

Troop 122 Summer Camp – June 21-27, 2008 **Camp Geiger – St. Joseph, MO**

Camp Scoutmaster: Randy Godsey
636-9321 work
621-6666 home
531-1555 cell
randygodsey@cox.net

Clerical Assistant: Trish Love
trishlove@laboroflovegraphics.com

Adults driving to camp and staying the week & cell numbers:

Randy Godsey	479-531-1555
Trish Love (T)	479-903-1433
Field Daves	479-879-7992
Tracy Jandebour	479-640-5467
Anthony Chavez	479-621-1662
Joe Hines	(Thur-Fri)
Gary Talley	(Thur-Fri)

Scouts Attending: Greg Allard
Isaac Daves
Jacob Pierpaoli
Jake Gillespie
Jaryn Phillips
Joe Love
Levi Garner
Matthew Bishop
Nathan Bishop
Nick Webster
Shaun Haile
Tavish Little
Thomas Jandebour
Will Hines
Collyn Hayes (Mr. Godsey's nephew)
Blaine Maddox (undecided)

Driving to camp but not staying: Sherri Little

TRAVEL SCHEDULE:

Depart for camp very early in the morning of Sunday, June 21 - arrive in camp at St. Joseph between 1 and 3 PM
Visitor's Night: Wednesday, June 24
Mic-O-Say Tapping Ceremony: Thursday, June 25
Depart for home around 11AM on Saturday, June 27. ETA 5:00 ish.

First Year Campers

In line with the troop's goal of each boy achieving the rank of First Class as soon as possible upon joining the troop, first year campers will be directed toward Camp Geiger's "Great Race." Designed just for them, first year campers have fun working on Tenderfoot, Second Class and First Class requirements in patrols of 4 to 6 boys during the morning activity periods. Under the direction of the Outdoor Skills (Scoutcraft) Staff, he will cook, learn knots, and build fires. First year scouts will also explore Camp Geiger, learning some of the history and visiting much of the camp. Additionally, since the scouts work in small patrols, most get the opportunity to be a Leader and all learn how to work and compete as a patrol while under the direction of a Troop Guide (an Outdoor Skills Staff Member).

First year campers will have three activity periods in the afternoon during which they may schedule merit badges that are age-appropriate. It is recommended that these campers choose three of the following merit badges which are age appropriate: Basketry, Nature, Pottery, Sculpture, Leatherwork, Weather and Space Exploration. Some of these merit badges require a kit that must be purchased from the camp trading post. Some of these cannot be fully completed at camp. It is important to know what to expect – read the merit badge selection pages carefully!

Second and Third Year Scouts

There are merit badge classes offered that are especially designed for second and third year campers. Some classes are Eagle required, others are just for fun or special interests. Additionally, there are special programs that are designed specifically for second and third year Scouts. These programs do not necessarily apply toward merit badge work, but do provide opportunities for high adventure for older Scouts. Each Scout should create a schedule based on the merit badges or activities he *needs* and/or is interested in. Verify the times to be sure that there are no scheduling conflicts.

CAMP GEIGER PROGRAM

Merit Badges – Please look the merit badges over carefully and note:

- previous work required
- work that cannot be completed during camp
- class time required,
- age limitations, etc.
- ANY ADDITIONAL COSTS FOR KITS OR MATERIALS associated with some merit badges
- ALL MERIT BADGES TAKEN AT CAMP MUST FIRST BE APPROVED BY THE SCOUTMASTER

Scouts are responsible for purchasing required kits or materials and need to have the cash with them to do so. Also, note the times each merit badge is offered and note that certain combinations of classes run at the same time and therefore cannot be scheduled. If you would like to learn more about what each merit badge includes take the “Merit Badges” link on our web site (www.troop122.com), find the badge of interest and read over the requirements. NOTE the addition of the Metal Work merit badge for older boys!

The Leave No Trace - Monday at 9:00AM at the Scoutcraft Pavilion

The Leave No Trace educational program promotes skills and ethics to support the sustainable use of wild lands and natural areas. The concept originated in the U.S. as a way to help recreationists minimize their impact while enjoying the outdoors. Today the Leave No Trace program is part of the Scouting program. Just as important as enjoying the outdoors is respecting the natural resources and preserving them for the future. This activity designed for experienced Scouts and leaders, teaches the seven principles of Leave No Trace. Advanced techniques and simple rules to live by when enjoying the great outdoors are all part of this program.

Project COPE - 9:00 AM to Noon, Daily (*For older, experienced scouts only. Requires Scoutmaster permission*)

COPE is an acronym for Challenging Outdoor Physical Encounter. Scout must have reached his 14th birthday by January 1, 2008, or have completed the seventh grade. This thrill-packed week-long encounter will stretch physical abilities and enhance self-esteem as it pushes the Scout to accomplish more than he believes he can. It is a difficult and challenging experience for older scouts. They will climb, swing, balance, rappel and think their way through its multiple events. This national program of the BSA was begun by the Pony Express Council in 1979 and has been successful in teaching teamwork, while enhancing self-esteem in hundreds of Scouts. SPECIAL REQUIREMENTS: Sturdy, well-constructed athletic shoes, leather work gloves and long pants or jeans are necessary items for each Scout taking COPE.

Rappelling - 7:30 PM to 8:30 PM Monday (Scouts NOT taking Climbing or COPE)

Scouts 13 years of age or older. Thirty foot Rappelling Tower. Scouts who wish to use the rappelling tower must sign up at Camp Headquarters. The size of this activity may be limited. Rappelling will be restricted to those Scouts NOT already participating in COPE or Climbing.

Aviation Merit Badge - Daily from 9:00 AM to Noon

Scouts 15 years or older. A Class 3 Physical Health Form and the Aviation parental release form are required prior to arrival. Learn the basics of flying and aviation. Ride in an airplane. Class A “Field” uniform required. Sign-up at the Monday Night Pre-Camp Leaders Meeting. The instructor also strongly suggests reading the Aviation Merit Badge Pamphlet prior to attending camp to have a better understanding of the subject. MUST have the activity permission form completed prior to camp by parent or guardian.

Snorkeling, BSA - Monday through Wednesday at 11 AM & 4 PM

Must be classified as swimmers. Program introduces special skills, equipment and safety precautions. Scouts who successfully complete all of the requirements are entitled to wear the official Snorkeling patch, to be awarded on Saturday.

BSA Lifeguard - Arranged with Aquatics Director

For Scouts who have earned both Swimming and Lifesaving Merit Badges. The program has been established as a means of providing units with qualified individuals within their own membership to give knowledgeable

supervision for activities on or in the water. Adults and Scouts (fourteen and older) must be classified as a swimmer and be currently CPR certified. THIS CLASS IS ALL DAY MONDAY – FRIDAY.

Non-Swimmer Instruction - Daily at 2:00 PM and 3:00 PM or By Appointment

Scouts classified as Non-Swimmers on Sunday should enroll in the Non-Swimmer activity period. The goal to make "every Scout a Swimmer" is pursued in giving individual attention to non-swimmers and presenting the opportunity to advance to "Beginner" or "Swimmer" classification. *(Troop 122 Note: passing the troop swim test does not necessarily mean you will pass the Camp Geiger swim test. If your scout is unable to perform a legitimate stroke of some kind and swim with confidence he will not likely pass, or he will pass only as a beginner. This might be a great opportunity for him to get some instruction!)*

Beginner Swimming Instruction - Daily at 2:00 PM & 3:00 PM or By Appointment

Scouts classified as Beginner Swimmers on Sunday should enroll in the Beginner Swimming Activity Period. The goal of increasing a Scout's swimming endurance and completing the Second Class and First Class Swimming Requirements is pursued by giving individual instruction. Also, the Beginner will have the opportunity to advance to the "Swimmer" classification. Geiger has a "Leave no Scout behind" policy and will make this activity available in the morning by appointment if necessary. *(Troop 122 Note: passing the troop swim test does not necessarily mean you will pass the Camp Geiger swim test. If your scout is unable to perform a legitimate stroke of some kind and swim with confidence he will not likely pass, or he will pass only as a beginner. This might be a great opportunity for him to get some instruction!)*

The Mile Swim - Practice Tues. 6:00 AM, Qualify Wed. 5:00 PM

Those wishing to participate must be enrolled in or have previously earned the Swimming Merit Badge. All participants are required to attend the 6:00 AM practice session on Tuesday. The Mile Swim qualification begins 5:00 PM Wednesday afternoon. Visitors are invited to come to the pool and cheer on their swimmers. Scouts who successfully complete all the requirements are entitled to wear the Official Mile Swim Patch, to be awarded on Saturday.

SCUBA - Tuesday 5:45 PM or at 3 PM and 4 PM Daily

SCUBA participants MUST turn in a Class 3 Physical and Agreement (PADI Form - If a specific medical condition is indicated on the PADI Form, the PADI Medical Statement is required.) Scouts can experience the thrill of underwater life through the Tuesday evening SCUBA demonstration. Scouts will learn the basics of SCUBA gear and techniques during the daily hands-on program provided by a certified area SCUBA instructor. They will be trying the SCUBA equipment out for themselves underwater. Participants may earn the BSA Scuba award, presented at the end of the week. The Tuesday activity is limited to twenty Scouts. Tuesday dinner will be served at the pool. The daily activity is limited to 4 per period. \$10 fee. Sign-up at the Monday pre-camp meeting and at the Sunday evening sign-up meeting.

Canoeing and Rowing Merit Badges will be available for those scouts who are third year campers and above, they must also have obtained their swimmer classification during their swim check on Sunday.

Mountain Bike Trail Rides - 5:00 PM Mon. through Thu. and 7:30 to 8:30 PM Mon. and Tue.

Note: May be subject to weather restrictions such as extreme heat.

Camp Geiger supplies bikes. The activity will be open to Scouts of all ages. Lasts about an hour and Scouts may repeat the experience as many times as they like. Scouts must purchase a Mountain Bike Trail Ride ticket at the Trading Post. Tickets are \$1. *(Scoutmaster's note: Need to check the condition of the bikes before buying a ticket)*

Patch Trading – Wednesday between supper and the campfire

Be sure to bring your patch collection to camp with you. Bring you patches to the Trading Post share the experience with others. This is a fun way to learn about scouting from around the US and sometimes the world. Both Scouts and Adults are invited to trade. You don't need to be an expert or have an extensive collection. Trading can always be fun and who knows, you might find something really special.

Shooting Sports - *Third year and older Scouts.* Instruction begins with safe handling methods and progresses to proper technique. Limited class size ensures that each participant has an opportunity to become proficient. Trained instructors provide hands-on assistance when needed in Rifle Shooting (.22 cal), Shotgun Shooting, Archery and Buckskin Games.

Open Shoots - The open Rifle shoot will be on Mondays at 5:00 PM and open to all. Additional open shoots for troops and patrols on the Rifle and Archery ranges may be arranged with the Shooting Sports director. There is no charge for using the Archery Range during this time. A small fee will be charged for the Rifle Range open shoot to help defray the cost of ammunition.

Buckskin Games - 9:00 AM to Noon daily - *Third year and older Scouts.*

Buckskin Games is a series of activities that require skills from the old west. The games include muzzle loading rifle, tomahawk throwing, knife throwing, sling shots, and bullwhips. The program is designed as an “open” activity for older Scouts, where they may come and go throughout the morning. It captures the excitement and hardships of our forefathers and those pioneers such as Kit Carson, Daniel Boone and Davey Crockett; men who tamed the wilderness and made this country what it is today.

Postal Shoot Competition - The Postal Shoots are part of a national NRA .22 caliber rifle shooting competition among hundreds of camps throughout the country. The top score from both the Junior and Senior divisions for each session of Camp are entered in the national competition. First place winners at Camp Geiger receive a special award at the end of the week. Scouts 12 years old or younger compete in the Junior division round on Thursdays at 5:00 P.M. The Senior division round consists of Scouts age 13 or older and is held Tuesdays at 5:00 P.M. All competition is held at the Rifle Range. Be a part of the action and take a shot at it. You will be representing your Troop as well as Camp Geiger, and if you place in Nationals, you will even be a part of Geiger history. Targets are available in the Trading Post for \$1.00.

Leaders’ Shooting Competition - Any full or part time Leader may compete in the Rifle or Shotgun competition. Whether you are displaying your keen marksmanship skills or just taking a break from the ol' campsite, it's sure to be a bang. Competition is held at the Rifle Range, of course. The Rifle shoot will be immediately following lunch Wednesday. The Shotgun shoot will be Thursday at 5:00 PM. Rifle and Shotgun targets are available in the Trading Post for \$1.00 and \$3.00 respectively. Awards will be given at the end of the session.

Leaders’ Archery Competition - This is open to any Leader. Be at the Archery Range at 10:00 AM Tuesday. Cost is free and top finishers are announced at the end of the week.

Evening Programs

SUNDAY	7:00-7:30	Vespers
	8:00-8:45	Opening Campfire Catholic
MONDAY	7:00-7:30	Mass
	7:30	Open Rappel
TUESDAY	9:30-11:00	Star Study
	5:45	SCUBA
	9:30-11:00	Star Study
WEDNESDAY	5:30	Mile Swim
	5:30-7:30	Visitor’s Night Picnics
	6:30-7:30	Rocket Launch
	8:00-9:30	Camp Fire
THURSDAY	8:30-10:00	Mic-O-Say Tapping Ceremony
FRIDAY	7:15-8:00	Campfire
	9:00	Mic-O-Say Ceremony

Tuesday Evening Camp-wide Activities

Dutch Oven Cooking – A competition between Leaders, judged by the Boys. Bring Dutch Ovens, and what you want to cook.

Selective Shooting- Learn when and when not to pull the trigger is a fun new activity that lets you make the choice.

Cycling Trail Rides – Bring your energy.

Wilderness Survival Overnight – Participants in the wilderness survival merit badge will spend the night in a remote part of camp.

Patrol and Troop Activities - Assistance with planning PLC meetings and activities is available upon request.

Scuba – For those who are not taking daily scuba class.

Scout’s Personal Gear for 8 Days

Scoutmaster’s Note: *It will be hot. It may be cool. It may be wet and muddy. BE PREPARED.*

- ___ Scout uniform: Tan shirt, neckerchief and slide, uniform shorts or pants, official socks and belt
- ___ Troop activity T-shirts (*red, tan, dark green, blue if you have them*)
- ___ Handkerchiefs, tissues
- ___ Clothes hangers for uniform
- ___ Storage container for your clothes and personal items (i.e footlocker or tub)
- ___ Closed-toed shoes at least 2 pair – hiking or gym shoes
- ___ 7 pair of underwear
- ___ 7 pair of jeans/shorts (*at least one pair of long pants*) (*If taking Swimming and Lifeguard MB you will one pair of jeans without holes*)
- ___ Towel and washcloth
- ___ 6 additional T-shirts beyond Troop T-shirts (*We suggest other scout shirts and Arkansas Razorback shirts that you might already have as the rest of your t-shirts. Nothing inappropriate – school guidelines apply.*)
- ___ 8 pair of good socks
- ___ NON-AEROSOL Insect repellent with DEET
- ___ Swimsuit and towel
- ___ Small spiral notebook, pocket folder and 3 pencils/pens
- ___ Merit badge books for classes
- ___ Pocket knife with blade not to exceed 3.5 inches (*no sheath knives*)
- ___ Cot and/or sleeping pad/mattress (*The spring cots have been removed. Only a few solid steel cots will be in camp. You will want to bring your own.*)
- ___ Sleeping bag, light blanket, sheet, pillow (*it will be hot, be sure you have a cool alternative to a sleeping bag*)
- ___ Flashlight with extra batteries
- ___ Scout Handbook with name written on inside and outside
- ___ Cover for Scout handbook to protect it from moisture
- ___ Raincoat, poncho or rain suit
- ___ Rain SHOES for mud and moisture
- ___ Jacket or sweatshirt
- ___ Toothbrush, soap, shampoo, comb, toilet paper, toothbrush, etc. (*and plan to USE them*)
- ___ Appropriate supply of prescription medications labeled and in original containers to be dispensed by the troop Scoutmasters.
- ___ Break-proof mirror
- ___ Trash bags for sitting on, trash collecting and dirty

- ___ \$7 to give to SM for return meal
- ___ \$50.00 spending money for camp
- ___ Day pack for carrying “stuff” to class
- ___ Refillable water bottle – at least a quart.
- ___ Mosquito netting to suspend over cot (*optional but highly recommended*)
- ___ Copy of class 3 physical (*We will have copies of the forms from the troop physical we did at the Pediatric Center*)
- ___ Hat or ball cap
- ___ Sunscreen (*at least 40 SPF*)
- ___ Gold Bond powder (*Chaffing is not unusual in the heat. Avoid long, heavy, hot shorts and jeans.*)
- ___ Tribal costume if a Mic-O-Say Tribesman
- ___ Enthusiasm and a smile!

Optional Personal Items:

- ___ Bible and/or other book to read
- ___ Camp musical instrument (*like guitar, harmonica*)
- ___ Sewing kit
- ___ Camera and film
- ___ Sunglasses
- ___ Stationery, pens, pencils, postage
- ___ Camp chair or stool
- ___ Activity-related material (*Certain merit badge activities require special equipment such as mess kits, tents, compass, leather gloves, long-sleeved button shirt, jeans without holes, etc. - CHECK THE ACTIVITY DESCRIPTIONS IN THE MERIT BADGE INFORMATION FOR DETAILS.*)

DO NOT BRING: *Electronic games, radios, I-Pods, DVD-players, etc. for camp. They may be used in the car on the way to and from at the driver’s discretion, but must be left in the car during camp.*

SCOUTS MAY NOT BRING CELL PHONES
(*not in the car, not in camp – per Troop 122 policy*)

Note: *Scouts and Leaders are expected to wear a full uniform to all evening flag ceremonies, meals and programs. Full uniform includes Scout shirt, Scout shorts or long pants, Scout socks, Scout belt, Troop 122 neckerchief and slide.*

**Scouts may NOT have food in tents. Snacks are available at the Trading Post.
PUT YOUR SCOUTS NAME ON EVERYTHING!!!**

FINAL NOTES

Departure Information

We will depart from the church at 7:00 a.m. on Sunday, June 21, arriving at Camp Geiger around 1:00 p.m. Please be in the parking lot of the church by **6:30 a.m.** so we can get everything loaded. Pack as compactly as possible and be sure everything is contained somehow (no loose shoes, etc.)

Packing List

Be sure to check and double check the packing list! Please note that all clothing should be scouting appropriate and in compliance with school dress codes. Remember, we are representing Arkansas, Razorback District, Troop 122, Rogers and the Scoutmaster.

****Be sure EVERYTHING has your scout's name on it from his gear containers right down to his underwear.**

Mail Service

Outgoing mail is picked up daily from the Camp Office. Stamps and writing material are available in the Trading Post or your Scout can bring his with him.

Camp address: (Scout's Name), Troop 122
Camp Geiger, BSA
9525 County Road 388
St. Joseph, MO 64505

REMINDER: Cell Phones/Electronic games/DVD players/I-PODS or other MP3 Players, ETC.

As per Troop 122 policy, cell phones will NOT be allowed in camp or in cars. Other electronics will be allowed in the cars to and from camp at the drivers discretion – but must remain locked in the cars during camp.

Policy states:

“Troop 122 asks that scouts do not bring electronics games on trips less than 2 hours. Once we are on site, all electronic games must stay in the vehicles, and scouts are asked to refrain from using cell phones on a campout. The Adult Leaders at the campout will have cell phones for emergency use. Weather radios and two way radios are OK to use on campouts and if your vehicle is equipped with DVD/Video, it is your option to have it on when we travel.”

If parents need to reach their scout we ask that they call a leader's cell phone. We will check for messages daily. If they cannot be reached, call the camp headquarters number below. However, the camp telephone is used for camp business and emergencies only.

Camp Geiger Headquarters: (816) 364-1523
Camp Geiger FAX: (816) 364-5967
Camp Ranger: (816) 232-3886

A Note on Homesickness

Homesickness is very normal, especially for first year campers. Being sure your scout has a busy schedule each day that will help keep his mind off home. Summer camp is a scout's opportunity to learn that he can live away from his family for a week and be just fine. Let him know you will be fine without him, too, and that everything will be just the same when he comes home. Help him be excited about his week of independence in the controlled, unique environment of summer camp. It is a growing opportunity to be enjoyed and savored.

It has been our experience that it is far better if boys do NOT call home during the week. Please do not ask or expect him to do so.

If you have specific concerns about your son, please visit with one of the leaders. If there are things we can do to make it easier for him, please let us know what they are.