

# CAMP SCHOELLKOPF PROGRAM GUIDE 2019



SCOUT ME IN™

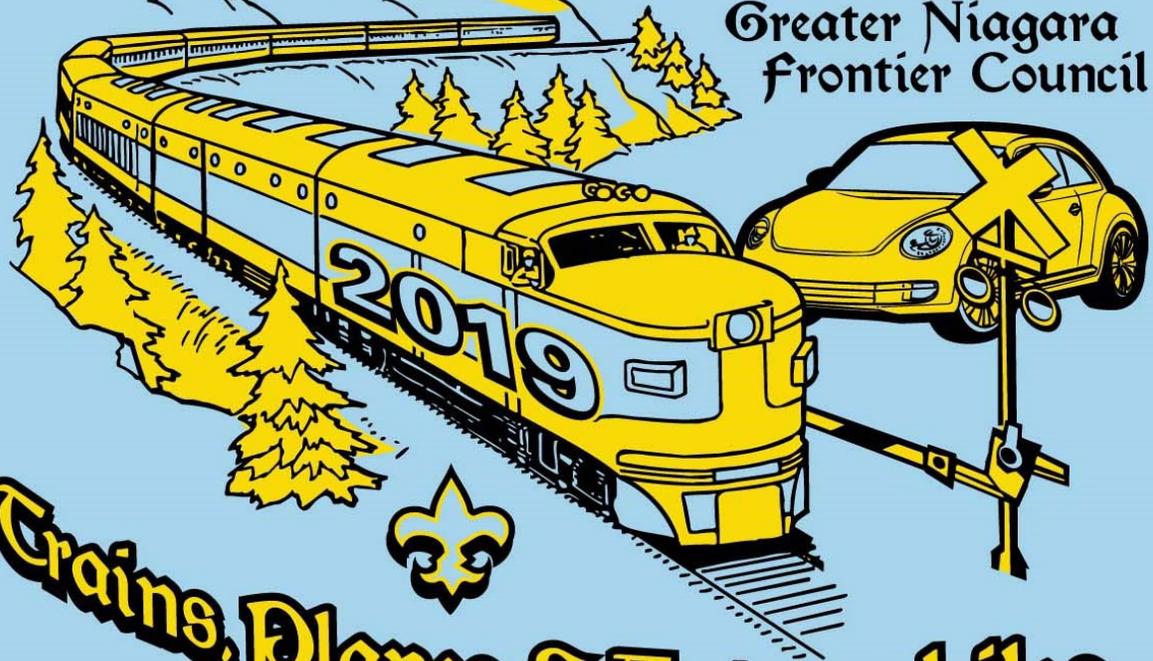


GREATER NIAGARA FRONTIER COUNCIL

# Camp Schoellkopf



Greater Niagara  
Frontier Council



Trains, Planes & Automobiles



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Dear Scouts, Scouters, and Families,

First, I would like to thank all of you for choosing Camp Schoellkopf for your summer camp home. Myself and our staff look forward to having you at camp. Our staff at Camp Schoellkopf is dedicated to making this summer a very memorable experience!

In this guide, you will find information that should fully prepare you for a week of camp. This guide will include changes to our program. This includes new merit badges, upgrades to our schedule (Including period start Times and MB periods) and new activities.

After reading this guide if you still have any questions or suggestions about our program please feel free to contact me anytime before camp. I can't wait to meet you all at camp and look forward to your arrival!

Yours in Scouting,

*John Callahan*

John Callahan

pd@campsschoellkopf.org

Program Director

## THE MISSION OF THE BOY SCOUTS OF AMERICA

To prepare young people to make ethical choices over their lifetimes by instilling in them the values of the Scout Oath and Law.

## AIMS AND METHODS

The Aims of Scouting are Character Development, Citizenship Training, Personal Fitness.

The Methods used to achieve those aims are: Ideals, Patrols, Outdoor Program, Advancement, Personal Growth, Leadership, Uniform, and Adult Association.

## THE MISSION OF CAMP SCHOELLKOPF

To deliver the promise of Scouting by instilling a spirit of adventure and discovery in Scouts, using the outdoors as a classroom.

*Camp Schoellkopf is owned and operated by the Greater Niagara Frontier Council of the Boy Scouts of America. The camp is inspected annually by the New York State Health Department and the National Council of the Boy Scouts of America. Copies of our most recent inspections are available at the Council Service Center. Camp Schoellkopf is operated for all registered Scouts BSA without regard to race, age, disability, religion, or national origin.*

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**Camp Schoellkopf** is hitting the railways, thruways, and sky-ways! Schoellkopf engineers have been working on the engines to our trains, planes and automobiles before your arrival.! We will explore the history of local railroad companies, the magnitude of different vehicles and even experience the sky-ways from the pilot's chairs.

### **Gateway Challenge**

Part of each troops campsite inspection are points for building a gateway at the entrance of the campsite. The final inspection will be done Friday Morning and the award will be given out at the closing campfire.

### **Theme Days**

Theme days this year will represent a different aspect of trains, planes and automobiles. Troops that participate with the theme days will have bonus points added to their campsite inspection and awarding of the Coo stick. (see pg. 5).

- Monday– Conductors
- Tuesday-Pilots
- Wednesday– Inventors
- Thursday– Mechanic
- Friday– Passengers

### **Schoellkopfian**

The Schoellkopfian is Camp Schoellkopf's daily newspaper. The Schoellkopfian this year will not only feature news about what is going on in camp but will report on:

- history of trains, planes, and automobiles
- different career opportunities
- Uncommonly known facts

If a scout is interested in writing for the Schoellkopfian the individual should talk to the Tech Center Director and/or register for Journalism merit badge.

### **TRAVEL ADVISORY**

The camp wide games this year will have obstacles that must be fixed or solved. The games will take part on Wednesday after siesta. The games will include competitions based on trains planes and automobiles.

The Patrol/Troop that makes it through the travel advisory with the highest score will be announced Thursday morning.

## CAMP WIDE ACTIVITIES

Camp wide activities are a great way to get to know other scouts, leaders, and our staff. Camp-wide activities vary in every area and can be participated by everyone and their abilities. To get the full Schoellkopf experience, participate in as many as you can!

### Flag Formation

At 7:45am and 5:45pm each day, the camp assembles to raise and lower the colors. Troops should arrive as a group. At the conclusion, the officer of the day will first dismiss the troop that possesses the "Coo-Stick" for the day. The remaining troops will be dismissed in order of arrival. All troops are highly encouraged to serve as the camp color guard once during the week. Sign up at an SPL meeting if your troop is interested in participating.

### Staff vs. Scouter Competitions

On Monday, Wednesday, and Thursday at 7:15 p.m., the staff challenges leaders and **scouts 16 and older** to friendly competitions. The winners receive bragging rights over the loser. These competition / events are open to any scout or adult in camp. This year our events will include:

- *Monday: Human Foosball (Baden Powell Parking Lot)*
- *Wednesday: Kan-Jam (Parking Lot)*
- *Thursday: Frisbee Golf (Camp Office)*

### Campfires

On Sunday, the camp staff hosts an opening campfire in the Roger P. Lemke Amphitheater. This year's campfire scouts will be riding the rails, flying through the air and hitting the road.

Patrols are encouraged to contribute a skit, song, run-on, or cheer for use at the closing campfire on Friday night. If your patrol would like to participate in the closing campfire, please sign up at the SPL meeting on Thursday. All troops should plan to stay for the closing campfire. Many of the week's awards will be given out then. It's always a great time!



Camp Schoellkopf 2019: Trains, Plains, & Automobile

### Fellowship Fires

On Wednesday evenings, every troop is invited to participate in a fellowship fire. You may invite another troop, or several troops, to your campsite for food, fun, fellowship, songs, skits, and games. Host troops that sign up with camp management by Tuesday morning will receive a watermelon delivered to their campsite! Fellowship Fires are a great way to get to know other scouts and troops. They allow for great networking between troops!

### Camp Wide Games **\*\*Travel Advisory\*\***

On Wednesday afternoon, all patrols will compete to get out of the Travel Advisory. This year's camp wide games will include activities and competitions that either include trains, planes, and automobiles and different tasks that coincide with the program area that the game is being held in.



Maps and score sheets will be handed out at the SPL meeting on Wednesday after lunch.

### Coo– Stick Challenge

The Coo-Stick challenge will be taking place daily during siesta at the SPL meeting.

### Field Sports

Looking for some good, old-fashioned fun, look no further! During the day at the Trading Post, there will be available for play or checkout items like footballs, soccer balls, Frisbees, KanJam, kickball, and more. To save time and for convenience please have an adult sign out the desired equipment during merit badge sessions.

### Order of the Arrow Day

Celebrate Order of the Arrow day with the staff and Ho-De-No-Sau-Neé Lodge on Tuesdays. Members are invited to wear their field uniform and OA sash to breakfast and dinner. Join the OA for a fun evening of team building activities following dinner. At the end of the day, all are welcome to attend the famous OA Ice Cream Social at the Doey Center at 8:15PM. There you can meet the members of our Lodge Executive Committee and find out about OA events throughout the year.



Following the Ice-Cream Social there will be Karaoke night! Come with your voices ready to sing.

# Aquatics

## Kellogg Lake

There are three different areas for swimmers of different abilities - White (Non-Swimmer), Red (Beginner), and Blue (Swimmer). Ability levels will be assessed for all campers as part of the Sunday check-in process if campers have not pre-tested. The opportunity always exists to improve one's ability with individual instruction. Adults Leaders are always encouraged to volunteer their time as lookouts when possible.

Activities at Kellogg Lake include:

- Log Rolling
- Diving Platform
- Polar Bear Swim
- Beach Volleyball
- Mile Swim Award
- Water Trampoline
- Instructional Swimming Lessons
- Open Swimming (bring a buddy)
- Kayaks
- Rowboats
- Canoes
- Stand-up Paddleboards



An introduction to SCUBA class is also offered Thursdays. A waiver and class fee are required to take the class.

## Craft Lodge



The knowledgeable Craft Lodge staff is always available to help Scouts learn new skills. There are many tools and supplies available for your craft or art projects. Special Programs at the Craft Lodge include:

**Boondoggle, Tie Dye & Screen Printing, Woodcarving, Pottery Wheel & Kiln Basket-Weaving, Leatherwork, Patrol Flag Construction, Sculpture, and much more!**

## C.O.P.E

C.O.P.E. stands for Challenging Outdoor Personal Experience. It is comprised of low and high course ropes activities. Some involve group challenges, while others test individual skill and agility. Participants climb, swing, balance, jump, rappel, and think of solutions to a variety of activities at our Jack R. Brown COPE and Climbing Area. COPE is open to all scouts at camp. High elements currently are only available to scouts at least 13 years old.

C.O.P.E. has two sessions, Project C.O.P.E. in the morning and Climbing Merit badge in the afternoon.

Opportunities at C.O.P.E. include:

- Zip Line
- Flying Squirrel
- Giant's Ladder
- Rappelling & Crate Stacking \*New\*
- Initiative Games & Team Building Activities
- Wall Climbing
- Multi-line



## Shooting Sports

Come down to the Shooting Sports area to shoot archery, rifle, pellet gun and shotgun during open shooting time. Learn about shooting technique from the staff or participate in an official National Rifle Association postal match at the Edward J. Meyer Rifle Range. **New York State Penal Code requires rifle users to be 12 years of age. Camp policy is that shotgun users to be age 13 and older.** There is no minimum age for archery at the Earl Brady Field Sports! Personal firearms are strictly prohibited.



New to Shooting Sports this year is Chalk ball. Chalk ball is a new BSA program that is just like paintball, but is environmental friendly.

Check out the many special activities including:

- ◆ Black Powder Rifles
- ◆ "I Outshot the Sheriff" Competition
- ◆ NRA Postal Matches
- ◆ NRA Top shot Competition
- ◆ Hatchet and Knife Throwing
- ◆ Open Shotgun, Rifle, and Archery Shooting

## Ecology

The Ecology area aims to make scouts more aware of the natural world. The staff encourages Scouts to stop by with questions about any natural features they find at camp and in the stars.

Program highlights includes:

- Stargazing and Astronomy Planetarium Dome
- Creek Hikes
- Rocket Launching
- Nature Scavenger Hunt



### **SSR Astronomer Award Requirements**

1. Earn to have earned both Astronomy & Space Exploration Merit Badge
2. Assist the Astronomy MB counselor as observation assistant at the stargazing session or at the Astronomy Dome
3. Lead a group on the walking tour of the solar system and share facts on each planet
4. Show a group the sun through the 10 inch telescope and explain to them what a solar filter is and how it protects our eyes
5. Use the Sky Scout, a chart or book to help you find 3 deep sky objects or double stars with the telescope

### **SSR Jr. Astronomer Award Requirements**

1. Earn or have earned either Astronomy or Space Exploration Merit Badge<sup>3</sup>
2. Attend either the star gazing session or the astronomy dome
3. Take the walking tour of the solar system with a guide
4. See the sun through the telescope with the solar filter in place

**Every Thursday evening the Ecology Program will host a very special program.**

**The Astronomy Dome!**

**This dome allows for scouts in the Astronomy merit badge and other interested scouts to check out our Galaxy.**

**This is also the 50th anniversary of Apollo 11 and the Astronomy Dome will have a special tribute!**

## Technology Center

Our Technology Center hosts activities aimed at our experienced and older scouts. The Technology Center seeks to expand Science, Technology, Engineering, and Mathematics topics and concepts throughout Camp Schoellkopf, using the outdoors as a classroom. Activities at the Technology Center outside of Merit Badges include our weekly Photo Contests, Hour of Coding Challenge, Introduction to Amateur Radio, and more.

**Radio SSR!** Leaders and scouts alike will be able to tune in all around camp to hear programs and songs put on by our Radio Merit Badge Staff and scouts, so make sure to bring a battery radio or two! Our radio station is located at the Doey Center.

In addition, to these activities, the Technology Center will host open computer lab sessions where scouts can use our computer to work on requirements for other classes at camp. Training Lab Sessions will allow anyone interested in taking My.Scouting.org trainings to do so while at camp.

All Scouts who take classes at the Technology Center are recommended or required to bring a flash drive to camp. Personal laptops, tablets, and other electronics besides cameras should be left at home.

**Cyber Chip.** The Cyber Chip is a unit level award. Requirements cannot be completed while at camp. It is the scouts responsibility to make sure they have successfully completed the Cyber Chip as required for merit badges and rank requirements.

### Special Programs:

- ⇒ Open Memeing– Make your own Meme
- ⇒ 3D printing Demonstrations
- ⇒ Drone Flying



Camp Schoellkopf

# Outdoor Skills

Come check out our new location (Former Boat Launch)!  
The new location allows for a new and improved program!

## Scoutcraft

Scoutcraft helps to foster a connection to the land. At camp, the Scoutcraft area is full of traditional Scoutcraft skills and games. The staff is also available to work on Totin' Chip, Firem'n Chit, and many Tenderfoot through First Class rank requirements. Other activities include:

- Order of the Knot and Order of the Flame Awards
- Paul Bunyan Woodsman Award
- Fishing Derby
- Pioneering Projects
- Cooking Demonstrations\*
- Night Eyes Hike
- Geocaching and Orienteering
- Spar Bowling
- Wilderness Survival merit badge overnighter will be on Thursday evenings

**\*Scoutcraft will be adding an additional non-merit badge course, Outdoor Cooking. Outdoor Cooking is a course that will teach how to cook in a Dutch oven, over a fire, and with a gas stove. This program will be a double period. There will be time for the participant to learn and cook themselves.**

**Youth and Adults can participate in the Outdoor Cooking course.**

## Young Braves Outdoor Adventure (YBOA)

Young Braves is Camp Schoellkopf first-year-camper program. It provides new Scouts with a fun and exciting program that instills the ideals of Scouting, prepares them to be an active member of their troop, and gives them the opportunity to advance in rank. Rank Requirements to be covered, listed below, are subject to change:

RANK	REQUIREMENTS
Scout	3B, 4A, 4B, 5
Tenderfoot	Camping, Outdoor Ethics, Tools, First Aid, Nature, Hiking, Citizenship 1A, 2A, 3A, 3B, 3C, 3D, 4B, 5A, 5B, 5C, 7A
Second Class	Cooking, Tools, Navigation, Aquatics, Citizenship 1B, 2A, 2C, 2 F, 2G, 3A, 3C, 3D, 5A, 5B, 5C, 5D, 8A, 8B
First Class	Tools, Aquatics 3A, 3B, 3C, 3D, 6B,

YBOA Daily Schedule	Monday	Tuesday	Thursday
Time			
First two hours	Instruction	Instruction	Instruction
10 min travel time	Travel	Travel	Travel
Last 50 min	C.O.P.E	Ecology	Shooting Sports
	Friday		
First hour	Graduation		
20 min	Travel / Change		
Last hour and 30 min	Swim Lake		

**It is each troop's responsibility to verify that the skills have been mastered by the Scouts before signing off. A detailed list of requirements covered will be issued at the end of each week.** Individual scout "report cards" will be given out on Friday.

The Ultimate Overnighter takes place on Thursday night and is one of the highlights of Young Braves Program. Young Braves will go right from the YBOA area and hike up to the North Woods to start their ultimate overnighter. There they will eat dinner with their patrols and participate in multiple different activities. Following a snack and spirited campfire, they may choose to sleep out under the stars, on a tarp, or in a tent provided by their troop. Each troop with Scouts on the overnighter must have an adult leader spend the night.

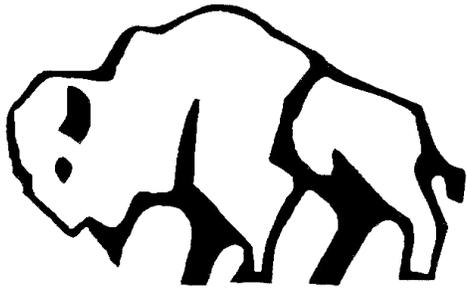
# *Eagle's Nest*

Camp Schoellkopf will be continuing to offer Eagle required badges.

Lifesaving, Swimming, First Aid, Emergency Preparedness, Camping, Citizenship in the Community, Citizenship in the Nation, Citizenship in the World, Personal Management, Communications, & Environmental Science. (Please reference merit badge schedule pg.17-18)



Eagle's Nest is located between Chippy Center and the Scoutmaster Lounge (Self Cabin). For Units returning Camp this will be the old Scoutcraft Area.



## *Bandit Program*

This is Camp Schoellkopf's Older Scout Program. Which is meant for scouts aged 15 years and older and at least 1st Class rank. This program will be offered in the afternoon session and will be the whole afternoon.

Tentative Schedule: It will be a full afternoon, morning will allow for scouts to take merit badges.

- ◆ Monday: Team Building Games— Hike the Conservation Trail
- ◆ Tuesday: C.O.P.E / Climbing Activity
- ◆ Wednesday: Camp Wide Games with Unit
- ◆ Thursday/Friday: Chalk Ball Walking Course, Mountain Bike, Overnighter near Jim Pace Lean Too



The Bandit Program is located between Chippy Center and the Scoutmaster Lounge (Self Cabin). For Units returning Camp this will be the old Scout Craft Area.



# DINING HALL

Meals are served at the Doey Center, seating assignments are made during check-in on Sunday. Most tables will have space for a staff guest. Troop leaders are responsible for supervision at their tables. Meals are served cafeteria style. Scouts are expected to use proper table manners.



Each troop should provide one Scout for each table to report to the Doey Center for waiter duty 20 minutes prior to each meal. Make sure to remember the buddy system. Under the direction of the Dining Hall Steward, they will set the table and clean the table and surrounding area after the meal. Waiter duty should be rotated among the members of the troop and not used as punishment. Experienced campers should be assigned waiter duty on the first day at camp. Waiters are not needed for the Friday family picnic, and for Saturday breakfast.

**This year for Wednesday dinner the troops will be doing an in-site meal.** For all in-site meals, the food and all materials, including gloves, will be provided by our Staff. While serving food, gloves **MUST** be worn to meet Health Department laws. If a troop wants to do additional in-site meals please give the kitchen and management team at least a 48-24 hour notice!

**Special dietary needs to be brought to the attention of the Camp Director by the pre-camp leaders' meeting.**



***There are many special awards available at camp. Requirements forms will be available at the Monday Scoutmasters meeting. All completed applications need to be submitted to the Camp Office by lunch on Friday for recognition at the closing campfire.***

## **Arthur Eldred Award**

Named after the very first Eagle Scout, this award is for those Scouts who go above and beyond the call of duty and show exceptional Scout spirit and perseverance. Each Scoutmaster is allowed to nominate one Scout for this award.

## **W.D. Boyce Honor Patrol Award**

Named after one of the founders of the Boy Scouts of America, this award is for patrols that function as a team and complete many requirements around camp.

## **Schoellkopfian Honor Troop Award**

This is awarded to troops that are extremely active at Camp Schoellkopf. One patrol in the troop must also be named a W.D. Boyce Honor Patrol.

## **Crimson Arrow Award**

The Crimson Arrow award honors individual scouts and their love of summer camp. By earning this award, a scout is not only completing a variety of tasks around camp, but is also acquiring special skills that demonstrate his commitment to personal development, growth, and the scouting movement. This award dates back to the 1950's.

Camp Schoellkopf 2019: Trains, Plains, & Automobile

## **SSR Sunrise Award**

This is Camp Schoellkopf's Early Morning Program Award. To earn this award you must attend at least three Early Morning programs during the week. A staff member must sign the award sheet to prove attendance. Are you ready to wake up & have fun?

## **Leader's Merit Badge**

All adult leaders will have the opportunity to earn this specially designed "merit badge". Requirements are designed to encourage leaders to visit different areas in camp and share their expertise with our camp staff.

## **Camp's Best Gateway**

Show off your troop's creativity and pioneering skills! Gateways must be designed in a way that can pass through to find adventure each day you are at camp. The troop that creates the best gateway will be presented an award at the Closing Campfire Friday. The following are criteria used to judge the gateways: originality, functionality, quality of work, and utilization of scout skills. To be considered, gateways should be completed by Thursday dinner.

\*\*All Information in this booklet is subject to change\*\*

# Trainings

## **Climb-On Safely**

Climb-On Safely is the Boy Scouts of America's procedure for organizing climbing/rappelling activities at a natural site or a specifically designed facility such as our C.O.P.E. course or a rock gym. Certification is valid for two years.

## **Fuels Safety Orientation**

Required for any troop that will be using liquid fuels in Scouting. This course uses instruction and hands-on training to safely handle and use liquid fuel stoves and lanterns. Leaders age 18 and older are eligible to take this training.

## **Leave No Trace Awareness Workshop**

This workshop details the seven Leave No Trace principles and how they are applied to the Scouting program. It is recommended that each troop send at least one representative. This course is for both youth and adults.

## **Life to Eagle Seminar**

Members of the Greater Niagara Frontier Council advancement committee conduct the Life to Eagle seminar. These trainings are required for Life Scouts to attend before starting their Eagle Project.

## **Safe Swim Defense & Safety Afloat**

These courses detail the BSA procedures for swimming and boating safety. Every troop that uses aquatics as part of its program must have at least one adult who holds a current training certificate. Safe Swim Defense/Safety Afloat training must be renewed every two years. These courses are also available year round online.

## **Open Training Lab**

At several times throughout the week, our Camp Training Commissioner will be hosting an Open Training Lab. During these times anyone may take classes online at My.Scouting.org. We also will be hosting trainings on request throughout each week at our leader's lounge (Self Cabin). These trainings include but are not limited to Youth Protection & Merit Badge Counselor Training. Let us know what trainings you need at camp this summer!

# Service at Camp

All units are encouraged to perform service projects while at camp. Simply ask the Camp Director, Program Director or Ranger for suggestions and permission. Star and Life rank service projects may be performed at camp with the approval of the Scoutmaster and Camp Staff. Eagle service projects may not be done at camp. Adults are also encouraged to volunteer in areas around camp during their free time if they so choose. Ask the Program Director how you can get involved.



## **Beaver Day! Beaver Day is June 8th, 2018**

Beaver Day is a day of service at Camp Schoellkopf which can include painting, wood splitting, moving tent parts and bunks, trail work, and much more. This day helps the camp get ready for the summer. Simply show up at 8am ready to work.



# Merit Badges

Camp instructors are qualified members of the camp staff under the direct supervision of an adult area merit badge counselor. Counselors at camp may not necessarily be recognized counselors outside of camp.

All merit badge offerings have been approved by the council advancement committee. Scouts will be expected to meet the most current merit badge requirements. These can be found in the 2019 Boy Scout Requirements book. At no time will a merit badge requirement be waived or altered by a member of the camp staff. Camp conditions may require the limitation of optional requirements for some badges.

## Prerequisites

For many badges, not all requirements can be met at camp. Scouts should come prepared on the first day of class with all prerequisites complete.

In some cases, this will require a Scoutmaster's note and signature, in others it will involve bringing projects to camp. A Scout who does not complete all requirements will receive an incomplete application (partial). This can be finished after camp under the supervision of a recognized merit badge counselor.

Scoutmasters must give permission before a Scout can begin work on a merit badge. Scouts should come prepared on the first day of class with a signed merit badge application (blue card). Certain badges are more appropriate for more experienced Scouts.

**It is the Scoutmaster's responsibility to ensure that a Scout attempts appropriate badges and to make sure their scouts are informed of any prerequisites and/or extra fees that are associated with their activities.**

If the area director does feel that a scout did not attempt their best or complete the pre-req to the best of their ability the counselor has the right to reject the pre-requisite.

## Independent Study Merit Badges

Independent Study Merit Badges are not taught in a typical class setting. They require extensive individual work outside of the program area. Typically before Camp Schoellkopf 2019: Trains, Plains, & Automobile

attending camp, scouts must complete all requirements not directly involving a merit badge counselor. Scouts interested in taking Independent Study merit badges need to meet with the area director early in the week to schedule meeting times to review requirements and demonstrate skills.

Merit Badge Registrations are only accepted on-line. Registration is currently open, provided that individual deposits have been received. Merit Badge selections must be made by **May 10th, 2019.**

Scoutmasters should register their entire troop as a whole. All classes have size limits. Every effort will be made to accommodate a troop's preference, but first choices cannot be guaranteed.

## After Hour Classes

After Hour Classes are offered once a week. These badges can be completed in a short amount of time and will be offered once during either F period or evening program. For specific information on when each badge is offered see page 16. These sessions cap out at 20 scouts, registration for these badges will take place at camp. The badges include:

**Fire safety MB, Sculpture MB, Finger Printing MB, and Totin' Chip.**

## Friday Make Up Sessions

Built into our schedule is time for scouts to complete requirements for badges they do not finish during the week. Friday afternoon from 2:15 – 4:15p.m. every program area will be open for scouts to finish merit badge requirements. Additionally, some activities required additional time during the week in order to complete all requirements. For those who do not have any makeup work to complete, some areas of camp will be available with special programs.

## Recognition

Troops are encouraged to hold Scoutmaster's Conferences, Boards of Review, and Courts of Honor while at camp. Let the Camp Office know how we can be of assistance.

# Daily Schedule

Time	Monday	Tuesday	Wednesday	Thursday	Friday
6:30 AM- 7:15 AM	Early Morning Program	Early Morning Program	Early Morning Program	Early Morning Program	Early Morning Program
7:45 AM	Morning Flags	Morning Flags	Morning Flags	Morning Flags	Morning Flags
8:00 AM - 8:45 AM	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
9:00 AM - 10:45 AM	Morning Merit Badges	Morning Merit Badges	Morning Merit Badges	Morning Merit Badges	Afternoon Merit Badges
11:00 AM - 11:45 PM	Merit Badges	Merit Badges	Merit Badges	Merit Badges	Open Program
12:10 PM	Lunch Formation	Lunch Formation	Lunch Formation	Lunch Formation	Lunch Formation
12:15 PM - 1:00 PM	Lunch	Lunch	Lunch	Lunch	Lunch
1:00 PM - 2:00 PM	Siesta	Siesta	Siesta	Siesta	Siesta
2:20 PM - 4:05 PM	Afternoon Merit Badges	Afternoon Merit Badges	Camp Wide Games	Afternoon Merit Badges	Merit Badge Make Up
4:20 PM - 5:05 PM	Open Program	Open Program		Open Program	
5:50 PM	Flag Retreat	Flag Retreat	In-site Meal	Flag Retreat	Flag Retreat
6:00 PM - 6:45 PM	Dinner	Dinner		Dinner	Family BBQ
7:15 PM - 9:00 PM	Evening Program	Religious Services	Evening Program	Evening Program	Closing Campfire
9:15 PM - 11:00 PM	Late Night Program	Late Night Program	Friendship Fires	Late Night Program	
11:00PM	Taps	Taps	Taps	Taps	Taps

## Merit Badge Periods

- A 9AM-9:45AM
- B 10AM-10:45AM
- C 11A.M-11:45AM
- D 2:20-3:05PM
- E 3:20-4:05PM
- F 4:20-5:05PM



# Special Program Schedule

	Monday	Tuesday	Wednesday	Thursday	Friday
6:30-7:15 a.m.	Polar Bear Swim (SL) Black Powder (S.S)	Flying Squirrel (C.O.P.E.)	Archery & Rifle ( S.S.)	Fishing Derby ( Fishing Dike) Nature Hike (Ecology)	
11:00 - 11:45 p.m.	Merit Badges	Merit Badges	Merit Badges	Merit Badges	Open Areas
4:20- 5:05 p.m.	C.O.P.E. CLOSED Spar Bowling Totin' Chip (CL) Open Area	Climbing Walls (C.O.P.E.) Fire Competition (S.C.) Sculpture MB (CL) Open Area	<b>Traffic Advisory (Camp Wide Activity) 2:20-5:00 p.m.</b>	Shooting Sports Closed Rappel Wall (C.O.P.E) Model Plane Construction (CL) Leave No Trace Training (ECO) Cannonball Contest (SL)	MERIT BADGE MAKE UP CONTINUED/ SELECT OPEN AREAS
7:15 - 9:00 p.m.	Chalk Ball (Rifle Range) SUP Adventures (B.L.) Rappelling & Rock Walls (C.O.P.E.) Tree Hike (Ecology) Tie Die (CL)	<b>Religious Service</b>	Zip line (C.O.P.E) Cowboy Action Shoot (S.S) Finger Printing MB(CL) Creek Hike (Ecology)	Out Shoot the Sheriff Competi- tion Knife & Tomahawk Throw- ing (S.S.) Mile Swim Crate Stacking/ Rock Walls (C.O.P.E.) Rocket Launch <b>Astronomy Dome (Doey)</b> Intro to Scuba (SL)	<b>Closing Camp Fire</b>
9:15- 11:00 p.m.	YBOA Movie Night (Doey) Night Eyes Hike (S.C.) Star Gazing (Fishing Dike)	(8:15 p.m. Start) Karaoke Night / OA Event (Doey)	Star Gazing (Fishing Dike) Fellowship Fires	Luuu (SL) YBOA overnigher Scout Craft overnigher	

Area	Course	A 9:00 AM	B 10:00 AM	C 11:00 AM	D 2:20 PM	E 3:20 PM	F 4:20 PM
Aquatics	Instructional Swim						
	<b>Lifesaving</b>				Double Period		
	Canoeing	Double Period					
	Kayaking & Standup Paddle Board		Double Period		Double Period		
	Rowing						
	<b>Swimming</b>						
C.O.P.E	C.O.P.E.	Double Period					
	First Aid		Double Period			Limit 10	
	Emergency Preparedness						
	Climbing				Double Period		
Craft Lodge	Art / Basketry						
	<i>Aviation*</i>						
	Indian Lore						
	Leather Working						
	Pottery						
	Photography						
	Signs, Signals, & Codes						
	Wood Carving						
Trading Post	<i>Coin Collecting*</i>						
Scoutcraft	<b>Camping</b>		Double Period		Double Period		
	Fishing						
	Fly Fishing						
	Geocaching						
	Pioneering						
	<b>Outdoor Cooking ***</b>					Youth and Adult	
	Search and Rescue						
	Wilderness Survival						
Shooting Sports	Archery		Double Period		Double Period		
	Rifle	Double Period					
	Shotgun				Double Period		
Ecology	Archeology				Double Period		
	<i>Composite Materials*</i>						
	Astronomy						
	<b>Environmental Science</b>		Double Period			Double Period	
	<i>Nuclear Science*</i>						
	Mammal Study						
	<i>Plant Science (FIELD BOTANY)*</i>						
	Reptile and Amphibian						
Space Exploration							

<b>New Merit Badges *</b>	<b>Eagle Required (BOLD)</b>	<b>Youth and Adult Session ***</b>
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Area	Course	A 9:00 AM	B 10:00 AM	C 11:00 AM	D 2:20PM	E 3:05PM	F 4:20PM
Technology Center	<i>Railroading*</i>		Double Period				
	<i>Journalism*</i>						
	Programming				Double Period		
	<b>Communications</b>				Double Period		
	Radio	Double Period					
	Robotics	Double Period			Double Period		
	Digital Technology						
Young Braves	Young Braves Outdoor Adventure	Session 1			Session 2		
Eagles Nest	<b>Citizenship in the World</b>						
	<b>Citizenship in the Community</b>						
	<b>Citizenship in the Nation</b>						
	<i>Personal Fitness *</i>		Double Period				
	<b>Personal Management</b>	Double Period					
	Older Scout Program						

<b>New Merit Badges *</b>	<b>Eagle Required (BOLD)</b>	<b>Youth and Adult Session ***</b>
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Camp Schoellkopf Merit Badge Pre-Requisites					
Area	Merit badge/ Activity	Notes & Pre-Requisites	Cap	Min. Exp.	Fee
Aquatics	Instructional Swim	N/A	6	N	\$-
	Life Saving	Blue Swimmer, currently taking or have earned Swimming MB 1a:	16	O	\$-
	Canoeing	Blue Swimmer	10	E	\$-
	Kayaking	Blue Swimmer	8	E	\$-
	Rowing	Blue Swimmer, Read MB Book Prior to Camp ⚠️ Time outside scheduled class periods may be required	10	O	\$-
	Swimming	Blue Swimmer	14	E	\$-
C.O.P.E	Project C.O.P.E	Must wear long Pants, at least 13 y/o or older	10	O	\$-
	First Aid	1, 5	18	E	\$-
	Emergency Preparedness	1, 2b, 2c, 6c, 8b	18	E	\$-
	Climbing	Must wear long Pants, at least 13 y/o or older	10	O	\$-
Craft Lodge	Art / Basketry	Art 6 Art 7	15	N	\$10
	Aviation	4	12	E	\$-
	Indian Lore	2	15	N	\$-
	Leather Working	N/A	15	E	\$10
	Pottery	7, 8	10	N	\$-
	Photography	Camera & Flash Drive Recommended; ⚠️ Time outside scheduled class periods may be required	10	N	\$-
	Signs, Signals, & Codes	N/A	15	N	\$5
	Wood Carving	2a: Totin Chip	15	E	\$10
Trading Post	Coin Collecting	9, 7, 6	20	E	\$-
Scout Craft	Camping	4, 5e, 7b, 8c-d, 9a-b	20	E	\$-
	Fishing	N/A - Optional, bring fishing pole	15	N	\$-
	Fly Fishing	N/A - Optional, bring fishing pole	15	E	\$-
	Geocaching	GPS Unit Optional - Please bring if possible	15	O	\$-
	Pioneering	⚠️ Time outside scheduled class periods may be required	10	E	\$-
	Outdoor Cooking	N/A	20	O	\$-
	Search and Rescue	4, 10	15	O	\$-
	Wilderness Survival	5	15	E	\$-

\*\*\*It is the scouts responsibility to complete merit badge pre-reqs before camp.\*\*\*

\*\*\*It is also the Scouts responsibility to look over the full requirement description of any prerequisite.\*\*\*

Shooting Sports	Archery	Read MB Book Prior to Camp ⚡ Time outside scheduled class periods may be required	16	N	\$-
	Rifle	Read MB Book Prior to Camp, 12 y/o or older . Time outside scheduled class periods may be required. Become familiar with NYS gun laws	20	E	\$15
	Shotgun	Read MB Book Prior to Camp, 13 y/o or older ⚡ Time outside scheduled class periods may be required	8	E	\$15
Ecology	Archeology	4, 5, 10, 11	15	E	\$-
	Composite Materials	4a., 4 b.	12	E	\$-
	Astronomy	5b ,9	15	E	\$-
	Environmental Science	1,2,3e,6	25	E	\$-
	Nuclear Science	2b, 4,	15	O	\$-
	Mammal Study	N/A	20	N	\$-
	Plant Science	N/A	20	N	\$-
	Reptile and Amphibian	8A OR 8B	20	N	\$-
	Space Exploration	8	12	E	\$15
Tech Center	Railroading	2	15	E	\$-
	Journalism	2, 4	15	E	\$-
	Programming	1	10	O	\$-
	Radio	8, 9b3, 5	15	O	\$-
	Communications	4, 5, 7, 8, 9	18	E	\$-
	Robotics	Time outside scheduled class period may be required	10	O	\$-
	Digital Technology	1,2a,6: Complete three projects, bring to camp on a flash drive	8	E	\$-
Young Braves	Young Braves Outdoor Adventure	Tent, equipment, and a leader for overnighter on Thursday	24/18	N	\$-
Eagles Nest	Citizenship in the World	<b><u>MUST BE FIRST CLASS SCOUT OR HIGHER</u></b> REQ #3,7	10	O	\$-
	Citizenship in the Community	<b><u>MUST BE FIRST CLASS SCOUT OR HIGHER</u></b> REQ# 2,3,7,8	10	O	\$-
	Citizenship in the Nation	<b><u>MUST BE FIRST CLASS SCOUT OR HIGHER</u></b> REQ# 2,3	10	O	\$-
	Personal Fitness	<b><u>MUST BE FIRST CLASS SCOUT OR HIGHER</u></b> REQ#: 1, 6, 7, 8	10	O	\$-
	Personal Management	<b><u>MUST BE FIRST CLASS SCOUT OR HIGHER</u></b> REQ # 1, 2, 8A,8B, 8C,8D,9,10	10	O	\$-
	Older Scout	<b><u>Must be at least 16 years old</u></b>	12	O	S-

Experience Levels	
N	New Scouts
E	Experienced Scout (13 and older)
O	Older Scout (14 and older)
A	Adults (18 and older)



## WE NEED YOUR HELP!

**We are calling on you to help us make this the best summer ever!  
We are looking for your help recruiting staff members.**

Interviews for staff positions are made by appointment. Please complete the staff application found on the GNFC website and schedule your interview by sending an email to Josh Stellrecht, Camp Director, at [CD@campschoellkopf.org](mailto:CD@campschoellkopf.org).

**Age 21 & Over Positions:** C.O.P.E. Director

**Age 18 & Over Positions:** Shooting Sports Instructors, C.O.P.E. Staff, Ecology Director, & Older Scout Instructor

**Age 16 & Over Positions:** Craft Lodge Staff, Outdoor Skills Staff, & Shooting Sports Staff

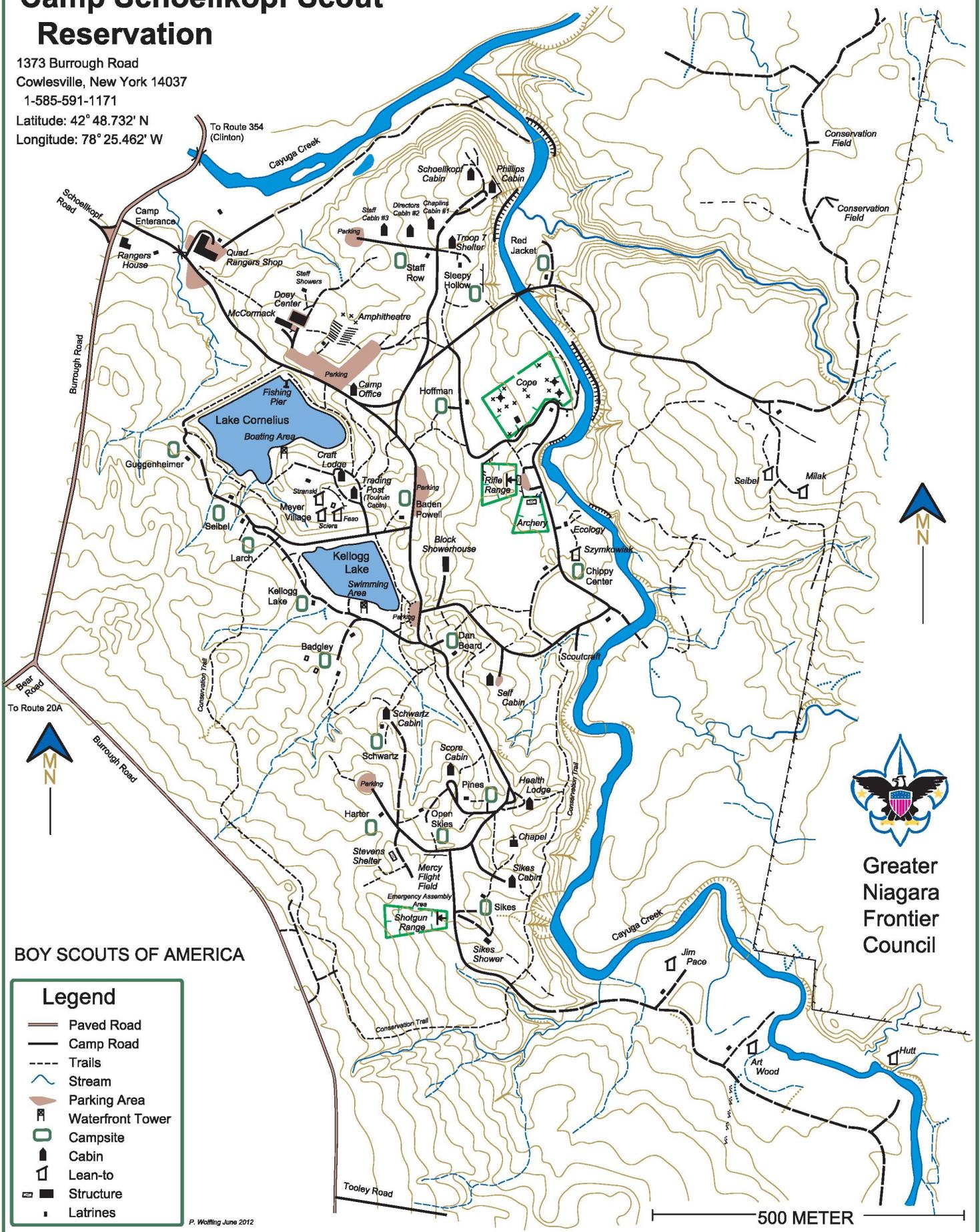
**Age 15 & Over Position:** Staff Development Personnel (Volunteer Training Experience)  
Must be 15 by 7/1/2019



<https://www.facebook.com/CampSchoellkopf>

# Camp Schoellkopf Scout Reservation

1373 Burrough Road  
 Cowlesville, New York 14037  
 1-585-591-1171  
 Latitude: 42° 48.732' N  
 Longitude: 78° 25.462' W



BOY SCOUTS OF AMERICA



Greater  
 Niagara  
 Frontier  
 Council

P. Wolfing June 2012

## **Personal Equipment & Gear**

- Pack or footlocker
- Complete Boy Scout uniform, Order of the Arrow sash (if member)
- Underwear & socks—7 pair
- Scout t-shirts
- Extra clothing (shorts, shirts)
- Jacket, sweater, sweatshirt, pants
- Hat, rain gear
- Mess kit, mug
- Swimming trunks and Water Shoes
- Hiking boots, sneakers, shower shoes
- Personal first aid kit
- Sleeping bag or blankets, pillow
- Foam or inflatable sleeping pad
- Toiletries
- Bath towel
- Notebook, pencil, pen
- Scout Handbook, merit badge pamphlets
- Merit badge partials, prerequisites
- Flashlight with extra batteries
- Watch, pocketknife, camera
- Water bottle
- Spending money
- Fishing pole and tackle
- Religious materials, if applicable
- Alarm clock
- Insect repellent, sunscreen
- Prescription medicine
- Medical form**

## **Troop and Patrol Equipment**

- American, troop & patrol flags
- Extra American flag for campsite flagpole
- Lanterns, stove, fuel, liquid fuels lock box
- Cook kit
- Campsite gateway materials
- Skit and stunt supplies
- Song book
- Dining Tarp
- Woods tools
- Rope
- Clothes line
- Sign in/Sign out system
- Soap, hand sanitizer
- First aid kit
- Troop Library (Boy Scout Fieldbook, merit badge pamphlets, Scoutmaster's Handbook)
- Thumbtacks
- Merit badge applications (blue cards)

## **Things to leave at home**

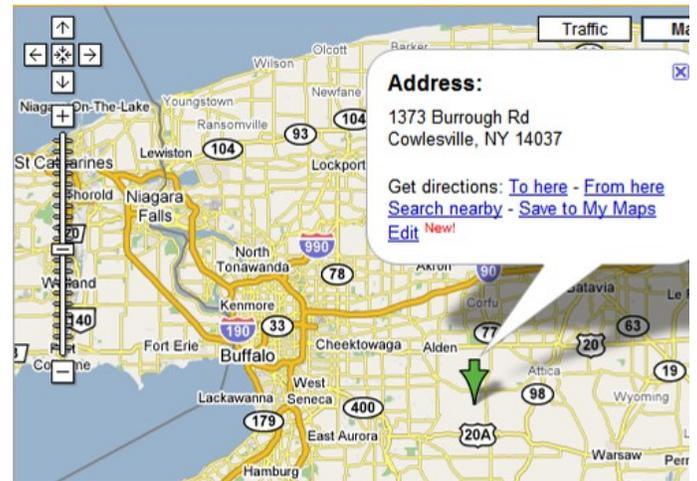
- Candles, personal electronics of any sort, camouflage clothing, valuables, fireworks, aerosol cans, computer games

# How to get to Camp?

Camp Schoellkopf is located 30 miles east of Buffalo, NY on Burrough Road between Clinton Street and US-20A.

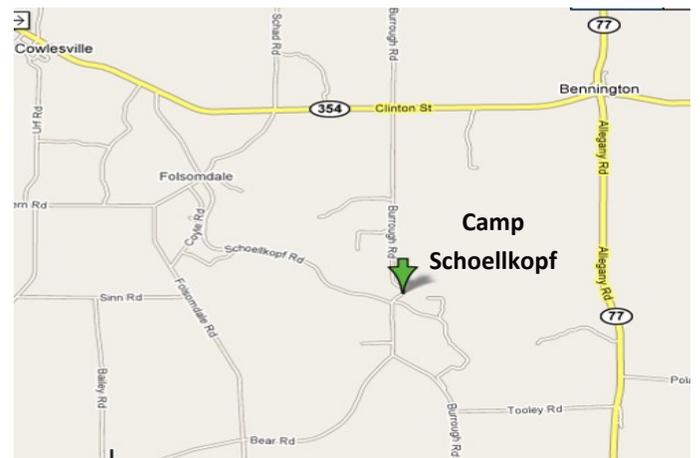
## Directions from the North:

- At the junction of Route 20 and Route 77 in Darien Center, take Route 77 south.
- Follow Route 77 for approximately 5 ½ miles to the junction of Route 77 and Route 354.
- Turn right on to Route 354 (west) and travel approximately 2 miles to the junction of Route 354 and Burrough Road. Turn left on to Burrough Road (south).
- Travel on Burrough Road for approximately 3 miles to just before the junction of Burrough Road and Schoellkopf Road.
- Turn left in to the camp.



## Directions from the South:

- At the junction of Route 20A and Route 77, take Route 77 north.
- Follow Route 77 for approximately 3 miles to the junction of Route 77 and Tooley Road.
- Turn left on to Tooley Road and travel approximately 1 mile to the junction of Tooley Road and Burrough Road.
- Turn right on to Burrough Road (north) and travel approximately 2 ½ miles to just after the junction of Burrough Road and Schoellkopf Road.
- Turn right in to the camp.



## **CONTACT INFORMATION**

Daily postal deliveries are made at camp. Outgoing mail can be delivered to the camp office. Pay phones are not available in camp.

Mailing Address: Name of Scout

Troop #/Campsite/Week #

Camp Schoellkopf

1373 Burroughs Rd

Cowlesville, NY 14037

**Office Hours:** 9:00 am to 12:00 pm, 1:00 pm to 5:00 pm

**Camp Office:** (585) 591-0598

**Council Service Center:** (716) 891-4073