



www.YosemiteScouting.org



Pendola Scout Reservation's
CAMP JOHN MENSINGER
2017 Leader Guide



Dear Unit Leaders,

Thank you for choosing Camp John Mensinger as your 2017 Boy Scout Resident Camp. We look forward to your arrival at camp in the beautiful Sierra Nevadas.

Pendola Scout Reservation was opened in 1970, and later Camp John Mensinger was opened as part of the Reservation. The Scouting that has happened on the Reservation has a rich history of servant leadership. Our vision, as a staff, is to help you and your charter organization to build men of character, in a fun and safe environment. We are committed to providing each Scout a program that inspires them to have a genuine interest in protecting the environment, caring for their community and growing into responsible adults.

Under your leadership, Scouts are embarking on an adventure to explore opportunities unlike any other. This may well be their first time away from home. Your guidance will be vital to ensure a positive and rewarding outdoor experience. The camp staff is here to help you achieve success in your role.

By preparing for camp, your Scouts will get the most out of their investment. This book should answer most of the basic questions, but if not, the 2017 Camping Staff and Support Staff will try their best to help!

Our camp continues to build upon the tradition of excellence and will provide your youth with experiences that they can only have in the Boy Scouts and at Camp John Mensinger. We are very excited about the summer of 2017, and look forward to serving your needs during your week at Camp John Mensinger.

Sincerely,

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For more forms and information about Camp John Mensinger, please visit the website at www.YosemiteScouting.org or contact the Council Service Center at (209) 545-6320.

Welcome and Thanks for choosing Camp John Mensinger

We just wanted to take a minute and thank you for choosing Camp John Mensinger. We know that you have many different options for summer camp, so we are honored that you have chosen us. As you may or may not know, our camp is in a unique setting in the Stanislaus National Forest, elevation 4800 feet, just above Beardsley Reservoir.

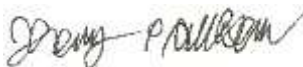
For the 2017 camping season...

- Based on the popularity of the Welding merit badge we've renamed "Ranger School" to "**CJM Trade School**" and added Automotive Maintenance, Electricity, and Plumbing.
- The Pendola Sierra Adventure Base has been renamed to **Soap Creek Adventure Base** and offers the following high adventure options which can be selected along with Merit Badge Classes:
 - ➔ Kayaking/Canoeing @ Pinecrest (available on Mondays)
 - ➔ Mountain Biking (available on Tuesdays)
 - ➔ BMX (available on Wednesdays)
 - ➔ Beardsley Canoe Outpost (Thursday evenings to early Friday mornings)
 - ➔ Bear Lake hike, swim day (from Crabtree Trailhead in Emigrant Wilderness)
(available on Fridays)
 - ➔ Horseback riding as a patrol

This manual is designed to help you and your boys to plan the best summer adventure possible. Our staff stands ready to assist you in any way they can. If we have somehow missed something, please don't hesitate to ask. We look forward to seeing you at camp this summer!



Dylan Law
Camp Director



Jeremy Paulson
Program Director



Chris Bruening
Camp Commissioner

"Scouting is three-quarter – outing"
Lord Baden-Powell, 1907

History of Camp John Mensinger

For many years prior to the arrival of the Europeans, the local Miwuk Indians regularly visited the area. The area was rich in game and plants, which were an important part of the Miwuk culture. These people traveled to higher elevations during the spring and summer, and moved back down with the approach of winter. An attractive feature of the area around the camp was an abundance of acorns, which could be ground into meal. It is common to see grinding rocks throughout the area left by these early residents.

During the mid-1800's, the California Gold Rush brought a huge influx of Europeans into the area. While little is known about the gold rush days in and around the camp, it is certain that the area was explored. While gold was the main attractant, the potential for lumber was not overlooked. Lumber was harvested in order for settlers to build homes and other structures, however; it wasn't until the arrival of the railroad in the late 1800's, that the area began to really open up for logging.

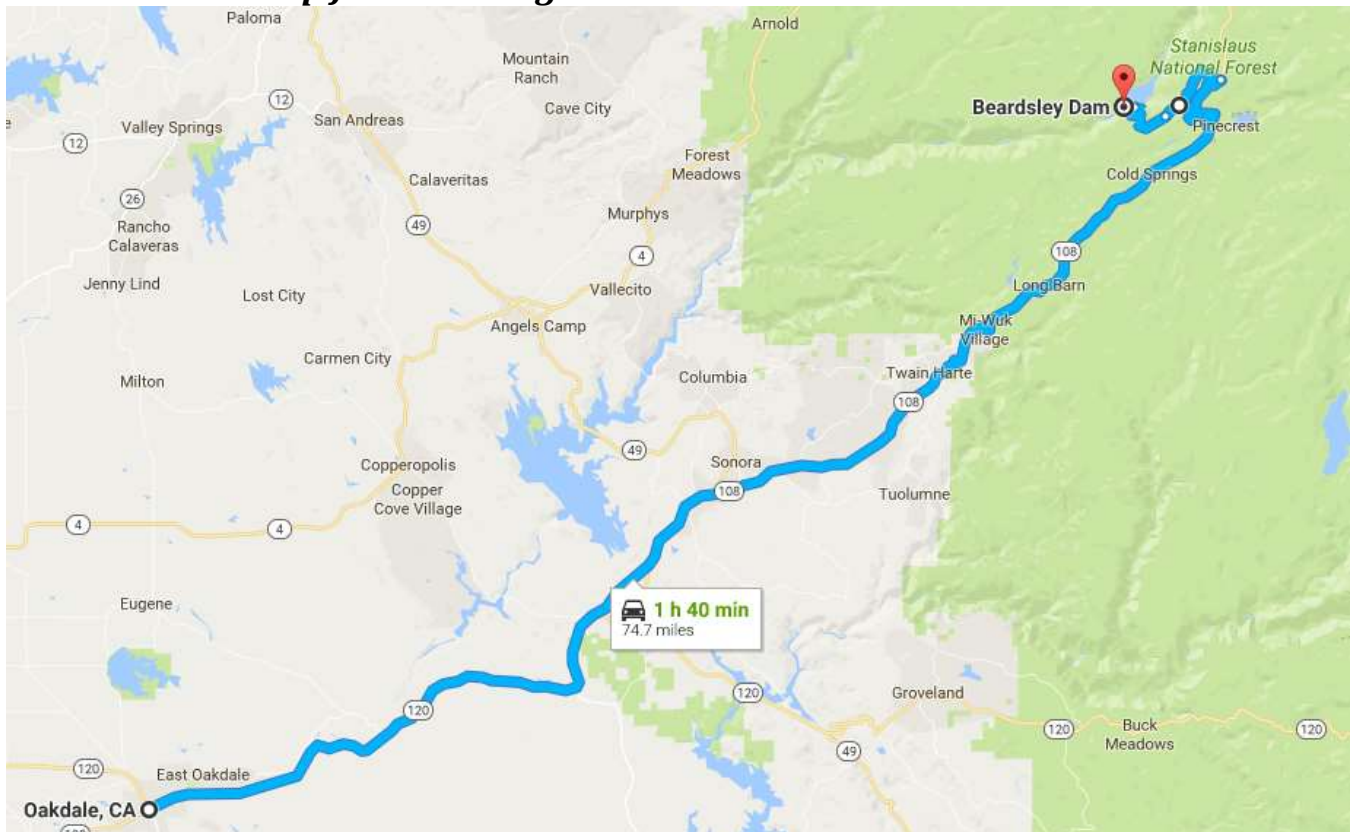
During the first half of the twentieth century, a series of companies began logging operations, moving from Sonora into the mountains. The Pickering Lumber Company built its Sugar Pine Railroad from the town of Standard (just outside of Sonora), all the way through the present Camp John Mensinger, and ending at the edge of Calaveras Big Trees.



In 1969, with the efforts of Mr. Bill Pendola, the Pickering Lumber Company donated one hundred fifty-eight acres of land, for building a Boy Scout Camp. Mr. Pendola is shown at left pointing out the land to some Scouts. The donation of the land made it possible for the Scouts to set up a camp on their own land, rather than on leased Forest Service land, as most camps have. The first Scouts camped in the old Soap Creek Lumber Camp and swam in a Doughboy Pool. During the 1970's, the late John Mensinger and a group of friends began building what is now known as Camp John Mensinger.

Today, almost nothing remains of the once bustling lumber camp at Soap Creek. At the time, the lumber camp was abandoned and the railroad was torn up and removed. Today the most common reminder of the railroads existence is the numerous railroad spikes that were left behind.

Directions to Camp John Mensinger



From Oakdale:

Take Highway 108/120 towards Sonora (120 eventually splits off to go to Yosemite...save that for another trip).

Approximately 33 miles from Oakdale to Sonora

In Sonora, you will by-pass the town (unless, of course a Starbucks stop or last-minute WalMart excursion are needed and then you'll take the Mono Way offramp and go left under the hwy).

Approximately 30 miles from Sonora to Strawberry

As you get closer to Strawberry – two locations with bathrooms: Cold Springs gas station/market has two porta-potties and the Summit Ranger Station at the Pinecrest exit (IF it is open) has a couple nice restrooms.

From Strawberry you will continue up the highway to Beardsley Lake Road (turns off on your left...if you see the road on the right to Leland Meadows SnowPlay area you've gone too far).

Approximately 4 miles from Strawberry to Beardsley Lake Road

The road from the highway down to Beardsley Lake dam is windy – use a low gear and use caution on the turns.

Approximately 8 miles from highway to dam

After crossing the dam you'll climb up the opposite side, staying to the left as you pass the newly refurbished campground on your right, and then taking a sharp hairpin turn to the left to travel up the paved logging road.

Approximately 5.5 miles from dam to dirt road that leads to camp

Watch for a dirt road that will veer off to the left...there will be a BSA sign – follow the dirt road to the parking lot sign for Camp John Mensinger.

Approximately 2 miles from dirt road to Camp

Someone will instruct you where to park your vehicles – bring all your paperwork with you to check in.

Camp Contact Information

All camping and registration questions should be directed to the Council Service Center in Modesto. You can also consult the camping section of the council website at www.YosemiteScouting.org. If you prefer to speak to an actual person, please contact the Modesto Service Center any weekday at (209) 545-6320. You can also e-mail a member of the council staff at any of the following addresses:

- | | | |
|------------------|---------------------|--|
| 1. Barbara Evers | Program Assistant | barbara.evers@scouting.org |
| 2. Tim Long | Camping Director | timothy.long@scouting.org |
| 3. Jenni Long | Marketing Assistant | Jenni.long@scouting.org |
| 4. Dylan Law | CJM Camp Director | dylanjlaw@gmail.com |

All paper correspondence, payments, etc should be mailed to the following address:

Greater Yosemite Council, Boy Scouts of America
Attention: Camping
4031 Technology Drive
Modesto, CA 95356
(209) 545-6320 ext. 104 FAX (209) 545-6321

If the parents in your unit would like to mail letters, post cards, or care packages to camp, please use the following address:

Camp John Mensinger
Scouts Name, Troop Number
General Delivery
Strawberry, CA 95375

Mail is checked by either the Camp Director or Ranger every Wednesday and Friday. Mail is also picked up at varying other times depending on which staffers are leaving camp to gather supplies in Sonora and which Council employees are coming to camp. Please allow a considerable amount of time for your shipped items to arrive at camp. We are in a remote location and the mail service has multiple check points before it arrives at the location where we check mail. It might even be a good idea to ship items a week prior to your Scout's arrival. We can hold on to mail so that your participants receive it when they get to camp.



Participants eating a meal in the dining hall.



Programs at Pendola Scout Reservation

Camp John Mensinger is a traditional dining hall style summer camp, which provides a level of enthusiasm and Scouting spirit that can't be matched. It features a full merit badge program, a big lake waterfront on Beardsley Reservoir, and specialized leader instruction. There is something for everyone! Camp John Mensinger is where the Scout Oath and Law come to life.

“Adventure Troop” Provisional Troop - The Adventure Troop is designed for Scouts who either cannot attend camp with their units or for boys who wish to attend an additional week. **We arrange for an adult Scoutmaster.** Interested families should contact the Scout Office for availability, and register directly. **One additional week of camp is only \$235! A third or fourth week would only be \$180 per week.**

Soap Creek Adventure Base is located northeast of the main part of Camp John Mensinger. It serves as the base camp for our rustic backpacking program, designed to provide weeklong treks for older Scouts in the backcountry of the Sierra Nevadas. This program also offers a day-to-day adventure experience where scouts can sign up for specific activities like bicycle rides, waterfront adventures and more. **If you have boys who want a week long alternative to merit badges, then this is for you!**

Webelos Adventure at Mensinger is the designation for our summer Webelos activity program. Under the direction of a dedicated staff, the younger boys will be challenged while having the opportunity to advance.

Camp Fees and Registration

Regular Camp Fee: \$355

Regular Adult Fee: \$170

Ldr 1-night fee: \$40

\$100 Unit deposit due upon initial reservation to hold each desired patrol spot

Deadline	Scouts	Paying Leaders [#]	New Scouts/ Bridged Webelos
March 31 st – <i>super early bird</i> per registrant pd in full	\$335*	\$150	\$335*
April 1 st – minimum due for Merit Badge registration	\$180		\$180
May 1 st – <i>early bird</i> per registrant pd in full	\$345*	\$160	\$335*
May 2 nd <i>up to 2 wks</i> before camp session begins	\$355	\$170	\$335
Within 2 wks of camp session beginning	\$365	\$180	\$345

*FOS Gold Unit fee reduced by \$10 [#]1 free leader every 5 paid Scouts

Camperships – The 2017 Campership Application is available in both paper and online form. Go to www.yosemitescouting.org > *Camping* > *2017 Youth Campership Application*. Scholarships cannot be given after attending camp. The campership is only for Scouts of the Greater Yosemite Council. Once a campership has been granted for one Scout it cannot be transferred to another Scout.

Adult Leader Fees - Each troop is required to have **one adult per 10 Scouts**, with a **minimum of two adults**. While the adults may rotate, this minimum leadership must be present always. The regular fee for adult leaders is \$170 per week or \$40.00 per day. ***NEW this year adult fees are affected by payment deadlines (see above chart).*** As in past years, Units sending 5 or more Scouts will receive free Leader credits: 1 free leader for every 5 paid Scouts.

Refund Policy: All fees are non-refundable except for summer school, a death in the immediate family, or a doctor's excused illness, in which, all but \$175 (Scout) and \$85 (Adult) will be refunded. Requests must be submitted in writing with appropriate documentation (i.e.: doctor's excuse or summer school enrollment verification). Refund requests must be submitted to the Greater Yosemite Council office by September 1, 2017 for any reimbursement consideration.

Family Camping - There are no provisions for family camping at Camp John Mensinger. Please do not bring your family members to camp unless they are registered members of the Boy Scouts of America, and are part of your Unit's camping experience.

Trading Post - Our trading post will provide many of your summer camp needs and will be open during regular program hours and most evenings. Hours will be posted at the Trading Post during camp. The trading post will stock an array of snacks, beverages, merit badge supplies, camp necessities, toiletries, and souvenirs. Limited edition camp apparel will be available at competitive prices. Scouts should bring money for the trading post.

Families and units might want to consider pre-purchasing punch cards in \$10, \$20 and \$50 denominations for use during the Scout's week at camp. No credit will be issued if there remains a balance on the card by the end of the week.

JUST FOR CAMP LEADERS



Scoutmasters Lounge during Scoutmasters Luncheon

Check-in Procedure

- Plan to arrive between 1:00 p.m. and 4:00 p.m. on the Sunday of your week. **Please do not arrive before 1:00 p.m.** If you do arrive early, please do not travel around camp. There is plenty of time to check-in and get settled before dinner.
- When you arrive, all vehicles should park in the main lot at camp. All vehicles must be parked backed in to the hillside, or on the far side of parking lot. All trailers must be unhooked from the vehicle that transported them and parked next to the vehicle that brought it or put in another place that is recommended to you by staff. These parking instructions will be given to you upon arrival and enforced by parking staff, the ranger, and camp director. The Scoutmaster should then come to the check-in table, and have all forms and rosters ready. Please be prepared to pay any remaining fee balance and the fee for any extra adults at check-in.
- While paperwork is being completed, your Campsite Commissioner will meet with the youth. The Scouts and other adults can transfer troop equipment or excess personal gear to one vehicle. Only one vehicle at a time per troop will be allowed access to your campsite to deliver equipment. Scouts should be ready to carry in most of their personal equipment. The troop and its Campsite Commissioner will then head to the campsite. The Campsite Commissioner, Senior Patrol Leader and Scoutmaster will inspect the tents and other camp equipment; problems will be noted on the check-in sheet.
- Following campsite inspection your Campsite Commissioner will escort you through orientations and brief tour of camp including: The Pool, Dining Hall, and Medical Building. Every Scout and leader who wishes to take part in any aquatics activities during the week must participate in a swim check.
- Once the orientations and tour are complete the unit will be escorted back to their campsite. At this time, any vehicles at the site should be moved to the parking lot. Troops can continue moving in to the site and prepare for dinner and evening activities.

Monday Check-in Option - Monday check-in is available any week of camp, but the program will only be adjusted for weeks heavily attended by LDS units. If you need to arrive at camp at some time other than Sunday afternoon, please call the Modesto Service Center 7-10 days in advance to make alternate arrangements. We can set up an early or late check-in, or a Saturday or Monday arrival. Monday check in starts at 6am but we encourage units to arrive earlier to avoid a back-log. Again, the phone number is (209) 545-6320.

General Rules & Considerations

Refund Policy – All fees are non-refundable with the exception of summer school, a death in the immediate family, or a doctor's excused illness, in which, all but \$170 (Scout) and \$85 (Adult) will be refunded. Requests must be submitted in writing with appropriate documentation (i.e.: doctor's excuse or summer school enrollment verification). Refund requests must be submitted to the Greater Yosemite Council office by September 2, 2016 for any reimbursement consideration.

Family Camping - There are no provisions for family camping at Camp John Mensinger. Please do not bring your family members to camp unless they are registered members of the Boy Scouts of America, and are part of your Unit's camping experience.

Camp Adult Leadership - The Scoutmaster is in charge of the troop at all times. The Scoutmaster and other adult leaders have the primary responsibility for the care of the youth in camp. The camp staff is available as a program resource and helping hand, but at no time are they responsible for leading an individual troop. The discipline and organization of all troops is the Scoutmaster's responsibility.

2-Deep Leadership - Each troop at camp must be under the leadership of at **least two adults**; this is a BSA requirement. At least one of the adults must be over 21 years of age, preferably both. One leader can be 18 years of age or older. While the adults may rotate during the week, this minimum leadership must be present at camp at all times.

Youth Protection Training – All registered leaders listed on the Unit Adult Registration form and who will be remaining in camp for more than 24 hours must have a current Youth Protection Training Certificate as well as a current medical form.

Visitor Information - Visitors are welcome at any time during the week. **All visitors must check in at the camp Administration Building when they first arrive. Visitors must follow all camp policies.** Program facilities are not available for use by visitors when camp is in session. Vehicles must be parked in the main parking lots, and not at campsites. Meal fees for visitors are \$8 for breakfast, \$9 for lunch and \$10 for dinner.

The Buddy System - Troops must discuss and enforce the Buddy System while at camp.

Smoking – Smoking is discouraged in camp and prohibited around Scouts or in any camp building. If you do smoke, be aware that due to the fire hazard, smoking is strictly limited to the designated smoking area. Youth may not use tobacco at any time or any location.

Marijuana – Marijuana has become legalized in the State of CA, but it is not allowed within the perimeter of Pendola Scout Reservation. Possession of or use of marijuana at camp will result in immediate expulsion from Camp John Mensinger.

Motor Vehicles - All vehicles must park at the Camp John Mensinger parking area. **During check-in and check-out, only one vehicle at a time per unit will be allowed on the service road to the campsite**; please do not leave the roadways or drive directly into your campsite. Please refrain from moving vehicles during the week.

Drivers should keep their car keys with them at all times so that they can assist in emergency evacuations. If you have a Scout or adult with special mobility needs, a permit can be obtained from the office to drive this individual around the camp.

Scouts and leaders are prohibited from riding in the back of pickup trucks or trailers. Each occupant of a vehicle should have a proper seat and use a seat belt. Drivers of vehicles must be at least 18 years of age, with a current driver's license. The maximum speed limit for vehicles in camp is 5 mph.

Sleeping Arrangements - Leaders and Scouts must sleep in separate tents. An adult leader may sleep with his/her son, but not with other youth. All Scouts must have a tent-mate.

Showers – Leaders and campers over 18 must use designated adult shower facilities. Units must establish separate adult/youth shower times at Camp John Mensinger. Youth shall not use adult facilities.

Discipline and Treatment - Scoutmasters or other Adult Leaders will not subject Scouts to physical harm, harsh discipline, fear, or intimidation. Discipline should be brief and appropriate to the age and circumstance. Likewise, it must be documented in writing and conducted with or within hearing distance of another adult. Meals may not be denied as punishment.

Language - Verbal abuse, discriminatory or derogatory remarks, and off-color conversation will not be tolerated.

Leader Conduct – Leaders must avoid unnecessary or inappropriate physical contact with Scouts. Two-deep leadership is required. Any one-on-one meeting must be held in a public setting.

Abuse to be Reported - Any leader who becomes aware of actual or possible child abuse is required by California law to make a report. Contact camp management immediately. They will evaluate the situation, and proceed in accordance with legal requirements, and BSA policies.

Discrimination - Camp John Mensinger and the Greater Yosemite Council, B.S.A. is an equal opportunity facility that does not discriminate based on age, sex, color, race, creed, or religion. All participants shall observe this code while at camp.

Damage to Camp Equipment and Facilities - Each unit is responsible for taking care of the camp equipment that has been assigned for their use. In the case of damage to this equipment, the unit and unit leaders are responsible for paying for repairs or replacement. You and your campsite host will jointly inspect all tents and equipment when you arrive, and will then check the equipment when you leave. Fees will be charged for damage based on repair costs or replacement costs estimated by the Camp Director.

Fire - Self-contained stoves and lanterns may be used, but not in or near tents. Extra fuel must be checked in with the Camp Ranger for storage. Open fires are permitted in the preexisting fire rings only (it's a good idea to bring your own wood in case none is available). Charcoal fires for unit cooking may be allowed in approved fire rings. Liquid fuels or starters shall not be used for starting any type of fire, including damp wood, charcoal, and ceremonial fires. Non-liquid charcoal starters are available for grilling and cooking. Camp John Mensinger follows the recommendations of CalFire and the Deputy Fire Chief of Tuolumne County. Fire bans as directed by CalFire or Tuolumne County will be communicated to unit leaders.

Alcoholic beverages, illegal drugs, and fireworks – Not permitted in any Scout camp. Possession or use of them on camp property is cause for immediate removal from camp. In addition, use of illegal drugs will be reported to local authorities.

Guns, ammunition, and archery equipment – NOT ALLOWED AT CAMP. The camp will provide rifles and ammunition and bows and arrows at shooting sports areas.

Pets – NOT ALLOWED.

Bicycles – We will allow campers to bring personal bicycles to camp. It is important to remember that operating a bike requires responsibility and good judgment. For this reason, campers who wish to ride bikes in camp must abide by the CJM Bike Policy, participate in a bike safety orientation & inspection, and wear proper safety gear at all times. Failure to do so will result in loss of bike privileges. Troop leaders will determine whether their Scouts may bring bikes to camp. *There is a form that the leader and the Scout's parent or legal guardian **must** complete before riding will be permitted. **There will be no exceptions.***

Wifi – We have very limited Cell Service in the camp and our Wifi service is limited to Camp Administrative needs and emergencies only.



Mandatory Health & Medical Forms

Forms - All participants (youth and adults) attending Camp John Mensinger must complete a medical form supplied by the Greater Yosemite Council, BSA. This medical form is available on the Scouting website, <http://www.Scouting.org/Scoutsource/Media/forms.aspx>. **All forms must be current within the past 12 months and all records must be on the official council forms. School physicals or other documentation are not viable substitutes.**

All campers and leaders staying at camp must furnish a completed medical form. For events or stays in camp of less than 72 hours parts A and B are to be completed. In the event that your stay exceeds 72 hours, you must complete parts A, B **AND** C, and the record must be signed by a certified and licensed health-care provider-physician (MD, DO), nurse practitioner, or physician's assistant.

Screening of Campers/Staff: On arrival for any camping period in excess of 72 hours, each participant (youth, adults, and staff) must be screened by the camp health officer or other designated and trained staff member. This is a face to face screening of all individuals along with their medical forms parts A, B & C. This should be done as part of the check-in process. All youth and leaders that have medication must turn it in during their face-to-face consultation with the health officer. The camp health officer will review all forms and will give the unit leader a written list of participants with incomplete or missing medical forms. The unit leader will be asked to take the necessary steps to correct deficiencies within 24 hours.

Youth participants without a **COMPLETED** and properly signed Medical Form as of 5:00 p.m. Monday must be picked up Monday night by the parents, or taken home by unit leaders. **There is no fee refund.**

It is the responsibility of the Scout or troop to make copies of the medical form for future use. All medical forms will be returned at the end of your camp stay. It is the responsibility of the unit leader to pick up their forms.

Medication

Under California Law, medications for youth must be securely stored and dispensed by the camp medical staff. **All medications must be turned into the camp health officer at check-in.** All medications must be in the original containers, marked with the Scout's name, troop number and the original medication information. Please do not cover up the information and instructions on the medication. Dosages and schedules to be followed in camp must be the same as designated on the packaging; changes must be stated in writing.

Medication in pillboxes and non-original containers will not be accepted. Please send only enough medication for the doses that will be administered for the week. The camp medical staff will work with the Scoutmaster to ensure that Scouts are taking their medications. The Scoutmaster will receive medication times during check-in and will be notified if any Scouts miss their medication.

During the check-in process, all Scouts must individually check in all their medications. If a unit leader before arrival collects medications, please distribute them back to Scouts at check-in time. Inhalers, bee-sting kits, or similar emergency items will be inspected at check-in, but may be held by the Scout.

Medical Care & Transportation

Emergencies & Medical Care – Every precaution is taken to insure a healthy and safe camping experience for all Scouts attending Camp John Mensinger; however, accidents do occur. The camp medical staff will be responsible for initiating care of all medical situations. Basic treatment within the scope of the camp medical staff will be provided at no additional cost. The health officer is available at all times. Unit leaders should contact the health officer or any camp staff member for assistance, even in emergencies.

Non-Emergency Medical Transportation - If a non-emergency problem arises, such as an illness or injury that is beyond the scope of our health officer, we will contact both the parent or legal guardian, and the unit leader, who will then be responsible to arrange for care, and transport the Scout to a medical facility. We are not able to provide transportation for such situations.

Emergency Medical Care - In the event of an injury or illness requiring immediate specialized medical attention, the care of your Scout will be turned over to emergency medical personnel, who may require the use of ground or air ambulance services at their discretion. All expenses associated with medical care are the responsibility of the Scout's parent(s) or guardian(s). The providers will bill the responsible party.



Food Service

Meals in Camp –

- **Double Shift Feeding:** In order to comply with fire code capacity restrictions and to promote a more comfortable dining experience, there will be 2 shifts for every meal at camp. Troops will be assigned either schedule 1 or schedule 2. Troops will eat on that same schedule all week.
- **Family Style Dining:** All meals will be served “family style.” Troops will be assigned specific tables in the dining hall based on the number of Scouts and leaders in camp. Your troop will eat at the same tables throughout the week. Troops must assign one Scout waiter per table and we recommend 1 adult supervisor per troop for each meal to assist with pre-meal set up, serving, and post-meal clean up. Please have the SPL develop a duty roster and share it with the troop. **Waiters are required to arrive at the dining hall 15 minutes before their scheduled mealtime. They will also be occupied about 15 minutes after their assigned meal.**
- **Staff @ Meals:** Our Camp Staff are not assigned camp tables and are expected to spend meals with your troops in the dining hall. For this reason, extra seats and food are usually given to your troops to accommodate the staff. For example, if you only have 5 people but are given a plate or bowl of food for 8 people, it is because your troop is expected to accommodate 3 staff. This is because we want your scouts to know their staff and vice versa. Please keep this in mind when your servers are setting up your tables and when you are dividing up your meals.
- **Pre-Meal Assembly:** All Troops will assemble at the flagpole area prior to 2nd shift breakfast & 2nd shift dinner meals for flags and information updates, until dismissed to the dining hall (or back to campsites for those who’ve already eaten). Upon dismissal, troops will enter the dining hall quietly in an orderly fashion. Grace will normally be given at the flag assembly. 1st shift meals will line up outside of the main dining hall entry for grace, prior to entering. Upon entering the dining hall and proceeding to your assigned tables, Scouts and leaders are to be seated and waiters will deliver platters of food to the table where it will be dispersed. **At times there may be a short program during or following each meal after which, everyone but waiters will be dismissed in an orderly fashion.**
- **Afternoon Siesta:** There will be a 1-hour “siesta” each day either before or after lunch, depending on your meal schedule. This is a great time to relax and catch a breather mid-day. Scouts will be under the supervision of their leaders during this time frame. Please plan accordingly.
- **Menus:** The weekly menu will be provided at the beginning of the week on central camp bulletin boards and posted in each campsite.
- As always, we can accommodate **Special Diets** for campers, whether for religious, medical or philosophical reasons. **If a camper has a dietary restriction, make sure it is indicated on his or her medical form. In addition, please contact the Camp Director in writing a minimum of 2 weeks in advance to request special dietary needs. On arrival, check with the food service personnel and they will instruct you on how to get your special meals.**

- **Food Storage:** Please keep in mind that we share the forest with many critters, including squirrels, raccoons, skunks, foxes, and yes, even bears. We work very hard to insure our food storage and waste disposal practices discourage these critters from using our camp as their food source. We will provide you with a critter-proof portable storage container on request, but you **must not** allow any storage of food or other tasty smelling goodies in your tents. Unless your ice chest is “bear proof”, it will likely only slow down the critters but they will generally win that battle. You may store extra goodies and such in one of our buildings such as the Scoutmaster Lounge or space allowing, in our kitchen storage areas.
- **Wednesday evening is campsite-cooking night.** Each unit/campsite will be issued sufficient food items in order to prepare foil dinners for each participant, plus invited staff guests. There is no food served in the dining hall for the Wednesday dinner meal. Please invite staff members to eat and visit with your units during that meal and evening. Feel free to prepare the food issued you in any way you desire, it is not required that you do foil dinners. You are also welcome to supplement the meal in any way you would like with side dishes, additional main items or desserts. This might be a good time to practice/teach some Dutch oven cooking. Bring whatever cookware and utensils you feel might be helpful for this meal and each scout should have their own mess kit as plates, cups, and utensils are not provided. We provide food as shown on the following page as well as charcoal for your heat source. Bring stoves if you would like.
- We will pick up all your bagged garbage at the roadway beside your campsite beginning at 7:00pm each evening.

Wednesday Evening Campsite Cook Out Meal

Troop Number _____ Campsite _____

Number of Scouts: _____

Number of Adults: _____

Number of Invited Guests: _____ Staff Guest Names:

Please return this form to the Kitchen Staff NO LATER THAN TUESDAY DINNER.

Your Campsite order will be ready for pickup at the Dining Hall between 4:30 and 5:00 PM on Wednesday.

Please check off the basic food supplies desired for your Campsite (indicate amount of each):

Please help us avoid wasting food and only check off those items you truly desire!

- _____ Hamburger Patties
- _____ Potatoes
- _____ Carrots
- _____ Celery
- _____ Onion
- _____ Butter
- _____ Bread
- _____ Milk
- _____ Salt shaker
- _____ Pepper shaker
- _____ Garlic powder
- _____ Aluminum foil squares
- _____ Lettuce
- _____ Tomato
- _____ Dressing

ALL COOKING SUPPLIES, POTS, PANS, ETC. ARE THE RESPONSIBILITY OF EACH TROOP. NO EQUIPMENT WILL BE LOANED OUT TO CAMPSITES FROM THE KITCHEN.

Making Your Foil Packs

Making a good foil pack is essential to foil dinner cooking success. There are a couple of different kinds of foil packs you can make depending on what you're cooking.

The Flat Pack

The flat pack is best for foods like meat where you're looking for more browning than steaming.

1. Place the food in the middle of the sheet of foil. If you needed to mix the ingredients up, do so in a separate bowl before transferring it to the foil.
2. Tear off a sheet of heavy-duty foil that is about twice as long as the food you'll be wrapping. It's better to overestimate the length than place your food on it, start wrapping it up, and realize you don't have enough foil to keep everything in and make your folds.
3. Bring the long sides together in the center and crease them together, making tight folds until the foil is flat next to the food.
4. Tightly roll up the shorter sides until they meet the food.



The Tent Pack

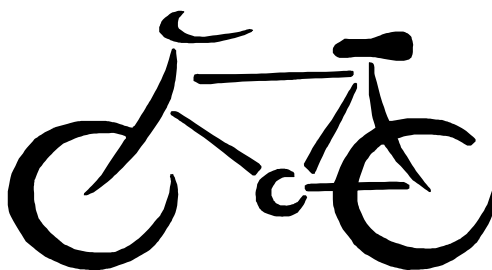
The tent pack provides a pocket of air that allows for greater steaming. Thus, it's best for foods you want steamed more than browned like fruits, vegetables, and meat/vegetable combos.

1. Tear off a sheet of foil just as you would for the flat pack.
2. Place the food in the middle of the foil.
3. Bring the long sides together in the center and tightly fold them together towards the food. This time, stop folding a few inches before you get to the food, leaving a pocket of space and creating a "tent."
4. Tightly roll up the shorter sides, again leaving an inch or so of space between the end of the fold and the food.



Policy for Bikes in Camp

1. **Qualified Supervision:** Scouts must be supervised by an adult at least age 21 or a staff member who is approved by the Camp Director, who understands and knowingly accepts responsibility with the skills and equipment involved in the activity, and who is committed to compliance with these safety guidelines.
2. **Medical Form on File:** Anyone who participates in bike riding in camp must have a health form on file. It is important that all bike riders are physically fit.
3. **Helmets:** All cyclists must wear a properly sized and fitted helmet, approved by with the Snell Memorial Foundation or the ANSI Standard.
4. **Buddy-Up:** The buddy system must be used by all Scouts.
5. **Right Bike:** Ride only a bike that fits you. Select a bike that permits you to put both feet on the ground while sitting on the seat. The handgrips should be no higher than your shoulders or lower than your seat.
6. **Where to Ride/Park:** While on camp property, cyclists must stay on roads and out of restricted areas such as trails, campsites and grassy areas. Bikes must be parked in specified places only, out of the way of foot or vehicle traffic.
7. **Off Camp Trips:** Any trip off camp property must first be approved by the camp director. All camp cycling standards as well as national guidelines must be followed while on the trek.
8. **Maintenance:** Bikes must be kept clean and well maintained, especially the brakes and drive chains.
9. **Speed and Racing:** A cyclist's speed should never threaten loss of control. Cyclists must never reach speeds that threaten the safety of themselves or others. The racing of bicycles is prohibited.
10. **When to Bike:** No bikes are permitted outside of their owner's campsite between 7:00 pm and 8:30 am. Cycling is restricted Sunday until after a bike safety check, and from 4:00 pm on Friday into Saturday.
11. **Responsibility for the Bike:** Bikes are expensive pieces of equipment. Neither the Boy Scouts of America nor Greater Yosemite Council or any of its employees are responsible for lost, damaged, or stolen bikes. The owner assumes full responsibility for his or her bike's care.
12. **Discipline:** All participants should know, understand and follow the rules and procedures for safe biking, and all participants should conscientiously and carefully follow all directions from the adult supervisor. Failure to follow these rules could result in losing the privilege to ride a bike in camp.



Bicycle Usage Agreement

(A signed usage agreement is required for all campers who bring a bike to camp)

Camper Name: _____

Troop _____

To ensure that Camp John Mensinger is a safe place for all to enjoy, the following terms must be agreed to in order for a Scout or adult leader to be permitted to use a bicycle while at camp. Once the needed signatures are acquired, the agreement form must be with the bicyclist at all times while riding a bicycle.

- I understand that bicycles at camp are a privilege and not a right
- I agree only to ride my bicycle on camp roads
- I agree not to ride my bicycle in unapproved areas such as campsites, program areas and on trails
- I agree to wear a buckled bicycle helmet at all times while riding a bicycle
- I agree not to ride my bicycle at night
- I agree to ride my bicycle at a safe speed appropriate for the terrain
- I agree to give camp vehicles and walkers the right-of-way and warn them when approaching them.
- I understand it is my responsibility to keep my bicycle in a safe place.
- I understand that if I violate any of these terms, my riding privileges will be revoked for the remainder of the camping season

Camper Signature

Unit Leader Signature

Parent Signature

.....

Bicycle Usage Agreement

(A signed usage agreement is required for all campers who bring a bike to camp)

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Troop _____

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Camper Signature

Unit Leader Signature

Parent Signature

Emergency Procedures

Severe Weather - In the event of severe weather, follow these guidelines: Seek shelter in buildings or tents. Stay out of open areas. Stay off the lakes and out of the pool. The Area Directors can inform you of more specific safety precautions at each area. When in doubt, ask a camp staff member. Certain program areas may be closed. The climbing wall, pool and lakes will close for a minimum of 30 minutes after thunder and for 1 hour after lightning.

Lightning - If lightning becomes a serious threat, immediately take precautions. Get out of open areas, and off of high ridges. The best shelter is in a nearby building. Do not cross a large open area to get to a building if the storm is close! If no building is available, seek shelter in the “cone of safety” extending down at a 45-degree angle from a cliff face, but don’t contact the cliff. Stay in dense forest areas. Don’t be the highest point in an open area! Avoid close proximity to walls, fences, plumbing, tent poles, trees, or large metal objects. Avoid shallow depressions. Remove packs with frames. A group of people should spread out. Unless in a building, squat down on only your feet. If strikes are near, keep your mouth open to minimize ear damage from pressure change.

Fire - If you see or suspect a fire, notify the camp staff immediately. Do not try to put out the fire. If a serious fire has been reported, you will hear the camp emergency siren. Go immediately to the flagpole area and stay off roadways, so that emergency vehicles may pass quickly and safely.

Lost Person - For a lost person, check their tent and surrounding campsite, shower houses, last known program area or location, and the trading post. If the person cannot be found promptly, immediately notify the camp staff while continuing to search.

Carry Car Keys and a Troop Roster - When we assemble after an emergency, we will ask unit leaders to account for all those on your roster. The process will go quicker if you have a roster copy. Adults should always carry a roster while in camp. If it becomes necessary to evacuate camp, we will rely on your drivers for transportation. You may not be able to return to the campsite. **Drivers should carry their keys at all times.**

Contacting Families in an Emergency - If your troop should have a need to contact the families of campers, we recommend you set up a “phone tree” suitable to your situation, so that a unit leader can contact one or two people back home, and they can contact families. The unit leaders should carry this information with them at all times.

Camp John Mensinger Emergency Drill - There will be an emergency drill sometime within the first 24 hours that the troop is in camp so it is important to share emergency procedures with all members of the troop.

Emergency Procedures (cont)

1. When the siren is sounded all campers are to report to the assembly area (flagpoles).
2. Each unit will verify attendance with a person-by-person roll call, confirming all campers are accounted for. Do not do a headcount!
3. Troops will then receive specific instructions for the specific emergency situation at hand including evacuation, lost camper search, etc.



Units gather in assembly area

Camp Leader Checklist

Before You Leave:

- _____ 1. Obtain a 3-ring binder in which to organize your camp paperwork.
- _____ 2. Read the Camp John Mensinger Leader's Guide.
- _____ 3. Sign up Scouts for merit badges, woodsman program, and PUMA activities online.
- _____ 4. Fill out, sign blue cards (so you don't have to deal with it on Sunday evening at camp)
- _____ 5. Distribute Authorization and Consent forms, Annual Health and Medical Record for all campers, personal equipment lists, and parent information sheets.
- _____ 6. Swim check completed before you go (optional) to Camp. *See Unit Swim-Check Roster.
- _____ 7. Collect Authorization and Consent forms. Place in binder.
- _____ 8. Collect Annual Health and Medical Forms. Place in binder.
- _____ 9. Collect camp fees from Scouts. Write one check for fees and turn into council office.
- _____ 10. Name all camp attendees in the online registration system.
- _____ 11. Pre-order camp t-shirts by designated deadline.
- _____ 12. Complete camp roster in triplicate (camp director, medic, troop).
- _____ 13. Arrange Transportation.
- _____ 14. Obtain local tour plan (for units coming from outside the Greater Yosemite Council).
- _____ 15. Check papers in binder one more time.

At Camp:

- _____ 1. Sunday/Monday— check to see if Scouts are registered in the classes they want.
- _____ 2. Sunday/Arrival—Senior Patrol Leader needs to sign up troop for evening programs.
- _____ 3. Daily—Check with Scouts to determine which merit badges are completed. Verify blue cards. Record completions on forms.
- _____ 4. Daily—Remind Scouts to get their written work completed and turned in.
- _____ 5. Daily – work on Scoutmaster Merit Badge program
- _____ 6. Daily – make sure Scouts are on track for Camp Patch Segment Program
- _____ 7. Friday—Inventory blue cards, partials, and woodsman cards for accuracy.
- _____ 8. Saturday—Complete all check-out procedures. Submit paperwork to Camp Director. Pick up troop records.
- _____ 9. Verify records and check for the proper amount of camp patches.

After Camp:

- _____ 1. Encourage Scouts to complete work started at camp.
- _____ 2. Submit Advancement form with blue cards to council office.
- _____ 3. Hold Court of Honor (recognition is important)

Recommended Unit Equipment List

- _____ American Flag
- _____ Unit flag
- _____ Patrol flags
- _____ Sharpening stones and files
- _____ First aid kit
- _____ Lock box for money/valuables
- _____ Handbooks, merit badge books, etc.
- _____ Lantern
- _____ Conservation/project tools
- _____ Maps and compasses, GPS units
- _____ Cots and/or mattresses/Pads
- _____ Small repair kit (duct tape, wire, rope, etc)
- _____ Black marking pens
- _____ Camp chairs
- _____ Clothes hangers (leader tents)
- _____ Alarm clock (leader tents)
- _____ Personal tents for adults, if preferred – double check with Council on your campsite's accommodations – some have limited space for extra tents
- _____ Lighters or Matches
- _____ Extra fuel
- _____ Footlocker or box that can be locked
- _____ Padlock
- _____ Cookware and Utensils (for campsite cooking Wednesday evening)
- _____ 1 gal. ziplock plastic bags – 1 per camper (place valuables in bag and lock in box)
- _____ Permanent marker to write names on bags
- _____ Hammer, saw, garden hose (to keep your area's dust down)
- _____ Ice chest
- _____ Troop cook kit for campsite cooking Wednesday evening
- _____ Water cooler
- _____ Dining fly or rain tarp

Camp John Mensinger Patch Segment Program

Camp John Mensinger has a patch program that highlights a Scout's experience at camp with a segment award. It can be worn on a Class A uniform on the right pocket or on any Scouting affiliated clothing following BSA uniform guidelines. There are four segments, each with their own requirements. A Scout can earn four segments in a minimum of four weeks of camp in one summer, or over a lifetime. These segments represent actual job titles held by loggers in the Pickering Lumber Company at the turn of the 20th century. Each segment has its own hike, discussing how their rocker got its name and highlighting the Scout's experience during their week at camp. A worksheet including all of the troop members' names and their respective segment must be turned into the Camp Director in order to receive their segments. Recipients will be called out at the end of the closing campfire on Friday night and asked to go on a short hike, which is the pinnacle of their segment experience. The following requirements must be met by Friday at 5:00 pm during their stay at camp.

Whistle Punk (first-year award):

1. Learn the Camp John Mensinger song.
2. Learn the Camp John Mensinger Grace.
3. Participate in the Woodsman Program and earn 1 merit badge, or earn 2 merit badges.
4. Participate in 1 organized troop or camp hike.
5. Identify three constellations.
6. Participate in a troop or camp-wide flag ceremony.
7. Contribute 1 hour to a camp-approved service project. Cannot be used for a merit badge.

Logger (second-year award):

1. Already Earned Whistle Punk.
2. Know the Camp John Mensinger song.
3. Know the Camp John Mensinger Grace.
4. Earn 2 merit badges.
5. Participate in 2 organized Troop or camp hikes, or any mixture of the two.
6. Identify five constellations.
7. Participate in a troop or camp-wide flag ceremony.
8. Contribute 1 hour to a camp-approved service project. Cannot be used for a merit badge.

High Climber (third-year award):

1. Already Earned Logger.
2. Know the Camp John Mensinger song.
3. Know the Camp John Mensinger Grace.
4. Earn at least 3 merit badges or 2 merit badges and Paul Bunyan Woodsman.
5. Participate in 3 organized hikes with at least 1 being a camp hike.
6. Contribute 2 hours to a camp-approved service project. Cannot be used for a merit badge.

Bull of the Woods (fourth-year award):

1. Already Earned High Climber.
2. Learn the Camp John Mensinger song.
3. Learn the Camp John Mensinger Grace.
4. Earn at least 3 merit badges or BSA Lifeguard.
5. Organize and lead a Troop hike, Troop campfire, or other activity approved by your Scoutmaster.
6. Teach at least one Tenderfoot - First Class skill to Scouts in your troop or help at least one hour in the Woodsman Program.
7. Lead and supervise at least 2 other Scouts in your troop for 2 hours in a camp-approved service project.

Unit leader will be required to verify participation in all items at each segment level before Friday night Campfire.



JUST FOR PARENTS & SCOUTS



The Camp Trading Post carries a wide assortment of items to meet your needs (and wants)!

Personal Equipment Recommendations

- | | |
|--|--|
| _____ Complete Scout Uniform
(recommended: shirt, neckerchief,
pants/shorts, socks*, belt*, hat) | _____ Notebook & pencils* |
| _____ Hiking shoes | _____ Merit badge pamphlets* |
| _____ Tennis shoes | _____ Pack |
| _____ Extra shirts* | _____ Water Bottle* |
| _____ Extra pants and shorts | _____ Nylon cord* |
| _____ Extra underwear | _____ Postcards with stamps* |
| _____ Extra socks* | _____ Small pillow* |
| _____ Sweatshirt* & heavy jacket | _____ Flashlight with extra batteries* |
| _____ Swim trunks | _____ Scout Handbook |
| _____ Toilet kit (soap, comb, tooth brush,
toothpaste, personal hygiene items)* | _____ Spending money |
| _____ Wash cloth | _____ Rain gear* |
| _____ Towels | _____ Fishing gear |
| | _____ Sleeping bag* |
| | _____ Sleeping pad or air mattress |

Other Equipment (you may wish to bring)

- _____ Bible or prayer book
- _____ Watch
- _____ First aid kit*
- _____ Insect repellent*
- _____ Camera with extra film
- _____ Sunscreen*
- _____ Sewing kit
- _____ Foot locker

** These items available for purchase in the Camp Trading Post*

Other Information

Trading Post—Our trading post will provide many of your summer camp needs and will be open during regular program hours and most evenings. Hours will be posted at the Trading Post during camp. The trading post will stock an array of clothing, snacks, beverages, merit badge supplies, camp necessities, toiletries, and souvenirs. Limited edition camp apparel will be available at competitive prices. Scouts should bring money for the trading post. **We recommend that Scouts bring \$30-\$60 to camp. Please see required crafts for merit badges to help determine amount of money to bring to camp.**

Families and units might want to consider pre-purchasing punch cards in \$10, \$20 and \$50 denominations for use during the Scout's week at camp. No credit will be issued if there remains a balance on the card by the end of the week.

Visitor Information—Visitors are welcome at any time during the week, but if possible should make prior arrangements with the unit's Scoutmaster prior to arriving at camp. All visitors must check in at the camp Administration Building when they first arrive. Visitors must follow all camp policies. Program facilities are not available for use by visitors when camp is in session. Vehicles must be parked in the main parking lots, and not at campsites. Meal fees for visitors are \$8 for breakfast, \$9 for lunch and \$10 for dinner.

Accident and Sickness Insurance—The Greater Yosemite Council has purchased accident and sickness insurance for every Scout and leader. **This coverage is excess insurance to any health or accident insurance that a family may already have in place. This coverage is primary only if no other insurance is available.** This insurance covers all authorized camp program activities while in camp. This insurance does not cover the co-payments for a family's primary insurance. All claims are handled directly with the insurance company. Questions please contact the Greater Yosemite Council Service Center, (209) 545-6320.

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PROGRAMS & ACTIVITIES



Archery Range

Merit Badge Information

The Basics: CJM offers **more than 55** Merit badges, taught in half-day, one-day or two-day vertical format. This schedule will allow Scouts to earn a variety of merit badges during their week in camp. We recently added a number of new merit badge opportunities so that there can be something for everyone.

Merit Badge Pre-Requisites: Pre-requisites **MUST** be completed by the Scout (and signed off on a blue card by a registered leader) before camp in order to complete the merit badge at camp. Requirements do not have to be completed in order to attend the merit badge class; however, **Scouts who have not completed pre-requisite requirements will be issued a partial at the end of the week.**

Cost: Certain merit badges have a cost or costs that are over and above those covered by the basic camp fee. Merit badge pamphlets are \$6.00. There are also fees for various program supplies like ammunition, craft kits, arrow kits, etc.

Shotgun Shooting	\$15.00	Rifle Shooting	\$10.00
Archery	\$15.00	Indian Lore Kits	\$5.00-\$10.00 per kit
Leatherwork Kits	\$5.00-\$15.00 per kit	Sculpture	\$10.00
Space Exploration	\$5.00-\$7.00 per kit	Woodcarving Kits	\$5.00-\$10.00 per kit
Others	\$5.00-\$15.00 per kit		

Merit Badge Sign-up: To help ensure your Scouts get the program they want and to promote fairness to all, all merit badges must be signed up for at www.YosemiteScouting.org. Due to equipment, quality, and safety concerns, many classes have a cap on the number of Scouts each will hold, so please sign-up early. All sign-ups are on a first-come, first-serve basis. This process should be done by one adult leader within the unit. **NOTE:** *Payments must be up-to-date online in order for the system to allow any changes to be saved – please make sure you understand the payment schedule and follow it so your Scouts don't lose out on getting their desired classes.*

Recommendations: It is recommended that Scouts read the merit badge pamphlets pertaining to their badges prior to arriving at camp and complete as many of the requirements as possible before arrival. Current merit badge pamphlets are available in the camp trading post, or troops can bring their own. Scout Leaders who are registered Merit Badge Counselors, and would like to offer a badge not currently available at camp, are encouraged to contact the Council Office at least a week before camp.

Policies: All merit badge pre-requisites must be verified in writing and presented to the counselor at camp. **It is recommended that youth read and bring a merit badge book to all merit badge classes.**

Merit Badge Capacities and Pre-Requisites

-Pre-Requisites must be complete to finish Merit Badges. If the listed pre-requisites are not completed before camp a partial will be issued in those merit badges where the pre-requisites have not been met. The Scout may then finish his Merit Badge at a later date.

-In all cases it is recommended that Scouts look at the Merit Badge Requirements before camp to prepare themselves for the Merit Badge Classes they have registered for.

-If you go online to <http://meritbadge.org/wiki/index.php/MBW> you may find the merit badge packets that will prepare your Scouts for their classes, and in some cases are required (see chart below).

	Name	Area	Capacity	Pre-Requisites and important information
1	American Cultures	Eagle Lodge	10	There is in-camp homework to be completed outside of class.
2	Archaeology	Nature	15	8, There is in-camp homework to be completed outside of class.
3	Archery	Shooting Sports	16	Complete the merit badge packet before camp/purchase arrow kit at trading post.
4	Art	Handicraft	10	Requirement 6 will be completed at camp but it is recommended that the Scout views other art galleries and art prior to camp.
5	Astronomy	Nature	10	5 and it requires an overnighter at camp
6	Automotive Maintenance	Trade School	8	
7	Backpacking	Scoutcraft	14	Requirements 6b, 8c, 9b , 9e, 10, 11 and bring your backpack with your backpacking gear in it to camp.
8	Camping	Scoutcraft	14	4b, 5e, 7, 8d, 9
9	Canoeing	Waterfront	14	Complete BSA Swimmer Test (done at camp)
10	Chess	Handicraft	10	Do your best to know the basic rules of chess before camp and there is in camp homework.
11	Citizenship in the Nation	Eagle Lodge	12	2,3,8
12	Citizenship in the World	Eagle Lodge	12	7
13	Climbing	The Wall	12	
14	Communication	Eagle Lodge	12	5,7
15	Cooking	Scoutcraft	12	4, 5, 6
16	Electricity	Trade School	8	2, 8
17	Emergency Preparedness	Med. School	12	1, 2c, 6c, 8b

18	Energy	Nature	15	4
19	Environmental Science	Nature	15	
20	Finger Printing	Handicraft	10	
21	Fire Safety	Med. School	12	6a, 11
22	First Aid	Med. School	12	1,2d
23	Forestry	Nature	15	5(a, b, c – do one)
24	Geocaching	Scoutcraft	8	7, 8, 9
25	Geology	Nature	15	
26	Hiking	Scoutcraft	14	4,5,6
27	Indian Lore	Handicraft	10	Purchase kits at the Trading Post
28	Kayaking	Waterfront	6	Complete BSA Swimmer Test (done at camp)
29	Leatherwork	Handicraft	10	Purchase kits at the Trading Post
30	Lifesaving	Pool	10	Complete BSA Swimmer Test (done at camp)
31	Mammal Study	Nature	15	5
32	Motor Boating	Waterfront	8	Complete BSA Swimmer Test (done at camp)
33	Nature	Nature	15	
34	Orienteering	Scoutcraft	14	7,8 & 9
35	Painting	Handicraft	10	
36	Photography	Handicraft	10	
37	Pioneering	Scoutcraft	10	Pioneering kits optional in the trading post
38	Plumbing	Trade School	8	
39	Public Speaking	Eagle Lodge	8	
40	Reptile and Amphibian Study	Nature	15	8
41	Rifle Shooting	Shooting Sports	16	1(f), 1(i), Read and know the rules, Complete the merit badge packet; bring 2 copies of release form
42	Rowing	Waterfront	8	Complete BSA Swimmer Test (done at camp)
43	Scouting Heritage	Eagle Lodge	12	4, 6 [review requirement 5, it may be a prerequisite for your scouts]
44	Sculpture	Handicraft	10	2c, Purchase kits at the Trading Post
45	Search and Rescue	Scoutcraft	10	There is in-camp homework to be completed outside of class.
46	Shotgun Shooting	Shooting Sports	8	1(f), 1(i), Complete the merit badge packet; bring 2 copies of release form
47	Small Boat Sailing	Waterfront	6	Complete BSA Swimmer Test (done at camp)

	Name	Area	Capacity	Pre-Requisites and important information
48	Soil and Water Conservation	Nature	15	
49	Sports	Pendola	15	4 & 5
50	Swimming	Pool	10	Complete BSA Swimmer Test (done at camp)
51	Textile	Handicraft	10	
52	Veterinary Medicine	Nature	10	6
53	Weather	Nature	15	9
54	Welding	Trade School	8	
55	Wilderness Survival	Scoutcraft	14	5; requires an overnighter at camp
56	Wood Carving	Handicraft	10	Totin' Chip, Purchase kits at the Trading Post
57	Woodwork	Handicraft	10	7, Totin' Chip
58	BSA Lifeguard	Pool	8	<p>Must be at least 15 years old. Must show evidence of current training in American Red Cross First Aid and American Red Cross CPR/AED for the Professional Rescuer or equivalent (includes any training for a camp health officer recognized by BSA national camp standards).</p> <p>At camp you will have to do the following:</p> <ol style="list-style-type: none"> 1. Swim continuously for 550 yards, including at least 100 yards each of the following strokes in good form: front crawl, breaststroke, elementary backstroke, and sidestroke. 2. Immediately following the above swim, tread water for two minutes. 3. Starting in the water, swim 20 yards using a front crawl or breaststroke, surface dive 7 to 10 feet, retrieve a 10-pound object, surface, swim with the object 20 yards back to the starting point, and exit the water, all within 1 minute, 40 seconds.
High Adventure	Kayaking/ Canoeing	Soap Creek Adventure Base	8	Must be at least 14 years old. Could be an additional fee for this one to cover transportation.
	Mountain Biking		8	Must be at least 14 years old.
	BMX		8	Must be at least 14 years old.
	Canoe Outpost		8	Must be at least 14 years old.
	Hike & Swim Day		8	Must be at least 14 years old.
	Horseback Riding		8 - 10	Must be at least 14 years old.

Our Merit Badge program is a unique one in the way we teach our classes. Most camps teach merit badges in a horizontal schedule. This means they teach one class over a period of days in hour long segments. Here at Camp John Mensinger we teach in a vertical schedule meaning we teach classes over a period of 1 to 2 days in a row. We find that with horizontal programming we lose 5-15 minutes every day taking role and waiting for Scouts to arrive to class and their focus is lost trying to remember 4 or more subject matters per day. Our Scouts also complained on a regular basis that horizontal scheduling reminded them of school.

In an effort to make the educational aspects of camp more enjoyable and productive we have created a vertical schedule which we have used for 5+ years that has brought us great success. Our merit badge schedule on the next two pages uses numbers and letters to define when specific classes are taught. For instance, if you look at Archery we teach it Monday 9-11 and 1-3, Tuesday 9-11 and 1-3, Wednesday 9-11 and 1-3 and Thursday 9-11 and 1-3. The way we show it as a different class is by the number. So 1a and 1b are two sessions, but one class while 2a and 2b are also two sessions but a completely different class. So, if your Scout is signed up for Monday Archery he will have class from 9-11(1a) and 1-3(1b) and then he is done with the instruction of the class and all he has left is qualifying which can be done at 3-5 Monday-Thursday and Friday 9-11 and 1-3.

Just to be clear, 1a and 1b is 1 class made up of 2 sessions. If you sign up for Archery on Monday, your class sessions are over after 3pm Monday. Tuesday is a totally separate class that you do not need to attend.

Merit Badge/Program	Monday			Tuesday		
	9-11	1-3	3-5	9-11	1-3	3-5
						Shooting
Archery	1a	1b		2a	2b	

Many classes have in camp homework assignments which require your Scouts to work within their units, go on overnights, participate in qualifying and many other forms of homework. For this reason, we recommend you do not overbook your Scouts merit badge schedule. We want your scouts to be able to succeed and enjoy their stay at camp. Also give special consideration to the pre-requisites outlined in the Merit Badge Capacities and Pre-Requisites Chart.

Merit Badge Schedule

Merit Badge/Program	Monday			Tuesday			Wednesday			Thursday			Friday		
	9-11	1-3	3-5	9-11	1-3	3-5	9-11	1-3	3-5	9-11	1-3	3-5	9-11	1-3	3-5
Shooting Sports															
Archery	1a	1b		2a	2b		3a	3b		4a	4b				
Rifle	1a	1b		2a	2b		3a	3b							
Shotgun	1a	1b		2a	2b		3a	3b							
NOTE: Anyone taking Rifle or Shotgun will need to come to the ranges Thursday during the 9-11 or 1-3 time periods to complete the requirement of cleaning a gun and qualifying. These requirements are not finished during the prescribed class time and are done with both rifle and shotgun students at the appropriate range Thursday.															
Pool															
Swimming	1a	1b					2a	2b							
Lifesaving				1a	1b					2a	2b				
BSA Lifeguard	1a	1b	1c	1d	1e	1f	1g	1h	1i	1j	1k	1L	1m	1n	1o
Waterfronts															
Kayaking				1a	1b										
Rowing	1a	1b													
Canoeing	1a	1b		1c	1d										
Sailing							1a	1b		1c	1d				
Motor Boating							1a	1b		2a	2b				
Pendola															
Climbing	1a	1b		1c	1d		2a	2b		2c	2d				
Sports													1a	1b	
Handicraft															
Textile	1a	1b					2a	2b							
Chess	1a	1b					2a	2b							
Leatherwork	1a	1b					2a	2b							
Woodwork				1a	1b					2a	2b				
Photography				1a	1b					2a	2b				
Indian Lore			1						2				3		
Sculpture and Fingerprinting (this is 2 MB's)						1						2		3	
Painting and Art (this is 2 MB's)									1				2		
Wood Carving												1		2	
Scoutcraft															
Pioneering	1a	1b	1c				2a	2b	2c						
Orienteering	1a	1b					2a	2b							
Camping	1a	1b					2a	2b							
Wilderness Survival	1a	1b	1c				2a	2b	2c						
Cooking				1a	1b					2a	2b				
Geocaching				1a	1b					2a	2b				
Search and Rescue				1a	1b					2a	2b		1c,2c		
Backpacking and Hiking (this is 2 MB's)				1a	1b					2a	2b				
Woodsman Program	See separate woodsman schedule														

Merit Badge/Program	Monday			Tuesday			Wednesday			Thursday			Friday		
	9-11	1-3	3-5	9-11	1-3	3-5	9-11	1-3	3-5	9-11	1-3	3-5	9-11	1-3	3-5
Nature															
Environmental Science	1a	1b		1c	1d		2a	2b		2c	2d				
Soil and Water	1a	1b					2a	2b							
Weather	1a	1b					2a	2b							
Reptile and Amphibian Study	1a	1b					2a	2b							
Veterinary Medicine													1		
Nature				1a	1b					2a	2b				
Forestry				1a	1b					2a	2b				
Astronomy				1a	1b					2a	2b				
Archeology			1a						1b						
Energy						1						2			
Geology			1						2				3		
Mammal Study						1						2		3	
Eagle Lodge															
Communications	1a	1b					2a	2b							
Cit. in the Nation	1a	1b					2a	2b							
Cit. in the World				1a	1b					2a	2b				
Scouting Heritage				1a	1b					2a	2b				
American Cultures			1						2					3	
Public Speaking			1a						1b						
Trade School															
Automotive Maintenance				1a	1b	1c									
Electricity	1a	1b													
Plumbing							1a	1b							
Welding										1a	1b	1c			
Med. School															
First Aid	1a	1b					2a	2b					3a	3b	
Emergency Preparedness			1						2						
Fire Safety				1a	1b					2a	2b				
3 – 5 every Monday through Thursday is also free time – see EXTRA PROGRAM OPPORTUNITIES															

Soap Creek Adventure Base:

High Adventure Activities	Kayaking/ Canoeing @ Pinecrest	Mountain Biking	BMX			Beardsley Canoe Outpost	Bear Lake Hike & Swim Day
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The Woodsman Program

Our Woodsman program provides opportunities for **younger Scouts** to learn the skills required for Tenderfoot through First Class ranks. Skills will be taught at specific times. Scouts can come to brush up on things they learned before, or learn new skills for the very first time. **Scouts can come for just one session or spend the entire week at Woodsman.** Our counselors will not sign books. It is up to the troop to verify skills and award advancement. We will only verify that certain skills were taught at certain times. Please see the topical schedule below.

Woodsman Schedule

Topics	Monday			Tuesday			Wednesday			Thursday			Friday		
	9-11	1-3	3-5	9-11	1-3	3-5	9-11	1-3	3-5	9-11	1-3	3-5	9-11	1-3	3-5
Totin Chip	x														
Firem'n Chit and Cooking		x													
Nature			x						x						
Map and Compass				x						x					
Knots and Lashing					x						x				
Swimming						x						x			
First Aid								x					x		
5 Mile Hike							x							x	

In ALL CASES, these requirements will not be signed off by the counselor in charge of the class. A sheet will be given back to the Unit Leader outlining which requirements the individual Scout completed. It is up to the Unit leader to sign off requirements and issue Totin Chip or Firem'n Chit cards to your Scouts. (Most weeks our camp has blank Totin Chip or Firem'n Chit cards for the Troops (free of charge))

Totin Chip- Is an official Scouting certification allowing the boys to use a pocket knife, hatchet, axe, or saw in an appropriate fashion in appropriate areas. This certification is essential for rank advancement.

Requirements Covered

- Tenderfoot - 3d

Firem'n Chit and Cooking- Firem'n Chit is an official Scouting certification allowing the boys to use fire to start controlled campfires and also light stoves for cooking purposes. This requirement is essential for rank advancement. The cooking portion of this class involves cooking 1 meal and also planning when and where what cooking method is best for what purposes (For example: open fire cooking versus stove cooking). Basic food storage and handling is also covered.

Requirements Covered

- Tenderfoot- 2a
- Second Class- 2a,2d, and 2e
- First Class- 2d

Maps and Compass- Maps and compass have been a part of Scouting from the very beginning. Navigation teaches a Scout more about his surroundings and how to get from point “a” to point “b”. These classes teach basic orienteering skills, which are perfect to put into practice during our 5-mile hike on Friday.

Requirements Covered-

- Second Class- 3a, and 3d
- First Class- 4a

Nature- Nature is “all around us” at Camp John Mensinger. Our nature classes teach you basic animal and plant identification as well as good conservational principles to practice throughout your Scouting and regular life.

Requirements Covered-

- Tenderfoot- 4b
- Second Class- 1b and 4
- First Class- 1b and 5a

First Aid- First Aid saves lives and is a core principle in Scouting advancement. This class teaches you basic first aid principles and rescues as well as basic bandaging. First aid is a 2-session class equaling 4 hours total.

Requirements Covered-

- Tenderfoot- 4a
- Second Class- 6a, b, c, d, and e
- First Class- 7a,b and c

Knots & Lashings- The oldies but goodies. Knots and lashings are commonly referred to as old and outdated skills. In Scouting, knots and lashings are alive and well, and allows Scouts to build useful camp gadgets and advance in rank.

Requirements Covered-

- Tenderfoot- 3a, b and c
- Second Class- 2f and g
- First Class- 3a, b, c and d

Swimming- Is a 2-part class meaning that you learn both in and out of water skills. These skills can help you plan a safe aquatic outing and also save lives on that outing. We hope it doesn't come to that but this class will help you BE PREPARED for it just in case.

Requirements Covered-

- Second Class- 5a, b, c and d
- First Class- 6a, b, c, d and e.

5 Mile Hike- Is only offered Friday for 2 sessions. The hike is only a 2-hour class and both classes are not required to complete the requirements. Participants must be able to hike 5 miles and must bring adequate hiking gear and equipment to hold water. (2 Liters recommended)

Requirements covered

- Tenderfoot-5a, b and c
- Second Class-3b and c

Program Areas at Camp John Mensinger

Aquatics

Camp John Mensinger offers an aquatics program that features 7 merit badges including small boat sailing and motor boating. We have a pool, a small pond for basic instruction, and open water experience on Beardsley reservoir. In addition, we offer Mile Swim, Instructional Swim, Snorkeling BSA, Kayaking BSA, BSA Lifeguard, and Polar Bear Swim. There is plenty of free time built into the program to allow Scouts and leaders to try new things.



Our Aquatics staff teaching Lifesaving skills



Small boat sailing on beautiful Beardsley Lake



Stand-up Paddle Boarding offered during free time



Motor boating

Shooting Sports

Camp John Mensinger offers a full shooting program that includes rifle, shotgun, and archery. Scouts and leaders can sign up for instruction through one of the merit badge classes or just join us during free time and give it a try. After all, camp is a great place to try new things!



Shotgun Shooting



Rifle Shooting



Archery

Scoutcraft

Camp John Mensinger offers a full traditional Scoutcraft program that features 10 different Merit Badges. This area is also a great resource for troops who need instruction in Totin' Chip, Firem'n Chit, Paul Bunyan Woodsman, Dutch Oven Cooking, and other classic Scout skills.



Check out Scoutcraft's Tomahawk Range during free time!

Woodsman

Camp John Mensinger's 1st Year Scout program provides the ideal environment for brand new Scouts to work on their Tenderfoot, 2nd Class and 1st Class rank requirements. Leaders are encouraged to sign up to assist in the various areas (and earn credit toward their Leader Merit Badge).



Woodsman participant works on lashings.

Handicraft



Handicraft Building



Sculpture masterpiece!

From Woodcarving to Leatherwork and Fingerprinting to Photography, enjoy a wide variety of crafty opportunities.

During FREE TIME, handicraft is the place to be – Monday - Thursdays between 3pm and 5pm Scouts can work on Painting, Art, Sculpture and Wood Carving.

Eagle Lodge

At Eagle Lodge, we offer a variety of Eagle-required Merit Badges, among various other electives. This is where you learn skills that will help you become a better leader and person in Scouts and in life. These badges are going to test you to see if you are “mentally awake”. As a Scout you must “Be Prepared” in order to complete the badges and soar with the Eagles.



Scouts working on one of the Eagle-required merit badges

Nature



Nature Lodge



The Nature Area at Camp John Mensinger is “all around you.” Our Nature Lodge provides a great resource for Scouts. Rock samples and nature-related posters will be on display along with a slowly growing library of nature guides that can be checked out.

Climbing

Our camp provides a 32-foot mobile climbing wall in which to earn the climbing merit badge, learn and practice proper climbing technique, and just have fun! It is free to come and climb during free time, or to come and bond with your troop during early evening activities. Our trained climbing staff provides a safe and exhilarating experience, whether you are learning to rappel, or just testing out your abilities. Be sure to expect a challenge, and to climb to greater heights!



Scouts racing up the wall



Learning the ropes

Trade School

Welding has been a HUGE hit at Camp John Mensinger so we're expanding the offerings. This year we're adding Automotive Maintenance, Electricity and Plumbing.



Extra Program Opportunities

These are free-time activities that will be offered in the designated program area and time frame. These are offered only during the scheduled times and are extra opportunities to consider during your free time when not in classes. Also all areas are open from 3-5 pm on Monday-Thursday and 9-11 am and 1-3 pm on Fridays for make-up work or questions for your counselors.

Pool

BSA Mile Swim — Monday-Thursday 3-5pm / Friday 9-11am and 1-3pm (4 days minimum required for patch)

Snorkeling BSA — Friday 9-11am and 1-3pm

CJM Polar Bear — Tuesday/Wednesday/Thursday 6:00am

Free Swim — Monday-Thursday 3-5pm / Friday 9-11am and 1-3pm

Pond

BSA Kayaking — Friday 9-11am and 1-3pm

BSA Stand Up Paddleboarding — Friday 9-11am and 1-3pm

Free Paddle — Monday-Thursday 3-5pm / Friday 9-11am and 1-3pm

Archery/Shotgun/Rifle

Open Shoot — Monday-Thursday 3-5pm / Friday 9-11am and 1-3pm

(Priority to those finishing merit badge requirements; also for rifle and shotgun you must buy tickets at the Trading Post to participate). ***NEW THIS YEAR: All youth wishing to participate in Rifle or Shotgun shooting must bring two copies of the Release Form located at the end of the Leader Guide.***

Scoutcraft

Totin' Chip — Friday 9-11 am and 1-3 pm

Firem'n Chit — Friday 9-11 am 1-3 pm

Paul Bunyan — Tuesday and Thursday 3-5 pm/ Friday 9-11am

Eagle Lodge

Trail to Eagle Seminar — Friday 10-11am

Climbing

Free Climb – Monday-Thursday 3-5pm [Wednesday closes at 4, for the Climb On Safely Training] / **Friday** 9-11am and 1-3pm
(Please bring a water bottle, and priority is to those finishing merit badge requirements)

Nature

Intro Hike – Monday 3-5pm

Sunrise hike – Tuesday 5am

Old Nature Trail – Tuesday 3-4pm

Wilderness Survival Trail – Wednesday 3-5pm

Astronomy Hike – Wednesday Evening (announced at Flags Wed. morning; not related to astronomy merit badge)

Garden of The Gods – Thursday 3-5pm

OPEN ACTIVITIES (free time): Swimming, canoeing, rowing, shooting sports, handicraft, climbing and many other activities (volleyball, horseshoes, Frisbee golf, dodge ball etc.) will be offered afternoons between 3:00 and 5:00pm. Scouts, in buddy teams, may participate in an activity of their choice. This is also an excellent time for Scouts to practice their skills for Merit Badges.

CAMP WIDE CAMPFIRES: There will be a camp wide opening campfire on either Sunday or Monday evening and a camp wide closing campfire on Friday evening. Working with the Camp Staff, the Friday evening campfire will be planned and run by the Senior Patrol Leaders.

LEADER'S MEETINGS: At least one unit leader will be asked to attend a daily leader's meeting to obtain program updates and other information. The leader's meeting will be held at **9:15 AM** in the Scoutmasters' Lounge.

Soap Creek Adventure Base



Formerly Pendola Sierra Adventure Base, **Soap Creek Adventure Base** gets its name from the Lumber Camp that once existed to the north of Mensinger. Participants in Monday evening's First Year hike will learn the history and influence this lumber camp had on the area and our Boy Scout Camp!

This year we're excited to offer a number of High Adventure Activities for those boys who have nearly exhausted the Merit Badge offerings or simply want a different camp experience.

Because these are considered High Adventure Activities there is a minimum age restriction of 14 by camp to be able to participate.

Kayaking/Canoeing @ Pinecrest – available on Mondays

Leave camp right after breakfast with packed lunches – travel by camp van to beautiful Pinecrest Lake for a day of Kayaking, Canoeing and Swimming.

Possible transportation fee involved.

Adults interested in helping with this adventure should contact Camp Staff prior to arriving at camp.

Register online alongside merit badge sign-ups.

Mountain Biking – available on Tuesdays

Leave camp right after breakfast with packed lunches to explore the miles of beautiful mountain trails available!

Strongly recommend bringing own bike helmet.

Register online alongside merit badge sign-ups.

BMX – available on Wednesdays

Spend a day on the BMX track out in the part of our camp referred to as Pendola. The first part of the day will be spent in actually building and maintaining the track.

Register online alongside merit badge sign-ups.

Canoe Outpost – available Thursday evenings

Leaving camp after dinner and travelling down to the Beardsley boat ramp – put-in and canoe up to the inlet and camp. Cracker barrel by a fire and in-camp breakfast the next morning before canoeing back to the boat ramp and travelling back to camp.

Best to not schedule Friday morning classes.

Register online alongside merit badge sign-ups.

Bear Lake Hike and Swim Day – available Fridays

Leave camp right after breakfast with packed lunches – travel by camp van to Crabtree Trailhead in the Emigrant Wilderness. Hike a little over 3 ½ miles (or hang out at Camp Lake about 2 miles in) for some fun swimming and exploring. Hike back out and make it back to camp in time for dinner.

Need to have own day pack.

Register online alongside merit badge sign-ups.

Horseback Riding by Patrol – available upon request

Leave camp early (might have to pack a breakfast) to make it to one of two pack stations in the area for an all-day ride/relax to include a stop at a lake for fishing, exploring, cooling off, lunch and then the ride back out and back to camp in time for dinner.

Cost per Scout to range from \$80 to \$85 depending on negotiations with the Pack Station.

Units must contact Camp Director Dylan Law (dylanilaw@gmail.com) no later than June 1st if interested in signing up for this activity.

CAMP SCHEDULES



General Daily Schedule

Sunday

1 - 4:00pm

5:00pm

Check-in & Orientation

Dinner 1 Waiters report to Dining Hall

5:15pm Dinner 1
 6:00pm Assembly and Flag Ceremony
 6:00pm Dinner 2 Waiters report to Dining Hall
 6:15pm Dinner 2
 8:15pm Opening Campfire
 10:00pm Quiet Time; Lights Out

Monday through Friday

6:00am Polar Bear Swim (Tuesday through Thursday only)
 7:00am Breakfast 1 Waiters report to Dining Hall
 7:15am Breakfast 1
 8:00am Assembly and Flag Ceremony
 8:00am Breakfast 2 Waiters report to Dining Hall
 8:15am Breakfast 2
 9 – 11:00am Morning Programs
 11:00am Lunch 1 Waiters report to Dining Hall
 11:15am Lunch 1
 12:00pm Lunch 2 Waiters report to Dining Hall
 12:15pm Lunch 2
 1 – 5:00pm Afternoon Programs
 3 – 5:00pm All areas are open for free time including pool, climbing wall, etc.
 5:00pm Dinner 1 Waiters report to Dining Hall
 5:15pm Dinner 1
 6:00pm Assembly and Flag Ceremony
 6:00pm Dinner 2 Waiters report to Dining Hall
 6:15pm Dinner 2
 7 - 8:30pm Early Evening Activities
 8:30pm Late Evening Activities
 10:00pm Lights Out

Saturday

6:00am-9:00am Continental Breakfast
 9:00am Pack up and have a safe Trip Home!

2017 Supplemental Schedule for Leaders and SPLs

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:00 am			Polar Bear	Polar Bear	Polar Bear		Pack & have a safe trip home
7:15 am		First Breakfast	First Breakfast	First Breakfast	First Breakfast	First Breakfast	

8:00 am		Flag Assembly	Flag Assembly	Flag Assembly	Flag Assembly	Flag Assembly	
8:15am		Second Breakfast	Second Breakfast	Second Breakfast	Second Breakfast	Second Breakfast	
9:00 am		First Class Session Starts	First Class Session Starts	First Class Session Starts	First Class Session Starts	First Class Session Starts	
9:15 am		Leader Meeting	Leader Meeting	Leader Meeting	Leader Meeting	Leader Meeting	
11:00 am		First Class Session Ends	First Class Session Ends	First Class Session Ends	First Class Session Ends	First Class Session Ends	
11:15 am		First Lunch	First Lunch	First Lunch	First Lunch	First Lunch	
12:15 pm		Second Lunch	Second Lunch	Second Lunch	Second Lunch	Second Lunch	
1:00 pm	Arrival, check in & Orientation	Second Class Session Starts	Second Class Session Starts	Second Class Session Starts	Second Class Session Starts	Second Class Session Starts	
3:00 pm		Second Class Session Ends/ Third Class Session Starts	Second Class Session Ends/ Third Class Session Starts	Second Class Session Ends/ Third Class Session and Iron Chef Start	Second Class Session Ends/ Third Class Session Starts	Second Class Session Ends/ Third Class Session , Camp Wide Games, and Scoutmaster Shoot Starts	
4:00 pm				Pick up food at dining hall for troop cooking			
4:45 pm		SPL Meeting	SPL Meeting	SPL Meeting	SPL Meeting	SPL Meeting	
5:00 pm		Third Class Session Ends	Third Class Session Ends	Third Class Session and Iron Chef End Ends	Third Class Session Ends	Third Class Session, Camp Wide Games, and Scoutmaster Shoot Ends and Belly Flop Competition begins	
5:15pm	First Dinner	First Dinner	First Dinner	In Campsite Cooking	First Dinner	First Dinner	
6:00 pm	Flag Assembly	Flag Assembly	Flag Assembly		Flag Assembly	Flag Assembly	
6:15 pm	Second Dinner	Second Dinner	Second Dinner		Second Dinner	Second Dinner	
7:00 pm		First Year Hike and campfire	Early Evening Activities	OA Cracker Barrel	Early Evening Activities	Dodge Ball	
8:00 pm							
8:15 pm	Opening Campfire					Closing Campfire	
8:45 pm			Pendola Hike		Pendola Hike		
9:00 pm	Cracker Barrel					Cracker Barrel	
10:00 pm	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out	

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JUST FOR SCOUTMASTERS



Training Schedule

These courses are official training sessions of The Boy Scouts of America (BSA) and can and will be offered each week.

- Leave No Trace Awareness – Monday 3:00-5:00 pm
- Weather Hazards – Tuesday 1:00-2:00 pm
- Climb On Safely- Wednesday 4:00 – 5:00 pm (the climbing wall will be shut down 60 min. early)
- Trek Safely- Thursday 1:00-2:00 pm
- Safe Swim Defense and Safety Afloat- Friday 10:00-11:00 am
- Leader Specific Training is only available when a Council trainer is in camp. We will try to have one at camp every week.

Weather Hazards can also be taught at camp, but is only taught by request and if we have a trainer with a open schedule

Activities for Scoutmasters

1. Dutch oven cooking
2. Iron Chef competition **
3. Belly flop contest
4. Frisbee Golf
5. Scoutmaster Shoot- 22's, shotgun, archery
6. Dodge ball vs. Staff
7. Scoutmaster Merit Badge
8. Scoutmaster Lunch with the GYC Scout Executive on Thursdays.

** The first 6 teams to sign up are eligible to participate. A chef and 2 sous chefs compete against each other with a one-hour time limit. A secret ingredient will be announced at the start, which must be the highlight of a meal prepared by the team and judged by a staff committee of judges. All ingredients provided from the pantry of our Camp Cook Staff. Unit/campsite determines the team members, does not have to include an adult, your choice.

Camp John Mensinger

Camp Leaders' Merit Badge Application

Leader Name _____ Unit# _____ Date _____

The CJM Scoutmaster Merit Badge is an award that may be earned by adult leaders in camp. The purpose of the merit badge is to encourage leaders to get more involved in camp programs and have a more interactive experience at CJM. In order to earn the CJM Scoutmaster Merit Badge, leaders must complete ten of fifteen requirements including the five mandatory requirements. Applications must be turned in by 5:00 PM on Friday to the Camp Office.

	Day	Staff Initials
_____ *1. Visit all program/support areas:		
_____ Waterfront Area	/	
_____ Swimming Pool	/	
_____ Woodsman	/	
_____ ScoutCraft	/	
_____ Handicraft	/	
_____ Nature	/	
_____ Archery Range	/	
_____ Rifle Range.....	/	
_____ Shotgun Range	/	
_____ Climbing Wall	/	
_____ Health Lodge	/	
_____ Trading Post.....	/	
_____ *2. Participate in two of the following training opportunities:		
_____ Safety Leadership (includes Safe Swim		
_____ Defense and Safety Afloat).....	/	
_____ Climb on Safely	/	
_____ Trek Safely	/	
_____ Other Training.....	/	
_____ *3. Assist with Woodsman or Merit Badge Instruction.....	/	
_____ *4. Participate in camp improvement project	/	
_____ *5. Complete Camp Survey Form	/	
_____ 6. In your campsite, teach skills to Scouts enrolled in Woodsman	/	
_____ 7. Attend Scoutmaster's Lunch w/Scout Exec	/	
_____ 8. Attend Order of the Arrow Fellowship	/	
_____ 9. Assist in supervising a free swim or free boating	/	
_____ 10. Conduct a troop swim, canoe, hike or bike trip at camp	/	
_____ 11. Participate in Scoutmaster's Shoot	/	
_____ 12. Prepare a troop meal in campsite	/	
_____ 13. Attend Scoutmaster Meeting(s) S___ M___ T___ W___ TH___ F___		
_____ 14. Invite someone to visit your campsite (non-staff)	/	
_____ 15. Take a Nap.....	/	

Please mark what year this is for you earning the SM MB

1. (The Main SM Patch)_____ 2. (William D. Boyce)_____ 3. ("Green Bar Bill" Hillcourt)_____
4. (James E. West)_____ 5. or more (Baden Powell)_____

*Mandatory Requirement

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APPENDIX



Cabins at Sour Grass

Troop Registration Form



2017

2017 Boy Scout Resident Camp Troop Registration Form

This form is for troops to reserve patrol sites at camp for 2017. *Do not use it for individual payments. Pay by troop, not individual.*

Troop # _____ Council (not District) _____ Date _____

Week (circle one) Wk 1 June 18-24 Wk 2 June 25-July 1 *Wk 3 July 2-8 Wk 4 July 9-15 Wk 5 July 16-22

Troop representative _____ Position _____

This is the person that will receive all communication regarding C.J.M.

Mailing address _____

City / State / Zip _____

Primary phone (Circle H B M) _____ Alt. Phone (Circle H B M) _____

Email address (print clearly) _____

Please use an account which is checked regularly. We rely heavily on email for pre-camp communications.

*Wk 3 of camp will also be a Webelos Camp week

Arrival Time <i>(Check One)</i>	<input type="checkbox"/> Regular, Sunday 1 - 3pm <input type="checkbox"/> Saturday, _____ pm <input type="checkbox"/> Monday, 6am Saturday arrival does not include food or program—only the patrol site(s).		
Projected Number Attending	Scouts _____ Adults _____ (PATROL SITE = roughly 8 Scouts & 2 Leaders) <i>Numbers may be adjusted down the road—this is to help place you in a patrol site(s) that fits your troop.</i>		
Campsite, # of Patrol Sites Desired <i>See map on back - indicate preferences; we cannot guarantee desired sites will be available</i>	1st choice _____ 2nd choice _____ 3rd choice _____		Total # Patrol Sites Needed
	Two-person tents are provided for all Scouts. Each tent will have two blue foam pads. If your number exceeds your capacity for a campsite you may reserve part or all of a second, nearby campsite or bring personal tents to supplement. If you plan to share your campsite with another unit please indicate below: Sharing site with Troop# _____ Leader name _____		
Deposit <i>Use this form only for camp deposits, not payment of other camp fees.</i>	A \$100 deposit <i>per patrol site</i> is due with this form to hold your reservation request. Reservations are not firm until payment is received. The deposit will be applied toward camp fees. All deposits are non-refundable after 12/1/2016.		
	<input type="checkbox"/> Enclosed is our \$ _____ deposit (checks payable to GYC) <input type="checkbox"/> Charge the credit card below <input type="checkbox"/> Charge our \$ _____ deposit to our Greater Yosemite Council Unit Acct. Troop# _____		
CC# _____ - _____ - _____ Exp Date ____ / ____ V-code _____ (3-4 digits on back)			
Name _____ Signature _____			

2017 Fee Structure	These fees are for reference only. This is not a payment form for campers or leaders. Use this form for troop reservations only.		
	Scouts	Leaders	New Scouts or Bridged Webelos
Super Early Bird: By March 31 st, 2017	\$335	\$150	\$335
Early Bird: After 3/31 and by May 1 st, 2017	\$345	\$160	\$335
Regular Fee: After 5/1 and no later than 2 wks before camp session	\$355	\$170	\$335
On-Arrival Fee: from within 2 weeks of 1st day of your camp	\$365	\$180	\$345
Leader One-Night Fee: for overnight stay in camp		\$40	

Submit completed form to Greater Yosemite Council, BSA 4031 Technology Dr Modesto, CA 95356

Telephone 209.545.6320 Fax 209.545.6321 E-mail info@yosemitescouting.org

Refund Policy: All fees are non-refundable with the exception of summer school, a death in the immediate family, or a doctor's excused illness in which all but \$175 (Scout) and \$85 (Adult) will be refunded. Requests must be submitted in writing with appropriate documentation (i.e., doctor's excuse or summer school enrollment verification). Refund requests must be submitted not later than **September 1st, 2017**.

Revised 6.15.16

Troop Payment Form

2017



2017 Boy Scout Resident Camp Troop Payment Form

Pay by troop, not individuals. Include this form with any and all payments (excluding Reservation deposits).
Use a new form for each payment. Don't reuse form previously submitted.

Troop # _____ Council (not District) _____ Date _____

Week (circle one) Wk 1 June 18-24 Wk 2 June 25-July 1 Wk 3 July 2-8 Wk 4 July 9-15 Wk 5 July 16-22

Troop representative making payment _____

Phone (Circle H B M) _____ Email address (print clearly) _____

Payment Method (circle one) CASH Check# _____ CC Online Unit Acct

Payment Breakdown:

Deadline Info	Payment Type	Amount	# Participants	Sub totals
<i>Min due to sign up for merit badges</i>	<input type="checkbox"/> Scout Deposit	\$180	X	=
<i>Super Early Bird Payments must be received/post-marked by mid-night 3/31/2017.</i>	<input type="checkbox"/> Scout Super Early Bird	\$335	X	=
	<input type="checkbox"/> Adult Super Early Bird	\$150	X	=
	<input type="checkbox"/> Scout FOS Gold Unit Super Early Bird	\$325	X	=
<i>Early Bird Payments must be received/post-marked by mid-night 5/1/2017.</i>	<input type="checkbox"/> Scout Early Bird	\$345	X	=
	<input type="checkbox"/> Adult Early Bird	\$160	X	=
	<input type="checkbox"/> Scout FOS Gold Unit Early Bird	\$335	X	=
<i>Payments must be received/post-marked prior to 2 wks before camp session.</i>	<input type="checkbox"/> New Scout/Bridged Webelos	\$335	X	=
	<input type="checkbox"/> Scout Regular	\$355	X	=
	<input type="checkbox"/> Adult Regular	\$170	X	=
<i>Payments received/post-marked during 2 wks prior to camp session.</i>	<input type="checkbox"/> New Scout/Bridged Webelos On-Arrival	\$345	X	=
	<input type="checkbox"/> Scout On-Arrival	\$365	X	=
	<input type="checkbox"/> Adult On-Arrival	\$180	X	=
<i>"Tag-team" Adults register as 1 Adult</i>	<input type="checkbox"/> Adult Partial Week	\$40	X	# of Nights: =
Total Payments/credits previously applied:			Subtract this amount	()

Name Scouts and Adults associated with payment on 2nd page of form.

Name Scouts and Adults associated with payment on 2nd page of form.

Submit completed form to Greater Yosemite Council, BSA:

4031 Technology Dr Modesto, CA 95356

Total Payment being made: _____

Phone 209.545.6320 | Fax 209.545.6321 | E-mail info@yosemitescouting.org

Office Use: Payment postmarked/received/made: _____ Payment applied in DK: _____ by _____

Refund Policy: All fees are non-refundable with the exception of summer school, a death in the immediate family, or a doctor's excused illness in which all but \$175 (Scout) and \$85 (Adult) will be refunded. Requests must be submitted in writing with appropriate documentation (i.e., doctor's excuse or summer school enrollment verification). Refund requests must be submitted not later than **September 1st, 2017**.

Revised 3.8.17

Roster for Unit_____

Prepare in 3 copies

1 for Camp Administration, 1 for Health Officer, 1 for Scoutmaster

Due at check-in – COMPLETE ALL INFORMATION.

Unit # _____

Council _____

PLEASE PRINT

THIS ROSTER IS FOR SCOUTS _____ ADULTS _____

Make copies of this form as needed

	Phone	D.O.B.	M	C
Name _____ Address _____ City _____ St. _____ ZIP _____				
Name _____ Address _____ City _____ St. _____ ZIP _____				
Name _____ Address _____ City _____ St. _____ ZIP _____				
Name _____ Address _____ City _____ St. _____ ZIP _____				
Name _____ Address _____ City _____ St. _____ ZIP _____				
Name _____ Address _____ City _____ St. _____ ZIP _____				
Name _____ Address _____ City _____ St. _____ ZIP _____				

M = Annual Health and Medical Record / C = Authorization and Consent Form

Page ____ of ____

Adult Tracker

Complete and submit if your unit is sending adults who are not coming for the entire week. See example below

Adults	Name	Sunday	Monday			Tuesday			Wednesday			Thursday			Friday			Saturday	Fees
			B	L	D	B	L	D	B	L	D	B	L	D	B	L	D		
1																			
2																			
3																			
4																			
5																			
6																			
7																			
8																			
9																			
10																			
11																			
12																			
13																			
14																			

Total adults in camp:

Adult Tracker Example:

Adults	Name	Sunday	Monday			Tuesday			Wednesday			Thursday			Friday			Saturday	Fees
			B	L	D	B	L	D	B	L	D	B	L	D	B	L	D		
1	Joe Schmoe*																		FREE
2	Billy Bob Thornton*																		85
3	Mean Joe Green								\$	\$									85
4	Baden Powell*											\$	\$						85
5	Martha Stewart																		85
6	Captain Crunch*																		170
7																			
8																			
9																			
10																			
11																			
12																			
13																			
14																			
Total adults in camp:			4	4	4	4	4	4	4	5	5	4	5	5	4	4	4	4	510

The shaded boxes indicate extra fees will be due

*Adults checking in on Sunday (or Monday morning in the case of LDS units) MUST be named in the DoubleKnot registration system.

~ In this example the unit has qualified for one free adult due to the number of registered Scouts

~ ALL adults must bring with them completed Medical Forms Parts A and B, and those who are staying more than 72 hours MUST also have Part C completed and signed by an MD/DO/PA/NP or any other primary health care provider.

Pre-Departure Checklist for Unit Leaders

Make copies of this form as needed

#	Youth Names	Fee Paid	Med/Climbing Consent	Firearms Release x 2	Medical Form Parts A, B & C	Merit Badge Signup
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						
26						
27						
28						
29						
30						
31						
32						
33						
34						

Merit Badge Pre-Sign-up Worksheet

Use this to gather your Scouts' class choices before logging into the DoubleKnot system to sign them up.

Make copies of this form as needed

#	Scout Name		Monday	Tuesday	Wednesday	Thursday	Friday
		1 st choice	9-11	9-11	9-11	9-11	9-11
			1-3	1-3	1-3	1-3	1-3
			3-5	3-5	3-5	3-5	
		2 nd choice	9-11	9-11	9-11	9-11	9-11
			1-3	1-3	1-3	1-3	1-3
			3-5	3-5	3-5	3-5	
		1 st choice	9-11	9-11	9-11	9-11	9-11
			1-3	1-3	1-3	1-3	1-3
			3-5	3-5	3-5	3-5	
		2 nd choice	9-11	9-11	9-11	9-11	9-11
			1-3	1-3	1-3	1-3	1-3
			3-5	3-5	3-5	3-5	
		1 st choice	9-11	9-11	9-11	9-11	9-11
			1-3	1-3	1-3	1-3	1-3
			3-5	3-5	3-5	3-5	
		2 nd choice	9-11	9-11	9-11	9-11	9-11
			1-3	1-3	1-3	1-3	1-3
			3-5	3-5	3-5	3-5	
		1 st choice	9-11	9-11	9-11	9-11	9-11
			1-3	1-3	1-3	1-3	1-3
			3-5	3-5	3-5	3-5	
		2 nd choice	9-11	9-11	9-11	9-11	9-11
			1-3	1-3	1-3	1-3	1-3
			3-5	3-5	3-5	3-5	
		1 st choice	9-11	9-11	9-11	9-11	9-11
			1-3	1-3	1-3	1-3	1-3
			3-5	3-5	3-5	3-5	
		2 nd choice	9-11	9-11	9-11	9-11	9-11
			1-3	1-3	1-3	1-3	1-3
			3-5	3-5	3-5	3-5	
		1 st choice	9-11	9-11	9-11	9-11	9-11
			1-3	1-3	1-3	1-3	1-3
			3-5	3-5	3-5	3-5	
		2 nd choice	9-11	9-11	9-11	9-11	9-11
			1-3	1-3	1-3	1-3	1-3
			3-5	3-5	3-5	3-5	

*This form is for unit use only in tracking their merit badges. Actual sign-ups are done online, not at camp.
Adjustments/changes can be made at camp.*

Page ____ of ____

Unit Swim Check Roster

Make copies of this form as needed

Troop # _____

Council/District _____

Scoutmaster Name: _____ Swim Check Instructor: _____

Scoutmaster's Signature

Date

Please check the appropriate box for each person, Swimmer, Beginner or Non-Swimmer.

NAME <i>Please print legibly</i>	Date Swim Check Completed	Swimmer	Beginner	Non- Swimmer
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

BSA Swimmers Test: Jump feet first into water over head and the swim 3 laps of 25 yards each lap using any stroke; 1 lap of 25 yards using the elementary backstroke and Float motionless on their back one minute without sinking.

BSA Beginners Test: Jump feet first into water overhead, surface and swim 25 feet with a strong stroke. Turn around and swim 25 feet back to the starting point.

Authorization and Consent for Minor
Pursuant to California Civil Code Section 25.8
Pursuant to California Penal Code Section 12552

I, the undersigned or legal guardian of, _____ do hereby authorize the Camp Director of Camp John Mensinger, Greater Yosemite Council, Boy Scouts of America or such substitute as he may designate as agent for the undersigned, to administer any x-ray examination, anesthetic, medical, dental or surgical diagnosis or treatment and hospital care for the above minor which is deemed advisable by and to be rendered under the general or special supervision of any physician and surgeon, licensed under the Provision of Medicine Practice Act, or of any dentist, licensed under the Dental Practice Act, whether such diagnosis or treatment is rendered at the office of said physician or dentist, at a hospital, Scout camp or elsewhere.

This authorization will remain effective while the above minor is enroute to or from or involved or participating in any Boy Scout program or activity of the Greater Yosemite Council, Boy Scouts of America, unless revoked in writing by the undersigned, and delivered to the aforesaid agent.

_____ SIGNATURE OF PARENT OR GUARDIAN	_____ DATE	YES	NO
--	---------------	-----	----

Further, the undersigned consent that the Climbing and Rappelling instructors of the above named Boy Scout Council may instruct my child in the safe procedures of Climbing and Rappelling and related activities.

_____ SIGNATURE OF PARENT OR GUARDIAN	_____ DATE	YES	NO
--	---------------	-----	----

Home Phone (____) _____ Work Phone (____) _____



Parent or Legal Guardian
Permission and Release Form for Minor to Use Firearms
and Ammunition in California

I, _____, parent or legal guardian of _____
(Print name of Parent or Legal Guardian) (Print Name of Scout)

hereby give my child express permission and consent to be lent and possess firearms (handguns and long guns) and ammunition to engage in lawful, recreational sport. (Cal. Penal Code 27945, 29610, 29615, 29650, 29655, 18 U.S. C. 922(x)). As used in this form, "firearms" include any handguns, long guns, or shotguns that may lawfully be loaned to and possessed by a minor under state and federal law. I also give my child express permission and consent to possess, and for a person to loan to my child, a "BB device" as defined in Cal. Penal Code 16250. (Cal. Penal Code 19915).

This consent is valid, absent my express revocation thereof, for fourteen days from the date of my signature. A photocopy or facsimile of this written consent will serve as an original. This written consent form must remain in my child's possession at all times while he or she possesses any firearms or ammunition and a copy of it must be kept at the shooting range as well.

Signature of Parent or Legal Guardian

Date

[Bring TWO copies of this form to camp]

***Youth Release Request / Release of Campers
Verification of "No Shows"***

Any camper who leaves camp property during camp session must have a completed release requests that is turned in to the Camp Director or the Program Director.

A written letter to all unit leaders goes out prior to camp stating that responsibility for the units to transport campers to and from camp lies with the unit.

The unit leader is responsible to get a camper to camp, secure any necessary youth release requests and the tour permit, if applicable.

All units prior to arrival at camp give the number of youth attending camp. This will be checked at check-in and any discrepancy must be verified by the unit leader. If the location of the missing youth is unknown, then the unit leader in conjunction with the Camp Director will call the parents of the youth to verify the youth's location.

RELEASE OF CAMPERS

As the legal guardian of, _____ I grant permission for him/her to leave camp with the following people:

Name _____ Relationship to Camper _____

By signing this form, I release the Council and Camp of Liability once my son has left camp with the above listed people.

Name (printed)

Signed

Date

Unit Checkout Form

Campsite _____ **Unit #** _____

- _____ 1. Remove all troop and personal equipment from tents and campsite.
Equipment should be placed on the side of the road.
- _____ 2. Clean campsite and restroom assigned to troop.
- _____ 3. Leave garbage in can with lid secured – ranger will pick up
- _____ 4. Check troop box in Scoutmaster lounge building for blue cards, partials, woodsman forms
- _____ 5. Return all camp equipment to commissary

Commissary staff member's signature: _____

- _____ 6. Clear all financial responsibilities pick up troop medical forms, records, and camp patches.
- _____ 7. Turn in evaluation forms.

Campsite Commissioner's Signature: _____

Unit Leader's signature: _____

Camp Director's signature: _____

Have a safe trip home and see you next year.