

TROOP 451 GUIDE TO CAMP RAVEN KNOB

Attend one or both weeks! July 9-15 and/or July 23-29

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Dear Parents and Scouts,

Troop 451 will participate in three summer camps this year: Camp Raven Knob (Camp RK) (located near Mt. Airy, NC) from July 9-15 and also from July 23-29 as well as Camp Durant (located near Goldsboro, NC) in late June. (Rew Wilson leads the Camp Durant Group: rewguy79@gmail.com.) Most scouts go to one week of camp but several scouts (and leaders) have attended two in the past and a few scouts have gone to all three!

If you want to go to summer camp at Raven Knob but are busy the weeks above, please email me, and I will help you to make arrangements to go to summer camp during a different week. Raven Knob offers 6 weeks of summer camp with starting dates from 6/18/23 to 7/23/23, and scouts can attend with other troops as "provisional" campers.

Camp Fees: The fee for one week will be \$425, plus any additional program fees which may apply. You may pay the entire fee at once, or pay in installments: ideally \$140 as soon as you sign up, \$140 by Tues., 4/19, and the final installment (corrected for program fees and any preregistration payment) by Tues., 5/24. Some courses have an additional program fee. These are listed on the Merit Badge Signup Form, and are usually \$10 or \$20. A T451 group photo will also be available for \$10. Troop "Camperships" (Scholarships) are available based on need.

CAMP RAVEN KNOB REFUND POLICY: All cancellations made after June 15 for the July 9-15 camp and after June 29 for the July 23-29 camp are subject to a non-refundable fee of \$50.00.

PARENTS AND ADULT LEADERS: All scout parents and other adult scout leaders are welcome to attend summer camp with the troop, however all adults must be registered with the troop to stay in camp. Some adults will stay in camp all week while others may choose to stay for a few days at the beginning or end of the week.

Adults who are planning to stay the whole week should pay \$130. Adults who stay for half of the week, \$65. Please email K. Hassett if you have questions about camp or how to register as an adult with the troop. (khassett.bsa@gmail.com).

Training opportunities for adults during the week include Climbing Instructor Certification, Climb On Safely, CPR/AED Training, Intro. to Outdoor Leader Skills, Safe Swim Defense & Safety Afloat, Aquatics Supervision and BSA/American Red Cross Lifeguard. You can also visit as many merit badges as you want and can even attend a 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, 2019 printing) completely and correctly filled out plus a photocopy of your insurance card for both scouts and adults.**

Get the form at www.khassett.com or google bsa health form to find that link. There are two other forms campers need which can be found on both www.khassett.com and

www.ravenknob.com/lgforms. 1) Outdoor Parental Release Form and 2) Supplemental Medical form. (It is unknown at this date whether or not the Covid-19 at-risk form will be needed.) You can email these forms to khassett.bsa@gmail.com , or wait to give them to K. Hassett: she will be at most of the meetings in April and May. You may give forms to the troop treasurer if K. Hassett is not at a meeting.

In addition, please inform K. Hassett (via email) if your scout has any dietary restrictions; I will also need to know t-shirt sizes for scouts and adults staying all week.

When and How to Sign Up: Please sign up by A) registering at <https://www.troop451durham.org/trip-signups> . B) paying the troop treasurer the first installment (\$140) and C) filling out a merit badge request form and emailing a copy of it or a list of the merit badges to khassett.bsa@gmail.com

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. The form for registering for specific merit badges is available from Karen Hassett on her website www.khassett.com. Ms. Hassett will be available at some scout meetings to discuss the program, or you can email her with questions at khassett.bsa@gmail.com or text or call her at 919-599-0961. Camp Raven Knob will start accepting merit badge schedules on March 15, so that is the earliest time I can enter your requests. I will email you to confirm your registration after I enter it. I will also periodically send emails with registration details. Please check these to make sure your information is correct.

Note that some merit badge sessions have suggested minimum ages in brackets after the MB name: see the next section for more info.

Merit Badge Schedules and Info: Each Raven Knob camper MUST complete his merit badge schedule and turn it in to K. Hassett so that she can register it with the camp. This should be done as soon as possible after you sign up to go to camp since some of the more popular merit badges fill up rapidly. There are over 70 merit badges and program offerings. Each scout will choose up to six different merit badges; one for each time slot. The scout will then go to each of those merit badges at the same time every day.

The merit badge and non-merit badge subjects are divided into nine main areas of activity: Aquatics, Handicrafts, Shooting Sports, Nature, Scoutcraft, Raven Scouts, Trail to Eagle, Technology, and Outback High Adventure. I have summarized the explanations at the end of this section for your convenience. The sessions are explained in detail in the RK Summer Camp Program Guide (www.ravenknob.com/lgforms) and in www.ravenknob.com/program . The leader's guide is now a multi-level on-line document so you have to click on different sections (like "aquatics" or "technology") to find out more about them.

I will have copies of the program registration form available at some scout meetings, or you can get a virtual copy or print one out from my website, <https://www.khassett.com> . **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 and unhappy).

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. Scouts will have the same schedule every day. 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
Space Exploration (#582)	10-11
Leatherwork (#433)	11-12
Swimming (#314)	2-3
Reptile + Amphibian Study (#115)	3-4
Nature (#106)	4-5

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

The **Aquatics** sessions all require a successful BSA Swimmer 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 sometime in May. If you haven't finished the swimming merit badge, this is a great time to do it! Kayaking, Canoeing and Stand-up Paddleboarding are also favorites for those who can pass the swimming test. The BSA/ARC Lifeguard program is for scouts 15 years and older.

Handicrafts Art, Basketry, Indian Lore, and Leatherwork are for all ages. The Totn' Chip is a prerequisite for Woodcarving. Woodwork and Pottery/Sculpture are not recommended for first year scouts. Metalwork and Advanced Metalwork are recommended for ages 13 +,

Nature Fish & Wildlife management/Mammal Study, Nature, Reptile & Amphibian Study and Weather are for all ages. It is recommended that Scouts be at least 13 to take Environmental Science (a 2-hr session with a lot of written material).

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. Wilderness Survival is recommended for age 13+ and includes a night in the woods in a shelter they build. Cooking includes a lot of paperwork and is also recommended for ages 13 and up. The Camping Merit Badge requires 20 nights of camping and two high adventure experiences, so newer scouts will receive a "partial" if they take this merit badge.

Shooting Sports These are 2-hr sessions, and Raven Knob "Highly Recommends" that scouts be at least 13 years old to participate. There are also physical requirements: in archery (draw a 22 lb bow 10 times in a row) and in Rifle Shooting (manage a 10 lb. target rifle) and Shotgun (manage a 7 ½ lb shotgun).

The **Technology** programs are for all ages of scouts except Welding (must be 14) and Robotics/Electronics and Engineering (must be 13). The BSA Cyber Chip is a prerequisite for Photography/Moviemaking.

The **Trail to Eagle Program** merit badges are 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 the same as our own Troop New Scout Program, but it is appropriate for scouts who are new to the troop and want to advance rapidly or scouts who have been unable to attend meetings regularly. Raven Scouts consists of requirements selected from those in Scout-2nd Class. Senior Raven Scouts focuses on some of the requirements for 1st Class.

The **Outback High Adventure Program** has two options for Scouts who are at least 13 years old: the Disc Golf Experience (a 2-hour session) and the Cripple Creek Experience (a week of pioneer living; blacksmithing; shooting black-powder rifles, etc.). Three options are for Scouts at least 14 years old. These are Climbing (9 am-noon every day); Mountain Biking/Cycling (2-5 pm every day); an ATV program (3 hrs, mornings or afternoons) and an all day program RAMPAGE!. Scouts in RAMPAGE! spend part of the week at a camp in Virginia; they do different adventures every day including hiking, climbing, and kayaking.

Departure and Return Times: These will be announced in troop emails before departure. All Camp Raven Knob campers will meet **at the AMC Theater Parking lot** (near the corner of MLK Blvd and Shannon Rd.); on Sunday Morning (typically at 11:00 A.M.) Sunday, July 9 or July 23, 2023. They should bring bag lunches with them. We will typically depart by 11:30 A.M. or earlier if possible, eat lunch while riding, and arrive at Camp Raven Knob for check-in around 1:15 P.M.

We will leave Camp Raven Knob on Saturday morning (hopefully) by 9:30 A.M., and arrive back in Durham **at Westminster** by noon (we will have had breakfast, but not 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 should plan on a longer day, leaving Raven Knob around 2:30 P.M. 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!

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 or the designated adult either before camp or the day we leave for camp. Even if your scout self-administers their own medication, we must know what is being taken and when. Any "Schedule II" meds must be kept by an adult for the scout in a locked container at or campsite or at 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 K. Hassett or the designated adult with your name and your \$10 either prior to camp or on the day we leave for camp. If you wish, you can pay the \$10 directly to the troop; please tell the troop treasurer that you are paying for the photograph.

Roommates: The scouts usually camp in two-man wall tents (containing two cots) and will be camping as roommates for the week. Scouts may also choose to bring their own tent.

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

Personal Equipment

- | | | |
|---|---|--|
| <input type="checkbox"/> Complete Scout uniform | <input type="checkbox"/> T-shirts | <input type="checkbox"/> underwear |
| <input type="checkbox"/> shorts or long pants | <input type="checkbox"/> swim trunks | <input type="checkbox"/> socks |
| <input type="checkbox"/> hat if desired | <input type="checkbox"/> sweater or jacket | <input type="checkbox"/> poncho or rain gear |
| <input type="checkbox"/> Scout Handbook | <input type="checkbox"/> laundry bag | <input type="checkbox"/> hand sanitizer |
| <input type="checkbox"/> insect repellent | <input type="checkbox"/> face masks (2+; updates on this will be in emails) | |
| <input type="checkbox"/> flashlights with new batteries | <input type="checkbox"/> pillow and sleeping bag or sheets & blankets | |
| <input type="checkbox"/> notebook and pencil or pen | <input type="checkbox"/> pocketknife (for scouts who have their Tot'n Chip) | |
| <input type="checkbox"/> watch (very important) | <input type="checkbox"/> washcloth and towel | |
| <input type="checkbox"/> alarm clock (optional) | <input type="checkbox"/> disc golf disc (optional) | |
| <input type="checkbox"/> a WATER BOTTLE! | <input type="checkbox"/> extra shoes or boots (that fit well!) | |
- ☐ 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*)
 - ☐ I personally also bring a small daypack to carry my hat, water bottle, etc. insect repellent
 - ☐ 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. 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 do the packing and use a checklist for his belongings. That way, he or she will know where things are packed.....

What Not to Bring:

1. Do not bring sandals or flipflops unless you want to use them in the shower house. Camp Raven Knob does not permit bare feet or open-toed shoes in camp.
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).
4. Cell phones are NOT permitted by T451 at Raven Knob; they must be left at home. The adults have phones that the scouts can use if necessary.
5. 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: Extra money is not required at Camp Raven Knob. HOWEVER, there is a Trading Post open every day which sells drinks, snacks, scout items, T-shirts, etc. We generally recommend total cash spending money of around \$30 per Scout. This should cover a souvenir or two plus snacks at the Trading Post.

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.

Mail: Scouts can send and receive mail while at Camp. The mailing address is:

Scout Name, Troop 451 Occoneechee
Camp Raven Knob
266 Raven Knob Road
Mount Airy, NC 27030

E-Mail: The scouts love getting e-mail at camp. The camp receives the e-mail, prints it out, and distributes it at mealtimes. There is a form to use on the camp's website (<https://www.ravenknob.com/>). We are Troop 451 (or 456) in Occoneechee Council.

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.

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.

Raven Knob is supposed to be an outdoor experience. Experience has shown us that it is best if scouts do NOT have cell phones at camp, so these must be left at home. Do not send a phone with your scout even with a "use only in an emergency" rule. Your scout will be able to use a leader's phone if necessary. 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. The scouts don't always realize that the main reason the troop adults are in camp is to help the scouts be productive, happy and have a great week!

Visitor's Night on Wednesday: Parents are allowed to come to the Wednesday night campfire. Some parents also have dinner with us in camp. If you plan to come, please tell us so that we will expect you. Do check the weather; the campfire will be canceled if it rains.

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

Yours in Scouting,
Karen H.