

CAMP BODDIE

Leaders Guide



2023

2023 Camp Boddie Welcome Letter

Dear Scout Leaders,

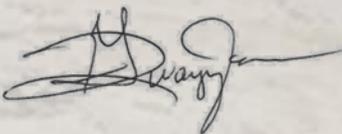
First, thank you. Thank you for considering Camp Boddie/Pamlico Sea base as the destination for your Scouts to learn, grow and develop skills that will be with them through their adult lives. We want you to know that our Council and Camp staff remain committed to preparing, hiring, coordinating, ordering, and hundreds of other tasks over the next several months to provide the best camp experience for you and your unit. Not everyone understands the true workload that is required to lead a safe and quality summer camp experience. We know the sacrifices and understand why those sacrifices are so vitally important to your Scout's experience. There was a lot of work done in 2022 to rebound from 2 years of camp hiatus, but we also recognize there is plenty of work that still lies ahead. We hope to be 'front of mind' as you prepare and decide on where your Scout troop attends camp in the summer of 2023. We want to welcome Scouts back to camp this summer with phenomenal facilities, fresh new merit badges, engaging activities and experiences, a compassionate, fun loving, and attentive staff, and more!!

Entering the 2022 season, we are cautiously optimistic that this summer will look more like the days before COVID. However, Council realizes now is a key time to consider- are there elements from the last few years that made our programs stronger and even safer that we should continue? While many of the changes we all made were to meet the restrictions in our area at the time, there are some additional changes necessary to keep our summer program moving forward with excitement and fresh perspective. We challenge you to survey your youth as they are deciding where to go camping and get feedback on how we can make Camp Boddie/Pamlico Sea base the most attractive option for years to come. So many of the questions we might ask ourselves about running a safe and quality camp can be answered through the minds of our Scouts and Scout leaders.

In 2020 we talked about how important getting outside and out to camp for our Scouts would be. And it was. Then in 2021 we said, "Wow, it's been such a tough year!" These next few camping seasons are more important than ever. And now, as we embark upon 2023, it seems we need camp even more than we did then. Our Scouts, Scouters, staff, and each of us continue to weather the impact of all that has occurred these last 2.5 years. The toll on everyone's mental, emotional, and social health continues to be a factor. All the long hours, the hard work, and worry will be worth it to see the smiles and excitement from every Scout coming to camp this year. None of this would be possible without all that you each do.

Take care of yourself and don't hesitate to reach out for any help we can provide. Thank you for all you are doing to provide life-changing outdoor experiences! Our executive staff and the council camping committee will be conducting surveys soon to see where every troop in our council has or will decide to go to camp during the summer of 2023.

We hold much excitement for the mounds of additional work that is being done by Ranger Matt, his crew, Croatan Lodge and many other volunteers to further our camp readiness for everyone to enjoy. Our staff team is looking forward to the opportunity to grow as leaders and create an atmosphere that truly represents the Scouting Spirit. Will everything be perfect and will camp run without any glitches? Of course not. However, our Camp Director and I give you our commitment that all of our staff team will do everything we can to make the camping experience at Camp Boddie one that is SAFE, FUN, AND MEMORABLE. Thanks for your help in making Camp Boddie a success.



Dwayne Jones
Scout Executive



Registration Information, Dates, & Fees

Camp Dates

Camp Boddie will conduct four Boy Scout resident camp sessions during the summer of 2023. Each session begins with Sunday afternoon check-in/from 1:30pm - 4:00pm and will end after breakfast the following Saturday morning.

Week 1	Week 2*	Week 3*	Week 4*
June 25	July 2	July 9	July 16

*Indicates a week that “Super Troops” can participate

Proposed “Non-Scout” weeks:

Week 5 – July 23-29, 2023	Needles in the Pines
Week 6 – July 30 - Aug 5, 2023	American Sign Language Week
Week 7 – Aug 7 - 10, 2023	Boys & Girls Club/STEM & Robotics Week
Aug 11 - 13, 2023	Aquatics Weekend

Camper Fees

Early Bird:	Pay Before March 1, 2023	\$325
(You must pay at least \$100 by March 1 st the rest of the fees will be due by May 1 st)		
Regular:	May 1, 2023	\$375

Payment Schedule

By March 1, 2023 - \$100.00 per scout with final numbers for youth and adult. (Any cancellation after April 1st will be charged the nonrefundable cancellation fees. NO exceptions.)

May 1, 2023 - Remaining balance, including adult fees. (All fees are required to be paid in full.) If changes are made, we will inform you.

*New Scouts and former Webelos Scouts joining the troop after the deadline will be charged the same fee as determined by the unit registration date. Keep in mind that the total weekly participants will not exceed 250 youth campers except to accommodate additional youth in pre-registered Troops.

Early Bird Plan

Units that take advantage of our Camp Early Bird plan will qualify for a reduced camper fee rate! To qualify, a unit must submit their \$100.00 site reservation fee and \$100.00 youth pre-registration fee (5 Scouts minimum) by March 1, 2023. Joining our Early Bird plan will reduce the unit per youth camper fee to \$325. Units must register a minimum of five (5) scouts to qualify for the Early Bird Program.

Adult Fees

The Youth Protection Policies of the BSA require ‘two-deep’ leadership at all times. One adult must be 21 years old while the other may be 18 years old. **Each registered troop will receive two free adult slots.** For all additional adults above the complimentary two, a charge of \$100.00 will apply. Units may elect to exchange adults during the week with no additional charge as long as the total number of adults does not exceed the number registered. Any adult attending only part of the week (one to three days) will pay a per day rate of \$30.00 which covers meals and camp overhead. “Per day” registration does not include a patch, but one can be purchased separately in the Trading Post. Units must register a minimum of five (5) scouts to qualify for the “2 FREE Adult” program.

On-Site Registration

Due to the limited space, units or Scouts arriving at the camp for check-in who have not pre-registered run the risk of camp not having tents and other items immediately available. We welcome your unplanned attendance, but please be patient with us.

Refund Policy

All refund requests must be on the refund request form: Most of the camp fees are spent before your troop arrives in camp.

Request received prior to April 1, 2023 - **all fees minus \$50 will be returned**

Request received after April 1, 2023 -**all fees minus \$100.00 per camper will be returned**

Request for refunds must be made in writing stating the reason.

Request received for **“no-shows,” “change of mind,” or “lack of leadership” will not be honored**

Request for refunds received for **Scouts departing camp early for any reason will not be honored**

Request for refunds involving unexpected sickness and school purposes will be honored.

An exception to this policy is in the event of an illness or injury which keeps a Scout from arriving at camp. It must be verified in writing by the parents or guardian and a physician. Other extenuating circumstances, such as a death in the family, will certainly be taken into consideration on a case-by-case basis. All but \$50.00 will be refunded due to extenuating circumstances or the **Scout may choose to attend a different week.**

Refunds are not given at camp, but (once verified) are processed from the council service center. A check will be mailed to the unit leader not the Scout.

Campsite Reservation

The 2023 Pre-Registration Transmittal Form will be utilized to register your unit for camp. This form, along with a \$100.00 **nonrefundable** campsite registration deposit must be sent to the Council Service Center to secure your choice for a troop campsite.

The campsite deposit will be credited toward your total troop summer camp balance. Most Troops will be sharing sites with other units to accommodate all requests for camp. Large troops should contact the Council Service Center before site selection. Some sites are larger than others. Tents for your Scouts will be placed together for those pre-registered. The 2023 Payment Transmittal Form will be utilized to submit additional fee payments.

“Super Troop” Campers -

Super Troop (provisional campers) is a temporary troop made up of Scouts from troops around the council. Super Troop is a fantastic opportunity for Scouts to attend an extra week of summer camp, for a Scout to attend camp individually if they can't attend camp with their unit, or for those Scouts who just like to camp. Super Troop is staffed by a selected Scoutmaster and assisted by parents of Scouts attending. The provisional camper fee for 2023 is the same rate as stated under the Camper Fees on page 3.

Qualified provisional Scoutmasters will be assigned to the provisional troop by the camp staff. Units with only one adult leader in attendance may be assigned to the Super Troop at the discretion of the Camp Director. All provisional campers need to be at camp by 2:00PM for check in on the Sunday of their week. Campers who want to attend camp for an additional week may do so at a reduced rate of \$200.00 per week.

Campership for East Carolina Council Scouts

Financial assistance (not a full scholarship) for in-council Scouts will be available to assist Scouts who may need it. The funds are made available through donations given by Croatan Lodge, Order of the Arrow and other interested individuals. All assistance requests are kept confidential. Requests must be mailed (attention: Croatan Lodge) to the Council Service Center by March 15, 2023. The Troop Point of Contact will receive a confirmation letter by mid-May giving the amount of the assistance approved. The letter must accompany the troop to camp. Scouts attending camp with financial assistance will not affect a unit's early registration status. Campership applications are available at the Croatan Lodge page <http://www.croatan.org> under Lodge Forms/ Campership Application.

Health, Safety, & Medical Information

Medical Records

Every Scout and leader attending Camp Boddie must submit an *Annual Health and Medical Record* with all necessary information and signatures upon arriving at camp. **THERE ARE NO EXCEPTIONS!** Campers without a proper “Physical” form will be sent home. One of the most common problems is that the parent has not signed the form! If there is a problem with a physical form, please make sure the Camp Director, Health Lodge, and the Program Director are aware. Please have copies of insurance cards front and back. Medical forms can be found at: [http:// www.scouting.org/scoutsources/HealthandSafety/ahmr.aspx](http://www.scouting.org/scoutsources/HealthandSafety/ahmr.aspx)

Health Medical Records for Adults and Leaders-Fewer than 72 hours

Leaders or parents staying in camp for fewer than 72 hours must complete parts A and B of the *Annual Health and Medical Record*. This does not require a physical. Leaders arriving during the week **MUST** report to the Health Lodge for a medical recheck and turn in their medical form. A full physical is required for aquatic activities.

Medications

All medications, including over the counter and prescription medications, that are brought to camp are the responsibility of the unit leader. All Scouts bringing medication to Camp are required to have the *Prescription Medication Information Form* filled out and turned in with their medication to their unit leader. Medication is to be kept at the campsite in a locked container except for inhalers if necessary. The Health Lodge will need to receive well-documented information on any medication that requires refrigeration. All asthmatics should bring at least two (2) rescue inhalers and any other required medication to camp unless doctor or parent specify otherwise on the medical form. You should have one inhaler with the Scout and one with the camp medic or troop leadership in the camp site.

Nutrient Restrictions

If an individual is allergic to common food products or requires a special diet, suitable food must be purchased and brought by the individual to camp. Package meals separately and write the person's name and troop number on each package. Upon arrival at camp, give the food to the dining hall staff. There is no fee reduction for individuals who bring their own food. Appropriate substitutions may be arranged for meals served in the dining hall by submitting a *Food Allergies and Dietary Restrictions Form* by May 1st. Food substitutions should only be for medical or religious reasons.

First Aid

First aid treatment is available in Camp 24 hours a day at the Camp Health Lodge. The closest hospital in the area is Beaufort Regional Health Systems in Washington. This hospital treats emergency patients from camp. Emergency transportation is always available. All first aid situations must be brought to the immediate attention of the Camp Doctor. No one is to be transported from the camp for medical reasons without contacting the Medical Officer.

Insurance Claims

The BSA Accident and Sickness Insurance plan's purpose is not to replace or diminish the need for family health insurance. Rather, its purpose is to provide assurance that financial help is available to meet emergency medical expenses should an injury or illness occur during a Scouting activity. The "responsible party" for all medical services is the family of the person injured, and the family's health insurance should be reported as such to ensure proper billing. In the case of an accident the claims are to be made against the troop's accident insurance.

Intrusion of Unauthorized Persons on Camp Property

The intrusion of any suspected unauthorized person on camp property should be reported immediately to the Camp Director, Camp Ranger, Camp Commissioner, or the Camp Business Manager. At no time should a Staff Member, Camper, or Scout Leader confront a suspected unauthorized intruder. The Beaufort County Sheriff Department will be notified to handle all situations. Authorized attendees are identified by either a camp wrist band or camp visitors pass. Visitor passes/bands are available at the camp business office and trading post.

Ticks

The Health & Safety Committee, along with the Camping Committee, desire to make our campers more aware of the concerns created by ticks at Camp Boddie. Ticks transmit various disease-causing agents from animals to humans, their pets, and their livestock. On the day of arrival all participants will be cautioned and directed as to the risk of tick-borne disease and the precautions and procedures to be followed. All imbedded ticks are to be removed by health lodge personnel.

Hazardous Weather Planning and Training

All program areas and camp sites have shelters to use in case of rain. We will review Hazardous Weather Procedures as a part of our Sunday Check-In Procedure and will inform you of locations to use in case of severe storm warnings. Hazardous Weather is an important consideration in planning for any outdoor activity, including camping, and it is now required for at least one leader to have taken Hazardous Weather Training.

Respect of Privacy

Adult leaders must respect the privacy of youth members in situations such as changing clothing, changing into swimsuits, or taking showers. Adults must also protect their own privacy in similar situations. When camping, no youth is permitted to sleep in the tent of an adult other than with his/her own parent or guardian. Adults are not permitted to be in the youth shower area unless it is necessary to stop behavior issues or in matters of health and safety of the Scouts.

Youth Protection

Camp is often a place where we are made aware of Youth Protection violations, whether happening at camp or elsewhere. Please report any youth protection violations or suspected abuse to the Camp Director immediately.

Emergency Telephone Number

The camp's phone number is (252) 975-6060, but we ask that you call the camp only for emergencies.

Youth or Leader Leaving Camp Early

All Scouts and Leaders must check in and out of camp at the Camp Office whenever they leave or arrive during the camping week (with the exception of Sunday and Saturday). In addition, all Scouts who are leaving Camp must have the *Youth Leaving Camp Early Form* completed and signed by the Scoutmaster and parent or guardian. The form must be completed and have all the correct signatures prior to the youth leaving camp.

Liquid & LP Fuels

In accordance with camp policy, the use of liquid fuels (i.e.: kerosene, gasoline, liquid Coleman fuel) in camp is prohibited. Under no circumstances shall flames of any kind be carried in or used near tents. The only acceptable lighting for tents is flashlights or battery powered lanterns. LP gas lanterns and camp stoves may be used in the campsite area with adult supervision. All empty containers are to be carried home with the unit.

Prohibited Items at Camp

Electrical Power & Extension Cords - The use of external electrical power (generators) or extension cords is prohibited on campsites. The only exception is the approved use for medical purposes. Contact the Camp Director for approval.

Alcohol & Illegal Drugs - All drug and alcohol laws of the State of North Carolina are strictly enforced. Alcoholic beverages are not permitted on BSA property.

Fireworks - In accordance with BSA policy, individual fireworks of any kind are prohibited for unit use.

Product Sales - No camper or staff member is authorized to sell any form of merchandise on camp property.

Pets in Camp - No dogs, cats, or other pets are allowed in camp. Medical and support companions are the exception to this rule.

Firearms & Knives - No personal firearms, ammunition, or archery equipment is to be brought to camp. Sheath knives are not permitted in camp.

Tobacco Use - In accordance with BSA recommendations, the use of tobacco products is undesirable. Adults are requested not to use tobacco products in the presence of Scouts. The use of tobacco products in any camp enclosed facility is strictly prohibited. Cigarette butts are a constant eyesore. Adults are asked to please deposit butts in the trash.

General Camp Information

Sunday Check-In Schedule

1:30	Camp Opens/Registration Begins
5:45	Table Waiters Call
5:55	Troop Assembly & Retreat at the dining hall - full Field Uniform
6:00	Supper is served
7:15	Worship service at the Chapel
8:45	Opening Campfire - Troops assemble at the dining hall at 8:30
9:30	Scoutmaster & SPL meeting in the dining hall (Changes to classes are done at this time)
10:00	Taps

Monday - Thursday

7:00	Polar Bear Swim Practice for Mile Swimmers
7:00	Reveille
7:45	Table Waiters Call
7:55	Morning Troop Assembly - Flag Raising
8:00	Breakfast
9:00	1 st Merit Badge Session
10:00	2 nd Merit Badge Session
11:00	3 Merit Badge Session
12:15	Table Waiters Call
12:25	Noon Troop Assembly
12:30	Lunch
2:00	4 Merit Badge Session
3:00	5 Merit Badge Session
4:00	6 Merit Badge Session
5:15	Table Waiters Call
5:25	Evening Troop Assembly & Retreat - Flag Lowering
5:30	Supper
6:30	1 st Twilight Activity Session
7:30	2 nd Twilight Activity Session
9:00	Camp-Wide Games and/or Troop Activities
10:00	Taps

Friday Schedule

6:30	Mile Swim
7:00	Reveille
7:45	Table Waiters Call
7:55	Morning Troop Assembly - Flag Raising
8:00	Breakfast
9:00	1 st Merit Badge Session
9:30	2 Merit Badge Session
10:00	3 Merit Badge Session
10:30	4 Merit Badge Session
11:00	5 Merit Badge Session
11:30	6 Merit Badge Session
12:15	Table Waiters Call
12:25	Noon Troop Assembly
12:30	Lunch
2:00	Challenge Day Events & Activities
5:45	Table Waiters Call
5:55	Evening Troop (& guest) Assembly & Retreat - Flag lowering

* (Instructional and Activity Periods are cut in half to give Scouts the opportunity to visit/complete all merit badges and activities.)

Check in Procedures

Your troop will arrive at camp between 1:30pm and 4:00pm. (Provisional campers will be arriving at 2:00PM.)

Park at the Camp parking lot. No pop-up campers, travel trailers, RV's, personal Golf Carts, Motorcycles, or ATVs allowed at Camp.

The troop assembles in the camp parking lot; troop leader and senior patrol leader report to the registration tarp to check in.

Meet with your unit guide and receive bands, adjust any "no-shows", and turn in unit rosters.

If bringing a troop trailer, the Assistant Scoutmaster moves troop and equipment vehicle to your campsite. You will be directed to your campsite and the trailer will be taken to the campsite at this time. Please make sure that all gear is loaded in the troop trailer. Any gear that cannot be put in the troop trailer will be loaded on the platforms next to the registration trap and Camp Staff will transport your equipment to your campsite. Only unload & stow gear at this time. You will have several hours later to actually setup camp.

Your troop will then proceed through the camp orientation process to include swim tests at the waterfront and a briefing on Dining Hall procedures. If you have not already completed your swim checks, campers should bring a daypack with swimming trunks and towel (they can also be worn under the uniform). We strongly encourage troops to do swim checks before coming to camp if possible.

The troop guide will escort your entire troop to the Health Lodge where medical forms will be turned into the health Officer. No Scout or leader will be permitted in camp without a current medical form.

After all orientations are complete, the troop guide will accompany the troop to your campsite to inspect your site and review the balance of the Sunday schedule.

Early and Late Arrivals

Units desiring to arrive earlier than 1:30 on Sunday **require advance approval of at least four weeks prior to the scheduled check-in date.** If you plan to arrive later, please contact Julie Sanderson at 252-522-1521 prior to the Thursday before you plan to arrive at camp. We will attempt to place all early arriving units in their assigned campsite on Saturday night. No meals will be served by the Dining Hall until Sunday evening meal. Units will be responsible to feed themselves.

Note: Earliest Arrival Time at Camp Boddie is Saturday at 2:00 PM

Parking & Vehicles in Camp

The main parking lot is located near the camp entrance. The only vehicles allowed on the camp service roads or in campsites are those with special permission from the Camp Director. No privately-owned vehicle (car or truck) will be allowed on camp service roads at any time. The camp is not responsible for any damage to privately owned vehicles. The camp staff is not responsible for providing means of transportation for the handicapped during camp.

Leaders Orientation Meeting

Sunday evening, following the Opening Campfire, there will be a meeting for all Leaders and Senior Patrol Leaders. Information concerning the camp, its policies, emergency procedures, and alarm systems are covered. At this time all changes and additions to Scout schedules can be taken care of. It is imperative that at least one Troop leader attend this meeting.

Senior Patrol Leaders: Camp Boddie recognizes that the Senior Patrol Leader's (SPL) role at summer camp is a very important one. There are scheduled meetings of the SPLs with the Camp Program Director. At these meetings, information is exchanged for camp-wide games, troop programs, etc.

Tents and Campsite Equipment

Leaders should check all campsite equipment during check in and report any damage found to their troop guide. Troops will be held responsible for damages when checking out. The Quartermaster Shed will be open each day for equipment checkout. Each site is equipped with 2-man BSA wall tents on wooden platforms. Two military style cots are available for use with each tent. Units may elect to bring their own tents. Please inform the camp director two weeks in advance if you should bring your own troop tents. There are no registration fee changes if using your personal tents. Adults are also usually placed two to a tent.

Opening and Closing Campfires

All troops are encouraged to attend the opening campfire at 8:45 PM Sunday and the closing campfire on Friday at 8:45 PM. Troops assemble at the dining hall at 8:30 PM prior to the campfires.

Campsite Inspections and the Mr. Clean Award

Each day a member of the camp staff visits each campsite to inspect cleanliness, fire safety, pioneering projects, and display of the national and troop flags. Each site and surrounding area receive a score based on relative cleanliness and order. The *Mr. Clean Award* is presented at the evening assembly each day beginning on Monday.

Meals and the Dining Hall

When assembling for meals, troops will line up, shoulder-to-shoulder in a large semi-circle in front of the dining hall. The flag will be raised or lowered at the appropriate meals. Grace will be said, then troops will be dismissed to go inside the dining hall in an orderly manner based on campsite inspection scores.

Each troop is expected to provide two or more Scouts to serve as the table waiter for each meal at each table assigned. It is recommended that the table waiters serve three meals each, starting with the evening meal. A unit adult is asked to supervise the table waiters after each meal. Waiters must report to the dining hall 15 minutes prior to the meal being served.

Waiter Responsibilities:

Set the table with appropriate flat wear, napkins, cups, and drink pitchers.

Wait on the table during the meal.

Remove all materials when the meal is complete.

Wash tables, clean floor (sweep & mop) around tables, and return all unused items. Assist with cleaning the dining hall when everyone has departed.

Table waiters will be dismissed by the dining hall stewards.

The dining hall is off limits for all campers except during mealtimes or scheduled dining hall activities.

Chapel Services

Every Sunday and Thursday evening there is an interdenominational chapel service held at the Campfire Circle (other areas may be utilized as determined by Camp Director). For those troops who request it, we can direct you to the church of your choice in the surrounding community. Transportation is the responsibility of the unit. All Scouts and Scouters are invited to participate in the Camp Boddie Duty to God Program. Details will be provided at the opening SM/SPL orientation.

Flag Ceremonies

Camp-wide flag raising and retreat ceremonies occur each day, fifteen minutes before breakfast and supper. Troops are encouraged to conduct a troop retreat in their campsite before the camp-wide retreat. Leaders and campers should dress in full official field uniform for the evening retreat.

Troop Pictures

Troops will be offered the opportunity to have a unit picture taken before or after the Sunday evening meal and again before or after the Monday evening meal. Prints are 5X7 and come in a protective frame. The cost is \$10.00 per print. Prints will be available for pick-up on Friday. Please see the Camp Commissioner to arrange for pictures.

Trading Post

The camp provides a well-stocked trading post of Scouting materials and snacks. All program craft materials are on hand. Hours of operation will be posted. Scouts and adults are encouraged to monitor the trash problem associated with the trading post snack bar. If trash becomes a challenge, the sales will be stopped until the situation has been rectified. It is everyone's responsibility to keep Camp Boddie clean.

Uniforms in Camp

Camp Boddie recommends the following camp attire:

During the day and most nights after dinner, the activity uniform (a.k.a. Class B) is appropriate. This is shorts or slacks and a scout related t-shirt of some type. If the scout does not have enough scout T-shirts, then any appropriate T-shirt is acceptable (nothing suggestive, alcohol-related, etc.). Uniform for dinner, campfires, chapel, and flag retirement is full field uniform (a.k.a. Class A).

Shoes in Camp

For safety reasons Scouts and adults must wear proper footwear at all times. You are encouraged to bring an extra pair of "old" shoes or aqua socks/shoes. Scouts who wear inappropriate footgear to certain activity areas may be forbidden to participate. **Open-toed shoes or sandals are prohibited.** A shower shoe (flip-flop) is allowed for use in showers only.

Buddy System

With all the potential dangers and hazards that are inherent in a summer camp setting, it is important that all Scouts and leaders be accountable for where they are always. While at camp, all Scouts are required to use the buddy system in all activities. When two Scouts attend merit badge classes and other events together, they can provide support and encouragement to each other. There is also added safety in participating in camp activities as buddies. Camp Boddie strongly encourages units to require their Scouts to use the buddy system and have adult leaders tell another responsible person where they are going when leaving the group or the unit's campsite.

Cleanliness and Sanitation in Camp

Trash bags are provided for campsite use. Trash must be taken to the dumpsters by the Troop (next to the dining hall) daily. Trash bins are also located on camp trails for camper use. Please do not place troop trash bags in the trail bins. The camp commissioner will work with each unit to set a time for troops to provide shower house service.

Shower House Rules

Adult leaders are responsible for the conduct of their Scouts while in the showers. It is the responsibility of the adult leaders to keep all scouts safe; shower misconduct should be monitored carefully.

Each day, at least one troop will be asked to clean the showers as a service project. The showers should be checked for cleanliness before and after use.

Conduct Policy

We are all members of the Boy Scouts of America. As such, the basic rules of conduct at Camp Boddie are the Scout Oath and the Scout Law. The conduct and discipline of Scouts are the unit leader's responsibility. The camp staff is not responsible for the discipline of any Scout unless it is a case of imminent bodily harm or property damage. Any Scout found intentionally damaging camp property will be asked to leave camp. Restitution for damages will be billed to the Scout's parents or Scout unit.

United Leadership at Camp

Adult Leadership: The unit leader is responsible for every Scout he or she brings to camp. The Unit's leaders are responsible for all the actions, behavior, and conduct of their Scouts at all times while at Camp Boddie (including program areas, campsites, and in the showers). If a Scout must leave camp early for any reason, it is the responsibility of the Unit Leader to ensure the proper procedures are followed for releasing a minor. Any person arriving at camp late, leaving camp early, or just visiting camp, must check in and out at the Camp Office. Each troop must have at least two adults in camp at all times, one of whom must be at least 21 years of age. Troops using rotating leadership should plan to have the departing leader orient the new leader upon his arrival at camp.

Youth Leadership: Youth Leadership plays an important role in Summer Camp. While in camp there will be a daily Senior Patrol Leader Meeting. It is important for the Senior Patrol Leader to work with the other youth leaders to plan and deliver the program as needed. The youth leadership will be responsible for planning inter-troop campfires, camp-wide activities, and other program features.

Two-Way Radios or Other Communications Devices

Units are discouraged from using two-way radios on camp. Camp personnel use two-way radios for emergency and business communications. Campers who utilize two-way radios will have them confiscated and returned to their troop leaders. It is recommended that Scouts not bring cell phones to camp.

Lost & Found

All items found at camp should be turned into the Trading Post. Leaders are asked to please check the Trading Post for lost items before departing camp. Items remaining at camp after the camp session will be donated to charity.

Order of the Arrow in Camp

Tuesday of each week is OA Day. Troop OA members are encouraged to wear an OA t-shirt that day and sash at evening meals. Those members who participate in Native-American activities are welcome to bring their outfits to take part in the powwow that evening. The day's events will conclude with a fellowship and patch trading session at the Handicraft Lodge.

Family Day at Camp

Friday afternoon will be Family Day at camp. Parents and visitors are invited to come and observe their Scouts in action. Bring a troop picnic supper or eat at the reception center. Supper for visitors is \$6.00 per person. Children under the age of 6 are free. Tickets for the meal can be purchased at the Trading Post. Friday supper is served at 6:00PM instead of the regular time of 5:30PM. Troop and individual awards are presented at the closing campfire. Parents and visitors are invited to attend the closing campfire at 8:45PM.

Visitors at Camp

All visitors must check in and out at the camp office. A visitor is defined as anyone not registered on the troop roster or camp staff. All visitors are asked to park in the main parking lot. No vehicles are allowed on the campsites. Visitors must display a "camp visitor's pass/wrist band" at all times.

Motels in the Area

For those who wish to stay overnight in the local area, the following motels are listed:

Comfort Inn: 252-946-4444

EconoLodge: 252-946-7781

Days Inn: 252-946-6141

Holiday Inn: 252-946-5500

Mail

The mail at Camp is delivered by rural carrier, which tends to require extra time to make it to camp. Mail should be sent early in the week to ensure delivery. Outgoing mail can be dropped in the mailbox at the Trading Post.

Mail to campers should be addressed as follows:

Scout's Name

Troop Number, Camp Boddie

419 Camp Bonner Boy Scout Road

Blounts Creek, NC 27814

Homesick Campers

Occasionally Scouts attending camp may become homesick and want to leave camp. As you deal with such problems, please remember that the Camp Boddie staff includes members with counseling experience. Please do not allow any Scout to leave camp early without discussing the situation with the Camp Director or Program Director. Again, the *Youth Leaving Camp Early Form* must be filled out when a scout leaves Camp Boddie.

Checking Out of Camp

To take full advantage of the camp program, troops are encouraged to stay until the program is completed on Saturday morning.

Troops that plan to depart after the Friday night closing campfire are asked to notify the Camp Commissioner on Thursday. Records for troops that leave early will be mailed to the troop point of contact after August 13th.

Troop checkouts will begin immediately following breakfast on Saturday. The Camp Commissioner will schedule departures at breakfast.

Your troop guide will inspect your campsite and arrange for equipment transportation to the main parking lot.

A designated adult leader is reminded to pick up program packets, medical records, and any medications before departing camp.

All troops should plan to depart camp no later than 10:00AM Saturday.

Disclaimer: Camp Boddie, East Carolina Council, BSA nor its agents will be held responsible for the loss of or damage to personal or troop property and/or equipment.



Merit Badges & Classes

2023 Merit Badge/Class	Program Area	Age	Prerequisite and other notes		Add'l Cost	Class Size	Days & Times Offered
Archery	Shooting Sports	13+	(1 period) Might be a partial if Scout is unable to qualify shooting skills		\$8	12	Daily 9 - 11 am; 2 - 4 pm
Archaeology	Potash ECO Building					14	Daily 10-11 am; 2-3 pm
Athletics	Parade Field		3A, 3B, 3D, 5 and 6A			16	Daily 9 - 10 am; 2 - 3 pm; 3 - 4 pm
Basketry	Rawls Handicraft Pavilion				\$15	10	Daily 9 - 10 am; 10 - 11 am; 3 - 4 pm
Camping	Outdoor Skills Area		(2 periods) Req. #3, 4b, 5e, 7b, 8d, 9a, 9b is not completed at camp			16	Daily 9-10am; 2-3pm; 4-5 pm
Canoeing	Waterfront		Must be able to pass a BSA swim test; be physically fit			12	Daily 9 - 11 am; 2 - 4 pm
Chemistry	Potash ECO Building	13+				8	Daily 11 am - 12 pm; 3-4 pm
Citizenship in the Nation	Hodges Building		2, and First class Rank			12	Daily 9-10 am; 4-5 pm
Citizenship in the World	Hodges Building		2, and First class Rank			12	Daily 10-11 am; 11am - 12 pm; 2 - 3 pm
Citizenship in the Society	Hodges Building	12+	2, and First class Rank			12	Daily 9 - 10 am; 11 am - 12pm; 4 - 5 pm
Communication	Hodges Building		5, and First class Rank			10	Daily 10 - 11 am; 2 - 3 pm; 4 - 5 pm
Electricity	Potash ECO Building	13+				10	Daily 10 - 11 am; 4 - 5 pm
Electronics	Potash ECO Building	13+				10	Daily 11 am - 12 pm; 2 - 3 pm
Emergency Preparedness	Hodges Building		2c			10	Daily 9 - 10 am; 2 - 3 pm
Energy	Potash ECO Building					10	Daily 11 am - 12 pm; 2 - 3 pm
Environmental Science	Potash ECO Building	14+				12	Daily 9 - 10 am; 10-11am; 3-4pm
First Aid	OA Reception Center		Bring Req. #5a (first aid kit), complete #5b prior to camp; First class Rank			12	Daily Classes begins at the top of every hour
Fish and Wildlife Management	Potash ECO Building					14	Daily 9 - 10 am; 2 - 3 pm
Fishing	Potash ECO Building		Req. #9 is not completed at camp			10	Daily 10am - 12 pm; 3 - 5 pm
Fly Fishing	Coming in 2024						
Forestry	Potash ECO Building					16	Daily 10-11 am; 4 - 5 pm
Game Design	Coming in 2024						
Geocaching	Outdoor Skills Area					10	Daily 10 - 11am; 3 - 4 pm

2023 Merit Badge/Class	Program Area	Age	Prerequisite and other notes		Add'l Cost	Class Size	Days & Times Offered
Geology	Potash ECO Building					16	Daily 3 - 4 pm
High Adventure	Coming in 2024						
Indian Lore	Rawls Handicraft Pavilion					14	Daily 9 - 10 am; 11 am - 12 pm; 2 - 3 pm
Instructional Swim	Pool		For Scouts who need swimming instruction to pass the Swim Test. Not a merit badge.			10	Daily 9 - 10 am; 11 am - 12 pm; 2 - 3 pm
Kayaking	Waterfront		Must be able to pass a BSA swim test; be physically fit. Must have water-shoes			12	Daily 11 am - 12 pm; 2 - 3 pm
Leatherwork	Rawls Handicraft Pavilion					10	Daily from 11 am - 12 pm; 3 - 4 pm; 4 - 5 pm
Lifesaving	Pool	13+	(2 periods) Must be able to pass a BSA swim test. Bring long pants, long-sleeved button-down shirt, shoes.			12	Daily 9 - 11 am; 2 - 4 pm
Metalwork	Rawls Handicraft Pavilion	14+				8	Thursdays 10 am - 12 pm; 3 - 5 pm
Motorboating	Waterfront	13+			\$15	6	Daily 11 am - 12 pm; 2 - 3 pm
Oceanography	Potash ECO Building					10	Daily 2 - 3 pm
Orienteering	Outdoor Skills Area		(2 periods)			16	Daily 9-10am; 11am - 12 pm
Personal Fitness	Parade Field		1B and 8			16	Daily from 11 am - 12 pm; 4 - 5 pm
Photography	Rawls Handicraft Pavilion					12	Daily 9 - 11 am; 2 - 4 pm
Pioneering	Outdoor Skills Area		TBD			12	Daily 10am - 12 pm; 3 - 5 pm
Pottery	Rawls Handicraft Pavilion					10	Daily 9 -10 am; 2 - 3pm; 4-5 pm
Reptile and Amphibian Study	Potash ECO Building		Req. #8 is not completed at camp			16	Daily 9 - 10 am; 11 am - 12 pm
Rifle Shooting	Shooting Sports	12+	(1 period) Might be a partial if Scout is unable to qualify shooting skills		\$10	8	Daily 9 - 10 am; 10 - 11 am; 11 am - 12 pm; 3 - 4 pm; 4 - 5 pm
Robotics	Potash ECO Building					8	Daily 9-11 am; 3 - 5 pm
Rowing	Waterfront		Must be able to pass a BSA swim test. Conducted with Canoeing			12	Daily 9 - 11 am; 2 - 4 pm

2023 Merit Badge/Class	Program Area	Age	Prerequisite and other notes		Add'l Cost	Class Size	Days & Times Offered
Shotgun Shooting	Shooting Sports	14+	(1 period) Recommended for Scouts who can physically handle the recoil of the gun. Might be a partial if Scout is unable to qualify shooting skills		\$10	6	Daily 9 - 10 am; 10 - 11 am; 2 - 3 pm; 3 - 4 pm; 4 - 5 pm
Search & Rescue	Outdoor Skills Area					15	Daily 10 - 11 am; 2 - 3 pm
Signs, Signals, and Codes	Outdoor Skills Area					10	Daily 2 - 4 pm
Small-Boat Sailing	Waterfront	13+ REC	TBD			12	Daily 10 am - 12 pm; 3 - 5 pm
Soil and Water Conservation	Potash ECO Building		Req. #7 is not completed at camp	 		10	Daily 10 -11 am; 3 - 4 pm
Space Exploration	Potash ECO Building			 	\$10	12	Daily 11 am - 12 pm; 2 - 3 pm; 3-4 pm; 4 -5 pm
Swimming	Pool		Must be able to pass a BSA swim test.			12	Daily 10 -11 am; 11 am - 12pm; 2 - 3 pm; 3 -4 pm; 4 - 5 pm
Theater	Rawls Handicraft Pavilion					10	Daily 9 - 10am; 2 - 3 pm
Trailblazer Program	Trailblazer site		First Year Camper Program 2 Sessions A & B			30	9 am - 12 pm; 2 - 5 pm
Water Sports	Waterfront	13+	Must be able to pass a BSA swim test; be physically fit		\$15	8	Daily 9 - 11 am; 3 -5 pm
Weather	Potash ECO Building			 		16	Daily 9 - 10 am; 4 -5 pm
Wilderness Survival	Outdoor Skills Area	12+	Bring Req. #5 (survival kit) to camp			16	Daily 9 - 10 am; 11am -12 pm
Wood Carving	Rawls Handicraft Pavilion					10	Daily 10 - 11am; 11 - 12 pm; 4 -5 pm

 = Partial

 = Eagle Scout Required

 = [Nova-Related](#)

 = [Supernova-Related](#)

REC= age recommended

REQ= age required

Merit Badge Add/Drop

Merit badges can be added or dropped online. The unit leader that registered the unit will need to log in to the online registration system to make class changes and pull reports. Refer to the emailed registration receipt for login information. Only classes that are still open will show up in the online registration system.

Twilight and Extra Classes

2023 Merit Badge/Class	Program Area	Age	Prerequisite and other notes		Add'l Cost	Class Size	Days & Times Offered
Totin' Chip	Trailblazer site						Mon at 7:30 pm
Firem'n Chip	Trailblazer site						Tues at 7:30 pm
Astronomy	Potash ECO Building		Evening observation session	 		10	Mon, Tues; 7 -8 pm
Art	Rawls Handicraft Pavilion					12	Wed, Thursday 7 - 8 pm
Sculpting	Rawls Handicraft Pavilion					6	Mon, Tues; 7 -8 pm
BSA Scuba	Pool				\$30	8	Wed, Thursday 7 - 8 pm
Paddle boarding	Waterfront		Not a merit badge			7	Tues at 7:00 pm
Golf						8	Fridays 9 am - 11 am
BSA Snorkeling	Pool					10	Mon, Tues; 7 -8 pm
BSA Mile Swim			Scouts who are interested in testing their endurance may work on this special award at camp. Scouts must participate in four "Polar Bear" training swims.				Mon, Tues; 7 -8:30 pm
Mammal Study	Potash ECO Building					12	Thurs, Fri; 7 - 8 pm
BSA Lifeguard (not a merit badge)	Pool	15+ REQ	Prerequisite: must be strong swimmer; must take both Safe Swim Defense and Safety Afloat trainings online at my.scouting.org . If not current in First Aid and CPR/AED, the training will be offered during camp for an extra fee of \$21.50 payable during camp; See below .				Mon, Fri 7 - 9 pm

 = Partial

 = Eagle Scout Required

 = [Nova-Related](#)

 = [Supernova-Related](#)

REC= age recommended

REQ= age required

Merit Badge Add/Drop

Merit badges can be added or dropped online. The unit leader that registered the unit will need to log in to the online registration system to make class changes and pull reports. Refer to the emailed registration receipt for login information. Only classes that are still open will show up in the online registration system.

Aquatics Program

Water Front



Canoeing: This session introduces Scouts to the basic skills of canoeing. Students learn the parts of the canoe and paddle as well as safety rules. At the end of this session, Scouts should be able to maneuver a canoe in a straight line on a flat-water lake. Scouts must be classified as "Swimmer" in their swim check



Rowing: This merit badge gives Scouts an opportunity to hone their rowing skills so that they can navigate what is the most stable man-powered watercraft at Camp Boddie. This is a great merit badge for older Scouts who are looking for a challenge. Scout must be classified as "Swimmer" in their swim check



Motor boating- With the fun of operating a motorboat comes the responsibility for keeping that boat in first-class condition, knowing and obeying the nautical "rules of the road," and gaining the general knowledge and skills to operate a boat safely.



Water sports - is a fun and exhilarating way to enjoy being outdoors while developing strength, coordination, and fitness. By developing experience with water sports and practicing good judgment, Scouts will gain skills that will serve them well for a lifetime and have extreme fun while they do.



Small Boat Sailing - Scouts will learn the techniques and terms that will help them sail a course in Pamlico River. This merit badge is a great one for second year campers. Scouts must pass the swimmer's test.



Kayaking - Come join us at Pamlico River to learn safety procedures, proper equipment usage, and procedures. You must have passed the swimmers test to participate.



Aquatics Program

Pool

Swimming Instruction- Each day the pool staff will offer Swimming Lessons for any Scout who qualified as non-swimmers or beginners during their initial swim test. During the course of the week, Scouts have the opportunity to retake the swim test to see if they can move up to a higher swimmer qualification.



Swimming – (Eagle required) Not recommended for first year scouts. Good swimming strokes are necessary. Bring clothes for requirement #4 (shoes and socks, swim trunks, long pants, belt, and long sleeved shirt). These clothes will get wet! Participants must have completed Second and First class swimming requirements.



BSA Lifeguard- This program is open to scouts 15 years and older. This is an all-day program that focuses on training people to run a safe year-round program at the troop level. Note: BSA Lifeguard requirement #24 states: "That evidence of America Red Cross (ARC), First Aid and ARC CPR/AED for professional rescuer or equivalent is needed to complete BSA lifeguard." Completing this requirement or equivalent before camp is **HIGHLY RECOMMENDED**. ARC First Aid, CPR/AED WILL NOT be offered.



BSA Snorkeling- A great way to explore what is going on under the water's surface. Snorkeling BSA is a certificate program designed to introduce Scouts to the basics of snorkeling. Scouts who wish to participate in the Snorkeling BSA program need to be proficient swimmers who are not afraid to have their faces in the water and breathe through a snorkel. Scouts are required to bring their own mask, fins, and snorkel to camp.



Lifesaving- Challenging merit badge that requires physical strength and stamina. Scouts must bring long pants, long-sleeved shirt, and shoes (these will get wet!). Highly recommended that CPR instruction be completed prior to camp. Second and First Class Swimming Requirements needed.



BSA Mile Swim- Scouts who are interested in testing their endurance may work on this special award while at camp. Sign up is limited to the first 20 Scouts. To qualify, Scouts must participate in four "Polar Bear" training swims. Polar Bear Swims are held Monday through Thursday at 7:00AM. On Friday morning at 6:30 AM, Scouts will finish the requirements by swimming one mile in our pool. All participants will receive the Mile Swim pocket card.



BSA Scuba - Experience contains two parts - Knowledge Development and Water Skills Development. During the first part, participants learn basic dive safety information and overview skills to be used during their water experience. The Water Skills Development session introduces essential dive skills, such as mask clearing, regulator clearing, and alternate air source use.



Triton Award



AN AQUATICS THEMED AWARD WILL BE AVAILABLE FOR SCOUTS AND SCOUTERS THIS SUMMER AT CAMP BODDIE MORE DETAILS WILL BE FORTHCOMING...



Shooting Sports Program

Shooting Sports programs are considered older Scout programs and are not recommended for first year campers under the age of 13. However, these areas are open to all ages during twilight.



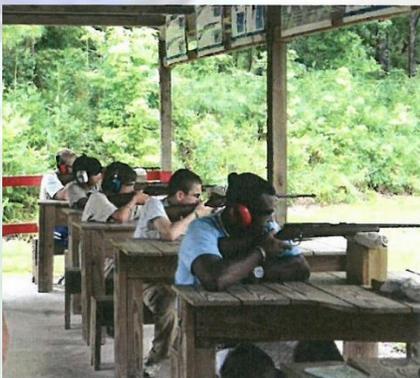
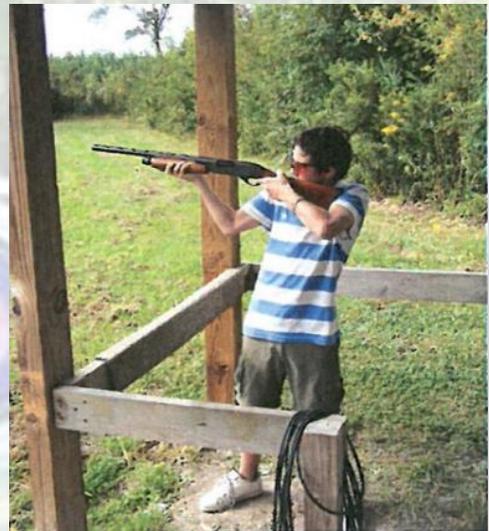
Archery- is a fun way for Scouts to exercise their mind as well as body, developing a steady hand, a good eye, and a disciplined mind. Scouts will make their own bowstring and arrow. This merit badge focuses on the use of bow and arrow as a target sport. Scouts must meet the shooting requirement in order to earn the merit badge. Previous experience is highly recommended. Not recommended for younger, smaller scouts.



Rifle Shooting-Safety is the focus of this merit badge. Scouts learn the different styles of rifle shooting and must qualify in order to earn the merit badge. The most difficult aspect of Rifle Merit Badge is being able to shoot well enough to qualify, so younger scouts who have never shot before may have trouble with this requirement. Scouts must be 12 years old for this merit badge.



Shotgun-The shotgun program uses 20-gauge shotguns to shoot clay pigeons. Safety is stressed throughout the session. Scouts must be at least 13 years old for this merit badge.



Davy Crockett Award

This recognition is available for Scouts that complete all three shooting sports merit badges during their week stay at camp.

Merit Badges earned prior to camp do not qualify people for this award. Leaders should schedule Scouts for classes accordingly.



Outdoor Skills



Camping- Scouts will learn about Leave No Trace outdoor ethics, proper clothing and equipment, good camping management, and camp safety. Scouts will participate in an overnight camping trip and should bring appropriate camping equipment as listed in the Scout Handbook. This eagle required merit badge is good for second year scouts.



Cooking- Introduces principles of cooking that can be used both at home and in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation. They will review the variety of culinary (or cooking) careers available.



Orienteering- Scouts will have the opportunity to develop their map and compass skills to a competition level. Scouts will spend much of their time hiking around camp completing courses they designed. Bring an orienteering compass. It is recommended that scouts be at least First Class.



Pioneering- This session is designed to further educate Scouts in the areas of knots, ropes, lashing, and other nontraditional construction methods. Scouts will construct pioneering projects using the skills learned.



Wildness Survival- Scouts will learn to survive with minimal equipment, food, and water. Scouts will be challenged to spend the night in a shelter they have improvised. Scouts will participate in an overnight camping trip and so should bring appropriate camping equipment as listed in the Scout Handbook.



Geocaching- The word geocache is a combination of "geo", which means "earth", and "cache", which means "a hiding place". Geocaching describes a hiding place on planet Earth- a hiding place you can find using a GPS unit. A GPS (Global Positioning System) unit is an electronic tool that shows you where to go based on information it gets from satellites in space.



Totin' Chip- This certification grants a Scout the right to carry and use woods tools. The Scout must show his Scout leader, or someone designated by his leader, that he understands his responsibility.



Firem'n Chit- This certification grants a Scout the right to carry matches and build campfires. The Scout must show his Scout leader, or someone designated by his leader, that he understands his responsibility.



Handicraft



Basketry- Scouts in this merit badge learn the basics of weaving and how to make baskets and a stool. Scouts will make one round basket, one square basket, and camp stool. Stool kits will be available in the program area for campers to fulfill requirements. The stool kits are not for take-home use. Additional stool kits are in the trading post.



Indian Lore- Scouts get an opportunity to explore Native American culture in its natural surroundings. Topics include Native American crafts, clothing, living shelters, and games.



Leatherwork- An excellent merit badge for first year scouts. Scouts will learn about different types and sources of leather as well as how to care for leather goods such as shoes and belts. The session culminates with the Scout learning to make different projects and how to tan a hide.



Metalwork- Scouts will begin their work on this merit badge by learning about the properties of metal, how to use simple metalworking tools, and the basic metalworking techniques. Then they will practice using these tools and techniques before concentrating on the more intricate skills of one of four metalworking options.



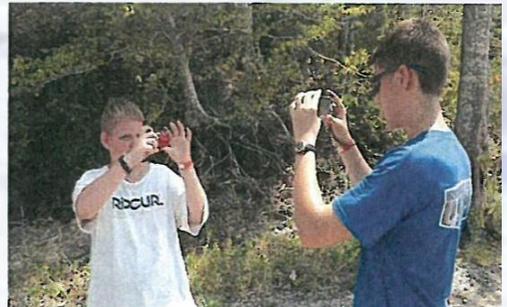
Pottery- Provides an introduction to pottery making, enabling Scouts to gain skill and understanding from actually creating pottery. Completing the requirements will include hands-on production of a work of art, from start to finish.



Woodcarving- An excellent merit badge for second year campers, the Scouts will learn about different types of wood and tools used in carving. Other skills learned will include sharpening knives, detailed carving, and using a wood chisel.



Photography- Beyond capturing family memories, photography offers a chance to be creative. Photographers express their creativity using lighting, composition, depth, color, and content and make their photographs into more than just snapshots.



Moviemaking- This session provides the fundamentals of producing motion pictures, including the use of effective lighting, accurate focus, careful composition (or arrangement), and appropriate camera movement to tell stories. In earning the badge, Scouts will also learn to develop a story and describe other pre and postproduction processes necessary for making a quality motion picture.



Trail to Eagle



First aid- Caring for injured or ill persons until they can receive professional medical care is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood.



Emergency Preparedness- This merit badge encourages scouts to learn procedures for dealing with emergencies such as fires, search and rescue, floods, and other disasters. It challenges scouts to develop their problem-solving skills.



Citizenship in the Nation- Citizenship in the United States of America holds it's responsibilities and duties as well as it's privileges. This session focuses on both sides of the coin, looking at how we must support our country and what it does to support us.



Citizenship in the World- Since we all live on the planet Earth, we are all citizens of the world. This session looks at the ways individuals, organizations, and governments interact with each other.



Communication- Human beings do not live in solitude, but in communities which requires communication. In this session, Scouts will learn about written, oral, visual, and digital methods of sharing information. At the end of the week, Scouts will write and deliver a speech.



Sports & Fitness Program



Athletics- Being involved in an athletic endeavor is both a great way to have fun, and one of the best ways for a person to maintain a healthy and strong body, living up to the promise each Scout makes "to keep myself physically strong."



Golf- Other sports depend upon referees or umpires to apply penalties when there are infractions of the rules. In golf, every player is expected to act honorably, and the welfare and integrity of the game rely on every player's honesty.



Personal Fitness- Do you have the desire to be the best you can be? Regardless of your current levels of personal fitness, in the twelve weeks it will take to complete the athletic requirements for this merit badge, they will be in better shape, feel better about yourself, have more energy, and gain self-confidence.



Ecology, STEM, & Conservation



Archaeology- Archaeologists are detectives who study how people lived in the past. They figure out what happened, when, how, and why. Using the clues that people left behind, they try to understand how and why human culture has changed through time.



Bird Study- Birds are among the most fascinating creatures on Earth. Many are beautifully colored. Others are accomplished singers. Many of the most important discoveries about birds and how they live have been made by amateur ornithology enthusiasts.



Chemistry- In pursuing this hobby, a Scout might someday make a valuable contribution to our understanding of the natural world. How substances react with each other, how they change, how certain forces connect molecules, and how molecules are made are all parts of chemistry. Stretch your imagination to envision molecules that cannot be seen, but can be proven to exist.



Electricity- Electricity is a powerful and fascinating force of nature. As early as 600 B.C., observers of the physical world suspected that electricity existed but did not have a name for it. In fact, real progress in unraveling the mystery of electricity has come only within the last 250 years.



Energy- Saving, producing, and using energy wisely will be critical to America's future. It is our responsibility to leave future generations with a world as good or even better than we have. Scouts and other potential leaders of tomorrow must begin the hard work of understanding energy and the vital role it will play in the future.



Environmental Science- This session focuses on how the living and non-living factors in an environment interact. Special emphasis is placed on how humans affect these interactions. A total of two hours of field observation are included in the session.



Fish and Wildlife Management- The different styles of fish and wildlife management are the focus of this course. Examples of local management styles are given and the advantages and disadvantages of each are discussed.



Robotics- Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming). The scout will demonstrate robot design by building a robot.



Fishing- All of the basic knowledge needed for fishing is covered in this session. Different types of equipment, alternative fishing styles, local fishing regulations, and fishing safety are discussed.



Forestry- This merit badge entails a basic understanding of forest management styles including the different stages of succession, the pros and cons of forest fires, and the use of different types of wood. A conservation project is part of this session.



Geology- Geology is the study of rock and minerals that make up the Earth. Topics will include the theory of continental drift, different types of rocks and minerals and their uses, and the rock cycle.



Nature- This merit badge is a broad study of five different areas of ecology around Camp Boddie. Topics include soil and rock, mammals, reptiles and amphibians, fish, and plants.



Oceanography- Oceans cover more than 70 percent of planet Earth. They influence the weather, the soil, the air, and the geography of every area in the world. Oceanography is the study of the ocean including the ecosystems in it, ocean currents, waves, and plate tectonics.



Reptile and Amphibian Study- Youth always have been interested in snakes, turtles, lizards, and alligators, as well as frogs and salamanders. Developing knowledge about these captivating creatures leads to an appreciation for all native wildlife. Understanding the life cycle of a reptile or amphibian and keeping one as a pet can be a good introduction to natural history. Knowing about venomous species can help Scouts be prepared to help in case of an emergency.



Soil and Water Conservation- This session spends much time on nature hikes, studying how soil and water are used and controlled around Camp Boddie. Discussions include different methods of conservation and why conservation is important. A service project is a part of the session.



Space Exploration- Space is mysterious. We explore space for many reasons, not least because we don't know what is out there. It is vast and humans are full of curiosity. Each time we send explorers into space we learn something we didn't know before. We discover a little more of what is there.



First Year Camper



Get your new Scouts started in the right direction while enjoying their first camp experience!

The FYC/Trailblazer program is for young Scouts who may be attending summer camp for the very first time or need help in working on Tenderfoot, Second Class, or First-Class Advancement.

There are five basic goals for the FYC/Trailblazer Scouts program:

1. To provide a well-organized program based upon the patrol method and lead by qualified instructors.
2. To teach participants basic skills necessary to succeed in Scouting and to enjoy outdoor programs.
3. To instill in the youth a respect for Scouting's methods and ideals.
4. To maintain a ratio that is comparable to an average patrol: 8-10 scouts for every patrol guide/ instructor.
5. To provide an exciting and memorable summer camp experience that motivates youth to be active in their troops and continue Scouting.



Youth will be split into patrols of 8-10 Scouts focusing on the same rank: Tenderfoot, Second Class, or First Class. While in the first-year program Scouts will cover a vast majority of the basic rank advancement requirements.



Tenderfoot requirements:

- 1, 2, 3, 4a, 4b, 5, 6, 7, 8, 9, 11, 12a, 12b, 13



Second Class requirements:

- 1a, 2, 3b, 3c, 3d, 3e, 3f, 4, 5, 6, 7a, 7b, 7c, 8a, 8b, 11



First Class requirements:

- 1, 2, 4a, 4c, 4d, 6, 7a, 7b, 8a, 8b, 8c, 8d, 9a, 9b, 9c, 11, 12



On Thursday night Scouts will depart for an overnight off-site campout to complete the camping requirements for Tenderfoot requirements 1, 2, and 3 and Second Class requirement 3b. Remember not to schedule your FYC Scouts for Thursday night twilights. Limited to the first 48 Scouts.

What to Bring All Scouts should bring a Scout Handbook 12th edition, pocketknife, rain gear, water bottle (two would be best), flashlight, backpack suitable for hiking with gear, sleeping bag, sleeping pad, ground cloth, 2-man tent (if available from troop), spoon, drinking cup, small unbreakable bowl/plate, and items to create a first aid kit (First Aid Merit Badge requirement 2b).

Just for Adults

Monday

- Health and Safety Training
- Trek Leader Orientation
- Youth Protection

Tuesday

- Safety Afloat/Safe Swim Defense Training

Wednesday

- Fast Start Boy Scout Leader Training
- Fast Start Venturing Leaders Training

Thursday

- Introduction to Outdoor Ethics
- Snake Talk

Other great opportunities at camp just for Leaders:

- Intro to Blacksmithing
- Woodcarving Contest
- Conservation Projects Photo Contest

Adult Leader Merit Badge

Why should the Scouts be the only ones getting all the cool patches? Throughout the course of the week, all adult leaders will be able to work towards completing their own merit badge requirements. The merit badge will require them to visit and complete tasks in all camp program areas along with pitching in and giving a hand around camp at unexpected moments.

Adult Leader Training

The camp staff will provide supplemental training for leaders. The schedule for training opportunities will be posted online and distributed on Sunday night at the leaders' meeting.

Corn Hole Tournament

Wildly popular on the tailgating fields of college football, now a growing activity at camp. Corn Hole equipment will be setup and available all week for drop-in games allowing leaders to practice and refine their skills.

Horseshoe Tournament

A classic amongst the true Scoutmasters. Let's see who the best pitcher in camp is. Open to all adults who wish to participate.

The Lounge

An adult leader lounge will be available for leaders to escape the hustle and bustle of camp life. We understand that many of you take vacation time to bring youth to camp and need a moment to recharge those batteries. Lounge hours will be posted at camp. The lounge is equipped with wireless internet access and coffee.

Top Chef

Who's the best cook in camp? There will be a Top Chef Challenge for any adult leader wishing to participate. Participants can utilize Dutch ovens, open fire, or camp stoves to create their dishes. The competition will take place in the Outdoor Skills area.



Just for Fun

Twilight Programs

Throughout the week Troops, Patrols, and individual Scouts may participate in evening twilight activities in the program areas. Camp Boddie is by far one of the highlights of your visit.



Evening Camp-Wide Games

After twilights, camp-wide games begin. Each night is a different game and all Scouts are encouraged to participate. The games should conclude by taps.

Inter-Troop Volleyball Challenge

The Scout Fitness Area hosts the inter-troop volleyball competition. Troops are welcome to enter a team of six or more Scouts. The tournament is single elimination.

Five-On-Five Ultimate Frisbee Tournament

Each troop can enter a team of five Scouts. SPLs are given rules and requirements at the leaders meeting on Sunday night.

Tubing

Just what it sounds like. Being pulled behind a motorboat while you sit in a rubberized donut. This activity fills up fast and is blast for all involved.



Scoutmaster & Senior Patrol Leaders Turkey Shoot

All leaders and SPLs are invited to participate in the Camp Boddie Turkey Shoot. You have 10 shots on the Rifle Range, 5 shots on the Shotgun Range, and 5 shots with a Bow & Arrow. Good Luck to all!

NRA Postal Match

The National Rifle Association Postal Match is available for all qualifying Scouts. There is a Juniors (under 13) and Seniors (over 13) division.

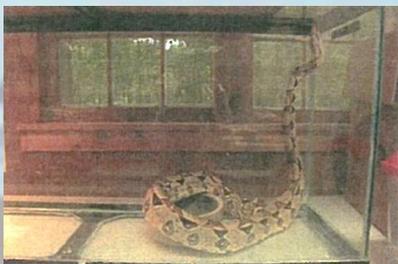
Scuba, BSA

Scuba, BSA will be offered at the camp pool one night a week. Class size is limited to 10. Participants must be classified as a swimmer. All equipment and materials are furnished by Rum Runners Dive Shop of Greenville, NC at a Cost of \$30.00.



Nature & Tree Trail

Need to work on some extra requirements with some of your Scouts? Take advantage of our interactive Nature and Tree Trail. The tree trail allows Scouts to walk through camp testing their knowledge of tree identification. The Nature Trail will expose visitors to diverse ecosystems including swamp, forest, and river-based ecosystems. Trail guides for both are available at the Ecology Center.



Snake Talk and Feeding

What's camp without snakes? This talk will go in depth about the snakes and other animals that we have in the nature lodge as well as the ones around camp.

The Shooting Sports Twilight Activities

The Shooting sports ranges at camp will be open on twilights for Scouts to come down and just "shoot for fun". Some of the ranges will have a small fee just to help cover the cost of ammunition. Twilight shoots are just for fun and are not merit badge programs. Age restrictions do not apply for twilight Shooting Activities making them available for all Scouts!



Open Pool

The pool is open to all for Twilight. Come get some lessons, practice your strokes, or just splash around.



Pamlico Sea Base Programs for Older Scouts



Sea Kayaking Expedition

Explore the wild and rugged islands of Cape Lookout National Seashore by sea kayak. You will see wild ponies and visit a historic lighthouse as you kayak each day from uninhabited island to another. Camp on white sandy beaches and swim in warm blue waters. You may also attempt to get your 50-miler badge, weather permitting. All kayaking and camping equipment provided.



IBX Adventure

Get a little taste of everything and a whole lot of adrenaline! This program is highly customized to suit your group. You will explore the inner and outer banks of Eastern North Carolina, using our facility in Blounts Creek as a base camp.

Available activities include:

- Small Boat sailing
- Jet skiing
- Deep sea fishing
- Beach trip
- Water ski / tubing
- Paddle boarding
- Kayaking

Blackbeard Sailing Expedition

Anchors aweigh on this 5-day sailing adventure along North Carolina's famous outer banks. Learn to sail and navigate larger vessels as you tour infamous pirate hideouts, uninhabited islands, and historic lighthouses. Build camaraderie amongst your crew as you work together to sail your vessel and watch the dolphins play beneath the bow.



SCUBA

Pamlico Sea Base, in conjunction with Rum Runner Dive Shop, offers you the safest and highest quality SCUBA training. RRDS guides will instruct participants in basic diving skills and equipment safety. Classroom instruction is balanced with daily swimming pool practice sessions. The highlight of the week is a two-day open water dive at Fantasy Lake Scuba Park, a pristine rock quarry near Raleigh, NC that certifies divers up to 60ft, and allows students to explore multiple submerged wrecks. Pamlico Sea Base will provide logistical support, food, and lodging for participants.



*More detailed information for each of these programs can be found in their respective program planning packet, available for download on the Pamlico Sea Base website

Online Registering for Merit Badges

The following are the steps to manage the online registration process using the Tentaroo system.

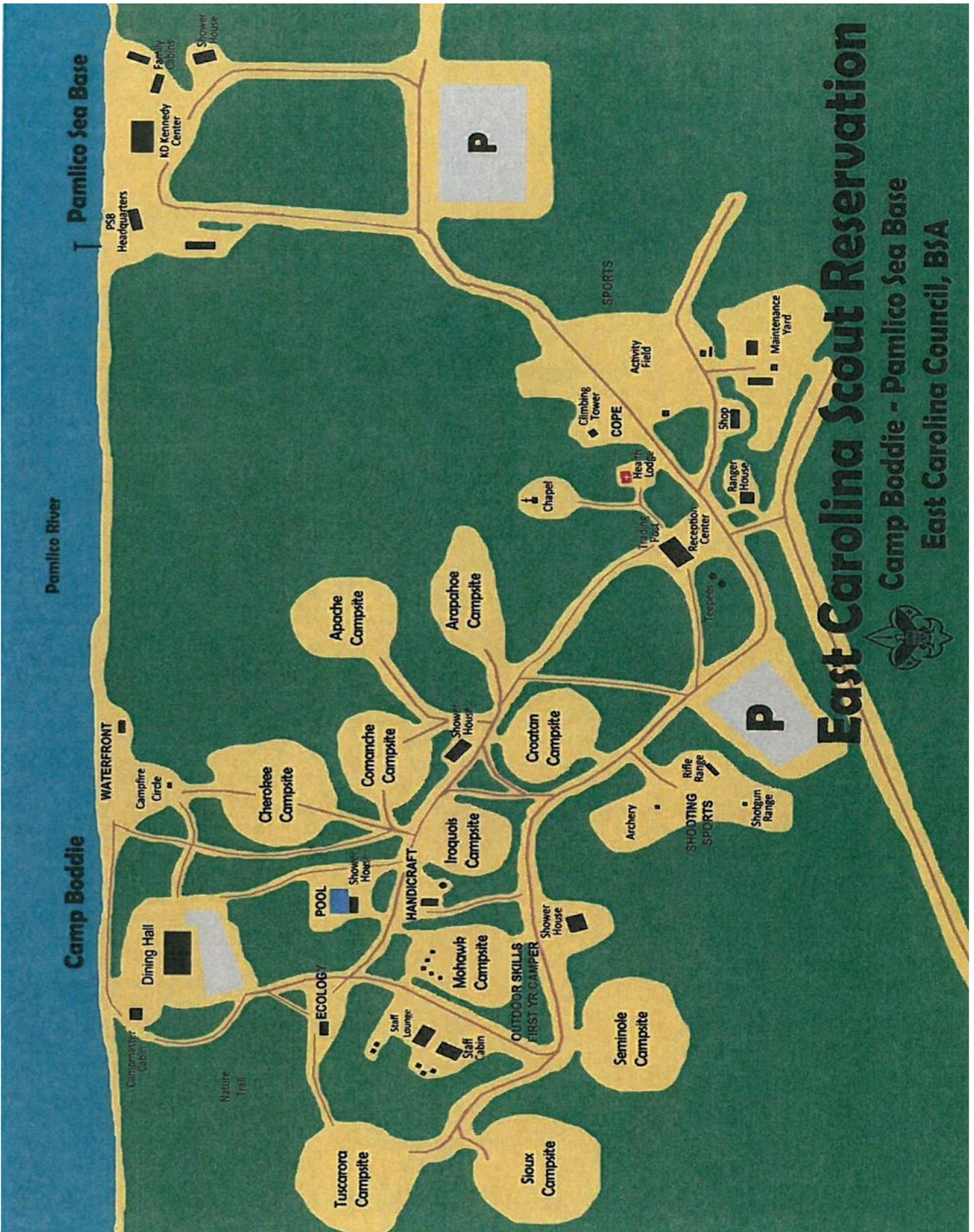
1. A Troop or Provisional Camper must first submit a physical copy of the *Hold A Site Form* or *Provisional Camper Form* along with the deposit directly to the Council Service Center in Kinston.
2. Go to the council website www.eccbsa.org
3. On the Home Page click on "Event Flyers"
4. Click on "Click Here to Register For All Events"
5. Enter your username and password to login. If this is your first time on the site, click "Create Account" and follow the prompts.
6. Choose the appropriate week for summer camp.
7. Enter the number of youth and adults that will be attending and the name, email, and phone number of the best contact. Click next. Choose your payment option. Click complete and you will be forwarded to the payment screen. Follow the prompts and click complete.
8. (This step will save you time when the site opens to register for merit badges.) Under "Manage My Group" click the plus sign next to the word "youth"
9. Enter the information of each youth attending and save.
10. The Scoutmaster, or Camp Leader, will be notified when the Tentaroo site for summer camp has been opened via the email given in Tentaroo.
11. Login again
12. Click "Go To My Events"
13. Follow the prompts for each person attending.

If you have problems, just give the Council Service Center a call at 252-522-1521. Monday through Friday from 8:00 a.m. - 5:00 p.m. eastern daylight savings time.

From Tentaroo website your Troop or Provisional Scout will be able to:

- Download rosters
- Print daily schedules
- Log in after camp to print merit badge partials and completions







Hold A Site Reservation Form

Unit: _____ Council Number: _____ Council: _____

Troop Contact: _____

Street Address: _____

City: _____ State: _____ Zip Code: _____

Best Contact Number: _____

Alt. Number: _____

Email: _____ (very important)

- Using this form, designate your campsite choice and the week your unit will be attending
- \$100 Site Reservation fee is due with this form
- This fee will be applied to your total Troop camp fees.
- All fees must be paid in full before access to online merit badge session sign-ups will be granted

Fees: Early Bird: Before March 1st 2023- \$325

(You must pay at least \$100 by March 1st the rest of the fees will be due by May 1st)

Late Fee: After May 1st 2023- \$350

Each registered troop will receive two(2) free adult slots. For all additional adults, a charge of \$100.00 will apply.

At the current time, we estimate our attendance to be the following:

Youth: _____ Adults: _____

Camp Session:

Week 1	Week 2	Week3	Week4
June 25-Jul 1	Jul 1- Jul 8	Jul 9- Jul15	July 16- Jul 22

Campsite:

1st Choice: _____ 2nd Choice: _____

Return this page along with site deposit to:

East Carolina Council

PO Box 1698

Kinston, North Carolina 28503



Super Troop Reservation Form

Unit: _____ Council Number: _____ Council: _____

Scout's Name: _____

Street Address: _____

City: _____ State: _____ Zip: _____

Best Contact Number: _____

Alt. Number: _____

Email: _____ (very important)

Super Troop camping is the term used to describe Scout camping on an individual basis. It is designed for Scouts who want to camp at Camp Boddie but cannot attend camp with their troop or for Scouts who want to attend for a longer period than just one week.

The Provisional Scout Camper is under the leadership of a Camp designated adult leader as his/her Scoutmaster and will take part in camp programs and activities as a member of the Super Troop. A Scout needs to bring everything one would bring if coming with one's troop. This includes at least one full class "A" uniform.

1. Choose week attending:

Week I	Week 2	Week 3	Week 4
June 25-, 2023	July 1, 2023	July 9, 2023	Jul 16, 2023

2. Return this page along with site deposit to:

East Carolina Council
PO Box 1698
Kinston, North Carolina 28503

Camp Fees

Early Bird: Before March 1st, 2023 - \$335

(You must pay at least \$100 by March 1st the rest of the fees will be due by May 1st)

Late Fee (if no deposit is made): After May 1st, 2023-- \$360

Additional week: \$200

3. When you receive an email from Badge Tracker register for merit badge classes.
4. Obtain the appropriate Medical Form and have it completed by both a medical doctor and the parents/legal guardians. No camper is permitted to stay at Camp without a medical form, including adults.
5. Arrive at Camp Boddie at 2:00 PM on Sunday of the week you select to attend. Camp closes the following Saturday morning so you should make arrangements to depart between 9-10am.

Payment Transmittal Form

Use this form when submitting payments:

Troop# _____ District _____ Council _____

Week at Camp: _____

Contact Information:

Camp Troop Leader: _____

Best Contact: _____

Email Address: _____

*The email used for online registration

Payment Information:

__ We are paying for _____ Scouts and ____ Leaders

__ Please change our registrations numbers to _____ Scouts and _____ Leaders

__ Our final registration numbers will be _____ Scouts _____ Leaders (No later than April 1st)

Camper Fees

Early Bird: Before March 1st 2023- \$325

(You must pay at least SIOO by March 1st the rest of the fees will be due by May 1st)

Late Fee (if no deposit is made): After May 1st 2023- \$350

Payment Schedule

February 1st 2023-\$50.00 per estimate Scout

March 1, 2023-\$50.00 per estimate Scout April 1, 2023-\$50.00 per estimate Scout

May 1st 2023-\$50.00 per scout (Final numbers for youth and adult, any cancellation after April 1st will be charged the nonrefundable cancellation fees, NO exceptions)

May 1st 2023- remaining balance including adult fees (Leader will receive Badge Tracker information. All fees are required to be paid in full) We are exploring improved software programs. If changes are made, we will inform you

Pay by check # _____ dated _____ in the amount of \$ _____

Return this page along with site deposit to:

East Carolina Council

PO Box 1698

Kinston, North Carolina 28503

Troop Roster

Troop # _____ Week# _____

Council: _____ Campsite: _____

	Leaders Name	Phone Number	Position/Parent	Days in Camp
1.				
2.				
3.				
4.				
5.				

Scout's Name	Rank/Birthdate	Scout's Name	Rank/Birthdate
1.		16.	
2.		17.	
3.		18.	
4.		19.	
5.		20.	
6.		21.	
7.		22.	
8.		23.	
9.		24.	
10.		25.	
11.		26.	
12.		27.	
13.		28.	
14.		29.	
15.		30.	



Turn in during check in.

Request a Refund Form

Unit: _____ Council Number: _____ Council: _____

Contact: _____ Street Address: _____

City: _____ State: _____ Zip Code: _____

Best Contact Number: _____ Alt. Number: _____

Email: _____ (very important)

REFUND POLICY

Because most of the camp fees are actually spent before your troop arrives at the camp, refunds can only be made under the following conditions:

- Request received prior to June 1, 2023 - all fees minus \$50 will be returned
- Request received after June 1, 2023 -all fees minus \$100.00 per camper will be returned
- Request received for "no-shows", change of mind, and lack of leadership will not be honored.
- Request for refunds received for Scouts departing camp early for any reason will not be honored.
- Request for refunds involving unexpected sickness and school purposes will be honored.
- Refunds are not given at camp but, once verified, are processed from the council service center then a check will be mailed to the unit leader.

An exception to this policy is in the event of an illness or injury, which keeps a Scout from arriving at camp. It must be verified in writing by the parents or guardian and a physician. Other extenuating circumstances, such as a death in the family, will certainly be taken into consideration on a case-by-case basis. All but \$50.00 will be refunded due to extenuating circumstances.

Reason for refund request (be specific):

I understand this request will be reviewed and, if approved, payment will be sent by check to the unit named as the 'Reservation Owner'

Return this page to:



East Carolina Council
PO Box 1698
Kinston, North Carolina 28503

Food Allergies and Dietary Restrictions

If an individual is allergic to some food products or requires a special diet, suitable food must be purchased and brought by the individual to camp. Package each meal separately and write the person's name and troop number on each package. Upon arrival at camp, give the food to the dining hall staff. There is no fee reduction for individuals who bring their own food. Appropriate substitutions may be arranged for meals served in the dining hall by submitting this form by May 1st. Food substitutions should be only for medical or religious reasons.

Name : _____ Week ____ Unit: _____ Campsite: _____

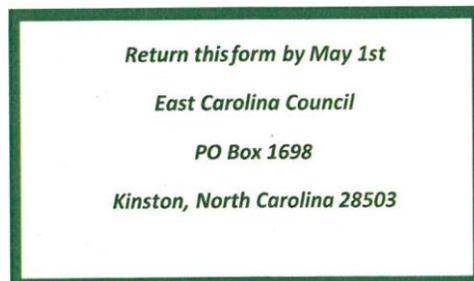
Medical Restriction <input type="checkbox"/> Diabetic <input type="checkbox"/> Lactose Free/Non-Dairy <input type="checkbox"/> Gluten Free <input type="checkbox"/> Vegetarian Other _____	Religious Restriction <input type="checkbox"/> Buddhist <input type="checkbox"/> Hindu <input type="checkbox"/> Jewish <input type="checkbox"/> Muslim Other _____	Food Allergy <input type="checkbox"/> Milk <input type="checkbox"/> Eggs <input type="checkbox"/> Peanuts/Tee Nuts <input type="checkbox"/> Wheat Other _____
--	--	---

Special Instructions

Parent/Guardian Signature

Unit Leader Signature

Date



Swim Check

Troop # _____ Week# _____
 Council: _____ Campsite: _____

Swim Test Qualifications:

A Swim Test can be administered by a currently certified BSA Lifeguard, Aquatics Instructor, Red Cross Lifeguard, or an adult trained in BSA Aquatics Supervision: Swimming and Water Rescue. A copy of the administrator's card must be attached. The Camp Aquatics Director reserves the right to retest any individual.

Swimmers pass the test: Jump feet first into water over the head in depth. Level off swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudge, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.

Beginners pass this test: Jump feet first into water over the head in depth, level off, and swim 25 feet on the surface. Stop, turn sharply, resume swimming, and return to starting place.

Anyone who has not completed either the beginner or swimmer test is classified as a non-swimmer.

Name/Birthdate	Classification	Name/Birthdate	Classification
1.		16.	
2.		17.	
3.		18.	
4.		19.	
5.		20.	
6.		21.	
7.		22.	
8.		23.	
9.		24.	
10.		25.	
11.		26.	
12.		27.	
13.		28.	
14.		29.	
15.		30.	



Completion Date: _____ Certified by: _____ (Print)

Signature: _____

Qualifications: _____ Phone Number _____

Attach a copy of the administrator's card

Scout Early Release Form

Instructions

Scouts desiring to leave camp prior to the troop's departure or not as part of the troop contingent, must have a release signed by their parents and approved by the troop leader. Scouts will normally be permitted to leave only when accompanied by their parents.

In an emergency, it may not be possible for a parent or parents to sign the release. In this event, sufficient information must be recorded attesting to the telephone call or means of communication by which word arrived asking for the release of the scout. This information should document the person from whom the call was received, verify telephone confirmation of the parent asking for release of the scout and give detailed reason for the requested release

Request is made by: _____ Relationship _____

Home address: _____

Council _____ Troop# _____ Campsite: _____

Scout is permitted to leave for the following reason _____

The Scout is to return on Date _____ Time _____

In signing this request for release, the BSA, the local BSA Council, the troop leaders and the Scout's parents or guardians mutually acknowledge that there will be no refund of the camp fee, that the camp health and accident insurance terminates with the Scout's departure from the camp or troop site, and that the BSA or its representative shall not be liable for any loss or injury to the Scout's person or property. This request is made by (parent's or guardians' signature required except as noted for emergency departure requests).

Parents or guardians' signature _____

Address _____

Request made (Date and Time) _____

Troop Leader's Signature of Approval _____

On-Site Release

Before leaving the troop campsite, Scout must check out with troop leader and the Camp Headquarters.

Signed _____ Troop Leader/No _____ Date: _____

Signed _____ Camp Headquarters _____ Date: _____

Keep the original far use at the time of release. Give parents a photocopy

Medication Information Form

Instructions to Parents/Guardians:

1. Each Scout that is taking medications will have a separate form. If medication requires refrigeration it needs to be turned in on a separate form and turned in to the Health Lodge during check in.
2. List each medication the Scout is receiving separately.
3. If a scout is receiving more than four medications, use an additional form.
4. All medications must be in the original pharmacy container with the patient's name and dosage clearly marked including any "over the counter" medications.

Instructions to Scoutmaster:

All medications—including over the counter and prescription medications—that are brought to camp are to be the responsibility of the unit leader. All Scouts bringing medication to Camp are required to have the Prescription Medication Information Form filled out and turned in with their medication to their unit leader. This medication is to be kept at the campsite in a locked container. The Health Lodge will need to receive well-documented information on any medication that requires refrigeration.

Personal Information

Name	Week	Unit #	Campsite
------	------	--------	----------

Medication Name:

Strength and Method of

Administration: _____

Dosage: _____

Medication Name:

Strength and Method of

Administration: _____

Dosage: _____

Medication Name:

Strength and Method of

Administration: _____

Dosage: _____



BOY SCOUTS
OF AMERICA®
EAST CAROLINA COUNCIL

