 2019. (Rew Wilson leads the Camp Tuscarora Group: rewguy79@gmail.com.) Both camps have excellent facilities and programs; most scouts go to one camp but several scouts (and leaders) attend both each year.

If you want to go to summer camp but are busy the weeks above, please see me, and I will help you to make arrangements to go to summer camp during a different week. Raven Knob offers seven weeks of summer camp with starting dates from June 16, 2019, to July 28, 2019. Many of our Scouts who have been conflicted out of Troop 451's weeks at summer camp in years past have attended summer camp with other troops at Camp Raven Knob, Camp Tuscarora or Camp Durant.

Camp Fees: All camp fees are 100% refundable until June 29, 2019. The total fee will be \$350, plus any additional program fees which may apply. You may pay the entire fee at once, or pay in installments: \$120 by Tues., 3/26, \$120 by Tues., 4/23, and the final installment (corrected for program fees and any pre-registration payment) by Tues., 5/28, 2019. Some courses have an additional program fee. There are listed on the Registration form, and are usually \$10 or \$20. A T451 group photo will also be available for \$10.

CAMP RAVEN KNOB REFUND POLICY: All cancellations made after June 29 are subject to a non-refundable fee of \$50.00.

PARENTS AND ADULT LEADERS: All parents and adult leaders are welcome to attend summer camp with the troop. Some adults will stay in camp all week while others may choose to stay in camp for a few days at the beginning or near the end of the week. Adults who are planning to stay the whole week should pay \$100. Adults who stay for half of the week, \$50. Please see K. Hassett for more details.

Training opportunities for adults during the week at Camp RK include Climbing Instructor Certification, Climb On Safely, CPR, Introduction to Outdoor Leader Skills, Safe Swim Defense, Aquatics Supervision and BSA Lifeguard. You can also visit as many merit badges as you want and can even attend a week-long class and do the activities (as long as the instructor feels there is enough room and you pay any extra class fees).

IMPORTANT - Medical and Permission Forms: Camp RK REQUIRES that each Scout and adult attending camp have a medical record form completed by a physician who has examined the camper within the 12 months preceding camp. **We must have the completed BSA Medical Form 680-001 (parts A, B, and C, 2014 version) completely and correctly filled out plus a photocopy of your insurance card for both scouts and adults.** Get the form at www.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf or google bsa health form to find that link. The required Outdoor Programs Release form is found on www.ravenknob.com/lgforms. In addition, please inform K. Hassett if your scout has any dietary restrictions.

When and How to Sign Up: Please sign up by A) registering at <http://troop451durham.org/trip-signups/> and B) paying Carole Bruhn the first installment (\$120) as soon as you know you want to come. Although we have been able to register scouts late in the summer, it is much better (and less work for your dedicated volunteer leaders) if you register early. Forms for registering for specific merit badges will be available from Karen Hassett (also available as p. 45 and 46 in the RK Leader's Guide, www.ravenknob.com/lgforms . Ms. Hassett will be available at most scout meetings to discuss the program, or you can email her questions at khassett.bsa@gmail.com. **(Note that some sessions have suggested minimum ages in brackets after the MB name: see the next section for more info.** The program registration forms can be returned during a scout meeting or you can email your choices (MB name, time, and number) to Ms. Hassett.

Merit Badge Schedules and Info: Each Raven Knob camper MUST complete his merit badge schedule and turn it in to K. Hassett. This should be done as soon as possible after you sign up to go to camp. There are over 70 merit badges and program offerings. The merit badge and non-merit badge subjects are divided into nine main areas of activity: Aquatics, Handicrafts, Nature, Scoutcraft, Shooting Sports, Technology, Trail to Eagle, Raven Scout and Outback. The sessions are explained in detail in the RK Leader's Guide, pages 14-31 (www.ravenknob.com/lgforms) . I will have copies of the program registration form at meetings, or you can print one out from the RK site. **Note that the age requirements and suggestions are made for A) Safety reasons and B) to help the scouts have more fun;** many of the sessions recommended for older scouts have more paperwork than younger scouts would want to do at camp (i.e. they would be bored).

The **Aquatics** sessions all require a successful swim test as a prerequisite (except for beginning swimming and free swim). The troop generally offers the Swim Test (for all) and the Swimming MB (for GOOD swimmers) during one Saturday or Sunday morning a couple of weeks before camp. If you haven't finished the swimming merit badge, this is a great time to do it! Canoeing, Kayaking, and Small-boat Sailing are also favorites for those who can pass the swimming test. The BSA/ARC Lifeguard program is for scouts 15 years and older.

Nature (Bird Study, Insect Study, Weather, Geology, Nature, etc.) is for all ages, except that it is recommended that Scouts be at least 13 to take Environmental Science (an Eagle required badge).

Handicrafts Art, Basketry, Indian Lore, Leatherwork and Woodwork are for all ages. Woodcarving and Metalwork require some hand strength and are not recommended for the youngest scouts. Photography/Movie Making is recommended for Scouts 13 and older.

Scoutcraft Archaeology, orienteering, geocaching and safety/fire safety are for all ages. Pioneering is a 2 hour session which is good for all ages of scouts who enjoy tying knots (or want to learn). **Participants in First Aid must have completed the First Aid requirements for Tenderfoot through First Class.** The First Aid merit badge is a prerequisite to Emergency Preparedness. For Wilderness Survival (recommended age 13 and above), check the Leader's Guide for required supplies. Cooking is also recommended for ages 13 and above (there is a lot of planning and writing involved).

Shooting Sports "Recommends" that scouts be at least 13 years old to participate. There are physical requirements: in archery (be able to draw a 22 lb bow 10 times consecutively) and in Rifle Shooting (be able to manage a 10 lb. target rifle) and Shotgun (manage a 7 ½ lb shotgun. Keep in mind that Troop 451 is blessed with leaders who offer several opportunities during the year for Scouts to earn all the Shooting Sports badges, so we recommend not taking these at summer camp unless you are physically up to Raven Knob's requirements. "Venture Crew Pistol Shoot" is for Venture Crew members only.

The **Technology** programs are recommended for "older" scouts (at least 12 years old) (except must be 14 to take Welding).

The **Trail to Eagle Program** is highly recommended for Scouts 13 and older since these merit badges (Citizenship in the Nation, Communications, etc.) will be better appreciated by older scouts with more tolerance for classroom-style activities.

The **Raven Scout Program** is basically a duplication of our own Troop New Scout Program. It is appropriate for a few scouts. Please talk with K. Hassett if you are considering this.

The **Outback Program** is for Scouts at least 14 years old. It includes Climbing (9 am-noon every day); Mountain Biking/Cycling (2-5 pm every day) and an all day program: Cripple Creek/Mountain Man. This is a week of "pioneer living." Older scouts from Troop 451 have thoroughly enjoyed this.

Troop 451 encourages our Scouts to take a "full course" of merit badges to occupy them for the week, as well as get a great start on advancement. The merit badges are offered in one or two hour course blocks from 9AM through 5PM each day, with a two hour lunch break. Some merit badges have prerequisites, meaning that you have to either earn another badge first or work on some requirements before taking that badge at camp.

Subject to prerequisites or certain physical ability or age requirements, scouts are allowed to take whatever merit badges may interest them. A New Scout merit badge schedule would look something like this:

<u>Merit Badge</u>	<u>Time of Day Offered</u>
Orienteering (#231)	9-10
Leatherwork (#432)	10-11
Indian Lore (#423)	11-12
Swimming (#314)	2-3
Archaeology (#265)	3-4
Nature (#106)	4-5

If a Scout does not complete all the requirements of a merit badge while at camp, the camp will provide the Scoutmaster with the badge worked on and the requirements which were completed so that the scout can finish the merit badge with the troop.

Departure and Return Times: All Camp Raven Knob campers will meet at the AMC Theater Parking lot (near the corner of MLK Blvd and Shannon Rd.) at 10:00 A.M. Sunday, July 21, 2019. We will depart by 10:30 A.M. or earlier if possible, eat lunch at a fast-food place in Mount Airy (bring \$\$, this is NOT included in the camp fee), and arrive at Camp Raven Knob for check-in around 1:15 P.M. We will depart Camp Raven Knob on Saturday morning, July 27, 2019, (hopefully) by 9:30 A.M., and arrive back in Durham at Westminster by noon (we do not stop for lunch). Because our exact return time is somewhat uncertain, we will have your scout call you on Saturday morning an hour or so

before we get to Durham.

Drivers: Travel time is approximately 2.5 hours one-way. Drivers on Sunday morning (July 21) should plan on a longer day, leaving Raven Knob around 2:30 PM after we have completed off-loading, setting up camp, and registration. Drivers on pick-up Saturday morning can usually count on eager Scouts ready to leave and go home! To make the pick-up drive easier, drivers are welcome to stay Friday night.

Scout Uniform: We travel to Camp Raven Knob in the Boy Scout uniform. **This includes the short-sleeved khaki shirt with all insignia correctly sewn on, the dark-green shorts or pants, a Scout belt and Scout socks.** The Scout uniform will be worn TO THE EVENING MEAL every day at camp, as well as the three evening campfires, so Scouts will need to keep it neat and clean during the day when they are not wearing it (bring a hanger!). At all other times, casual clothes, such as shorts and T-shirts, are worn. If you have more than one uniform, bring it (although this is NOT required). Two or more pairs of scout socks are also a good idea.

Medications: One of our adults at camp will coordinate the administration of medications to Scouts. Parents are requested to write down specific instructions about the medication and give these instructions and the medications to Karen Hassett either before camp or the day we leave for camp. Even if your son self-administers his medication, we must know what he is taking and when he is supposed to be taking it. Any "Schedule II" meds must be kept for the scout in the Health Lodge.

Troop Photographs: CRK will take a picture of all the scouts and their leaders on Sunday afternoon during the check-in. This picture is an 8x10 color photograph, and the cost is \$10. Pictures from previous years are hanging in the Scout Hut. If you are interested in buying one of these photographs, please provide Karen Hassett with your name and your \$10 either prior to camp or on the day we leave for camp. If you wish, you can add the \$10 to a payment; please tell Ms. Bruhn that you are paying for the photograph.

Roommates: The boys will be camping in two-man wall tents (containing two bunks) and will be camping as roommates for the week. If Scouts do not pair up prior to camp, they will be assigned tentmates when they get there.

Things to Bring: (from the Leader's Guide)

Personal Equipment

- Complete Scout uniform
- shorts or long pants
- Footware for Boating
- Scout Handbook
- sweater or jacket
- poncho or rain gear
- watch (very important)
- 1 or 2 flashlights with new batteries
- alarm clock (optional)
- a WATER BOTTLE!
- fishing rod/tackle box if this is a favorite sport
- toiletry items (soap, shampoo, toothpaste, etc. No glass bottles)
- merit badge pamphlets (not required but handy: the troop library has some of these)
- footlocker or suitcase or backpack (*a waterproof footlocker is best*)
- T-shirts
- swim trunks
- hat if desired
- laundry bag
- extra shoes or boots (that fit well!)
- notebook and pencil or pen
- washcloth and towel
- sleeping bag or sheets & blankets
- disc golf disc (optional)
- insect repellent
- underwear
- socks
- pocketknife
- hand sanitizer

- I personally also bring a small daypack to carry my hat, water bottle, etc.
- Order of the Arrow members should pack their OA sashes to wear on Wednesday night, and should also consider volunteering to participate in the Wednesday campfire ceremony staged by the OA.
- Two items not on the list that many Scouts like to bring are hammocks as well as battery-powered lanterns and fans. Electric lanterns are nice to use inside the tents at night while reading or socializing with friends. There are a number of trees in our campsite where hammocks can hung. Hammocks do sometimes cause friction among the boys. If they become a problem, we will take down the hammocks.

Note: Have your scout pack and use a checklist for his belongings. That way, he will know where things are packed and what he has brought.....

What Not to Bring:

1. Do not bring sandals or flipflops except for wear in the shower house. Camp Raven Knob does not permit movement around the camp in bare feet or open-toed shoes.
2. Do not bring a bicycle unless you are taking cycling. Do not bring water guns.
3. It is recommended that radios, e-books, etc. not be brought to camp. However, if a Scout decides to bring such items, they must be used with discretion and are subject to confiscation for the week if the adult leaders feel that the items are not compatible with a happy camping experience (i.e. disruptive or taking up too much time). Cell phones are NOT recommended. The adults have phones that the scouts can use if necessary.
4. Do not bring cigarette lighters and matches or knives with blades longer than 4". Because of the extreme danger of fire, particularly in tents, all lighters and matches will be confiscated (except as required for the Wilderness Survival Merit Badge). Scouts must have completed their Tot'n Chip to have a knife.

Spending Money: The "required" money is about \$8 for lunch on the day we drive up. Beyond that, there is a Trading Post open every day which sells drinks, snacks, scout items, T-shirts, etc. The Trading Post will be more than willing to take every dime a Scout brings, and usually does. We generally recommend total cash spending money of around \$25 per Scout, plus quarters to feed the drink machines. They will need an additional amount if they plan to eat out on Wednesday night.

IMPORTANT: The adult leaders at camp do NOT bank money or valuables. Each Scout will be responsible for the security and spending of his own money and valuables. This is a GREAT opportunity to discuss the advisability of budgeting money while at camp with your scout.

Mail: Scouts can send and receive mail while at Camp. The mailing address is:
 Scout Name, Troop 451, Camp Raven Knob
 266 Raven Knob Road, Mount Airy, NC 27030
 It is strongly recommended that a return address be put on any mail.

E-Mail: One of the joys of the modern age is to receive e-mail at camp. The camp receives the e-mail, prints it out, and distributes it at mealtimes. Scouts really enjoy receiving e-mail messages, and they do have the ability to send/reply to e-mail. The e-mail address for camp is accessed through a form on www.ravenknob.com. Make sure you

properly indicate Troop 451 and your scout's name.

Fax: The camp has a fax machine in case an important piece of paper (such as a medical form) is missing or deficient in some way. It should NOT be used for personal communications (use mail or e-mail instead). The camp fax number is 336-352-3445.

Telephone: The adults will have cell phones at camp which will be for use by Leaders to contact the troop as well as Scouts to call parents if necessary. Since the cell phone reception is often not very good, **texting is a good way to relay a message**. A roster, which will contain all of our contact numbers, will be given to parents on Sunday morning just prior to our departure to camp. K. Hassett's cell # is 919-599-0961.

There is a pay telephone near our campsite that Scouts can also use to call home, but its frequent use by Scouts is discouraged. The main camp phone number is 336-352-4307 (in case a parent has an emergency and must leave a message for a scout). This phone is manned each day from 8:30 AM to 8 PM, but will be unattended at mealtimes and during evening campfires.

T451 adult committee and the scout patrol council are going to discuss whether or not scouts should have their own cell phones at camp: this has not been decided as of 3/3/19. If your son has a cell phone (not recommended) or calls you with another scout's cell phone (also not recommended), we encourage you to call/text one of the leaders in camp so that we know about the communication, especially if the scout is having some sort of difficulty at camp. We rely on the scouts to tell us when they are having problems (most often homesickness) so that we can address the issue at camp, but we unfortunately have had situations in the past when a scout told a parent (using a scout cell phone) that they were unhappy and left us unaware of the situation. The scouts don't always realize that the main reason the troop adults are in camp is to help them be happy and have a great week!

Parent's Night on Wednesday: Each week on Wednesday evening, the camp has a parent's night beginning at 5:30 PM and lasting until the end of campfire around 9:30 PM. The parents of some "local" troops often stage a picnic for their Scouts on Wednesday night and then attend the spectacular Wednesday night campfire. Since our troop is from much further away, we generally have some parents come up and take their sons and perhaps some other Scouts to dinner in nearby Mount Airy. The dining hall brings a (really good!) picnic dinner to the campsite for scouts and parents who choose to stay in camp. (Parents/siblings will need to pay about \$8/meal if they eat in camp.)

If you plan on coming up Wednesday for parent's night, you are welcome, but please keep in mind a couple of things: First, you may find that your son has been homesick or, even if he is not, your presence may trigger homesickness. Be prepared for this and do not give in and take him home. The adult leaders at camp have years and years of experience caring for homesick Scouts. Our experience over the years is that a Scout who leaves summer camp mid-week because of homesickness often does not return to the troop, or, if he does continue in the troop, he is not successful in it. Second, remember that this will be a LONG night. The round trip is at least 5 hours, and the evening campfire doesn't end until about 9:30-10:00, putting you back in Durham past midnight.

Remember: Summer Camp is a lot of fun! The memories will last a lifetime.....

Yours in Scouting,
Karen H.