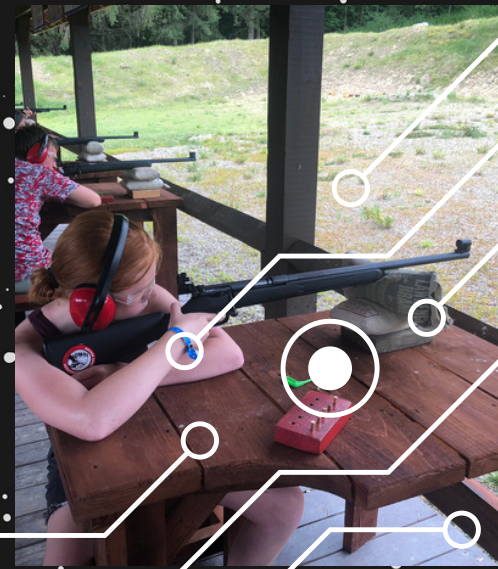
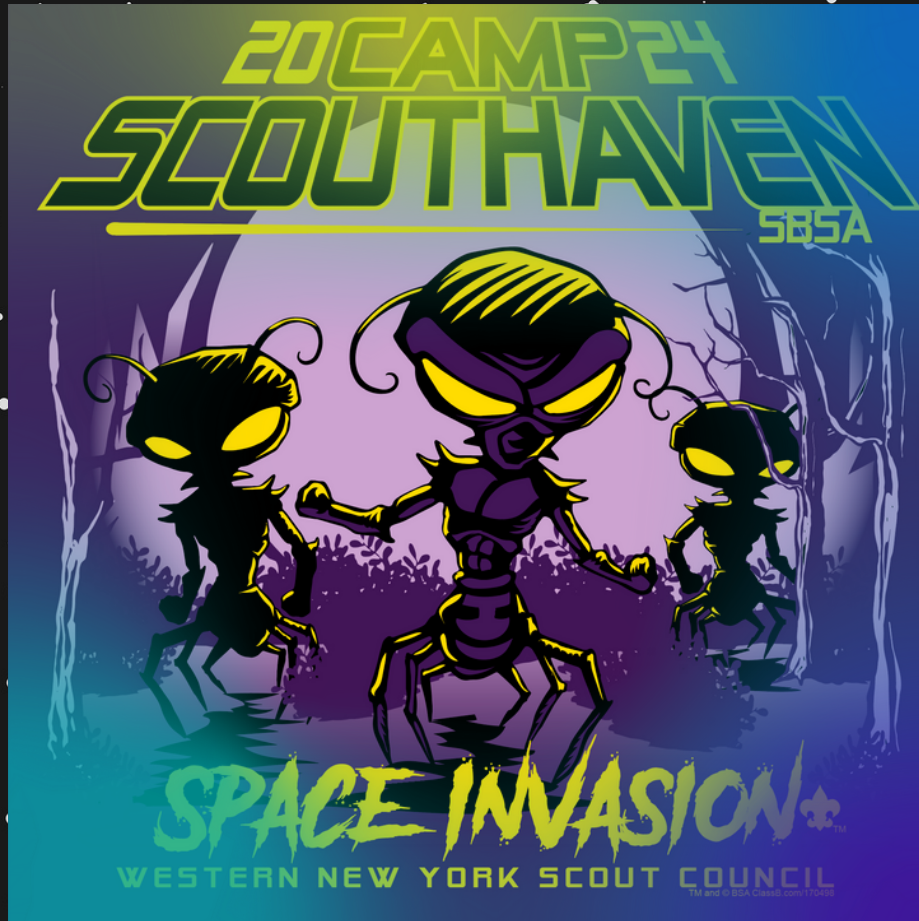


CAMP SCOUTHAVEN SCOUTS, QSA GUIDEBOOK



THE MISSION OF THE BOY SCOUTS OF AMERICA

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

AIMS AND METHODS

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

The methods used to achieve those aims are Ideals, Patrols, Outdoor Programs, Advancement, Association with Adults, Personal Growth, Leadership Development, & Uniform.

THE MISSION OF CAMP SCOUTHAVEN

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

NYS DEPARTMENT OF HEALTH

In New York State, summer camps must have a state, city, or, county health department permit to operate legally. These permits are issued only if the camp complies with the state's health regulations. More Information about these requirements is available at <https://www.health.ny.gov/publications/3601.pdf>

SPECIAL REQUESTS

Please make sure to submit a Special Request Form at least two weeks prior to your stay at camp. A request needs to be completed for any Food Allergies / Dietary Needs, Electric Needs for CPAP / Medical Reasons, and to bring a trailer. The Special Request Form is available online at wnyscouting.org/scouthaven. A \$25 late fee (per person) will be charged to each participant who fails to request Dietary Accommodations at least two weeks before their camp session.

CAMP SCOUTHAVEN

Camp Scouthaven is owned and operated by the Western New York Scout Council of the Boy Scouts of America. The camp is inspected 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 Scouthaven is operated for all registered scouts without regard to race, age, disability, religion, or national origin.

SBSA SESSIONS

Session 1 - 7/7 to 7/12

Session 2 - 7/14 to 7/19

2024 PRICING

\$480 - Scouts BSA

\$200 - Scouts BSA Additional Adult

2024 PAYMENT SCHEDULE

12/1/24 - \$100 Site Deposit per Unit

3/15/24 - \$100 Bunk Deposit per Participant Due

05/01/24- Final Payments Due

A \$25 late fee (per person) is applied to the final payment of each participant who does not complete the payment schedule on time.

ADULT LEADERSHIP IN CAMP

All adults attending and staying overnight at Summer Camp MUST be registered (Paid Adult Registration) in the BSA and have valid Youth Protection Training. It is the Western New York Scout Council Policy that all adults must have a paid adult registration with the BSA. Any adult that arrives at Camp that does not have a current paid BSA registration and Youth Protection Training will not be permitted to stay overnight. Units must turn in a Roster showing Paid Adults (Merit Badge Counselor, Lion Partner, or Tiger Adult are not Paid Adult Positions) that are registered with their Unit by June 15, 2024. Two-deep leadership is required in camp at all times. Two adults must be at least 21 years of age or older. For co-ed or female units, one adult over 21 must be female.

SCOUTS, BSA ADULT FEES

During Scouts, BSA sessions units receive free leaders to provide supervision of their unit. Units with fewer than 6 scouts receive one free leader, units with 6 or more scouts receive two free leaders, and units with 20 or more scouts receive three free leaders. Additional adults are welcome.

CAMPERSHIPS

Families in need of financial assistance are encouraged to apply for a WNYSC Campership. No camperships are available for adults. Camperships can contribute up to 50% of a campers fee. Please go online to wnyscouting.org/Scouthaven to apply. Campership applications will be accepted between 01/01/2024 and 03/01/2024.

WELCOME HOME

PREPARE FOR IMPACT, SPACE INVASION BEGINS! Defend, Adapt, Conquer- The Universe Awaits Your Command at Camp Scouthaven this summer!

Speaking on behalf of our staff, volunteers, and council, Welcome Home Again! Planning helps to ensure everyone gets the most out of summer camp. Please share this and the Leaders & Parents Guidebook with those in your unit attending camp. Our staff, volunteers, and committees have been working hard to get the program guide ready to help with your unit's planning.

This spring expect to see the last pieces of the puzzle come together as we finalize the special program schedules, awards, and more.

This summer we are working to embrace more technology around camp to better supplement our time spent outdoors. Blue Cards are no longer required for Merit Badge classes.

Each unit will receive a Completion Report detailing what requirements were met at camp by the Monday following the session.

We can't run camp without our volunteers, friends, and families. As we work through the winter into another year of camp, I hope everyone will join in on the fun. Whether coming to our Beaver Weekend to help with service projects, or spending some time with us out at summer camp leading programs and projects, either on your own or when you attend with your unit.

If you have any area of interest please let me know! Specifically, I am trying to enhance the Friday program offerings. If you have a badge that you would like to offer in a 3.5-4 hour timeslot, please reach out so we can discuss and fit you in!

Please feel free to contact us anytime if I can help prepare your unit in any way for camp.
Stacey Ramos - Program Director

Follow us on Facebook and visit www.wnyscouting.org/scouthaven to stay up to date on all things Camp Scouthaven!

MEET THE 2023 LEADERSHIP TEAM

Camp Director
Vacant
Contact Patrick
Covell to apply.



Stacey Ramos
Program Director
Stacey@Campscouthaven.org

Stacey returns for her forth summer as Program Director at Camp Scouthaven. Before joining our staff, Stacey ran GNFC's day camp programs.

Contact Stacey with your program questions about schedules, adventures, activities, or overnights.

In addition to any Trading Post or Pre-camp questions or to apply for Camp Staff.

Bob Blatz
WNYSO Operations
Manager
716-512-6215
Bob.Blatz@scouting.org

Bob supports Summer Camp operations as our registrar. Before working in the Operations Office, Bob served as SDE and Summer Camp Commissioner.

Contact Bob if your unit needs assistance registering or paying for Summer Camp.

Patrick Covell
Camp Advisor
716-512-6212
Patrick.Covell@scouting.org
Patrick supervises Summer Camp Operations in addition to his role as the council Marketing and Activities Director.

Contract Patrick if you need anything and aren't sure where to start.

ARRIVAL DAY

SUNDAY CHECK IN

TIME	SUNDAY
9:00 AM	Unit Check In/ Camp Orientation
10:00 AM	
11:00 AM	
12:15 PM	Lunch
1:00 PM	Siesta (Scoutmaster and SPL Meeting)
2:00 PM	Scout and Leader Vs Staff Games
3:00 PM	
4:00 PM	
5:00 PM	In Site Time
5:30 PM	Retreat
5:45 PM	Dinner
7:00 PM	Reverent Services
8:00 PM	Opening Campfire

UNIT CHECK-IN

Check-In will be between 9AM and 11AM Sunday at the camp parking lot. Once all vehicles in your party have arrived, check in with your roster at the shelter.

CAMP ORIENTATION

You will be assigned a Unit Guide to aid your unit in the following tasks. The order will depend on wait time at each station: Medical Recheck, Aquatics Orientation & Swim Tests, Camp Site Gear Drop & Camp Tour.

Gear will primarily be transported to each campsite on foot. Wheelbarrows are available for use in the parking lot.

On a per-case basis personal vehicles may be permitted to move gear. Advanced notice is required for unit trailers. Please Submit these requests via the special request form on the website

Every participant (youth and adult) is required to complete the Medical Re-Check and Aquatics Orientation. Have your Medical Form & OTC Form completed and in hand during check-in.

If you have not pre-tested, make sure you have swim attire ready to put on shortly after arrival at camp. After a brief orientation, each participant will complete a swim test. Pre-test dates, if available, will be announced later this spring.

Below are the requirements for each ability level.

Swimmer's Test (Blue)

- Jump feet first into water over your head and surface; Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl.
- Swim 25 yards on your back, using an easy, resting stroke.
- Rest by floating

Beginner's Test (Red)

- Jump feet first into water over your head, come the surface, level off, swim 25 feet, turn sharply
- Swim back to the starting point.

Non-Swimmer (White)

- Bop and splash in water up to your waist.
- Anyone who was either unable or does not wish to complete the other ability levels.

LEADERS MEETING

A brief SPL & Leaders Meeting will take place at Lakeside Lodge after Lunch at 1PM.

CAMPWIDE GAMES

At 2 PM Join us on the Parade Field for some troop vs Staff Games. Leaders Be prepared for The Adult Vs Staff Games mixed in!

DINNER & FLAGS

Dinner will take place at 5:45PM as normal. All units will line up at the Parade Field at 5:30PM.

RELIGIOUS SERVICES

Services are offered Sunday Evening at 7PM. A Roman Catholic Mass and an Interfaith Service will be offered.

Field Uniforms are worn during services.

OPENING CAMPFIRE

Units will meet wearing the BSA Field Uniform in front of the Dining Hall at 8:00PM for the opening campfire. Once all units are accounted for, staff will guide units to the Pine Bowl.

Be sure to bring a chair or blanket if desired.



CAMP WIDE EVENTS

FLAG FORMATIONS

At 7:45am and 5:30pm each day, the camp assembles to raise and lower the colors. Troops should arrive as a group. BSA Field uniforms are expected at Breakfast and Dinner Formations. 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.

Units will report directly to the front of the Dining Hall for lunch daily.

CAMPFIRES

On Sunday night, the camp staff hosts an opening campfire in the Pine Bowl. Patrols are encouraged to contribute a skit, song, run-on, or cheer for use at the closing campfire on Friday afternoon. If your patrol would like to participate in the closing campfire, please sign up at an SPL meeting. All troops should plan to stay for the closing campfire. Between skits, many of the sessions' award winners will be recognized.

FELLOWSHIP FIRES

Every troop is invited to participate in a fellowship fire on Tuesday evening. You may invite another troop, or several troops, to your campsite for food, fun, fellowship, songs, skits, and games. Make sure to invite any staff members you want to attend. Host troops that sign up at the Tuesday leader's meeting will receive a watermelon delivered to their campsite for the fire!

LEADERS MEETING

A brief leader's meeting will take place each day following Breakfast on the Lakeside Lodge porch. Each unit should send at least one leader daily. SPLs and a buddy for each unit will meet daily following lunch.

SCOUTS, BSA SESSION SCHEDULE

TIME	SUNDAY	M-TH	FRIDAY
6:30 AM		Sunrise Programs	
7:45 AM		Flag Formation	
8:00 AM		Breakfast	
9:00 AM	Unit Check In	Period A	Friday Programs
10:00 AM		Period B	Merit Badge
11:00 AM		Period C	Make Ups
12:15 PM	Lunch		12:30 PM: Family Picnic
1:00 PM	Siesta		
2:00 PM	Scout and Leader VS Staff Games	Period D	2:00 PM: Flags & Closing Campfire
3:00 PM		Period E	
4:00 PM		Period F	
5:00 PM	In Site Time		4:00 PM: Camp Adjourned
5:30 PM	Retreat		
5:45 PM	Dinner		
7:00 PM	Evening Programs		
8:30 PM	Late Night Programs		

* Periods end 10 minutes before the hour.

Post Breakfast Leaders Meeting @ Lakeside Porch

Post Lunch SPL & ASPL Meeting @Lakeside Porch

SERVICE AT CAMP

All units are encouraged to perform service projects while at camp. Adults are also encouraged to volunteer in areas around camp during their free time.

Ask the Commissioners how you can get involved.

RECOGNITION

Troops are encouraged to hold Scoutmaster's Conferences, Boards of Review, and Courts of Honor while at camp. Let us know how we can be of assistance. We also offer numerous awards scouts and leaders can complete during their stay at camp.

UNIT ACTIVITIES

Each troop should plan to include several troop and patrol activities during their week at Scouthaven. Troop hikes, service projects, campfires, Courts of Honor, and family visits are all great ways to add to your camp experience. Let us know how we can help you to customize your troop's summer camp program.

GAGA TOURNAMENT

Tuesday Evening, each patrol is invited to complete the camp-wide Gaga Tournament. Patrol will sign up at the SPL meetings Monday and Tuesday.

THE ORDER OF THE ARROW AT CAMP

The purpose of the OA is to recognize those campers who best exemplify the Scout Oath and Law in their daily lives. The OA Lodge is a central part of Camp Scouthaven. Celebrate Order of the Arrow Day with the staff and The Erie Canal Lodge on Tuesdays. Lodge Members are invited to wear their OA sash to breakfast and dinner.

GATEWAY COMPETITION

We are challenging you all to build a fantastic gateway for each of your sites. The gateway that is determined to be the most impressive while excelling in the uses of your scout skills.

Criteria will be measured on a scale of 0-5. Five being mind-blowing, and 0 being non-existent.

Criteria: Originality & Theme Usage, Functionality, Quality of work, & Utilization of Scout Skills.

FAMILY BBQ

Troop family members are invited to the Family BBQ on Friday Afternoons at 12:30PM. BBQ

Tickets can be pre-ordered online at wnyscouting.org/scouthaven beginning May 1st. Orders can be placed at camp as well by Monday Night at the Trading Post.

CHAPLAINCY

Religious Services: A Roman Catholic Mass and an Interfaith Service will be offered Sunday Evening following dinner.

BSA Field Uniforms are worn during services.

Chaplain's Aides: Aides have a unique opportunity to become involved during their time at camp and contribute to Scouts' and Scouters' spiritual welfare. There will be a meeting on Monday 5:00PM at the Dining Hall Chaplain's Aides.

Scouthaven Religious Award: Take part in the new Scouthaven Religious Award this summer at camp! More information coming this spring.

THE BUDDY SYSTEM

No Scout is allowed to travel anywhere in camp alone. Buddies do not need to be from the same troop but should be within 2-3 years of age. A Scout found without a buddy will be escorted to their destination and their name will be submitted to the Camp Director. A second offense will initiate a conference with the scout, troop leadership, and the Camp Director. A third offense will lead to the dismissal of the Scout from camp.

PRE-CAMP EVENTS

CAMP MANAGEMENT OFFICE HOURS

Each month leading up to camp, join our Summer Camp Management Team for virtual office hours. Come visit with us and bring your questions, concerns, and suggestions. Let us know what we can do to help your unit this summer.

Registration will be available online at wnyscouting.org/scouthaven

Dates: 3/19, 4/16, & 5/21
Each date runs drop in sessions from 7PM to 8PM.

SCOUTHAVEN BEAVER DAYS

Save the Dates: 6/15/24 and 6/23/24

Many hands make light work!

Earn service hours while working side by side with our dedicated camp staff.

For our beaver days, you will be helping ready Camp Scouthaven for Campers.

Moving program materials, Setting up carports, putting up tents, as well as general cleaning, trimming and staining. It takes a lot of hard work to get Camp Scouthaven ready to welcome you all home! Any Scouts BSA youth, or adult can come help! Lunch will be provided.

A registration link will be up soon at WNYScouting.org/Scouthaven

LEADERS & SPL PRE-CAMP MEETING

All leaders and SPLs are invited to join our pre-camp meeting. We will be presenting updates, reviewing any changes, and answering your questions.

The meeting will be June 19th at 7PM at the WNYSC Buffalo Office and available on Zoom.



PROGRAM AREAS

TRAINED ADULT STAFF MEMBERS OVERSEE CAMP PROGRAM AREAS. IN ADDITION TO MERIT BADGES, THEY OFFER MANY OPEN PROGRAMS. ENCOURAGE EACH OTHER TO VISIT EACH AREA DURING YOUR WEEK AT CAMP.

AQUATICS

There are three different areas for swimmers of different abilities—white (Non-Swimmer), red (Beginner), and blue (Swimmer). Ability checks will be assessed for all campers as part of the Sunday check-in process if campers have not pre-tested at a WNYSC approved pre-test. The opportunity always exists to improve one's level with individual instruction. Adult Leaders are always encouraged to volunteer their time as lookouts when possible. An Introduction to SCUBA class is also offered each week.

Activities at Crystal Lake include:

- Diving Platform
- Polar Bear Swim
- Open Swimming
- Instructional Swimming Lessons
- Log Rolling
- Mile Swim Award
- Kayaking
- Rowing
- Canoeing
- Stand up paddle boarding
- Paddleboats



Blue level swimmers or a blue and red level swimmer may operate rowboats and paddleboats.

Blue level swimmers are the only people allowed to operate canoes, kayaks, and Stand Up Paddleboards.

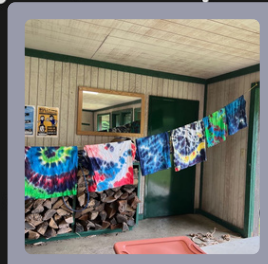
ACTIVITIES

The Activities Area is where you can find many of the camp-wide events, Gaga, Biking, Basketball, and much more. This area is also home to some additional merit badge offerings targeted at older scouts and scouts looking for more Eagle Required badges. The Activities Area is primarily located at the William Mattar Center.

CRAFT LODGE

The 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. The Craft Lodge is located at Safari Lodge. Special programs at the Craft Lodge include:

Silk Screening, Boondoggle, Woodcarving, Pottery Wheel & Kiln, Basketry, Leatherworking, Patrol Flag Construction, Sculpture, Tie-Dye and so much more. The Craft Lodge is located at Safari Lodge.



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. Ecology is located at the Loegler 2 Cabin.

Open Program highlights include: Nature Scavenger Hunt, Leave No Trace Training, & Stargazing.



OUTDOOR SKILLS

Outdoor Skills helps to foster a connection to the land. At camp, the Scoutcraft area is full of traditional scout skills and games. The staff is also available to work on Totin' Chip, Fireman's Chit, and many Tenderfoot through First Class rank requirements.

Other activities include:

- Paul Bunyan Woodsman Award, Order of the Knot and Order of the Flame Awards
- Fishing Derby
- Pioneering Projects
- Cooking Demonstrations
- Geocaching and Orienteering
- Wilderness Survival Overnighter

Scoutcraft is located at the Loegler 1 Cabin.



SHOOTING SPORTS

Come down to the Shooting Sports Ranges to shoot archery, Shot gun and rifle during open shooting time. Learn about shooting techniques from our extraordinary staff. 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. Be sure to check out our Shotgun and Rifles Ranges built during 2021!

Our many special activities include:

- Chalkball Shooting
- Black Powder Rifles
- NRA Postal Matches
- Hatchet and Knife Throwing
- Open Shooting

Personal firearms and bows are strictly prohibited.

STEM CENTER

Our STEM Center hosts activities aimed at our experienced and older scouts. The STEM Center, located at Lakeside Lodge seeks to expand Science, Technology, Engineering, and Mathematics topics and concepts throughout Camp Scouthaven, using the outdoors as a classroom.

Program Highlights Include:

- 3D Printer & Pens
- Programming
- Engineering Challenge and more

Personal laptops, tablets, and other electronics besides cameras should be left at home.

CAMP THUNDER ROCK



We're excited to for the return of our new First Year Camper Program, Camp Thunder Rock.

Our new 1/2 day program brings us back to the roots of scouting. This area features rank requirements and activities best suited for first-year campers and provides a focus on skill mastery with fun, hands-on instruction.

To allow for smaller group instruction and greater flexibility for the scouts, we will be offering 2 half-day sessions. Participants will attend either Periods A, B, & C **OR** D, E, & F daily.

Camp Thunder Rock is located at Boss Lean Too.

On Thursday Afternoon (5PM), Scouts will hike from the Boss Lean Too area up Council Hill to start their ultimate overnight experience. There they will eat dinner with their patrols and participate in a series of challenges to culminate everything they have learned in the program. Following a snack and spirited campfire, they may choose to sleep out under the stars, in a tarp shelter, or a tent provided by their troop. Each troop with Scouts attending the overnighiter is required to send an adult leader for the night. If this creates a hardship for your unit, please contact Camp Management.

A list of requirements covered will be issued at the end of each week. However, it is each troop's responsibility to verify that the skills have been mastered by the Scouts before signing off on their rank requirements.

TRAINING OPPORTUNITIES

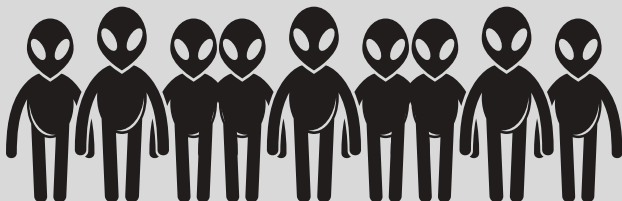
Fuels Safety Orientation

This training is recommended 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. This training is meant for adult leaders and SPLs.

Leave No Trace Awareness Workshop

This workshop details the seven Leave No Trace principles and how they are applied to the Scouting program.

This course is for both youth and adults.



Life to Eagle Seminar

Members of the Council Advancement Committee conduct the Life to Eagle seminar. This training is recommended 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.

INTRODUCTION TO OUTDOOR LEADERSHIP TRAINING

During Scouts BSA Sessions 1 and 2, experienced BSA volunteers will provide adult leaders the opportunity to complete IOLS while attending Camp Scouthaven. The program will be broken up into four evening sessions, typically beginning at 7 pm. Scouters will learn how to build a fire, use an axe, cook outdoors, use a map and compass, responsibly care for the outdoors, and much more. Interested Scouters will be provided with an additional packing list of materials to bring to Summer Camp.

This course, combined with Youth Protection Training and the Scoutmaster-Specific Training course, will make you an "fully trained" Scouts BSA leader. Leaders interested in attending this course, should register using the merit badge registration.

Please feel free to contact Stacey@campscouthaven.org with any questions.



CAMP SCOUTHAVEN STAFF DEVELOPMENT PROGRAM

Our Staff Development Program is split into 2 levels. 14 Year old Camp Staff Apprentices are Volunteer Staff who will assist experienced staff members in their areas of interest at camp.

15 Year old Camp staff Apprentices are paid a small salary and begin taking charge of lessons under the observation of experienced staff members.

Both can expect to gain leadership-focused camp experience. Participants will learn skills to prepare to become full-time staff members in the future and to develop skills to bring back to leadership positions in their units. In addition to training alongside our staff, participants will be teaching assistants during instruction, be den chiefs during Cub Scout sessions, and have the opportunity to earn Merit Badges. This program is designed for those who are 14 or 15 years old and will be 15 or 16 years by 7/1/2025.

APPLY TODAY, EMAIL STACEY@CAMPSCOUTHAVEN.ORG

MERIT BADGES

Merit Badge 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 summer camp.

All merit badge offerings have been approved by the Council Advancement Committee. Scouts will meet the most current merit badge requirements. 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 completed.

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 (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. Certain badges are more appropriate for more experienced Scouts. The camp provides experience level recommendations for each badge. It is the Scoutmaster's responsibility to ensure that a Scout attempts appropriate badges and that their scouts are informed of any prerequisites and/or extra fees associated with their activities.

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 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. We will do our best to honor any requests and offer any merit badges for which we have the supplies, staff, and time.

Registration

Merit Badge Registrations are only accepted online. Registration opens after Bunk Deposits have been completed. Merit Badge selections should be made by 6/1/2023. Camp Coordinators 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. Please contact us if you need assistance.

Friday Sessions

Built into our schedule is time for scouts to complete requirements for badges they do not finish during the week. Friday morning from 9:00 to 11:45AM every program area will be open for scouts to finish merit badge requirements. For those scouts who are caught up a list of special activities and badges will be announced this Spring.

Any scouts who wish to work on existing partial merit badges should contact the appropriate Area Director by Monday night to schedule time to work on requirements. Be sure to bring the incomplete blue card / record.

One Stop Merit Badges

Throughout the week one stop merit badges which meet for an hour or two outside of normal class times will be available. A detailed list will be announced this spring. Registration for these classes will be at the Camp Office during your session.

Paperwork Pick Up

Completed paperwork, patches, etc. will be available for pick up from the camp office following the closing campfire. Unclaimed items will be forwarded to the Council Service Center. Please check your mailbox often during your stay.

Blue Cards are no longer required. Each unit will receive an Electronic Completion Report detailing what requirements were met at camp by the Monday following the session.

MERIT BADGE SCHEDULE 2024

		Period A	Period B	Period C	Period D	Period E	Period F
Aquatics	Canoeing		X				
	Instructional Swim			X			
	Kayaking	X			X		
	Lifesaving				X		
	Rowing		X				
	Sailing				X		
	Swimming	X		X	X		
Activities/Other	Citizenship in the Nation			X			
	Citizenship in the World			X			
	Communications		X				
	Disabilities Awareness				X		
	Emergency Preparedness	X					
	First Aid				X		
	Public Speaking	X					
	Salesmanship					X	
Craft Lodge	Animation					X	
	Basketry/Art	X				X	
	Leatherworking		X				
	Painting		X				
	Pottery			X			
	Pulp and Paper				X		
	Sculpture				X		
	Wood Carving	X					
Ecology	Astronomy		X			X	
	Environmental Science	X					
	Fish and Wildlife Management				X		
	Forestry			X			
	Insect Study					X	
	Reptile and Amphibian Study				X		
	Soil and Water Conservation			X			
	Weather	X					
Outdoor Skills	Camp Thunder Rock		X		X		
	Camping	X			X		
	Cooking		X				
	Fishing			X			
	Geocaching	X				X	
	Orienteering			X			
	Search and Rescue		X				
	Signs, Signals and Codes				X		
	Wilderness Survival					X	
Shooting Sports	Archery		X		X		
	Rifle	X			X		
	Shotgun	X					
STEM	Aviation			X			
	Chemistry				X		
	Digital Technology	X					
	Engineering		X				
	Photography					X	
	Robotics				X		
	Space Exploration			X			
		A	B	C	D	E	F

MERIT BADGE PREREQUISITES

Area	Merit Badge / Activity	Cap	Min. Exp.*	Notes & Pre-Requisites
AQUATICS	Canoeing	10	E	Blue Swimmer
	Instructional Swim	6	N/A	N/A
	Intro to SCUBA Class (Friday 9AM to Noon)	18	E	Signed Release, \$25 Course Fee
	Kayaking	12	E	Blue Swimmer
	Lifesaving	6	E	Blue Swimmer
	Rowing	8	E	Blue Swimmer
	Small Boat Sailing	10	E	Blue Swimmer
	Swimming	16	N	Blue Swimmer
ACTIVITIES	Citizenship in the Nation	15	E	6, 7, and 8
	Citizenship in the World	15	E	3, 4, 7
	Communication	15	O	1a-b, 5, 7
	Emergency Preparedness	20	E	1, 2c, 7b, 8b, 9
	First Aid	20	N	5
	Public Speaking	15	O	N/A
	Salesmanship	6	N	Time outside scheduled class is required
CRAFT LODGE	Animation	15	E	5
	Art & Basketry	15	N	Art 6, Art 7, Class Fee \$10
	Leatherworking	15	E	Class Fee \$10
	Painting	20	N	8
	Pottery	10	N	7, 8
	Sculpture	20	N	3
	Wood Carving	15	E	2a: Totin Chip, Class Fee \$10
ECOLOGY	Astronomy	15	N	5b, 6b, 9, Time outside scheduled class periods is required
	Environmental Science	15	E	1, 3e, 6
	Fish and Wildlife Management	15	E	5, 7, Time outside scheduled Class may be required
	Forestry	15	E	1, 5, 8, Time outside Scheduled class may be required
	Insect Study	15	N	9, 10, Time outside Scheduled class may be required
	Reptile and Amphibian Study	15	N	8, Time outside scheduled class may be required
	Soil and Water Conservation	12	E	N/A
	Weather	15	N	4a2
OUTDOOR SKILLS	Camping	20	E	4, 5a, 5e, 7b, 8c-d, 9a-b
	Cooking	15	E	2, 4 \$25 Fee
	Fishing	10	N	7
	Geocaching	15	N	7
	Orienteering	15	E	7
	Search and Rescue	15	O	4, 10
	Signs, Signals and Codes	15	N	N/A
	Wilderness Survival	15	O	5 - bring kit to camp, will attend overnigher on Thursday
	Camp Thunder Rock - 1st Year Camper	25	N	Tent, equipment, and a leader for overnigher on Thursday
SHOOTING	Archery	16	N	1c
	Rifle Shooting	20	E	1d, 1f, 1i, 12 y/o or older, Class Fee \$10
	Shotgun Shooting	10	E	1f, 13 y/o or older, Class Fee \$10
STEM CTR	Aviation	15	E	4, 5
	Chemistry	20	O	7
	Digital Technology	10	N	1
	Engineering	15	E	1 (Bring the item), 2, 4, 9
	Photography	10	N	1b Time outside Scheduled class may be required
	Robotics	10	E	7, Time outside scheduled class period may be required
	Space Exploration	12	E	8, Class Fee \$10
Experience Level Recommendations: N (New Scouts), E (Experienced Scouts 13 and older), O (Older Scouts 14 and older)				
*Experience level recommendations are listed as to use as a guide, as the adult leader, we recognize that you know your scouts				
		Experience Level Recommendations		
		N	New Scouts	
		E	Experienced Scout (13 and older)	
		O	Older Scout (14 and older)	

TRADING POST



The camp store is stocked with souvenirs, crafts, t-shirts, Scouting merchandise, pocketknives, personal hygiene items, and, of course, snacks and drinks.

Leaders may purchase merit badges and cards, and program supplies for their unit. Cash, checks, and credit cards are accepted. Leaders and parents may pre-pay into debit accounts for session-long usage.

T-SHIRT PRE-SALE

Take advantage and pre-order your 2024 Camp T-Shirt (artwork seen on the left) Pre-ordering guarantees your size is available and is offered at a discounted rate. T-Shirt availability is not guaranteed at Camp.

More information will be available soon online at wnyscouting.org/scouthaven and on our Facebook page

SUMMER CAMP STAFF



Join the
Adventure
Where Passion
meets Purpose

COME WORK
WITH US!

We're looking to hire those who are ready for a summer of adventure. Staff members take on the challenge of using the outdoors as a classroom to show scouts the promise of scouting.

CAMP AREAS

ACTIVITIES

AQUATICS

CRAFT LODGE

ECOLOGY

OUTDOOR SKILLS

STEM CENTER

KITCHEN

TRADING POST

CHAPLAIN

HEALTH OFFICER

APPLY TO WNYSCOUTING.ORG/SCOUTHAVEN

CONTACT STACEY@CAMPSCOUTHAVEN.ORG
FOR MORE INFORMATION



SUPPLY CHECKLIST

Personal Equipment & Gear **Labeled with name and unit number**

Medical Form with OTC Form
Pack or footlocker
Complete uniform,
Order of the Arrow sash (if a member)
Underwear & socks
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
Water bottle
Spending money
Fishing pole and tackle
Religious materials, if applicable
Alarm clock
Insect repellent
Blanket for Movie Night
Sunscreen
Prescription Medicine

Scouts BSA Troop and Patrol Equipment

American, troop & patrol flags
Extra American flag for campsite
flagpole
Lanterns, stove, fuel, liquid
fuels, lockbox
Cooking kit
Campsite gateway materials
Skit and stunt supplies
Songbook
Dining Tarp
Woods tools
Rope
Clothesline
Sign in/Sign out system
Soap, hand sanitizer
First aid kit
Thumbtacks

Things to leave at home

Candles, personal electronics,
valuables,
fireworks, aerosol cans, and items of
value.



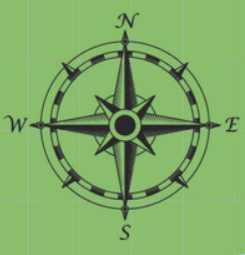


CAMP SOUTHAVEN

10784 NY-98
Freedom, NY 14065

Rifle Range
Shotgun Range
The Hill

Nature Trail
Entrance



Site 4A

Site 4B

Site 6

Site 7

Site 5B

Site 5A

Site 9

Site 8

Site 3

Main Parking
Lot

Pine Bowl

Site 2

Site 10

Catholic
Chapel

Obstacle
Course

Trading Post

Gaga
Ball

Site 1B

Shower
House

Council Ring

Site 1A

Camp Office

Ranger Shop

Crystal Lake

Parade Field

Dining Hall

STEM Center
Lakeside
Lodge

Mattar
Center

Activities

Aquatics

Craft Lodge
Safari Lodge

Health Lodge

Fishing Dock

Site 11

Archery
Range
Shelter

Ecology
Loegler 2

Protestant
Chapel

Thunder Rock

Outdoor Skills
Loegler 1

Boss Lean-To

End of the World