

# FIRE MOUNTAIN BOY SCOUT CAMP



## LEADER'S GUIDE 2016



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*(All information subject to change)*

# 2016 Summer Camp Schedule

Week 1: July 3 – 9\*

Week 2: July 10 - 16

Week 3: July 17 - 23

Week 4: July 25 – July 30 (Monday start)

Week 5: July 31 – August 6

Week 6: August 7 – 13

\*A special 4th of July program will be held this week.



## Pre-Camp Leader Meetings

**All meetings start at 7:00 PM**

The pre-camp leader webinars will be hosted May 11 and May 24 at 7pm. Login instructions will be emailed to reservation form contacts.

June 13, 7pm at Fire Mountain Scout Camp,  
26027 Walker Valley Road,  
Mount Vernon, WA 98274



Dear Scouters,

Summer camp is the highlight of a Scout's year. Memories are made at camp which will last a lifetime. In this outdoor laboratory, the ideals of the Scout Oath and Law come alive in a daily whirlwind of fun and adventure. The Mount Baker Council is committed to providing the great camp troops need. Staff, facilities, and programs all support the troop, sending it home stronger and better prepared for another year of Scouting. We know troops who sign up early bring more Scouts to camp. It just stands to reason if we get on each family's calendar early, there will be fewer conflicts in schedules and more time to prepare. We have exciting plans for a great summer. Use this Leaders Guide to get ready for a great adventure.

Yours in Scouting,

*Duane Rhodes*

**Duane Rhodes**

Scout Executive, Mount Baker Council

Dear Scouters,

As a lifelong Scouter, nothing gets me more excited than camping. Each summer, youth and adults across the United States have the opportunity to participate in outdoor Scouting activities, which have the potential to positively change lives and create lasting memories. At Fire Mountain Scout Camp, we are committed to delivering top of the line program, facilitated by a highly energized and well trained staff. Our facilities are unmatched by any other camp in the Pacific Northwest, facilities including a 40-foot rock climbing and rappelling tower, a 1,080-foot zip line, multiple waterfront areas, and much more.

New for the 2016 season is the implementation of family-style dining. This dining method is proven to strengthen the comradery of your unit, while also allowing you to dine with a staff member at each meal. I believe that Fire Mountain is the best choice for your Troop's summer camp experience. It would be a privilege to host your troop this summer!

Yours in Scouting,

*John Owen*

**John Owen**

Camp Director, Fire Mountain Scout Camp

Email: [john.owen@scouting.org](mailto:john.owen@scouting.org)

Phone: (425)-315-6472

**EMERGENCY PHONE: (360) 422-6542**




**Fire Mountain Scout Camp • 26027 Walker Valley Road • Mount Vernon, WA 98274**

## About Fire Mountain Scout Camp

Located at the foothills of the Cascade Mountains, nestled in the forests of scenic Walker Valley, Fire Mountain Scout Camp is home to some of the finest Scouting program opportunities in the Pacific Northwest. The Patrol is the focus of the Fire Mountain program. All staff and programs are geared towards teaching the patrol method thus strengthening the members of each patrol. Our friendly and enthusiastic staff is National Camp School Certified and is anxious to make your visit the best camping experience you will ever have!

### WHY IS IT CALLED “FIRE MOUNTAIN”?

The area we know today as Fire Mountain Scout Camp has a long history. Before it became a Boy Scout property, Fire Mountain was used as a staging area and base camp for fire fighters who were fighting forest and wild fires on and around Cultus Mountain. From the base camp, fire fighters said Cultus looked like a “fire mountain” with the flames roaring around it. In 1971, the name was suggested for the new Scout camp and it stuck. The rich traditions of the Forest Service and their conservation remain the background at Fire Mountain Scout Camp.



### QUALITY ASSURANCE

The Mount Baker Council is committed to camps that meet high standards for health and administration. All of our camps are inspected and accredited on an annual basis. Many of our Camp Leaders are trained at the National Camping School of the Boy Scouts of America.

### HOW DO YOU GET TO FIRE MOUNTAIN SCOUT CAMP?

#### From the south:

Go north on I-5 to exit 221 (SR 534). Exit I-5 and head east. Continue until you reach SR 9. Turn north on SR 9 (Left at “T” intersection) and continue five miles. Look for milepost 46. Shortly after this milepost you will see Walker Valley Road. Turn right on Walker Valley Road and continue to the end of the road. The camp entrance will be on your left.

#### From the north:

Go south on I-5 to exit 227 (College Way). Exit I-5 and head east. Continue until you reach SR 9. Head south (right at Big Rock Grocery) and drive for approximately 3.7 miles. Look for Walker Valley Road on your left. Turn left on Walker Valley Road and continue to the end of the road. The camp entrance will be on your left.

Our address listed above can be used in most modern GPS units and smart phones for directions to camp. It is also the camp’s mailing address for sending mail to a Scout during his stay at camp. Fire Mountain has a landline phone number to its office. This phone number is only used DURING summer camp, otherwise please contact the Everett Service Center at (425) 338-0380.

<b>2016 SUMMER CAMP FEES</b>	<b>Mount Baker Council Scouts</b>	<b>Out-of-Council Scouts</b>
All fees (adult and youth) paid in full by May 16	<b>\$310</b> per scout	<b>\$325</b> per scout
If paid between May 17 & 1 week prior to camp start date (see specific date listed on your camp statement)	<b>\$330</b> per scout	<b>\$345</b> per scout
Fees paid within the week prior to your camp start	<b>\$350</b> per scout	<b>\$365</b> per scout
<i>Provisional Scout fee is same as above fee structure. (FOS discounts do NOT apply.)</i>		

**No discounts apply for Scouts who are not paid in full by May 16, 2016!**

## FOS DISCOUNTS

### (Applies To Mount Baker Council Troops Only)

We offer a 5%, 8% or 10% discount off summer camp fees for in-council troops qualifying for an FOS discount based on their troop's FOS status as of April 30, 2016.

## ADULT FEES

Adults attending camp all week will pay a nominal fee of \$75 to cover the cost of food. For adults attending camp one or more days, but not the full week, the cost is \$20 per day.

## DEPOSITS AND FEES

A \$250 non-refundable deposit per troop is required to reserve space for your troop at summer camp. This deposit assures your troop a campsite at summer camp, but does not guarantee the site selected. Your final site selection will be based upon the number of boys attending summer camp and the capacity of the campsite selected. We will strive to meet the needs of all troops.

## Opportunity Fund

Every boy deserves the opportunity to attend Boy Scout Camp. A family's financial situation should never be a reason for a Scout to miss out on this opportunity for growth and adventure.

The Opportunity Fund is financed by friends and Scouters who want to ensure Scouts have the chance to go to camp.

Opportunity Fund Scholarships are available for Scouts registered in the Mount Baker Council. Contact the Service Centers for more information and applications. Applications must be submitted prior to final camp payments. Scouts applying for scholarships should have participated in the council-wide popcorn sales, and have good attendance with their troop.

## REFUNDS

The \$250 campsite deposit is non-refundable after Dec. 31, 2015. A service charge of 25% of fees paid, plus any non-refundable deposits, will be assessed on all refunds.

Requests for refunds must be made in writing to:  
**Mount Baker Council, Boy Scouts of America**  
**1715 100th Place SE, Suite B, Everett, WA 98208**  
at least 30 days prior to the start of camp.

Refunds requested within the 30 day window for extreme cases such as illness, family death, etc. will be considered by the council Scout Executive and Camp Director.

Please contact us prior to camp with any reservation changes. Troops arriving at camp with "no show Scouts" will forfeit all fees for each "no-show Scout."

## VISITOR MEALS

If additional guests of your troop will be present at meal-times, please inform the Camp Director prior to the meal. Visitors are to pay at camp prior to each meal. You may pay for your meal at the Trading Post.

**Breakfast: \$6 • Lunch: \$5 • Dinner: \$9 • All Day: \$20**

## THE "FAMOUS" FIRE MOUNTAIN CHICKEN BBQ

Each Friday evening, the friendly Fire Mountain staff will greet you at Skagit Shelter for an outstanding outdoor feed for all Scouts, leaders and families. This mouth-watering, succulent delight of southern cooking will make you wish there were more Fridays in each week. Friday's BBQ is set for 6:30 PM to accommodate for Friday traffic. Parents and families must call to make reservations at the Everett Service Center at (425) 338-0380 no later than 12pm Tuesday prior to the Friday feast. You may leave a message after hours. Payment will be made at the camp trading post.

**Adults: \$10 • Children: \$5 (ages 4 – 10)**

# Planning For Camp

## Three Months Before Camp

- Leaders, committee, and SPL review camp guidebook.
- Commitments from all adult leaders assisting in camp.
- Troop supplies each Scout with personal equipment list.
- Troop plans for transportation, troop equipment, and advancement.
- Talk with Webelos who will bridge into your troop about going to camp.

## Four Weeks Before Camp

- Make sure all campers have provided you with a current, signed BSA physical form (Part A, B and C). Physical Form must have parent signature. School or sports physical forms will not be accepted.
- Full payment due – May 16.
- Fill out Troop Roster form completely.
- Troop's treasurer confirms with the Everett Service Center that all fees are paid.
- Check on final transportation arrangements and file tour permit (for out-of-council troops).
- Inventory troop and patrol equipment.
- Counsel Scouts about their personal goals for fun and advancement at camp.
- Campers with special dietary/medical needs should send a special needs form (page 19) to the Everett council office. This includes requests for medical, religious and other reasons. In some cases the scout will need to provide his own food, to ensure optimum health while at camp.

## Ten Days Before Camp

- Double check to ensure Troop Roster form is filled out.
- Double check parent and doctor signature on physicals is within last 12 months of final camp day.
- Contact Camp Director regarding patrol site cooking (if desired).



## PRE-CAMP MEETINGS

Please attend a pre-camp meeting before your arrival at camp, either via webinar or in person (page 2). Attend whichever leaders' meeting works best for your schedule. Your Troop Leader and Senior Patrol Leader should both attend the pre-camp meeting to discuss any changes, new information, programs, merit badges and procedures, as well as any dietary needs. Camp weekly schedules will be presented at this meeting.

## SENDING MAIL TO CAMP

Scouts, leaders, and staff can receive and send mail during their stay at camp. Please be sure to include a return address on all letters and packages so they can be returned if they arrive after your Scout departs camp.

**Note: Your troop number and council name are extremely important.** It is not unusual to have more than one troop of the same number but from different councils in camp. If these two items are omitted, it is unlikely the mail will be delivered. The address for sending mail to camp is:

**(Name of Scout)**  
**(Troop Number and Council Name)**  
**c/o Fire Mountain Scout Camp**  
**26027 Walker Valley Rd**  
**Mount Vernon, WA 98274**

## PLANNING YOUR TROOP'S CAMP PROGRAM

Fire Mountain Scout Camp offers a wide variety of advancement, activities and special events. Camp provides many opportunities to develop your patrols, troop leadership, and to fine tune your troop operation for the rest of the year. The activities are so numerous it would be impossible to complete them all in just one short week. This offers an excellent opportunity for Scouts to make decisions to help develop leadership and enhance their camp experience.

You, your adult leaders and most importantly your Senior Patrol Leader, can guarantee your Scouts the best camp experience possible by doing some pre-planning. Planning starts with the Scouts. Show your Scouts what is available and assist them in setting their own program with achievable goals. Encourage them to leave plenty of free time every day to enjoy camp. Allowing Scouts to make these decisions puts them in control of their Scouting experience.

## MERIT BADGE REGISTRATION!

Each Scout can sign up for 4 merit badges, except new scouts who are fully participating in Pathfinders. Pathfinders will use all three of the morning Merit Badge sessions. Scouts may choose to return during the 4th session to work on Pathfinders skills or choose a merit badge. We recommend taking any of the basic badges in Crafts, Ecology/Conservation, or Aquatics. The troop should make a list of 4 to 6 merit badges each youth would like to work on, prioritized by preference for each Scout.

Two to four weeks prior to camp, the primary contact leader will receive log-in information and instructions for Merit Badge Registration. It is the responsibility of the troop leadership to ensure your Scouts' priorities are entered.

Remember, each Scout's merit badges should be listed in order of preference. We will make every effort to meet everyone's needs; however, some classes are limited by logistics. Schedules will be printed and ready for pick-up at check-in. If needed, minor adjustments in schedules may be made at camp Sunday night after dinner or Monday morning before breakfast. Scouts who were unable to register for merit badges with the troop will be able to select badges where space is available.

Copies of class rosters (i.e. tracking sheets) will be made available nightly to all Scout Leaders in camp at the Scoutmaster Lounge.

## SPECIAL PROGRAMS REGISTRATION

Non-merit badge classes such as mountain boarding and mountain biking will be first come, first served.

C.O.P.E. is a 2 hour session. Scouts must sign up on-line. Fire Mountain COPE patches are awarded for week-long participation.

Low C.O.P.E. is a patrol activity and Patrol Leaders will be instructed at camp as to when and where to register their patrols for this activity.



## What to Bring to Camp

### Troop/Patrol Gear

- National flag
- Troop flag
- Patrol flag(s)
- Lanterns
- Tarps
- Rope
- Troop library
- Axe yard supplies
- Props for skits
- Dutch oven (optional)
- Charcoal briquettes (optional)
- Camp cook gear and stove (optional)
- Troop First Aid box

### Personal Gear

- Current Medical Form
- Swimsuit & Towel (PACK ON TOP)
- Money for program fees & materials
- Spending money
- Backpack
- Daypack
- Sleeping bag
- Sleeping pad
- Pillow
- Sweatshirt/Jacket
- Raingear
- Hat
- T-shirts
- Pants
- Shorts
- Underwear (1 per day)
- Socks (1 pair per day)
- Hiking boots
- Extra shoes
- Class A uniform (hanger)
- OA sash (if member)
- Canteen/water bottle with carrying strap
- Flashlight/extra batteries
- Scout knife
- Pencil/paper
- Boy Scout handbook
- Individual mess kit
- Watch
- First aid kit
- Sunscreen
- Insect repellent

### Toiletries

- Comb/Brush
- Toothbrush/Toothpaste
- Deodorant
- Soap/Shampoo
- Second towel for showering
- Shower shoes/flip flops (optional)

### Optional

- Mountain bicycle and helmet

### Please Leave At Home

Weapons, Fireworks, Pets, Valuable Items, and All Electronics Devices including: Radios, CD's, MP3 Players, PSPs, Tablets, etc. (unless needed for a merit badge class)

## WHEN YOU ARRIVE AT FIRE MOUNTAIN SCOUT CAMP

- Check-in begins at 1:00 PM Sunday. Camp Staff will greet you in the parking lot and guide your troop to your site. Please do not enter camp before then.
- Monday arrival check-in time is 6:30AM with the goal to have your troop ready for flags/breakfast. Please wait in the parking lot for your troop guide.
- The Scoutmaster or a designated adult leader will complete the troop's check-in paper work by meeting with the camp Business Manager upon arrival.
- In order for swim checks and camp tours to start on time, it is imperative check-in be completed expeditiously. To assist this process, have your paperwork completed before your arrival.

## REQUIRED PAPERWORK FOR CHECK-IN

- 2 copies of the Troop Roster (indicate number of patrols)
- Approved Tour Plan (If out of council)
- A completed BSA Annual Health and Medical Record for all individuals staying in camp for the week or just part of the week. Parts A & B are completed by a parent or guardian, and Part C must be completed by a licensed medical practitioner. All parts must have been completed within the last 12 months from the date they leave camp.
- Your Troop Guide will take your troop on a tour of camp.
- Scouts should have their swimsuits and towels at the top of their packs so they can be ready to change for a BSA swim test. See the Boy Scout Handbook for BSA swim test requirements.

## YOUR CAMPSITE...IS YOUR HOME!

**The Heart of the Campsite:** The campsite is where Scouting begins at Fire Mountain Scout Camp. The opportunities for improving Scout skills and advancement are tremendous. The most important thing for a troop leader to remember at Fire Mountain is nearly anything that can be done in a program area can be brought into your own campsite.

**Adirondacks, Stents, and Tents:** All shelters are in great condition and are expected to be treated with respect and care. Please do not move any tent platforms. The result may be inadequate support of the platform, which leads to damaging the platform. Consult your Commissioner or Troop Guide if you have any problems with your campsite.

**Toilet Buildings and Wash Racks:** Each campsite has its own toilet facility, which should be swept out daily and washed at least twice during the week. The building should be swept and washed out before Saturday departure as well. Hoses should be coiled neatly on the ground when not in use. Cleaning supplies are provided.

After each use of the facilities, make sure the toilet lid is shut and the door is closed. It will be up to the Scouts to perform daily cleaning. Scouts are also responsible for maintaining the supply of toilet paper. To acquire more toilet paper, ask a commissioner or your troop guide. Wash racks should also be cleaned daily by the troop.

**Shower Facilities:** "A Scout is Clean". We hope that each Scout will use the shower facility regularly during his stay at camp. There are three shower facilities. There must be separate showers for Scouts and Adults. Under no circumstances are adults to shower with the Scouts.



### SHOWER HOUSE CLEANING ROSTER

LOCATION	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
North	Salish	Skykomish	Duckett	Pilchuck	Mt Baker	Mt. Rainier
Main	Denali	Enumclaw	Nooksack	Little Beaver	War Eagle	-----
West	Chief Joseph	Snohomish	Skagit	Chief Joseph	Snohomish	Skagit

**Fire Tools:** Each campsite has one set of fire tools in the campsite. These tools include a shovel, rake, water bucket and a hose. A broom is also provided to help the Scouts keep their shelters and toilet buildings clean. Hoses should be coiled neatly on the ground when not in use. Do not hang hoses (it produces kinks and destroys them). Please report any broken items to the Commissioner, who will arrange for a replacement.



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## DAILY ACTIVITIES

Time is built into the daily schedule at Fire Mountain Scout Camp for your patrols to participate in activities as a patrol. Senior Patrol Leaders will need to sign up for patrol and troop activities at their SPL meeting. This should be done after conducting a daily Patrol Leaders Council in their campsite. Shooting sports, swimming, boating, climbing, low COPE, mountain biking, mountain boarding and fishing are just some of the activities that will be available.

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## FLAG CEREMONIES

Each morning and evening, campers raise or retire the colors. Every troop is required to attend the camp-wide flag ceremonies. Announcements are made and the camp is dismissed to the dining hall from these ceremonies. Troops will also have a chance to volunteer as color guard for one ceremony during the week. Every campsite at Fire Mountain has a flag pole. We encourage you to bring a national flag and troop flag to conduct daily ceremonies in your troop's campsite.

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## UNIFORMS

Show you are proud to be in Scouting - wear the Official Scout Uniform. All Scouts are expected to properly wear (buttoned & tucked) the official uniform while traveling to and from camp. Uniforms will be worn during morning and evening flag ceremonies. Shorts, t-shirts, and other camp clothing may be worn to the noon meals. However, swimsuits are not allowed in the dining hall at any time. Adults are encouraged to wear proper uniforms to set the example.



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## MEALS

All meals except the "cook in campsite" dinner will be eaten at the Dining Hall. Each troop will have an assigned area for each meal to fit the number of Scouts and adults that are registered in camp. You will be directed to your assigned tables by your troop waiters. As Scouts are helpful, we ask that your troop assign a number of Scouts to serve as waiters for your tables for the week. We hope the work is shared amongst the entire troop. The number of waiters required is one per seven (7) Scouts. We have taken adult leadership into account, so keep with this ratio. Waiters will report 15 minutes early before each assembly (breakfast, lunch, and dinner). We eat family style here at camp, which consists of food being placed on the table and being passed around from the head of the table.

After the flag ceremony or assembly, a Troop Guide/Staff will bring the troops into the dining hall in an orderly fashion. Once in the dining hall, please go to your table and remain standing for grace. We ask that you remove all head gear when entering the dining hall (a Scout is courteous). Once grace is complete we will begin the meal. All food will be on the table



for the first round of service. Each table will have enough servings for the assigned table count (please do not try to squeeze another in). The "seconds call" will occur roughly about 5-8 minutes after the first serving. DO NOT SEND WAITERS TO THE KITCHEN FOR SECONDS UNTIL THE CALL IS MADE. If there is an issue with the initial service, please send one of the adults to come up and talk with the kitchen staff. All Scouts, staff members and adults will have shirts, pants and shoes in the dining hall when food is served. Once seated, all Scouts are expected to remain seated (on the benches) until dismissed, unless they are serving as a waiter or using the rest room. No Scout will be allowed to leave the dining hall (except emergencies or with adult leadership) until the meal has been dismissed.

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## THE ORDER OF THE ARROW

The Order of the Arrow is alive and well at Fire Mountain Scout Camp. We will be holding OA Day during the week which will include ceremony and service opportunities. Bring your sash to camp and wear it on OA Day.

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## OUTPOST EXPERIENCE

During your stay at Fire Mountain Scout Camp your troop or patrol can spend one night on an excursion in camp. This Scout run program is an opportunity to build leadership and unity amongst your Scouts. Under the leadership of your Senior Patrol Leader or Patrol Leader the troop or patrol will leave camp at 7 PM following dinner to hike to a designated location where they will set up camp for a night under the stars. Your troop or patrol will need to plan ahead and prepare and pack accordingly. Your Troop Guide will help you coordinate this program. This will fulfill one of the requirements for Honor Patrol. More information regarding this program will be available at the Pre-Camp Meeting.



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## PATROL COOKING

Patrol cooking is available daily at Fire Mountain Scout Camp. Make arrangements with the Camp Director and all of the food needed for your meal will be made available to you for a great patrol building experience. Bring stoves and equipment to camp if you are planning on participating in this program.

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## MOUNTAIN BOARDING AND MOUNTAIN BIKING

Come get "BOARD AT FIRE MOUNTAIN SCOUT CAMP". This exciting program combines the thrill of snowboarding with the comfort of summer time weather. It is completely AWE-SOME!!!!

Ride the many trails offered at camp with mountain bikes (provided or bring your own). Your helmet is required!



## C.O.P.E. COURSE AND 1,080 FOOT ZIP-LINE

### Challenging Outdoor Personal Experience

The Low and High Ropes Challenge Courses are the place where team building and confidence is learned, practiced and developed. The Low Course is a Patrol Time activity where the Patrol Method is enhanced and patrols learn how to work together more effectively. This is not something you will want to miss out on! Step up to the challenge! Class Location: Camas Lodge



## Troop Zip!

Race your buddy down the longest Dual Zip-Line in the Northwest! All campers will have an opportunity to ride the zip-line during this Troop Time activity! If you are old enough to come to camp, you are old enough to ride the zip-line.

## Night Zip!

Purchase some glow sticks at the trading post and get in on the fun with the Friday Night Zip immediately following the closing campfire!! Zip over Lake Challenge in the dark of night.



# General Camp Information

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## RULES OF CAMP

The primary rules at Fire Mountain Scout Camp are the Scout Oath and Law. Anyone living by this code of conduct will have no problems. The following information is presented as clarification based on past experiences in camp.

1. Fire Mountain follows all Boy Scout National Standards.
2. Two-Deep Leadership is required at all times.
3. Any person using alcohol and/or illegal drugs will be dealt with by the Camp Director and police.
4. No unattended fires allowed in campsites. An adult must be present to have a campfire in the campsites. A troop's fireguard plan must be posted and followed.
5. No flames in tents, stents, Adirondacks, or other structures.
6. No fireworks allowed at camp.
7. Smoking: No smoking allowed in front of Scouts; smoking by adults is in designated areas only.
8. No firearms, ammunition or weapons of any type (including bows) may be brought to camp.
9. Camp discourages the use of sheath knives. Please, no hatchets.
10. Do not cut live or downed trees.
11. Under no condition will a troop be left unattended. If a troop's leader must leave camp, he or she must arrange with the Camp Director or Program Director for coverage of the troop. Anyone leaving camp must sign out with the Camp Director or Program Director, and sign in upon return.
12. All vehicles will remain in the camp's parking lot. No private vehicles allowed in camp.
13. All flammable materials (fuel, etc.) must be checked in with the Commissioner.
14. No pets allowed at camp. Animals seen in camp should be observed from a safe distance, and NEVER chased or harassed in any way.
15. Family visitation should be limited to Friday night and/or Saturday.

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## VISITORS DAY

Parents and friends are welcome to attend the Friday night BBQ, campfire and awards presentation at camp. Visiting Scouts during camp at other times disrupts the patrol and focus of the troop and may also contribute to homesickness. Please limit your visit to Visitors Day.

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## SENIOR PATROL LEADERS MEETINGS

The most important meeting in camp happens daily - the Senior Patrol Leader meeting. Here Senior Patrol Leader's will be receiving vital information to guide their troop to a successful week at Fire Mountain Scout Camp. Senior Patrol Leaders will be involved in planning camp program at this meeting including Friday afternoon games and Friday night campfire. Don't miss this important meeting.



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## SCOUTMASTER/ADULT LEADER MEETINGS

Daily meetings will be held with Scoutmasters in camp to keep them informed about camp issues and provide them the information needed to prepare their Senior Patrol Leader for their next Senior Patrol Leader Meeting. Various trainings and activities will also be scheduled daily for adult leadership in camp.

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## HOMESICK SCOUTS

First- and even second-year Scouts can become homesick while at camp. Phone calls or visits to camp often compound the problem. If you have concerns about your Scout, contact your Scoutmaster. If you are afraid your Scout will get homesick please do not tell him, "If you don't like camp or if you change your mind, we will come and get you" before you send him to camp. This will almost certainly give him cause to quit and go home. Give him positive support, not bribes.

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## SCOUTS LEAVING CAMP EARLY

Scouts are encouraged to remain in camp for the entire duration of the camp session. If a situation should arise that makes it necessary for a Scout to leave camp property, the Scout with his troop leader must check out with the Camp Director or Program Director. The Camp Director or Program Director and troop leader will verify that the person taking the Scout has proper permission. The Scout will then be released into the custody of a parent or authorized adult. If the adult picking up the Scout is not a parent, the parents must provide written permission for that adult to pick up the Scout. Youth Protection and Two-Deep Leadership policies of the Boy Scouts of America must always be used when the adult picking up the Scout is not a parent.

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## ADVANCEMENT IN CAMP

Scouts should become familiar with the requirements of each merit badge they want to work on by reading the merit badge pamphlet prior to camp. Scouts who have requested merit badges with prerequisites should have them completed before arriving at camp. To have a successful experience in the merit badge program, your Scouts must begin on Monday and stick with it for the full week. Some merit badges can be completed during the camp period; however, others have requirements for observation, tests, and/or record-keeping extending over a longer period. Scouts should have a merit badge book for each merit badge they begin. Scouts who do not have the book may purchase one at the Trading Post. Merit badge worksheets are not provided by camp.



We have a program specifically designed for first year Scouts, the Pathfinders Program. Depending upon the first year Scout's rank, they may take up to three basic merit badges.

Experience shows that camp is not an ideal classroom for written work. Some merit badges have advanced preparation work which should be done at home and not at camp. The smart Scout comes to camp prepared for the merit badges he plans to take. Scouts who have completed part of the requirements for a merit badge should bring a partial blue card from their counselor so that they may have the opportunity to

complete the remaining requirements at camp. Leaders should develop a master list of each Scout's advancement schedule and review the program area tracking sheets posted daily in the Scoutmaster's Lounge. By reviewing and tracking your Scout's progress, problems can be detected and resolved early which will help your Scouts have the best opportunity to complete their merit badges.

Please take the time to review all blue cards prior to leaving camp at the end of the week. No changes to tracking sheets will be made once summer camp closes.

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## PATHFINDERS PROGRAM

Class Location: Webelos Shelter

Research has proven that Scouts who earn First Class rank within the first year after joining are more likely to stay in Scouts and achieve higher ranks. Our Pathfinders program is specially designed with this in mind. It teaches them basic Scouting skills, while introducing them to Scouting and Fire Mountain Scout Camp. Besides scout skills, they will also learn:

- Patrol Method
- Scout Spirit
- Physical Fitness
- Aquatics
- Cooking
- Tools
- Citizenship
- Leadership
- Camping and Outdoor ethics
- First Aid Skills

The Pathfinders Program is staff-led and assisted by adult troop leadership. Boys participating should bring their Boy Scout Handbook with them to camp. Adults should encourage new Scouts to explore the many program areas offered at camp.

Scouts participating in the Pathfinders program will be able to select up to three merit badges. Fire Mountain Scout Camp recommends first year Scouts carefully select their merit badges. We recommend they choose any of the basic badges in Handicrafts, Ecology/Conservation, or Aquatics.

Sign up for Pathfinders just as you would a merit badge session. Pathfinders will be listed as: Pathfinder-Scout, Pathfinder-Tenderfoot, Pathfinder-2nd Class, Pathfinder-1st Class. Pick one, two, or any combination of Pathfinders classes based upon the Scout's

interests. The Pathfinders area will be available during "Open Program" time after dinner where any Scout may return to work on whatever requirements needed.



# MERIT BADGE OPPORTUNITIES

AREA	MERIT BADGE/PROGRAM	PRE-REQUISITES	COST	DIFFICULTY	MIN. AGE
Crafts	Art	Requirement 4		Basic	
	Basketry		\$10 <sup>2</sup>	Basic	
	Chess (STEM)			Basic	
	Indian Lore		\$16 <sup>2</sup>	Basic	
	Finger Printing			Basic	
	Leatherwork		\$6 <sup>2</sup>	Basic	
	Woodcarving	Have a whittling knife	\$6 <sup>2</sup>	Basic	
Ecology / Conservation	Astronomy (STEM)	Requirements 5b & 6		Moderate	
	<b>Environmental Science***</b>			Challenging	
	Fish & Wildlife Management***			Challenging	
	Forestry			Moderate	
	Photography	Must bring digital camera		Basic	
	Mammal Study / Nature	2 merit badges offered together		Basic	
	Robotics (STEM)			Challenging	
	Space Exploration (STEM)		\$12 <sup>2</sup>	Basic	
Weather (STEM)			Challenging		
Aquatics	Instructional Swim	Not a Merit Badge		Basic	
	Canoeing (STEM)	Must be a swimmer		Moderate	
	<b>Lifesaving</b>	Must be a swimmer		Challenging	13+
	Motor Boating (STEM)	Must be a swimmer	\$5 <sup>1</sup>	Challenging	13+
	Rowing	Must be a swimmer		Challenging	
	Kayaking	Must be a swimmer		Challenging	
	Small Boat Sailing (STEM)	Must be a swimmer		Challenging	
	<b>Swimming</b>	Must be a swimmer		Moderate	
Shooting	Archery (STEM)	Previous range time & skill	\$5 <sup>1</sup>	Challenging	
	Shotgun Shooting – Modern (STEM)		\$30 <sup>1</sup>	Challenging	13+
	Rifle Shooting – Small Bore (STEM)		\$9 <sup>1</sup>	Challenging	
Outdoor	<b>First Aid</b>			Challenging	
	Fishing			Moderate	
	Orienteering (STEM)			Moderate	
	Pioneering	Practice knots		Moderate	
	Wilderness Survival			Challenging	
	Geocaching				
	<b>Camping</b>	4b, 8c, 8d, 9a,			
	Signs, Signals & Codes				
Special Merit Badges/ Programs	Climbing		\$10 <sup>1</sup>	Challenging	13+
	C.O.P.E.	Not a Merit Badge	\$10 <sup>1</sup>	Challenging	13+
	White Water Rafting* (Tuesday only)	Not a Merit Badge	\$65 <sup>1</sup>	Youth & Adult	
	Golf		\$20 <sup>1</sup>	Challenging	13+
	Pathfinders - Scout			Basic	
	Pathfinders - Tenderfoot			Basic	
	Pathfinders - 2nd Class			Basic	
	Pathfinders - 1st Class			Basic	
<b>Citizenship in the World***</b>					

**Bold = Eagle Required.** <sup>1</sup> Class Fee. <sup>2</sup> Estimated cost for kits/materials to be purchased.

\*\*\* All three merit badges must be earned in order to receive the World Conservation Award. (STEM): Merit Badges needed for the NOVA Award.

\*Sign-up for White Water Rafting is done by emailing Program Director, Janie Palmer at [fmscprogramdirector@gmail.com](mailto:fmscprogramdirector@gmail.com)

## WHITE WATER RAFTING (TUESDAYS ONLY)

Come spend a day on the river with Chinook Expeditions and their excellent river guides!! Scout Masters are responsible to have two-deep leadership at camp when they participate with the Scouts on this fun outing. A minimum of 6 people must sign up in order to keep our spot for this weekly event. Cost is \$65 each. This includes a big lunch provided by Chinook Expeditions. Please sign up via email with the Program Director, Janie at [fmscprogramdirector@gmail.com](mailto:fmscprogramdirector@gmail.com). She will send you a required waver that must be signed by parent and participant prior to arrival at camp.

This day-long event does not interfere with merit badge classes. Make-up time is scheduled for Friday morning.



## STEM—SCIENCE, TECHNOLOGY, ENGINEERING AND MATHEMATICS

STEM is part of an initiative the Boy Scouts of America has taken on to encourage the natural curiosity of youth members and their sense of wonder about these fields through existing programs.

There are four Nova awards –one for each of the STEM areas—and each Boy Scout can earn all four. Completion of any Nova award earns the Boy Scout the right to wear the Nova award patch. Completion of each additional STEM Nova award is recognized by a  $\pi$  (pi) pin placed on the patch. Each of these awards builds on STEM- related merit badges. The four Nova awards for boy scouts are the following:



**SHOOT!**



**START YOUR ENGINES**



**WHOOSH!**

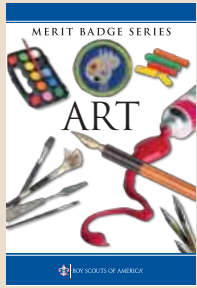


**DESIGNED TO CRUNCH**

Requirements can be found at: <http://www.scouting.org/stem/Awards/BoyScouts.aspx>.  
Contact Program Director for more information.

Have you earned all the merit badges you need to become Eagle? Are you looking for something more to add to your scout camp experience. Do you love science, technology, engineering, and mathematics—how things work and why? Sign up for the STEM program at Fire Mountain.

## HANDI-CRAFTS Class Location: Craft Lodge



### Art

Concentrates on two methods of art. Drawing and painting in various media, design, graphic arts and industrial design.



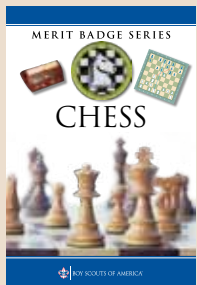
### Leatherwork

Explore leather's history and its endless uses. Learn how to preserve and protect leather items so they will last a lifetime.



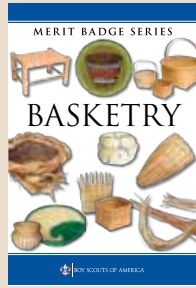
### Fingerprinting

Learn about the different fingerprinting systems, fingerprint patterns, and taking prints.



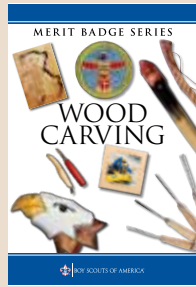
### Chess

Learn the benefits of playing chess, including developing critical thinking skills, concentration skills, and decision-making skills, and how these skills can help you in other areas of your life.



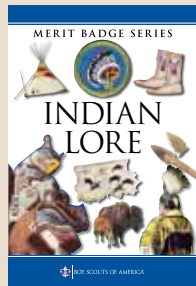
### Basketry

Basketry is a handy skill for a Scout. Baskets and basket-weaving projects also make great gifts for family and friends.



### Wood Carving

As with any art, wood carving involves learning the basics of design, along with material selection, tools and techniques as well as wood-carving safety.

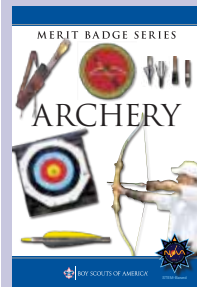


### Indian Lore

Having an understanding of the native peoples of America has always been a part of American Scouting. Here is your chance to learn some more.

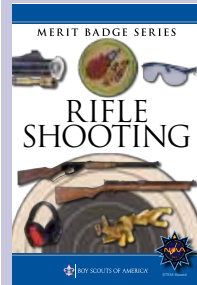
## SHOOTING SPORTS

Class Location: Gene White Rifle Range & Archery Range



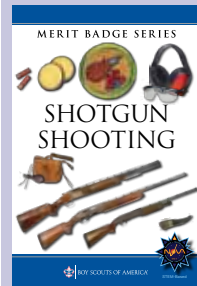
### Archery

Archery is a fun way for Scouts to exercise minds and well as bodies. Develop steady hands, a good eye, and a disciplined mind.



### Rifle Shooting – Small Bore

Unless a rifle is handled incorrectly or recklessly, it is not dangerous. Scouts can develop their shooting skills while learning safe practices.

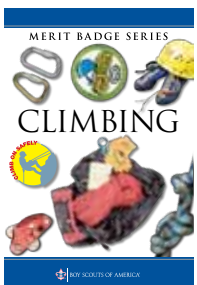


### Shotgun Shooting

A shotgun is a precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area at a certain distance.



## CLIMBING PROGRAM Class Location: Climbing Tower



### Climbing

Climbing is not a sport that requires tremendous muscular strength; it demands mental toughness and the willingness to practice hard to master a set of skills.

## AQUATICS Class Location: Chinook Beach and Marina



### Swimming

Swimming is a leisure activity, a competitive sport, and a basic survival skill.



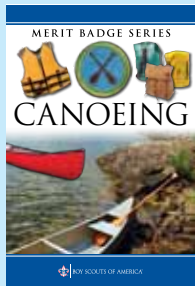
### Rowing

Rowing is the use of oars as a means of propelling boats, and is a good form of exercise.



### Motor Boating

Learn how to operate a motor boat, the nautical “rules of the road,” and maneuvering skills.



### Canoeing

The canoe was a primary method of travel for explorers and settlers. It’s also a great fitness, teamwork and communication activity.



### Lifesaving

Prepare Scouts to assist those involved in water accidents. Learn how and when to act.



### Small-Boat Sailing

Sailing is one of the most enjoyable pastimes on the open water.

## OUTDOOR SKILL Class Locations: Outdoor Skill Area/Fishing Dock



### Fishing

“Every Scout ought to be able to fish in order to get food for himself.” - Lord Robert Baden-Powell



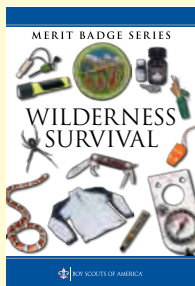
### First Aid

Learn basic skills to care for the injured until they can receive professional medical care.



### Kayaking

Used by tribes and pioneers of the north, this little boat is pretty tough. Check out America’s fastest-growing water sport.



### Wilderness Survival

When things go wrong, the skills of wilderness survival can help make everything right again.



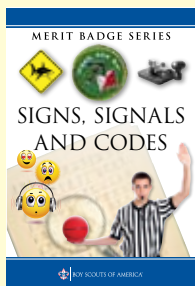
### Pioneering

Develop knowledge of ropes, knots, splices and lashings along with the ability to build rustic structures.



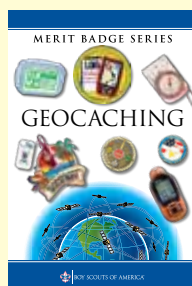
### Orienteering

Learn to use a map and compass to find locations and plan a journey.



### Signs, Signals, Codes

Learn various forms of communication.



### Geocaching

“Geo,” which means “earth,” and “cache,” which means “a hiding place.” Find items using GPS device.



### Camping

Learn the art of living out-of-doors, a well-known method of Scouting strongly promoted by Lord Baden-Powell.

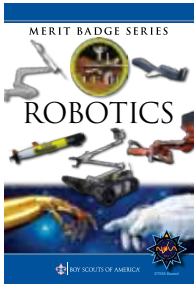


## SPECIAL PROGRAMS



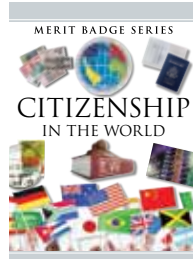
### Golf

Golf is unique because the players police themselves. Every player is expected to act honorably, and uphold the integrity of the game. This is why golf often is referred to as a “gentleman’s game”.



### Robotics (Location: Fort Boeing)

Earning the Robotics Merit Badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); he should demonstrate robot design in building a robot.



### Citizenship in the World

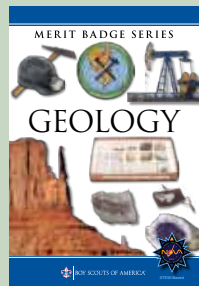
Eagle required and one of three merit badges needed to earn the World Conservation Award.

## ADULT PROGRAM

### The Rocking Chair Patrol

For those amazing volunteer Scout Leaders who make camp possible, we would like to induct you into the “Rocking Chair Patrol.” With “merit badges” like Dutch Oven Cooking, Super Hero and Coffee/Hot Chocolate Drinking to be earned, the Rocking Chair Patrol has its “work” cut out for it. The staff at Fire Mountain understands that, for many, bringing your troop to camp is YOUR vacation just as much as it is the boys’ adventure. After being inducted into the Rocking Chair Patrol, the group will be given a list of requirements and tasks to complete. During the course of the week you will work - sometimes as a group, sometimes as individuals - to complete these requirements. The cost for this program is \$20 per person to cover program materials.

## NATURE Class Location: Fort Boeing



### Geology

Study of Earth. It includes the study of materials that make up the Earth.



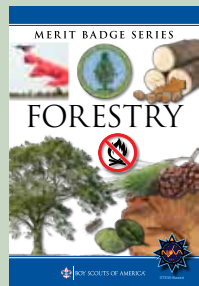
### Astronomy

Study how space affects our own planet. Study where new stars are born. Lay under the stars at camp. Not a bad place to do both. Great for all ages.



### Weather

Meteorology is the study of Earth’s atmosphere. Scouts can learn about extreme weather such as storms and how to stay safe.



### Forestry

Scouts explore the remarkable complexity of a forest and identify many species of trees and plants. Great for all ages.



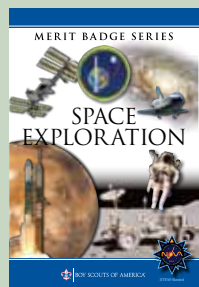
### Environmental Science

Scouts will get a taste of what it is like to be an environmental scientist.



### Fish & Wildlife Management

Wildlife management is the science and art of managing the wildlife - both fish and animals.



### Space Exploration

Space is mysterious. It is vast, and humans are full of curiosity.



### Photography

Come see nature through a different lens and express your creativity.



### Mammal Study / Nature

Learn about how complex systems in our world interact with one another in nature.

## JOHN COLTER AWARD

### Requirements:

1. Make a medicine pouch of leather and decorate it with beads and other materials. In your pouch you should put things of significance to you while you completed the award.
2. Have an overnight wilderness experience by:
  - a. Completing either the Rock Garden or Split Rock hike
  - b. Then, on the same day, complete a wilderness survival overnight.
3. Complete the mile swim award.
4. Cover a specified 3-mile course in less than one hour using a scout's pace.
5. Canoe 2 miles by yourself.
6. At the Black Powder Range, complete 2 targets of 3 shots each in a pattern that can be covered by the end of a pop can (2-1/2 inches in diameter).
7. Throw a tomahawk accurately from approximately 6 paces so that it makes a complete rotation and sticks into a 1 foot diameter target 3 out of 5 times.
8. Start a fire without matches. Use it to cook a meal of edible plants. Eat it.
9. Make an arrow out of natural materials found at camp and use it at the Archery Range. You must hit a 1 foot diameter target at 20 yards.

10. Identify 30 plants, shrubs, or trees common to the Fire Mountain area.
11. Complete a 1 mile orienteering course.
12. Complete one climb and one rappel on the Climbing Tower. Ascend any but the easiest route.

**All requirements must be completed within one week. If you are interested in working on this program, please contact the Program Director as early as possible in the week.**

## TRADING POST

The Trading Post at Fire Mountain Scout Camp offers a wide range of items to meet most of your needs including:

merit badge pamphlets, craft kits, whistles, lacing/paracord, hats, t-shirts, belts, archery supplies, snacks, ice cream, drinks, flashlights, Scout knives, fire-starters, camp equipment, walking sticks, sunscreen, insect repellent, stamps, and batteries. About \$60 per Scout should be enough to meet most souvenir and other needs while at camp. Additional funds may be needed for shooting and some high adventure activities. Cash, credit/debit cards and checks accepted. The Trading Post will be closed during mealtimes.



## EMPLOYMENT OPPORTUNITIES

Many people have asked what makes one camp better than another. Every Boy Scout camp has a waterfront, archery range, rifle range, nature trails, and campsites. Most have boating, first year emphasis programs, and specialized high adventures. What is the difference? The answer is almost a resounding: "The Staff!" It is truly the staff of a Boy Scout camp which makes it successful. Fire Mountain Scout Camp is always in search of talented, enthusiastic, and motivated individuals who are committed to making a difference in the lives of Scouts. For youth and adult applications, go to [www.mountbakerbsa.org/camps/staff/index.html](http://www.mountbakerbsa.org/camps/staff/index.html).

### **Apply for a Camp Staff Job Now!**

These are a few of the frequently expressed reasons to work at camp:

- Make lots of new friends both in and out of state.
- Spend a summer in the great outdoors where nature prevails.

- Acquire experiential education (learning by doing) and new skills which will last a lifetime.
- Be part of an effective team and cooperate with others to get things done.
- Learn to lead others and apply those leadership skills.
- Undertake and fulfill meaningful challenges and earn the satisfaction of doing a job well.
- Work with youth and adults of all ages.
- Serve others (the most noble and fulfilling pursuit of all).
- Give something back for the opportunities you have received.
- Live in a wholesome environment based on the Scout Oath and Law.
- Have meaningful spiritual experiences.
- Have the advice, counsel, and support of senior staff who are dedicated to helping you succeed.
- Be considered for jobs of greater responsibility and receive letters of recommendation for other pursuits.



# Fire Mountain Boy Scout Camp

## Mount Baker Council

### SPECIAL NEEDS FORM

Please supply information on any medical, physical or dietary needs members of your unit may have during your stay at camp. We will do our best to accommodate requests whenever possible. Please contact the Camp Director, John Owen, (425) 3315-6472, to discuss your specific needs. There is no electricity in the campsites for CPAP machines.

***Provide a separate form for each individual.***

Scout/Adult in need: \_\_\_\_\_

Unit: \_\_\_\_\_ Council: \_\_\_\_\_ Dates at camp: \_\_\_\_\_

Parent/contact name: \_\_\_\_\_

Phone: \_\_\_\_\_ h/w/c \_\_\_\_\_ Alt. phone: \_\_\_\_\_ h/w/c \_\_\_\_\_

Email: \_\_\_\_\_

**DIETARY NEED:** (Please specify any allergies vs. sensitivities. All allergies should be clearly noted on the participant's medical form.)

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**MEDICAL/PHYSICAL NEED:**

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

***PLEASE SUPPLY THIS FORM AT LEAST 2 WEEKS PRIOR TO YOUR CAMP SESSION.***

Mail to: **Mount Baker Council, BSA,  
1715 100th Pl SE, #B,  
Everett, WA 98208**

Fax: **(425) 338-3477**

