



2024

Leader's Guide To Summer Camp

Northern New Jersey Council, BSA
Oakland, NJ

A BSA Nationally  Accredited Camp

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Thank you for choosing Northern New Jersey Council's Camp No-Be-Bo-Sco! We are glad you chose to join us this summer, and look forward to helping you have a memorable camp experience.



I hope this guide provides the information that you need to have a successful and enjoyable experience at camp. In addition to all the rules and regulations of camp, the guide gives you some insights into what programs and activities to expect. Please take some time to examine the merit badge schedule. There are some requirement changes as well as changes in times and badges we offer. Please be sure to review adult leadership requirements. Adult registration in the BSA is required for all! You must bring proof of this to camp. This is a BSA requirement, not just a NoBe requirement. Proof is a physical copy of membership card or copy of troop charter. **Electronic anything does not work.**

There were some changes in our Cell Phone policy due to the pandemic. Cell Phones and other electronic devices still are not to be used in and around camp. Leaders may use them with discretion in their campsites, scouts may not have them out of their campsite. No exceptions. If your troop allows it, scouts may phone or text home at the end of each day, once. Each troop should have a box (which we also can provide) where scout phones will be kept, and a leader will release the phone once each night for the scout to text or phone their family. Phones are then returned to the boxes and kept there until the next day. Please make sure your parents know this well in advance. Their scouts may not have a phone themselves regardless of troop policy. Camp policy is if you allow it, they can be kept by the troop.

No-Be-Bo-Sco is continuing its 35+ year tradition of offering a Trail to Eagle program for your older Scouts. Please realize that there are many prerequisites for the program, and this is one area where we cannot be flexible. If you prefer to have your Scouts work on these badges with a home counselor, then it is your responsibility to not sign their cards for entrance into the badge.

Uniforms and proper dress in and around camp are a big part of summers at NoBe. The Scout uniform is an important part of Scouting, and Camp No-Be-Bo-Sco's standards are a part of the reason that we continue to be a popular place for troops. Make sure that the leaders and the Scouts in camp come with their complete class A uniform to wear for dinner each evening and for flag ceremonies. Compared to many everyday clothing items, they are a reasonable price. If finances are an issue, used uniforms are often available at thrift shops. Contact your council representative if you have financial problems. Remember, Adult Leaders are to be uniformed leaders!

In and around camp we simply ask that clothing be scout camp appropriate. Keep in mind, however, that compression shorts and leggings being worn as outerwear would be out of place at dinner and flag ceremonies. In addition, we ask that at the waterfront Scouts should refrain from wearing speedos and bikinis. And please don't forget that sleeveless shirts are not allowed during meals in the dining hall. When in doubt, Class B Uniform is a great choice during the day.

Please note that we are going to need to limit the number of leaders that each troop can bring due to the number of scouts already signed up. Please don't disappoint your adults by promising them a space at camp without first checking the number guidelines later in this guide. If you have a larger number, arrange for those adults to split the week.

Our camp team has returned this year once again! Marc Jenkins and Todd Scheuren will be serving as Assistant Camp Directors. Jeremy Campbell will be returning as Program Director, and Jay Fink returns as Head Cook. Frank Colling will be our baker and Commissary Director. Ken Brzezynski is stepping into the role of Head Commissioner, and Bruce Lemken also returns as Range Dir.

Please feel free to contact me at anytime--usually you get my machine, so please do leave a message! Email is the best choice. YIS:

Bob Johnson
537 Newtown Road
Berwyn, PA 19312
610-687-3152
rjohnson@gvsd.org

Marc Jenkins
55 Hartland Ave.
Emerson, NJ 07630
201-310-1830
marc@nobebosco.org

Todd Scheuren
336 Tennis Ave
Glenside, PA 19038
215-740-1128
tscheuren@umtsd.org

Important Updates for 2024

Merit Badges!

- **Rifle Shooting Merit Badge** – new requirement to be 2nd year or above at Scout camp. We found many 1st year Scouts were enrolling in the badge, and did not have the skill or follow through to complete it.
 - By limiting it – will hopefully be more successful for the Scout
 - Scouts should have a period to practice shooting!
 - First Class Adventure Scouts will be able to shoot rifle during that program.
- **Climbing** – now a 2-period badge – to provide more of an opportunity for Scouts to develop their skills.
 - 9-10 Climbing Skills (All Climbing participants attend)**
 - 10 – Climbing Class Period**
 - 11 – Climbing Class Period**

A scouts morning schedule could look like this:

[9am climbing skills, climbing class, different merit badge] or

[9am climbing skills, different merit badge, climbing class]

- **Movie Making Merit Badge** – Movie Making is new down at Outdoor Engineering – 4-5
- **Select Badge Pre-Sign Up** – Welding, Woodwork, Climbing, Sailing and Kayaking
 - The week before you attend camp, we will open a pre-sign up portal for these badges to ensure safe / manageable class sizes for each badge.
 - Scouts themselves – *or leaders* can sign up for badge through the online registration system.
 - All pre-registration is handled by the Council office – should any questions arise – reach out to Marissa Sikder
 - Last summer - almost no issues with people being shut out of badges with pre-registration!

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2024 Camp Schedule

Week 1	June 30 – July 6
Week 2	July 7 to July 13
Week 3	July 14 – July 20
Week 4	July 21 – July 27
Week 5	July 28 – August 3
Week 6	August 4 – August 10

Camp Sampler Discount!

Discounts available for multiple weeks at NoBe, or other NNJC Camps!

Camp opens for the week at 1PM each Sunday – no one should be past the parking lot until then!
The Camp office will be closed until then.

Camp Fees, Reservations, Refunds

Scout With Own Troop	\$590 per week early bird \$635 if payment is made after April 15
Scout Without Troop (Provisional)	\$615 per week no matter when you register!

A camp patch is included with each Scout payment. There are NO partial week fees, a Scout always pays for a full week.

Leader's Fee: This year's leader fee is \$155. We will follow a system that is like previous years. A chart that lists the exact numbers is on page 49. It is basically one leader free for each 8 Scouts but check the chart to be sure.

Leader's Count: To allow more Scouts to attend camp the number of leaders allowed for each troop are based on your Scouts attending. Please refer to the chart later in the guide. It is roughly 1 leader per 6 Scouts but check the chart for an exact count. Remember, allowed does not equal free.

Camp Reservations: To reserve a site, a troop must pay a nonrefundable hold-a-site fee of \$250. This fee will be applied to your final fee payment.

The hold-a-site fee does not guarantee any Scout spaces. Scout spaces are held when the full fee is paid.

Refund Policy: NoBe will be required to strictly adhere to the Council's refund policy. Please see later in this guide for complete information.

Camp Leadership

Camp Scoutmaster

Current BSA policy requires that each troop be under the leadership of two (2) adults over the age of 21.

It is preferable that the Year-Round Scoutmaster attend, but if this is not possible the troop committee names a "Camp Scoutmaster". Any adult staying with your troop this summer **must be registered** with the BSA. This has been a policy since 2011- it is necessary for us to comply with NJ Camp codes. The troop will need to bring proof of registration, which can either be copies of the membership card, or a current troop charter with any leaders names listed. This is a BSA requirement!

Leaders must be on the charter for the unit they are attending with.

ANY PARENT OR LEADER STAYING OVER IN CAMP MUST HAVE A CURRENT PHYSICAL COMPLETED ON THE CURRENT BSA FORM! This includes the physician's signature portion – part c - no matter how long you are staying in camp.

Adult leaders should have a Class A Scout uniform to wear.

The Camp Scoutmaster works with the Senior Patrol Leader in developing their camp program. Leaders also should attend the daily camp leader's meetings. The Camp Scoutmaster coordinates all adult leadership in their troop. All troop adult leaders are responsible to the Camp Scoutmaster.

Rotating leadership is possible, but all leaders must be registered members of the BSA.

Senior Patrol Leader

Each troop's SPL is part of the Camp Senior Patrol Leaders Council, which meets each day with the Camp Program Director. The SPL works on planning camp wide events as well as coordinating other troop activities. The SPL runs a Patrol Leaders Council meeting within your troop at least once during the week. If your SPL is not able to attend camp, a "Camp" Senior Patrol leader should be appointed.

Scouts BSA at Camp No-Be-Bo-Sco

While the program will be identical for male and female participants a reminder for female units the BSA requires two 21-year old leaders, at least one of whom is female. They must be registered with their unit – not a "brother" or "sister" unit.

All campsites will be single gender.

Leadership Training Opportunities

Scout Leader Training

It is recommended that the Camp Scoutmaster have completed Scoutmaster fundamentals training. It is a requirement that all leaders complete the Youth Protection Training.

Pre-Camp Orientation and Leaders' Meeting

This session is important for the Camp Scoutmaster, who should attend. This year's pre-camp meeting will be held MONDAY JUNE 24th at 7:30pm. Meeting will be held over Zoom.

Camp Leaders Roundtable

This is a daily meeting with the Camp Director, Asst. Camp Director, or Head Commissioner

Camp Senior Patrol Leaders Council

This is a daily meeting with the Program Director. Plans for camp wide activities, troop activities, and campfires are discussed.

Camp Check-In / Check Out Procedures

Registration

- All adult leaders and Scouts camping on the property must be current, registered members of the BSA. A complete camp roster must be turned in at the camp office at check-in. All adults and youth must have parts A, B, and C on the current BSA Medical form properly signed to stay at camp. The information must be on the BSA medical. No other forms can be used. This includes school physical forms. This is very important.
- Parents may want to come with the Scout at check-in for serious medications. At check in, the troop must present copies of each adult's BSA registration card, or a copy of the current troop charter with each adult listed.

Arrival Time

- CAMP OPENS AT 1:00 PM SUNDAY. PLEASE DO NOT ARRIVE EARLIER. We will not be able to assist anyone until 1:00 PM. NO EXCEPTIONS! The time up until 1 pm is critical to the staff for getting camp ready.

Camp Site Assignments:

- Sites are determined based on the number of Scouts and Leaders a troop brings in relation to availability. It can be a complex process with many troops in camp.

You will not know your site until 1pm on Sunday.

Suggested Items For A Smooth Check-In

_____ 2 copies of current signed Scouts medicals in alphabetical order - One for the troop, one for the camp

_____ A complete roster of all Scouts attending camp with the troop

_____ Copies of receipts, payments, correspondence with the Council Office

_____ Copies of registration for leaders for the week (or troop charter showing leaders)

_____ Troop checks to settle payment (if necessary), or for end of the week purchases

Vehicles

- Vehicles are NOT permitted on the A-Field. We will allow 1 vehicle per troop to go in ON THE ROAD, unload, and pull out. Vehicles must be returned to the parking lot by 5pm Sunday. No vehicles are permitted to stay in the site. Troop trailers can be kept in the troop site for the week. Vehicles may not enter the site for pick up until after closing colors.

Campsite Host

- When you arrive at camp, your campsite host will be waiting in the parking lot (starting at 1pm). Your host will show you around the campsite and welcome you and your troop to the camp. The host will take your troop on the camp tour. A leader should report ASAP to the camp office for registration and verification of payment.
- Be advised, you may be sharing a site with another troop, your host will set out what part of the site the troop(s) will use.

Medical Forms

- Please take the time to review all medical forms prior to camp!
- Check for parent and a doctor's signature on the BSA form. It cannot be on a separate form. **It must be signed by the doctor within the last year.**
- We recommend bringing two copies to camp - one for the Health Office and one for you.
- If you alphabetize the forms prior to arrival, it can speed up the check in process!
- **All Scout medications must be in the original packaging - and this information must be signed off on the BSA medical form, in section B.**
- **Please do not allow a Scout to come to camp if they are not feeling well!**

Sunday Check In

- *Plan to arrive after 1pm and before 3pm. The parking lot will be crowded at 1!*
- Your host will greet you at the entrance to the parking lot.
- Your host will then show you to your site, and your tents.
- A leader should tour site with host, noting condition of the equipment on site check-in form. **Nothing should be hanging over the ridge pole.** Damages that occur during your stay will be charged to the troop.
- Your host will bring the troop medicals for a check by our medical staff. Every individual Scout must be evaluated during check in, as required by the BSA.
- Leader reports to camp office with a Troop Roster and any receipts/checks.
- Leader will receive a color-coded wristband for every paid adult in camp.
- While Camp Leader checks-In, the SPL will supervise troop preparations for tour in consultation with the host.
- Host takes troop for medical rechecks, Dining Hall assignments, camp tour, swim tests, and camp safety lectures.
- Visitors (parent/guardians) should leave camp by 4:30 pm.
- By 5:00pm all vehicles should be returned to the parking lot.

Swim Tests

- Swim tests must be taken at camp. Due to the fact it is a dark lake, it can be a different experience for Scouts to swim in the lake.

Tent Assignments

- When the troop is assigning tents - youth sharing tents must be no more than two years apart in age.
- It is the responsibility of unit leadership to make sure that the youth tentmates in their unit meets this youth protection requirement.

Visitors in Camp

All visitors in camp should report first to the camp office to sign in. Anyone visiting camp who cannot show proof of registration with the BSA will require an adult escort from the troop. This will be required starting Sunday at 5pm and will continue until 9am Saturday. Thus it will be best to not allow any visitors from your troop during the week. You will need to make sure all parents are aware of this policy to prevent any unhappy situations from arising during your stay in camp. We are sorry for this inconvenience, but due to state law it will need to be enforced during the summer season.

Camp Check Out Procedures

During The Camp Session

Camper

During the week, campers may only leave with the permission of their Camp Leader. The leader and Scout must come to camp office with the parent to document their sign out. It is the troop leaders' responsibility to verify who the Scout is traveling with.

Leaders

Adults check out at camp office. If an adult is leaving camp, even for a quick trip, s/he uses the leader's sign-in/sign-out book. This assists us in case we need to get in touch with you. Leaders checking out for good will turn in their wristband. New leaders will get their own band. All leaders must have proof of current registration with BSA. All leaders checking in after Sunday will show ID upon arrival. There must be always 2 deep leadership in camp.

Check Out Procedure at End of Camp

- Return any tools or supplies to the Quartermaster
- Closing Ceremonies are held after breakfast Saturday.
- Parents should plan to arrive after 9:30am.
- Campsite Host reports to site after ceremonies and completes check-out form with Scoutmaster, noting any damages or problems.
- Leader reports to camp office to pick up medical forms, medicine, merit badge cards, and other forms. Patches are handed out, please count!
- Leaders settle any financial accounts or pay for any damages at this time.
- Leaders arrange for any awards not given out at closing ceremonies.

Camp Health and Safety Information

The Boy Scouts of America have a long and proud record of concern for the safety of its Scout campers, and share with the Governmental Regulatory agencies the desire to maintain the quality of the camper's experience. The leadership that the leaders and parents in camp provide make a Scout Camp unique among all types of children's camps in the country. Add to this the presence of the staff at program areas and camp wide activities, and Scout Camp becomes a remarkably safe environment for our youth.

In addition, the year-round nature of the Scouting program, the patrol method, and Scout leadership give camp leaders a sound basis for determining the trustworthiness and maturity level of all campers within their charge.

Medical Examination / Medical Form - MANDATORY

Every Scout and adult staying at camp must, upon arrival, present a completed and signed BSA Medical Form. It must be signed on the BSA form by a doctor within the last year. Everyone is given a recheck, but a full examination is not available. We recommend bringing one copy to turn into the health lodge, and one copy for you to hold onto in the site. We also recommend parents keep a copy at home.

Medications

If a Scout requires medication it must be included in section B of the medical form.

If a Scout requires special medication, a parent/guardian may be required to come to camp, meet with the Health Officer, and sign authorization forms. This is very important!! Section B of the Medical. If it is a unique medication, these parents should call our health officer the week before arrival to clarify this information. The camp number is 908-362-6088.

Allergies/Medications

Are you allergic to or do you have any adverse reaction to any of the following?

Yes	No	Allergies or Reactions	Explain	Yes	No	Allergies or Reactions	Explain
<input type="radio"/>	<input type="radio"/>	Medication		<input type="radio"/>	<input type="radio"/>	Plants	
<input type="radio"/>	<input type="radio"/>	Food		<input type="radio"/>	<input type="radio"/>	Insect bites/stings	

List all medications currently used, including any over-the-counter medications.

CHECK HERE IF NO MEDICATIONS ARE ROUTINELY TAKEN. IF ADDITIONAL SPACE IS NEEDED, PLEASE INDICATE ON A SEPARATE SHEET AND ATTACH.

Medication	Dose	Frequency	Reason
All Medicines			

YES NO Non-prescription medication administration is authorized with these exceptions: _____

Administration of the above by: Parent's Signature / Doctor's Signature

Parent/guardian signature
MD/DO, NP, or PA signature (if your state requires signature)

Health Lodge

A properly qualified Health Officer will be available at all times. A local hospital in the town of Newton is open 24 hours a day for emergencies. The unit is expected to assist in transport of Scouts to the hospital. The camp leader must make arrangements to contact the parent/guardian of a Scout who must go to the hospital or see a doctor.

Scout or Leader Sickness

If a Scout or Leader becomes ill during their time at camp, they will be sent home.

Accident Insurance

In-Council Troops: In Council Campers and Leaders are covered by the NNJC's accident policy that covers all Scouting activities. The same limitations apply at summer camp as during the rest of the year. Claims that exceed the limits of the policy must be borne either by the individual's family policy or any coverage the unit may carry. Sickness is covered by family policy.

Out of Council Troops: Out of council units must provide evidence of coverage by their own council. Please bring a copy with you to camp and turn in at check in with the camp director.

Fireworks

Fireworks are absolutely not allowed.

Fireguard

In case of fire, notify the camp office IMMEDIATELY. Each unit is required to post a fireguard chart in their campsite, and keep all fire buckets filled. Campfires are normally permitted in the sites, but it is the Troop Leader's responsibility to insure that proper Scouting safety rules are followed. Refer to your handbooks for information.

Liquid Fuel/Propane

Camp allows liquid fuel under proper adult supervision. Propane use is suggested, and empty cylinders should be taken home. All liquid and unused bulk propane fuels must be stored in the camp flammables shed. See Quartermaster on Sunday.

Archery/Rifle/Sheath Knives

Personal firearms will NOT be allowed to be used at any time. Please do not bring them to camp. If brought by accident, please turn in to the Field Sports Director for storage. We discourage personal archery equipment, but if brought they must be turned in to Field Sports Director immediately on Sunday. He will decide if it may be used, but camp is not responsible for the equipment. Sheath Knives are not allowed in camp either.

Please do not allow your Scouts to bring anything but a pocket knife to camp.

Alcohol, Drugs, Etc.

It should not have to be said in our Scouting Environment, but we must remind you that alcohol, illegal drugs, or controlled substances are absolutely forbidden to be brought to or consumed in camp. Violators will be sent home and authorities will be notified. These regulations apply to all Scouts, leaders and visitors.

Smoking

There is no smoking allowed in any part of camp except, with limitations, the troop campsite, this includes the use of vapes / e-cigarettes. Smoking is not allowed by persons under 21. Smoking is not allowed in any camp buildings or tents. If you do need to smoke, please be very conscious of other people, and of the example you are giving. We do not smoke around Scouts or at any time when scouts can see you smoking! E-cigarettes (vaping) are considered the same as smoking.

Vehicles

All Vehicles must be parked in the main parking lot. No vehicles will be allowed to remain in the sites. On check-in/check-out days, 1 vehicle per troop may be allowed onto the road that leads to the a-field sites, but only with a car pass. No one under the age of 18 may drive themselves to camp.

Trailers

Most campsites have a place where your trailer can be left in the site. Please make sure the trailer is secured. Trailers should not be picked up until after closing retreat on Saturday.

Pets

State law does not allow for pets in camp, even by visitors.

Privacy

Basic courtesy and common sense are important in camp. The Troop campsite is that troop's home, and other scouts may visit only if invited. Scouts should not cut through campsites. The staff area is off limits to scouts.

Electronics / Devices

Cell phones may only be used by leaders in their campsite. They are not allowed to be used in the rest of the camp. Scouts should not have their own phones, iPads, walkie-talkies etc. Outlets are available in Leaders Lounge for leaders to charge.

Wifi / Internet Connectivity

We finally have DSL! Not great... but better than dial up! Limited WIFI is available on the porch of the Office. It is not speeds you are used to! The speeds / bandwidth does not support remote working as you would do at home, remember leaders are supposed to be at camp to support / supervise Scouts.

Footgear

Footgear must be worn in camp at all times, other than the obvious exceptions such as swimming in the lake. Aqua socks are a great idea for lake use.

CPAP Machines

You will be staying in tent campsites, so you must bring your own battery power supply system for any special breathing machines. You may charge them at the QM.

Generators

Troops may not run generators in their campsites. Anything that needs to be charged, can be done at the Quartermaster

Dining Hall Troop Plaques

Due to our limited space, plaques must be 18 inches or less in diameter, or 18 inches per side in order to be placed in our dining hall.

Local Animals in Camp

We are out in nature, there are animals. Please DO NOT allow Scouts to bring snacks and store them in your site. If you or the troop bring food, please store it in your vehicles.

In-Camp Safety Procedures

- The buddy system is to be in effect at all times. This provides a way for a scout to secure help, should an accident occur. If a Scout should prove untrustworthy, however, closer supervision may be warranted.
- A camper's sign-in/sign-out log should be kept in the campsite. Any time a Scout is going on an activity other than with your troop, this should be recorded on the log. This will help you keep track of your Scouts' activities.
- Head counts are important in camp. They should occur at Reveille, Taps, meals, and at all troop formations and activities.
- It is the goal of our camp for all Scouts to have a safe and healthy stay in camp. It is important, therefore, that both staff and leaders pay attention to the health and attitudes of the Scouts, in order to make sure that no problems are occurring.
- Mealtime is the ideal opportunity for health surveillance. If a Scout is not exhibiting the normally very healthy appetite of their age group, and food tastes are not involved, it would be prudent to question the scout as to how they are feeling. The Health Officer should be contacted and consulted on camper health problems.
- Take time out of each day to ask a Scout how they are feeling, being at camp for the first time can be a new experience for a lot of campers.
- Proper hygiene is essential! Keep soap stocked at your latrines, and enforce its use! Waiters will be required to wash their hands before each meal. Sanitizer stations are in all areas and should be used!
- Be mindful of keeping the campsite clean, local wildlife enjoys full trash cans! If any wildlife in camp becomes a problem, please let the office know.

General Information

Mailing Address

Camp No-Be-Bo-Sco
Scout _____, Troop _____
11 Sand Pond Road
Blairstown, NJ 07825

Please be mindful of sending large food packets to Scouts. There may not be a good place for the troop to store it, and it can attract animals.

Telephone

The camp telephone is for camp business. Parents may call only in real emergency situations. A phone is available in camp, which leaders may use, and Scouts may use with a leader's permission. Scouts cannot be directly contacted. Please do not send cell phones to camp with Scouts. They will be collected and held by the troop leaders.

Camp Phone: 908-362-6088 Camp Fax: 908-362-9776 (call first)

Housing

Campers and leaders sleep 2 per tent. They are provided with platforms, tentage and cots only. Bedding/mattresses are the responsibility of the individual.

Visitors

Normal visitation at camp is limited to Sunday Check in day until 4:30 pm, and Saturday check out day from 9 am until departure. All visitors should first check in at the camp office. Anyone not registered with the BSA or not able to produce their BSA membership card, will need an adult escort provided by the troop in order to leave the camp office area. Thus any visits during the week will need to be arranged in advance, and will be severely restricted. We have no provision for anyone other than the troop in camp to be at our campfires. Meals are not available for visitors. Meals are only provided for the number of Scouts and adults that are approved and paid for at check in with the camp director.

These rules are to help us comply with state regulations related to summer camp management, and we understand that it is a change for some troops.

Quartermaster

The Quartermaster provides toilet paper and latrine cleaning supplies. Tools and equipment are available for borrowing. Troops should bring their own American flag as well as their troop flag. It also is advisable for troops to bring rope. Service projects are conducted out of the QM – see them to sign up in advance.



Trading Post – Orel Lodge

There will be souvenirs, merit badge books, candy, soda, slush puppies, ice cream, batteries, flashlights, handicrafts, and Scout supplies available for sale. Scouts will need to have some spending money if they wish to purchase these items. (\$50-\$60 depending on your Scout!) This is in addition to any Merit Badge costs. The Trading Post does not accept credit or debit cards.

Dining Hall

The Dining Hall is the center of our camp day! Tables in the Dining Hall will be assigned during the check in process on Sunday. All food is served family style, please plan a waiter rotation amongst your troop. Staff members will be sitting at your table with you for the week. The number of tables, as well as numbers of Scouts, leaders and staff at each table will be assigned Sunday. Please be mindful of this when planning waiters / table assignments.

Dietary Needs

Leaders: please read and share the following dietary needs with parents of all Scouts.

Camp No-Be-Bo-SCO provides a very comprehensive menu, approved by a dietician.

In addition, for any lunch or dinner with meat as a main course, a vegetarian alternative will be available. During check-in on Sunday, we will take down the names of anyone requiring an vegetarian meal so we can appropriately prepare meals for the week. All breakfast items are available without breakfast meat. There are no other options provided by the camp. If you or your child has needs that cannot be met by our food offerings, we have refrigeration and microwave ovens available in our Leader's Lounge. You would have to coordinate these needs with your troop leaders. We do all of our own food ordering and prepare it fresh in camp. We order sufficient quantities for all persons attending camp, therefore there are no food related discounts at summer camp.

Allergies / Gluten Free / Vegetarian / etc can all be discussed in the Dining Hall on Sunday, as it could change depending on our suppliers each summer / week.

Typical Daily Schedule

7:00 AM	REVEILLE
7:45	Waiters Report
7:50	Flag Raising
8:00	Breakfast
9:00-12:00	Program Areas Open
12:00	Waiters Report
12:15 pm	Lunch
1:00-2:00 pm	Siesta
2:00-5:00	Program Areas Open
5:30	Waiters Report
5:50	Retreat (5:40 Sunday)
6:00 pm	Dinner
7:00-10:00	Troop and Camp Wide Activities
10:30	Taps

Camp Program

Philosophy

The camp staff exists to serve your troop, and to help your Scouts get the best possible experience at camp. Keep in mind, however, that the staff supplements your troop leadership--it is not a substitute for it.

Merit Badge Information

Requirements

Merit badge requirements are as stated in the current edition of the BSA Merit Badge Requirement Book. It is important that leaders advise the Scouts about requirements, advance preparation, and limitations on specific merit badges. Merit badges may only be worked on during your troops week in camp. You may not return later to finish a badge, or to hand in written requirements.

Merit Badge Sign Up

We feel that it is important for Scouts to choose the merit badges they want. Merit badge sign-up is very similar to the way a Scout signs up at home for a merit badge. At the scheduled merit badge time on Monday, the Scout simply shows up at the class, and presents the signed merit badge blue card to the counselor. This is all that will be required. Keep in mind that this means a Scout must get your signature--and approval--before they can take a badge.

We reserve the right to limit a class size, or to schedule an additional class at a different time to take up overflow from a large class. This is normally not necessary for us to do.

Daily Records

Records will be available in each program area during the day. Leaders are encouraged to check these records as needed. Merit badge cards will be returned in the leaders' mailboxes at the end of each week. Progress reports will be given at midweek.

Advanced Preparation / Merit Badge Partials

Due to the complexities and time requirements of some badges, some need work completed before or after camp. A form will be available during camp for pre-reqs to be submitted for. Partials will be issued for those who do not complete their badges during the week. Partials are designed for a Scout to finish at home, not to be held for the next year. Partials from other camps will be honored, after demonstrating the skills. Scouts may not return to camp later in the summer to finish badges unless they sign up for another week of camp. It is also not acceptable to send requirements in the mail after you return home. We serve the scouts who are in camp the week they are in camp.

All pre-requisites will be collected during the first session of the badge. They should be completed before coming to camp, not completed quickly during camp.

Merit Badge Records

We maintain all counselor records in camp for at least 8 years. If you have lost a completed blue card we can check the records during the summer. It is difficult to check after the summer is over.

Records of merit badge partials are kept at the NNJC office, you should contact Marissa Sikder if you need to obtain a new partial. Please try to do so prior to the busy camp season.



Merit Badge Schedule: April 13th Printing

Merit Badge	Area	Time	Page 1 of 2
American Heritage	Office	2 to 3	Updated: April 13
Archery	Range	9 to 10, 3 to 4	
Art	Handicraft	10 to 11, 2 to 3	
Astronomy	Nature	3 to 4 plus night time observations	
Backpacking	Scoutcraft	Schedule With Scoutcraft Director	
Basketry	Handicraft	10 to 11, 11 to 12, 4 to 4:45	
Bird Study	Nature	Schedule with Nature Director	
Camping	Scoutcraft	9 to 10, 11 to 12, 2 to 3	
Canoeing	Waterfront	10 to 11 or 4 to 5 plus practice time	
Citizenships	Office	See Trail to Eagle page	
Climbing 	QM	9 to 10 AND [10 to 11] or [11 to 12]	
Communication	Office	See Trail to Eagle page	
Electricity	Outdoor Engineering	9 to 10, 3 to 4	
Electronics	Outdoor Engineering	2 to 3	
Emergency Preparedness	Scoutcraft	10 to 11, 3 to 4	
Engineering	Outdoor Engineering	10 to 11, 3 to 4	
Environmental Science	Nature	9 to 10, 11 to 12, 4 to 5, plus observation time	
Fingerprinting	Handicraft	9 to 10	
First Aid	Health Lodge	10 to 12	
Fish and Wildlife Management	Nature	9 to 10	
Fishing	Nature	9 to 10, 2 to 3	
Forestry	Nature	11 to 12	
Geocaching	Scoutcraft	10 to 11	
Geology	Nature	2 to 3	
Hiking	Scoutcraft	Schedule with Scoutcraft Director	
Horsemanship	At the Farm	Wednesday Morning Immediately After Breakfast to Lunch	
Insect Study	Nature	Schedule with Nature Director	
Kayaking 	Waterfront	9 to 10, 2 to 3	
Leatherwork	Handicraft	11 to 12, 3 to 4, 4 to 4:45	
Lifesaving	Waterfront	10 to 12 (Bring CPR Card)	
Mammal Study	Nature	10 to 11, 4 to 5	
Movie Making	Outdoor Engineering	4 to 5	
Nature	Nature	11 to 12, 4 to 5	
Oceanography	Nature	10 to 11	
Orienteering	Scoutcraft	9 to 10, 4 to 5	
Pioneering	Scoutcraft	2 to 4	
Photography	Outdoor Eng.	9 to 10, 2 to 3	
Railroading	Outdoor Eng.	11 to 12, 4 to 5	
Reptile Study	Nature	Schedule with Nature Director	
Rifle Shooting	Range	11 to 12, 2 to 3	
Robotics	Outdoor Eng.	10 to 12	
Rowing	Waterfront	9 to 10, 3 to 4	
Scouting Heritage	Office	Schedule with Staff at Office	
Search and Rescue	Scoutcraft	10 to 11, 3 to 4	
Shotgun Shooting	Range	9 to 10	

Signs, Signals and Codes	Outdoor Eng.	9 to 10, 3 to 4
Small Boat Sailing 🇺🇸	Waterfront	11 to 12, 2 to 3, plus practice time
Soil and Water	Nature	3 to 4
Space Exploration	Outdoor Eng.	10-11 or 2 to 3
Swimming	Waterfront	9 to 10, 11 to 12, or 4 to 5
Textile	Handicraft	9 to 10, 2 to 3
Weather	Nature	10 to 11
Welding 🇺🇸	QM	9 to 10, 3 to 4, plus project time!
Wilderness Survival	Scoutcraft	11 to 12, 2 to 3, plus shelter building time early on
Wood Carving	Handicraft	11 to 12, 3 to 4, 4 to 4:45
Woodwork 🇺🇸	QM	11 to 12, 2 to 3
		Page 2 of 2
🇺🇸 – Prior Sign Up Required		

Merit Badge Schedule By Time Period: April Printing

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Area	9 to 10	10 to 11	11 to 12	2 to 3	3 to 4	4 to 5
Waterfront	Swimming*		Swimming*	Swim Practice Time	Rowing*	Swimming*
	Rowing*	Lifesaving		Sailing*		Canoeing*
	Kayaking*	Canoeing*	Sailing*	Kayaking*	Open Waterfront	
Shooting Sports	Archery*		Rifle Shooting*	Rifle Shooting*	Archery*	
	Shotgun Shooting					
Scoutcraft	Orienteering*	Search And Rescue*	Wilderness Survival*	Wilderness Survival*		
	Camping*	Emergency Preparedness*		Camping*	Emergency Preparedness*	
			Camping*	Pioneering		Orienteering*
		Geocaching			Search and Rescue*	
Nature	Environmental Science*	Weather	Environmental Science*	Fishing*	Soil and Water Conservation	Environmental Science*
	Fish and Wildlife	Oceanography	Nature*	Geology	Astronomy	Nature*
	Fishing*	Mammal Study*	Forestry			Mammal Study*
Handicraft	Textile*	Basketry*	Basketry*	Textile*	Leatherwork*	Basketry*
		Art*	Leatherwork*	Art*	Woodcarving*	Leatherwork*
	Fingerprinting		Wood Carving*			Wood Carving*
Health Lodge		First Aid				
Outdoor Engineering	Signs Signals And Codes*	Space Exploration*	Railroading*	Space Exploration*	Engineering*	Movie Making
	Photography*	Robotics		Photography*	Signs, Signals and Codes*	Railroading*
	Electricity*	Engineering*		Electronics*	Electricity*	
QM	Welding*		Woodwork*	Woodwork*	Welding*	
Office Area	Climbing Skills All Climbers Attend See note on first page how this work	Climbing* (One group) See note on first page how this work	Climbing* (Other Group) See note on first page how this work	American Heritage	Denotes pre-camp sign up required	*Denotes offered multiple periods

Updated:
April 13

Merit Badge Prerequisites:

Merit Badge	Prerequisites / Comments	Page 1 of 2
American Heritage	3c – be prepared to show / discuss family history	
Archery	Need archery skills to pass badge. Requires purchase of arrow kit ~\$6	
Art	6 – Be prepared to discuss your museum visit	
Backpacking	All requirements should be completed in advance	
Basketry	Requires purchase of a basketry kit set ~\$15 @ Trading Post	
Bird Study	Reqs 5, 6, 7, 8 - Requires extensive knowledge and interest in birds	
Camping	4B, 8D, 9 – a form will be handed out in camp to verify	
Canoeing	Must pass “red, white & blue” swim test at camp	
Citizenships	See Trail to Eagle page	
Climbing	Pre-sign up required – 2 period badge – see 1 st page for All climbers attend the 9-10 period, then return for a class session 10 to 11 or 11 to 12.	
Communication	See Trail to Eagle page	
Electronics	Requires knowledge of Physics and higher level math, not recommended for first years	
Electricity	2, 8, 9a	
Emergency Preparedness	1, 2c– a form will be handed out in camp to verify 2b, 6c, 8b, 9 – please bring these written out	
Environmental Science	Outside session time required. Can be a difficult badge. Suggested for 2 nd year or above.	
First Aid	Req 1 – proof of ALL Tenderfoot, 2 nd and 1 st class requirements completed (book or note) Req 5a – Home First Kit must meet minimum requirements from the First Aid merit badge pamphlet (pg 22) – bring kit!	
Fishing	Not meant for the inexperienced fisher. Bring favorite equipment for fishing, limited supply available in camp	
Forestry	Completing a field notebook is required	
Geocaching	Req 7,8, 9 – a form will be handed out in camp to verify	
Hiking	All requirements should be completed.	
Horsemanship	There is a \$45 fee. Long Pants required. Must meet at office immediately after breakfast Wednesday 13 years or older. Class size limited at 14 Scouts.	
Insect Study	Requirements 5, 9, 10, Requires extensive interest and knowledge of insects	
Kayaking	Must pass “red, white & blue” swim test at camp, requires pre-sign up	
Leatherwork	Requires purchase of some leather supplies (~\$7)	
Lifesaving	Must be a very strong swimmer. (2 Hour Badge)	
Pioneering	All rope requirements for Tenderfoot and First Class ranks. Skill with rope recommended.	
Photography	You may bring a camera – but it is not necessary.	
Reptile / Amphibian Study	Requirement 8 must be completed prior to camp. A signature verifying completion is expected. Must bring log.	
Rifle Shooting	2 nd year or above at Scout Camp, difficult for novice shooters to	

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	earn. Should plan to attend free shoot.
Rowing	Must pass "red, white & blue" swim test.
Scouting Heritage	Req 5 – bring report. Collection for 6 should be made before camp – you can bring pictures if you don't feel comfortable bringing the items.
Search and Rescue	4 – be prepared to discuss results, 6 – bring proof of your interview
Shotgun Shooting	Previous shooting experience required ~\$15 cost for ammo / clays. Difficult for novices. Extra time available 4-5 if needed
Small Boat Sailing	Must pass "red, white & blue" swim test. Difficult for small Scouts. Pre-sign up required.
Space Exploration	Req 2 – create and bring your trading card to camp, requires purchase of a rocket kit @ camp (~\$13)
Swimming	Must pass "red, white & blue" swim test.
Weather	Requirement 9 should be completed during camp. Please bring the log.
Welding	~\$25 Cost. Age 16+, Class size is limited at 8. Denim Pants and Boots required. Participants should plan additional time to work on projects at the QM. Pre-sign up required.
Wilderness Survival	Bring personal survival kit with you to camp. Shelter building time during siesta Monday and Tuesday. Overnight Tuesday night.
Wood Carving	Purchase of carving items (~\$5) Totin' Chit required.
Woodwork	\$25 to keep your project – no fee if project is for the camp. Not recommended for first year scouts. Pre-sign up required.
Page 2 of 2	

Pre-Camp Merit Badge Sign Up

Climbing, Kayaking, Small Boat Sailing, Welding, Woodwork will have a pre-camp sign up.



We need to limit these badges for safety / equipment restrictions. In an effort to avoid disappointment in camp, we will do a pre-sign up for these badges.

The week before your week at camp, we will open an online registration portal for just these badges. Scouts can add their name to the list / waitlist for these badges.

Registration details will be emailed out – but Scouts or the Leader can sign in online to select badges.

All registration for these badges is done through the online portal – any questions should be directed to Marissa Sikder at the Council Office.

General Information By Program Area

Aquatics

- For merit badge times, consult the merit badge schedule – must pass BSA swim test.
- Instructional Swim: Daily, 11am Mon-Fri. (except Weds.)
- Safe Swim Defense / Safety Afloat: Monday at 1:00pm at Waterfront for all leaders
- Open Swim/Open Boating: 3:00 - 4:45 pm (except Weds.)
- Troop-run Boating and Swims are available during Troop Activities Night.
- Waterfront badges require instruction AND practice time.
- Scouts may also work on their 2nd and 1st class swimming req. at camp during instructional swim or free swim. They do not need to be in the FCA program.
- Polar Bear Swim: 7:10 to 7:30 Tuesday, Thursday, Friday.
- **BSA Lifeguard**
 - People intending to take part in this, should plan to be at the waterfront all morning and some time in the afternoon.
 - Leaders / Scouts must be over 15 to participate in this program.
 - **You must have Red Cross CPR, AED, First Aid for the Professional Rescuer or equivalent - prior to attending camp to complete the certification.**
 - Successful completion of the program will result in a certification.
- **Mile Swim**
 - Participants must complete practice laps prior to the swim.
 - Monday - 8 laps (16 lengths of the swimmers' section)
 - Tuesday - 16 laps (32 lengths of the swimmers section)
 - Weather permitting the swim will be Thursday during lunch.

Scoutcraft

- For merit badge times, consult the merit badge schedule.
- Additional project time is required for pioneering merit badge.
- An in-camp overnigher is required for Wilderness Survival – weather permitting Tuesday Night

Nature

- For merit badge times, consult the merit badge schedule.
- Environmental Science is for advanced scouts. Two hours of observations outside of class.
- “What’s It Box” is offered daily during program hours for points!
- A self-guided nature trail is available from the Nature Lodge.
- Conservation projects are encouraged – please see commissioner / Nature Director
- Astronomy requires late night work. Weather obviously is a factor.
- Lodge is open from 9-12 and 2-5 during program hours for assistance.

Outdoor Engineering

- Prior knowledge of programming is helpful for Robotics
- Space Exploration has a small fee for the rocket (~\$10), the rocket will probably get caught in a tree.
- Electronics requires knowledge in higher level math.

First Class Adventure

- First Class Adventure is NoBe's new-Scout program. There they will learn work on rank advancement towards Tenderfoot, Second Class and First Class Scout requirements. It is a daily four-hour program with two hours left free for merit badges.
- It is from 9:00 – 11:00am and 2:00-4:00 every day. It will meet at Mechanics Lodge but will bring Scouts all around camp.
- On Thursday – weather permitting – Scouts will go on a five-mile hike *immediately* after lunch. Scouts are required to wear hiking boots, socks, bring a water bottler, and a first aid kit.
- Scouts will work on Totin' Chit, Firem'n Chip, First Aid, Orienteering, Knots and lashings, Swim Rescues and Rifle and Archery Shooting.
- Typically the program forms 3 or 4 patrols of Scouts participating in FCA. Two patrols are for brand new Scouts, who focus on Tenderfoot, Second and First Class requirements. The other patrols will be for Scouts who are already Tenderfoot Scouts.

Handicraft

- Consult merit badge schedule for merit badge times.
- The lodge is available at any time during Program Times: 9:00-12:00, 2:00-4:45.
- Having the Scouts doing the badge is more important than looks-- It should NOT be done by adults!!!
- There are costs involved in purchasing baskets, stools, carving kits, etc.
- These prices change every year, and we can't guarantee anything in this regard.
- *Full Basketry Kits are typically \$15, Woodcarving slides \$2 to \$4, Leatherwork kit \$7.*
- Kits do not need to be purchased in advance – they are available at camp Trading Post.

Shooting Sports

- For merit badge times, consult the merit badge schedule.
- Camp Awards in Field Sports will be run during camp
- Troop Shoots during Troop Activities: Sign-up with office after Leaders Meeting.
- Free Shoots are available during the day for individuals (see program schedule)
- Field Sports badges are difficult to complete unless the scout is skilled.
 - These are really not the best choice for first year scouts.
- Scouts in First Class Adventure will get experience in rifle and archery.
- Shotgun and Archery Merit Badges have costs involved.

CAMP WIDE ACTIVITIES

Overview

A wide variety of camp wide activities will be available for your troop at camp. While the specifics of many of the activities are designed through the creative energies of the Camp Staff and the Senior Patrol Leaders Council, this guide will give you the "flavor" of what to expect this summer. Each summer we have a different theme which is blended into many of the camp activities.

Campfires

Campfires are an exciting part of the summer camp experience, and often the most memorable. You can look forward to very high-quality campfires from both the staff and the scouts.

- *Sunday Evening* - Staff Campfire, with original skits performed each summer.
- *First Year Campers' Campfire* - Monday night, an entertaining "perk" for the new in camp. This campfire features timeless BSA skits and is specifically geared towards helping the new Scouts gain that special feeling for our camp.
- *Order of the Arrow Callout* - Wednesday Night, each week the Order of the Arrow holds a call out ceremony to honor all Scouts elected since the previous summer.
- *Friday Campfire* - The Friday campfire is designed by the Senior Patrol Leaders and the Camp Staff, and involves skits, songs, and cheers from both groups. It is different each week of the summer.

Camp Wide Events

Good camp wide events are essential to camp. Camp wide events are what help scouts realize that they are part of something greater than their patrol or their troop--they are part of the brotherhood of scouting. Expect a wide variety of activities.

- **Wednesday Games**
 - **Water Events** - Fun filled boating and swimming competitions.
 - **Field Games** - Including both competitive activities and teamwork builders, wide games will round out your camp experience.
- **Thursday Night Games**
 - **Troop Run events** - in a carnival, boardwalk, or fair-type setting.
- **Chapel Services** - A scout is Reverent. Each week camp will provide an "All-Faiths" service on Monday night. Catholic Mass is generally available on Sunday night.
- **Adventure Hikes** - Troop run trips to near-camp cool places!
- **Sunrise Hike** - Up the cable cut and back all before breakfast to watch sunrise atop the Kittatinny Ridge. With leaders approval.

Troop Activities

What would camp be without the opportunity for your troop to work and play together in activities designed just for yourselves? What follows are some of the activities available, but they are not the final word. The sky is the limit--we are here to serve you and will try to assist in any activities you would like.

- **Troop Shoots** - Your troop can schedule a time for using the rifle range or the archery range during troop activity nights.
- **Troop Swim / Boating** - Enjoy the lake and all the activities. The troop provides the lifeguards!
- **Sports** - Your troop can play volleyball, or Ultimate Frisbee on our Athletic Field. You can also challenge other troops or the staff!
- **Overnighters** - Hike to a special spot in No-Be, or hike on the Appalachian Trail. We have trail tarps and food available, but troops need their own backpacks, "backpacking" stoves *if desired*, and cook kits. We border the 100,000-acre Delaware Water Gap National Recreation Area--The sky is the limit! Please let us know in advance if you plan on doing this.
- **Nature Trail/Star Hikes** - Arrange with the Nature staff.
- **Troop Campfires** - Any night is a great night for a troop campfire!! We do set aside Tuesday and Thursday evening for this purpose, however.
Why not plan a special program and invite another troop or camp staff?
- **Troop Treks** - You can arrange for a "trek" to any of the local spots, including but not limited to: The Glen; Millbrook Historic Village; Delaware Water Gap Rec. Area and on the Appalachian Trail. Please note that any time out of camp could affect your merit badge work.
- **Skill Sessions** - You can arrange through your commissioner for instruction in a wide variety of scout skills.
- **Conservation Projects** - Work to improve your teamwork while helping the camp!

Patrol Activities

Camp has many opportunities for you to strengthen your troop's patrols. Almost all of the above activities can be re-tailored to fit a patrol.

We ask that you participate in the Thursday games as a patrol.

Why not consider having a patrol cook a meal in the campsite, taking a patrol on a hike, having a patrol flag competition, taking a patrol fishing expedition, working on patrol conservation projects, or anything else you can think of?

Individual Activities

Camp provides many activities beyond merit badges that a Scout or a Scout and their buddy can work on. Here are just a few of them:

- Camp Field Sports Awards
- No-Be Achievement Awards
- Fishing
- Mile Swim
- BSA Lifeguard
- Paul Bunyan
- Totin' Chip
- NoBe Adventurer Award
- Ocsobebon Veteran Scout Award
- Polar Bear Swim Patch
- Sunrise Hike Patch

Camp Awards

The No-Be awards program is a unique and important tradition at No-Be. There are some costs involved in purchase of award patches.

- Achievement Award
- Adventurer Award
- Trail Award
- Polar Bear Swim Patch
- Sunrise Hike Patch
- Honor Patrol
- Honor Troop

Forms for these awards are available at camp, copies are included in this guide for all except the Honor Troop Award. The Honor Troop Award encompasses the summer's "theme", and will be available at camp and at the pre-camp leaders meeting. These are summer awards only, and are not available at any other time. Patches must be purchased at the camp trading post during summer operation.

Program Area Activities By Time Period

	9 to 10	10 to 11	11 to 12	2 to 3	3 to 4	4 to 5
Waterfront			Instructional Swim		Open Swim and Boating	
			Mile Swim 12 to 1 Thursday			
	BSA Lifeguard					
Shooting Sports		FCA Rifle			Open Rifle	Merit Badge Participant Extra Time Shotgun / Rifle
		FCA Archery	Open Archery	Open Archery		Open Archery
First Class Adventure	New Scout Skill Sessions			New Scout Skill Sessions		
Nature	Open for nature hikes, camp historical trail, special sessions, schedule with the staff.					
Handicraft	Open instruction available all day.					
Climbing				Open Wall for Older Scouts and Adults		
QM	Mountain Biking – All Day Service Projects / Leaders Projects can be scheduled with your Commissioner					

Trail to Eagle

Introduction

The Trail to Eagle program at No-Be-Bo-Sco is designed to give your older Scouts an opportunity to continue working on merit badges while at camp in order to encourage them on their "Trail to Eagle". Scouts participating in this program will not only work on merit badges, but will be recognized for their participation in the program.

Requirements

Trail to Eagle is designed for Scouts who have attained at least the rank of Star (or have finished all requirements), and are attending a summer camp for at least the third summer. Scouts are required to attend the special Trail to Eagle training sessions. If they do not attend, they will not be able to work on the merit badges.

Trail to Eagle Orientation

There will be a meeting after dinner on Sunday night, to sign up for the Trail to Eagle program and collect merit badge pre-requisites. Please bring with you pre-reqs to dinner. The pre-requisites should be completed before camp, and typed. All Scouts wishing to participate must attend this meeting.

Trail to Eagle Session (12:50 – 2:00 Tuesday)

This session will inform Scouts what they can do to help make their journey to Eagle a little easier and less stressful. It will include a discussion about selecting meaningful projects, keeping track of the project hours, navigating the paperwork process, and answering any questions. Participation in this session is mandatory for anyone taking the Trail to Eagle badges.

THIS IS A SPECIAL PROGRAM, AND TRAIL TO EAGLE RULES APPLY WHICH CAN BE DIFFERENT THAN THE REGULAR CAMP PROGRAMS.

Merit Badges

Some of the merit badges that are required for Eagle are already included in our regular camp program. They are: Camping, Emergency Preparedness, Environmental Science, First Aid, Lifesaving, Hiking and Swimming.

The SPECIAL badges offered in the Trail To Eagle program, and outlined in the schedule that follows are: Communication, Citizenship in the Community, Citizenship in the Nation, and Citizenship in the World.



Eagle Required Camp Badges		
Merit Badge	Area	Time
Camping	Scoutcraft	9 to 10, 11 to 12, 2 to 3
Emergency Preparedness	Scoutcraft	10 to 11, 3 to 4
Environmental Science	Nature	9 to 10, 2 to 3, 3 to 4
First Aid	Health Lodge	10 to 11, 2 to 3
Lifesaving	Waterfront	10 to 12
Swimming	Waterfront	9 to 11, 11 to 12 and 4 to 5
Hiking	Scoutcraft	Schedule with Staff
Special Trail to Eagle Badges		
Merit Badge	Area	Time
Citizenship In the Community	Office	4 to 5
Citizenship in the Nation	Office	3 to 4
Citizenship in the World	Office	2 to 3
Communication	Office	11 to 12

Trail to Eagle Prerequisites

These badges require more advance work than others, and we expect it to be completed at the proper level prior to coming to camp. All prerequisites for these badges will be turned in at the Trail to Eagle orientation after dinner on Sunday night. The counselor will review them to ensure they are done to the proper level. **All prerequisites for these badges MUST be typed.**

A Scout is trustworthy – the work must be their own original work.

Merit Badge	Prerequisite
Citizenship in the Community	2a, 2b, 3a, 3b, 4a, 4b, 4c, 5, 7a, 7b, 7c – typed!
	Scouts must also bring a map of their town.
	The merit badge pamphlet is required for this badge.
Citizenship in the Nation Important: Please see Addendum for this badge On page 32	5, 6, 7, 8 – typed and printed out
	Scouts must also bring the front page of newspapers they read, or notes from the evening news.
	Scouts must also bring the typed letter to their Senator or Congressman.
	The merit badge pamphlet is required for this badge.
Citizenship in the World	3a, 3b, 7 Select and complete any two of the five options prior to reporting to camp. – typed!
	The merit badge pamphlet is required for this badge.
Communication	1, 2, 5, 7, 9 (typed / printed out)
	The merit badge pamphlet is required for this badge.

All prerequisites must be typed for these badges! Handwritten will not be accepted.

Helpful Information for Citizenship in the Nation Merit Badge

It is strongly recommended that you read the merit badge pamphlet and print a copy of the 'workbook' to help you prepare to take part in the 'discussions' of the requirements #1, 2, 3, 4 filling in all of the boxes in the workbook will help prepare you to take part in the discussions. You will need to take an 'active part' in the discussion of these requirements (not just listen) in order to pass them in camp. You should separate the workbook into the parts that you will need for you to be a 'part of the discussion' in camp from the parts (pre-reqs) that you will have to turn in on Sunday.

You must turn in requirements #5, 6, 7, 8 TYPED AND PRINTED out Sunday night when you 'sign up' for the badge immediately after dinner. (Bring them with you to dinner.) If you do not have your pre-reqs, you will not be allowed in the merit badge class.

Req #5 – 'National Evening News' is ABC, CBS, NBC at 6:30 to 7pm. If you choose this option you must make 'notes' about several of the stories each night and include that in your 'pre-reqs'.

'Major Daily News or News Website' (e.g. New York Times, Philadelphia Inquirer, Washington Post etc) – not the local newspaper. If your family does not get a MDN every day, we will accept 5 Sundays in a row. You do not need to read the entire paper – just the entire 'Front Page'. If you choose this option, you must also include some information about several stories each 'day' in your 'pre-reqs.'

It is strongly recommended that you choose the 'Major Daily Newspaper' option and that you bring the 5 'front pages' with you to camp.

-Because you are showing the results of what you have listened to for 5 "half-hour sessions" or read for "20 to 30 minutes" each of the 5 days, you will definitely need **MORE SPACE** than what is given in the workbook to show the information you have gathered. You may outline your information, but do not just list the 'heading' of each article.

Req #6 – Make sure that you complete all parts of the requirement – see the workbook. You will probably need more space than is provided in the workbook to adequately complete all of the parts of this requirements. Bring a copy of the speech to camp.

It is recommended that you use 1 of the following speeches for this requirement:

Washington's Farewell Address	Franklin D. Roosevelt's "Day of Infamy Speech"
Lincoln's Gettysburg Address	Martin Luther King's "I have a Dream Speech"
Sojourner Truth "Ain't I a Woman"	Ronald Reagan's "Tear Down that Wall Speech"
JF Kennedy's Inaugural Address	

If you choose any other, and it is not accepted as of 'national historic importance, you will have to redo the requirement.

Req #7 – Make sure that you complete all parts of your 2 choices and give enough information about the places that you visited and/or researched that someone would want to visit themselves.

Req #8 – List your 2 Senators and Representative

This is a letter (a business letter) not an email or a 'tweet'. Set it up correctly and express how you feel about the **national issue**. You will need to take an 'active part' in the discussion of what you choose – you are trying to convince him / her to support your 'cause.' Do not ask their opinion – you are telling them YOUR opinion. You must actually send this letter and then bring a copy to camp. Try to send it several weeks before camp, so that you may actually get a response.

Camp No-Be-Bo-SCO Older Scout Opportunities

Mountain Biking (age 12 or 2nd year): We have bikes in camp, as well as safety gear. Scouts may not bring their own bikes to camp. The bikes are available to sign out at the QM for use on our trails only. Safety Course and card required.

Climbing/Rappelling (age 12 or 2nd year just for open times, not merit badge): We will offer our wall during the week and will announce these times at camp. We will also offer Climbing MB (age 13) this year from 10-11 and 11-12, limited numbers, however.

Climbing the wall can be difficult and may not be the best choice for all Scouts!

Horsemanship Merit Badge: See page 43 for details!

OCSOBEBON Award (4th year at a summer camp or older) This is a self-guided program that will involve activities from all aspects of camp. Scouts will work on their own to complete the activities earning a neckerchief upon completion.

Kayaking Merit Badge (age 12 or 2nd year)

Welding Merit Badge (age 16 or older) - Based at QM, take the opportunity to learn the trade of welding and create a unique memento of your time at camp!

BSA Paddle Boarding (3rd year at a BSA Camp) - 2-3 at Waterfront - try your hand at paddle boarding with a chance to earn the BSA award.

Camp Emergency Procedures

Siren Sounds

- **Wobble Siren:** (Pulsating Siren) This means fire, severe storm, or other natural phenomena, all Scouts report to the A-Field.
- **Long, steady siren:** This means lost camper or bather, all scouts report back to the A-Field.
- **Short Blast:** This is the "all clear" signal--everyone resumes activities.
- **There are no unannounced drills in camp.** Any situations should be treated as real.

Fire In Camp

- Send someone immediately to camp office and report findings and location.
- Remove unnecessary persons from area.
- Wobble siren will be sounded
- Everything in camp is to stop, all scouts report to A-Field.
- Leader's take head count of their troops and send SPL to Smith Lodge on the A-Field.
- Staff report to their assigned Fire Destinations.
- When fire is under control, the "all clear" signal will be sounded.
- Local Fire Companies are ONLY contacted by the Camp Director, Ranger, or their designated representative.

Lost Bather

- A long, steady siren is sounded.
- Scouts report to A-Field.
- Troop leaders take head count and send report to the Program Director ASAP.
- Aquatics staff immediately enact "Lost Bather Search Procedure". Others assigned to waterfront begin as they arrive.
- All Clear signal will be sounded when person is found.

Lost Camper

- Scout name, troop number, and campsite are reported to camp office.
- A long, steady siren is sounded.
- Scouts report to A-Field.
- Troop leader takes head count and sends report to Smith Lodge.
- Staff report to same duty assignments as lost bather, and await further instructions.
- Staff begin search procedures as necessary.
- All Clear signal will be sounded when person is found.

Sever Weather Procedure / Weather Restrictions

- Everyone is notified as necessary.
- Restrictions could include closure of waterfront, closure of ranges, closure of program areas.
- Campers will be reminded on a regular basis to consume adequate amounts of fluids during severe heat conditions.
- Troops are provided a list of their emergency shelter location at check-in time.

Storm Emergencies/Earthquakes/Tornadoes/Hurricanes/Hazardous Spills

- Troops report to designated shelter area, as per instructions in Sunday Leaders Packet.
- Runners are sent to the troop sites, and areas are notified if it is during regular hours.

Health Lodge Procedures

- Illness or injuries are reported to Health Lodge.
- Health Lodge is available for emergencies at any time.
- Sick call is immediately after each meal for minor problems.
- Send Scouts with a leader or a buddy when going to Health Lodge.
- It is the leader's responsibility to transport scouts to hospital if required.
- The leader should contact the parents if any hospital/doctor situation should arise.
- Camp Director has final say if there is a question as to whether a Scout should be transported to hospital, sent home, or any other major decision.
- If a camper must stay at Health Lodge more than one day, leader will be notified and parents will be asked to pick up the Scout.
- It is a shared responsibility between the Unit leaders and Health Officer to see that medication is distributed at the appropriate time. This will be done with medicine boxes and logs in the site.
- The Health Lodge must be notified if you provide serious medical treatment!

Health Emergencies

- If a Scout is injured, immediately notify Health Officer.
- An injured scout should not be moved until Health Officer arrives.
- In a dire emergency, Camp Director may call ambulance or direct staff to transport scout/leader.
- In most circumstances, troop provides transportation to hospital or Doctor if required.

What to Bring to Camp

Available at the Trading Post

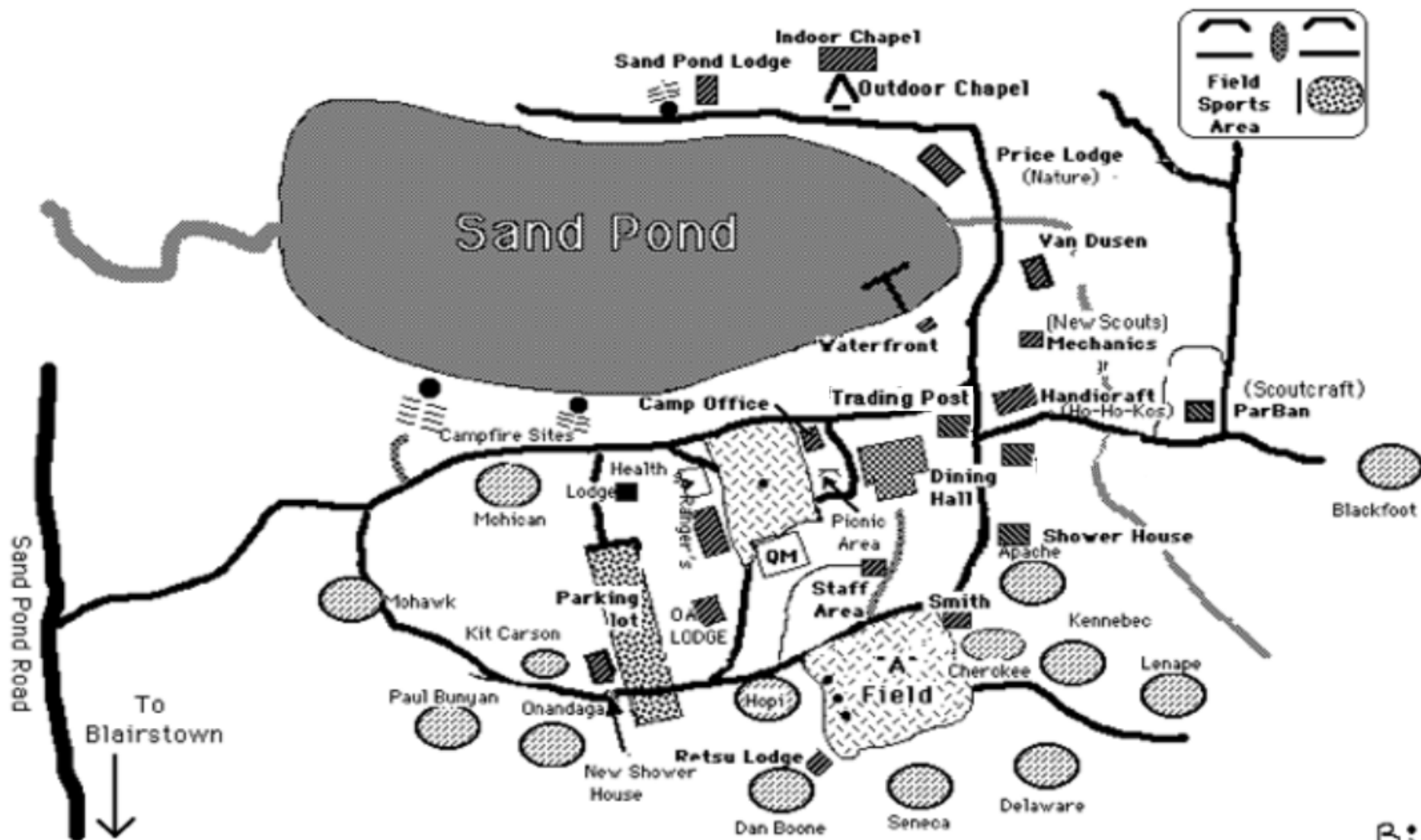
Troop Checklist	
American Flag, Troop Flag, Patrol Flag(s)	Troop First Aid Kit
Reference books, merit badge books, etc	Equipment for special events, skits, camp wide games
Trail tents (if needed)	Trail cooking equipment (if needed)
Wood Tools (QM has some to loan)	Rope, Twine, String
Troop Rosters	Troop Advancement Schedule
3 Troop Checks for end of week purchases	Copies of troop medicals!

Scout Checklist:	
Sleeping bag or blankets, mattress	Poncho
Hiking Boots	Sneakers
Complete Summer uniform – including shorts / socks!	Warm jacket
Toilet Kit (soap, toothbrush, comb, etc)	Towels (bathing and swimming)
Sleeping clothes	Socks
Underwear	T-shirts
Shorts	Swim suit
At least 1 pair of long pants	Scout Handbook
Flashlight	Scout Knife
Pillow	Air Mattress /Foam Cushion
Backpack If Needed	Insect Repellent
Fishing Equipment	Pen, Pencil, Paper
Merit Badge Books	Medical Form
Props for troop / patrol skits	Trading Post Spending Money (\$40-50)
No Cell Phones or iPhones! – Disconnect! Enjoy nature!	

OTHER POSSIBLE ITEMS:

Canteen
 Individual First Aid Kit
 Extra flashlight bulb
 Camera and film or digital camera.
 Sewing Kit
 Utensil/cook kit for troop cook outs
 Compass
 Mirror
 Batteries
 Crazy Outfits for special camp activities

Camp No-Be-Bo-Sco



Directions To Camp

Some GPS units will take you the wrong direction, be sure to stay alert.

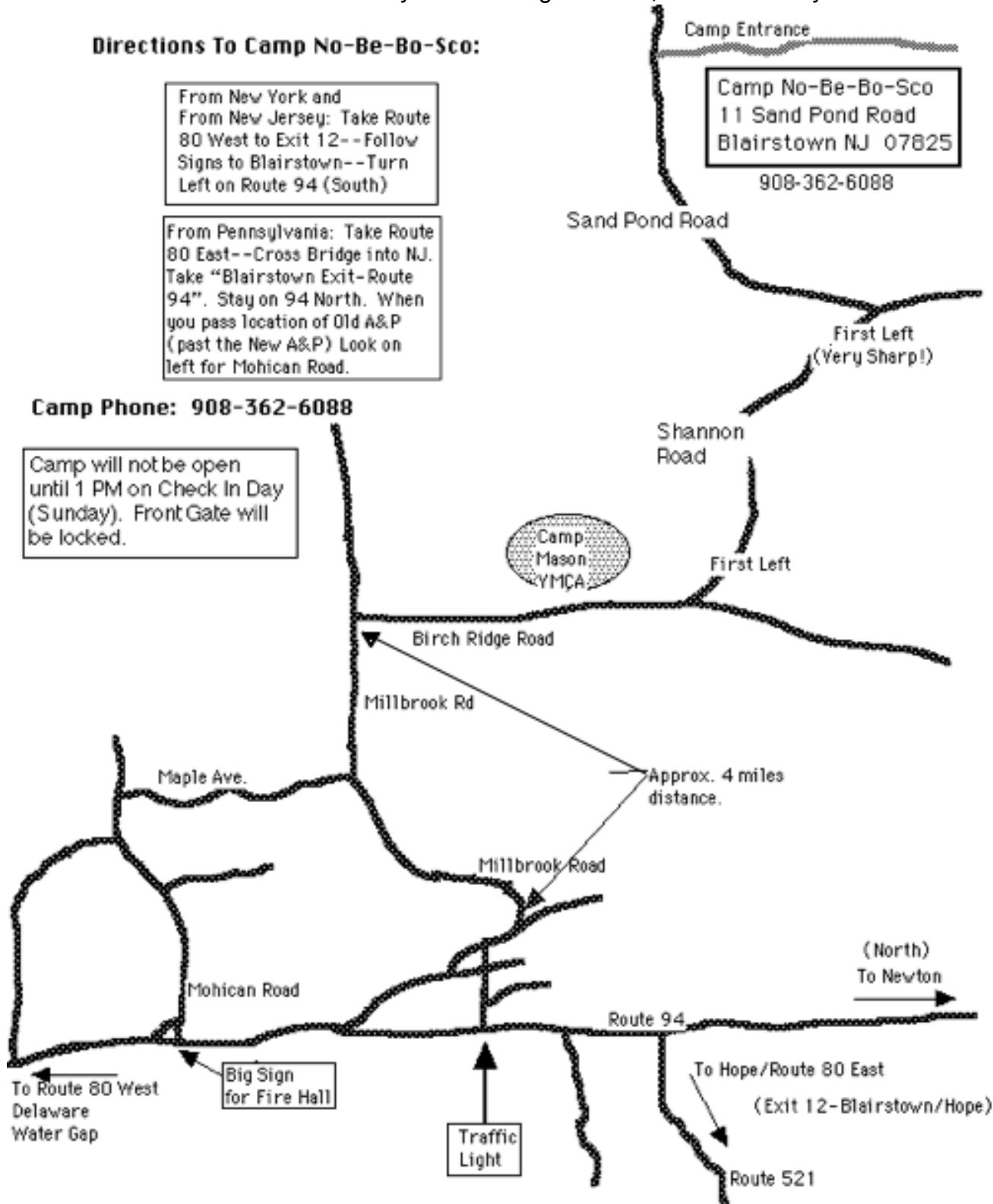
Directions To Camp No-Be-Bo-SCO:

From New York and
From New Jersey: Take Route
80 West to Exit 12-- Follow
Signs to Blairstown-- Turn
Left on Route 94 (South)

From Pennsylvania: Take Route
80 East-- Cross Bridge into NJ.
Take "Blairstown Exit-Route
94". Stay on 94 North. When
you pass location of Old A&P
(past the New A&P) Look on
left for Mohican Road.

Camp Phone: 908-362-6088

Camp will not be open
until 1 PM on Check In Day
(Sunday). Front Gate will
be locked.



ADVENTURER AWARD

The Adventurer Award is for those scouts who have attended camp for at least three years. Once the scout has completed all the requirements and obtained the proper signatures, the unit leader should present this form to the troop commissioner for verification.

REQUIREMENTS:

1. Earn at least two of the following during camp this summer:

- a. Archery Award
- b. Rifle Award
- c. Mile Swim
- d. B.S.A. Lifeguard
- e. Trail Award
- f. Paul Bunyan Award
- g. Achievement Award
- h. OcSoBeBon Award

2. Earn at camp, or show proof of having previously earned, at least two of the following merit badges. In addition, earn one more of the following badges this year at camp (a total of three badges for this requirement):

- a. Environmental Science
- b. Soil and Water Conservation
- c. Wilderness Survival
- d. Rifle Shooting
- e. Leatherwork
- f. Small Boat Sailing
- g. Shotgun Shooting
- h. Climbing
- i. Lifesaving
- j. Camping
- k. kayaking
- l. Canoeing
- m. Nature
- n. Archery
- o. welding

3. Teach Camping, Cooking or Hiking Skills to at least two scouts in your troop.

Skills taught: _____
 Scoutmaster's Signature _____

4. Demonstrate leadership qualities while serving in one of the following positions during your stay in camp: Senior Patrol Leader, Patrol Leader, Junior Assistant Scoutmaster, Assistant Senior Patrol Leader or Troop Guide. (If these positions are filled prior to arrival at camp, the Scoutmaster may assign another position which may qualify as a leadership role.)

Scoutmaster's Signature _____

5. Take part in the planning and organization of a camp wide or Troop event (i.e., campfire, callout, camp wide game, lake regatta).

6. Spend one night with one or more buddies sleeping on a ground bed and shelter which you have made, or show proof of having earned Wilderness Survival Merit Badge.

Scout's Name _____ Troop _____

Commissioner _____ Date _____

TRAIL AWARD

Rules:

1. All hikes must be under the direction of an adult leader.
2. All hikes must be done during your stay in camp this year.
3. Hikes may be taken as a part of the Hiking Skill Requirements or Merit Badge, or in conjunction with a troop overnighiter or day trip.
4. Every hiker must have a buddy--no solo hikes are allowed.

Requirements:

____ 1. Tell your Scoutmaster the directions to the following hikes around Camp:

- | | |
|------------------------------|--------------------------|
| Outpost Leantu | A Walk on the AT |
| Copperhead Springs (Sunrise) | Fairview Lake (Towadena) |
| Catfish Mountain Fire Tower | FCA Hike |
| Millbrook Village | Van Campen's Glen |
| Long Pine Pond | Catfish Pond |

____ 2. Take hikes to any three of the locations listed above.

Hike 1: location _____ Scoutmaster's initials _____
 Hike 2: location _____ Scoutmaster's initials _____
 Hike 3: location _____ Scoutmaster's initials _____

____ 3. Help maintain a local trail on one of your hikes (Post trail signs, clean brush, check erosion, etc.).
 Verifying initials (adult leader or staff) _____

____ 4. Present yourself to your unit leader for inspection prior to your first hike. Have proper gear and attire suitable for the type of hike.
 Scoutmaster's initials _____

____ 5. Earn at Camp, or show proof that you previously earned, the Totin' Chip Award.

____ 6. Tell your Scoutmaster the eight basic points of a compass and their degree readings. Also, using a compass, indicate to your Scoutmaster the actual direction of magnetic north.

CERTIFICATION OF COMPLETION:

Applicant's Name _____ Troop _____

Scoutmaster's signature _____ Date _____

Commissioner's signature _____ Date _____

ACHIEVEMENT AWARD

Each scout will have the opportunity to earn an annual Achievement Award during their stay in camp. The award will be a pocket emblem with numbers indicating years of attendance at Camp No-Be-Bo-SCO. To be eligible for the one-year award, the scout must complete 4 out of the 12 requirements; for the second-year award, the scout must complete 5 out of 12; for the third year award, the scout must complete 6 out of 12; for the fourth year award, the scout must complete 7 out of 12; and for the Veteran Camper award, the scout must complete 8 out of 12.

Scout's Name: _____ Troop _____ Year At Camp: _____ Commissioner: _____

REQUIREMENTS:

- ___ 1. Earn one merit badge. (Leaders - help a Scout earn)
- ___ 2. Complete a camp improvement or conservation project involving at least 3 service hours (this requirement may be done in conjunction with the Honor Patrol or Honor Troop Awards).
- ___ 3. Complete 5 new skill requirements (if you are not First Class), or one additional merit badge (other than the merit badges for requirement 1). (Leaders - complete 1 leader training)
- ___ 4. Participate as a member of your troop in a camp wide event.
- ___ 5. Complete a five-mile hike while in Camp.
- ___ 6. Participate with your troop, patrol, or the staff in one overnight trip at an outpost site during camp.
- ___ 7. Participate with your troop or patrol in a campsite improvement project.
- ___ 8. Get a statement from your Scoutmaster that you have followed the Scout Oath and Law while in Camp.
- ___ 9. Attend a religious service of your choice while in Camp.
- ___ 10. Earn one of the following while in Camp:
 - 1. Archery Award
 - 2. Rifle Range Award
 - 3. Trail Award
 - 4. Mile Swim
 - 5. Totin' Chip
 - 6. Paul Bunyan
 - 7. Adventurer Award
 - 8. Become a swimmer if you are a beginner/non-swimmer
 - 9. OcSoBeBon Award
 - 10. BSA Lifeguard
 - 11. Sunrise Hike
- ___ 11. Spend 2 hours teaching skills to scouts in your troop working on Tenderfoot through First Class requirements.
- ___ 12. Attend all 3 polar bear swims.

**Award segments are only available at the camp trading post during the summer season.
So make sure you purchase during the summer!**

HONOR PATROL

The Honor Patrol Award will be given to those patrols, which earn at least 350 points from a total of 400 possible points. All points are awarded by the unit leader and verified by the troop's commissioner. No stipulation is made as to the size of the patrol. Points are awarded for patrol activities; therefore, a patrol is not handicapped by having more or less than the recommended eight scouts per patrol.

When a patrol has earned the requisite number of points, the patrol leader should sign this form and present it to their unit leader. The unit leader will review the form and sign it upon approval. The signed form should then be presented to the troop's Commissioner.

NOTE: The Camp reserves the right to not give this award due to any unscout-like behavior

REQUIREMENTS

- | | |
|----------------------------------|--|
| ___ 1. Name (50 points) | A patrol name decided upon and used by the patrol members |
| ___ 2. Yell (25 points) | An original yell relating to the patrol name |
| ___ 3. Call (25 points) | A few words or sounds that can be used by patrol for recognition |
| ___ 4. Flag (25 points) | A flag made by patrol and flown in patrol site |
| ___ 5. Leadership (25 points) | An elected patrol in camp |
| ___ 6. Spirit (50 points) | Demonstration of spirit by use of name, yell, call and flag |
| ___ 7. Co-operation (50 points) | Patrol cooperates with patrol leader, unit leader and staff |
| ___ 8. Advancement (50 points) | Each member of patrol advances one rank or earns one merit badge or passes 5 skill activities. |
| ___ 9. Participation (50 points) | Patrol enters into troop and camp activities |
| ___ 10. Project (50 points) | Patrol participated in campsite or camp wide improvement project |

PATROL NAME _____ TROOP _____ CAMPSITE _____

PATROL LEADER'S SIGNATURE _____

SCOUTMASTER'S SIGNATURE _____

COMMISSIONER'S SIGNATURE _____



Horsemanship 2024

The Horsemanship Merit Badge program is offered at a local farm in Blirstown. Scouts 13 and older are eligible to take part in this program.

Scouts will miss part of their Wednesday sessions to participate in this badge, but counselors will be able to work with them on missed requirements. They should let their counselors know prior to Wednesday they will be missing the badge for Horsemanship.

Long pants and sturdy shoes are necessary.

Sign-up will be immediately after dinner on Sunday. This program costs just \$50.00 per scout for a once in a lifetime opportunity!

We are limited in number of Scouts allowed.

Send Your Scouts with Our Provisional Troop!

Have Scouts who can't go with the troop?
Scouts who want to come back for another week?
Scouts who want to earn more badges?

We provide the two-deep leadership with former adult staff members and leaders. The provisional troop follows the traditional troop model for their week at camp!

One fee for 2024 regardless of when you register!

2024 Dates:

Week 5 – July 28 – Aug 3

Week 6 – Aug 4 - 10

Multi-week / Camp Sampler Discount Available!!!
Sign up online at campnobebosco.org/provo

GIVE IT A SHOT!

HIKING

CLIMBING

SCOUTCRAFT

SHOOTING SPORTS

THE OCSOBEBON

"TAKE ON THE MAP"

No-Be's

NEW OLDER SCOUT PROGRAM

AQUATICS

A CHANCE FOR VETERAN CAMPERS TO CHALLENGE EACH OTHER IN ALL CAMP ACTIVITIES. INCLUDING HIKING, CLIMBING, SCOUTCRAFT SKILLS, AQUATIC RACES, MOUNTAIN BIKING, ORIENTEERING, SCAVENGER HUNTS AND MORE!
ALL THIS ON TOP OF THE NORMAL CAMP PROGRAM!

A CHALLENGE NOT EVERYONE WILL BE ABLE TO MEET
SO TRY TO TAKE ON THE MAP!

Camp No-Be-Bo-SCO

OFFERING FUN, THRILLS, AND OUTDOOR ADVENTURE!



Great Staff!

Great Program!



Each day at Camp No-Be-Bo-SCO offers new opportunities for advancing in the skills of Scouting.



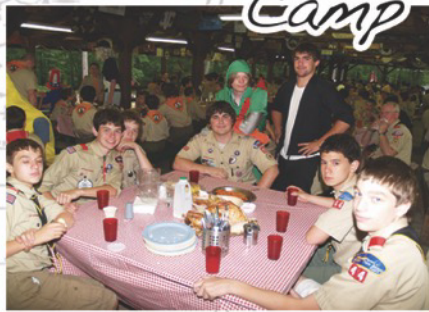
Swimming, boating and canoeing; field sports such as riflery, archery and shotgun, exploration hikes, programs for new and veteran Scouts, handicraft, horsemanship Scoutcraft, a weekly theme and campfires.



These are just a few of the activities enjoyed by campers in a week at



Camp No-Be-Bo-SCO



Great food!

A Great Time!

Camp No-Be-Bo-SCO



Camp No-Be-Bo-Sco

An Adventure In Scouting Excellence Since 1927

www.campnobosco.org



For the Whole Troop:

- **Theme Based Program** – each summer is guided by an ongoing and engaging theme to keep you working all week!
- **Four Campfires** – Opening, First Year Camper, OA, Closing
- **Wednesday Water and Land Games** – Inter-troop competition at the pond and the A-Field
- **Thursday Night Carnival and BBQ** – Troop led games by the Dining Hall

For the New Scout:

- **First Class Adventure** – Work on new Scout skills, while experiencing all the Camp has to offer. 4 Hours each day with time to still earn 2 merit badges!

For the Experienced Scout:

- **Trail to Eagle** – required merit badges, by experienced counselors. (Offered every week)
- **The OcSoBeBon** – Complete tasks and challenges in each area of NoBe.
- **Welding** – try your hand at producing a metal eagle.
- **Horsemanship** – Visit our off site farm to work on the badge!
- **Mountain Biking** – Traverse the trails of camp on one of our many mountain bikes

Camp Menu	
Sunday	Pot Roast
Monday	Pancakes Grilled Cheese Spaghetti
Tuesday	Breakfast Sandwich Make Your Own Tacos Roast Pork
Wednesday	French Toast Picnic Lunch London Broil
Thursday	Skillet Breakfast Fresh Pizza Barbecue Chicken
Friday	Pancakes Meatball Subs Thanksgiving Dinner
Saturday	Croissantwich

Over 45 Merit Badges

American Heritage – Archery – Art – Astronomy – Backpacking – Basketry – Bird Study – Camping – Canoeing – Climbing – Emergency Preparedness – Electronics – Environmental Science – First Aid – Fish and Wildlife – Fishing – Forestry – Geocaching – Geology – Hiking – Horsemanship – Insect Study – Kayaking – Leatherwork – Lifesaving – Mammal Study – Nature – Orienteering – Photography – Pioneering – Reptile Study – Robotics – Rifle Shooting – Rowing – Search and Rescue – Shotgun Shooting – Small Boat Sailing – Soil and Water Conservation – Space Exploration – Swimming – Textile – Weather – Welding – Wilderness Survival – Wood Carving – Woodworking

Summer Camp Roster

CAMP NO-BE-BO-SCO SUMMER CAMP ROSTER				
TROOP:	Town:	Council:	District:	
WEEK ATTENDING:				
All Leaders must be registered with the BSA and troop must bring proof. Should have uniform!				
	LEADER'S NAMES:	ADDRESS,CITY, STATE, ZIP:	PHONE #:	Which Days?
Leader:				
Assistant:				
Assistant:				
Assistant:				
Assistant:				
	SCOUT NAMES:	ADDRESS, CITY, STATE, ZIP:	PHONE #:	
SPL: 1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				
21				
22				
23				
24				
25				

Guide to Number of Leaders and Number of Free Leaders/Refund Info

#Scouts	#Free leaders	Total # Leaders Allowed	#Scouts	#Free leaders	Total # Leaders Allowed
1-3	1	2	32	5	6
4	2	2	33	5	6
5	2	2	34	5	6
6	2	2	35	5	6
7	2	2	36	5	7
8	2	2	37	5	7
9	2	3	38	5	7
10	2	3	39	5	7
11	2	3	40	6	7
12	2	3	41	6	7
13	2	3	42	6	7
14	2	3	43	6	8
15	2	4	44	6	8
16	3	4	45	6	8
17	3	4	46	6	8
18	3	4	47	6	8
19	3	4	48	7	8
20	3	4	49	7	8
21	3	4	50	7	9
22	3	5	51	7	9
23	3	5	52	7	9
24	4	5	53	7	9
25	4	5	54	7	9
26	4	5	55	7	9
27	4	5	56	7	9
28	4	5	57	7	10
29	4	6	58	8	10
30	4	6	59	8	10
31	4	6	60	8	10

Contact camp director for counts if over 60 scouts.

PAYMENTS & REFUNDS

There is a Non-Refundable cancellation fee of \$100 for each registered participant per session. After May 31st, refunds are issued for valid medical or mourning reasons only. **All refund requests must be made in writing no later than August 31, 2024 after which NO requests for this season will be considered.**

Requests must be emailed to Marissa Sikder - Marissa.Sikder@scouting.org or mailed to PO Box 670, Oakland, NJ 07436, ATTN: Marissa Sikder.

Refunds will be issued for medical reasons, death in the family or they will be reviewed and a decision will be made based on the information we receive.

QUESTIONS AND ANSWERS:

If my Scout does not attend camp can they get a “full” refund?

The Northern New Jersey Council has a cancellation charge of \$100.00 per participant session

Is the cancellation fee ever waived?

Cases are considered on an individual basis and must be requested in writing.

What about “No Shows”?

It is the Unit Leader's responsibility to notify the camp that there has been a change of plans. Units or youth that, without prior notification do not show up at camp forfeit any deposits or fees they may have paid.