



Summer 2022 Camp Roosevelt

A Nationally Accredited Scouts BSA Camp

Week 1: June 26 - July 2

Week 2: July 3 - July 9

Week 3: July 10 - July 16

Garden State Council

Roosevelt Scout Reservation, Elmer, NJ

GardenStateScouting.org/Camp-Roosevelt



From the Camp Director

Dear Scouts and Scouters,

Welcome to the 2022 summer camp season at Camp Roosevelt! We are excited to have you as part of our 95-year history and as a part of the Camp Roosevelt family. While our virtual Camp Connected was fun, we are so excited to be back in-person to deliver a full summer camp experience.

This guide contains all the important information you will need for your stay at Camp Roosevelt. Please take time to review it completely as it contains a lot of great information that is likely to answer any questions you may have about camp.

We have worked hard this past year to put together the most exciting program yet, including new program opportunities, new awards, and so much more to make this an outstanding summer to remember!

Our camp staff is committed to exceeding your expectations. They are carefully selected and trained to assist you and your Scouts, while providing a high-energy experience and personal touch to each of our programs. I have spent the past 13 summers at Camp Roosevelt, and I am excited to continue this year as Camp Director.

At Camp Roosevelt, we take pride in our camp culture that establishes an atmosphere and aura that makes every Scout and leader feel like a part of the Camp Roosevelt family.

We look forward to greeting you this summer at Camp Roosevelt. Please do not hesitate to contact us for any reason; we are here to serve! Thank you for choosing Camp Roosevelt as your camp destination this summer.

Yours in Scouting,



Nicholas Deitz,
Camp Director



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About This Guide

This guide is designed to orient you with the camp’s program offerings, procedures, facilities, and rules. It is broken down roughly chronologically to make your preparation, arrival, and stay at camp as straightforward as possible.

Please take a moment to read through this book and get yourself and your Scouts acquainted with some of our program offerings. Please keep in mind that this book is a guide and every individual Scout’s summer camp experience should be unique.

This guide should serve to answer most of your questions about camp, but you may still need to ask other questions. Please feel free to contact the Council office if there are any questions that are not answered here or at the Leaders Meeting, or email us using camproosevelt@gardenstatescouting.org.

New This Year

At Camp Roosevelt, we offer a wide variety of programs for Scouts and leaders of every age, and each of our program areas has its own unique highlights that make it stand apart from the others. Below are some of our new programs and highlights we are offering at Camp Roosevelt for the 2022 season.



Roosevellies Pizza at Camp

Delicious and homemade directly in camp by your very own campstaff, a variety of pizzas are available for order Tuesday nights! Pizzas are delivered directly following the Scout Skills Meet to your campsite. Download the order form from the [Camp Roosevelt website](#).

UPDATED Activity Period Offerings

Bringing excitement back to our activity period, starting this year you can find NEW and EXCITING activities added to your daily schedule! With an assortment of Scouting and non-Scouting programs, you can find kickball, human chess, science experiments, handicraft projects, capture the flag, and so much more! Check out the daily activity period listings each morning!

Magic the Gathering Tournament and Dungeons & Dragons Campaign



The trading card game ‘Magic the Gathering’ has been popular at camp for years! Take part in this exciting tournament for the opportunity to make your claim as the undisputed Camper Champion and face your greatest opponent yet: The Staff Champion! And the gaming fun does not stop there! Are you into Dungeons & Dragons? Have you played before or have always wanted to see what it’s like?? Well, look no further than the Camp Roosevelt Dungeons & Dragons night held weekly! Spots are limited to the first Scouts to sign-up!



Camp Administration Team

The Camp Administration Team at Camp Roosevelt is here to make sure that all of your Scouts' needs are met for their stay at camp. Team email: camproosevelt@gardenstatescouting.org.



Camp Director: Nicholas Deitz

The Camp Director has the ultimate responsibility for healthful and safe operation of the overall camp. Any needs not addressed by other staff directors should be brought to the attention of the Camp Director.



Program Director: Arek Kalesnik

The Program Director is responsible for the supervision of the program staff, the Roosevelt Ranger Leadership Corps, and all other camp programs. Any needs not addressed by individual program Area Directors should be brought to the attention of the Program Director.



Commissioner: Tanner Bushman

As the liaison between the Troops and the Camp, the Commissioner's role at Camp is to make sure that Troops are satisfied during their stay. If at any time during your stay you have questions or concerns, our Commissioner will work diligently to make sure everything is to the Troop's liking.



Business Manager: Richard Morris, Jr.

The Business Manager is responsible for registration and all finances attributed to camp. Find him daily in McKeever Lodge for any adjustments and add-ons to your unit's balance.



Council Program Director: Michael Perry

The Council Program Director is a professional Scouter from the Garden State Council who advises the Camp Management and is there as direct support from the Council.

Camp Staff

Each year, Camp Roosevelt employs more 70 seasonal staff members, ranging in age from 15 to... well a whole lot older. All Area Directors attend BSA National Camping School while our entire staff participates in numerous hours of training to make sure they are ready in every capacity to provide the perfect summer camp experience.

Interested in becoming a part of Camp Roosevelt Staff?

The Camp Roosevelt staff is home to some of the best Scouting has to offer. With a variety of program areas to choose from, there is sure to be a position for everyone. Make memories all summer long teaching Scouts the great fundamentals of Scouting through merit badges and activities. We here at Camp Roosevelt have a belief that summer camp should be the most fun thing a Scout does during their summer; that goes for staff, too!

Interviews are held annually in January at the Council headquarters.

Not old enough to be staff? Sign up for our Ranger Leadership Program!

The Roosevelt Ranger program is for Scouts at least 14 years of age and First Class who have an interest in becoming part of Camp Roosevelt's program staff.

This training program provides Scouts with an opportunity to learn from the Camp Roosevelt staff how to be one of our spectacular staff members. Participants live at camp for each week of program and train in leadership and presentation skills while experiencing all areas of camp. During the week, approximately half of their time is devoted to assisting in department work, with the other half available for structured training or to participate in regular camp programs such as merit badges.

Scouts participating in this program will grow in Scouting skills, responsibility, and leadership, which will hopefully travel back to bolster their Troop's operation. At the same time, Camp Roosevelt Staff will have an opportunity to assess each participant's potential to return the following year as a full-time Camp Staff member.

Scouts interested in joining Roosevelt's Rangers are interviewed annually in January at council headquarters.



Unit Leadership

Leader Requirements

Each unit must provide its own registered leaders. The Boy Scouts of America requires:

- A minimum of two adult leaders for each unit in camp at all times.
- Adult leaders must be at least 21 years of age, registered members of the Boy Scouts of America, with current Youth Protection Training and fully trained in their unit leadership positions.

If you have concerns about meeting the leader re-

quirements, please contact us and we will be happy to explore a variety of options that may be available to your unit. In the case of very small units, it may be possible for Council to pair you up with another unit in order to pool leadership.

During the week, any arriving leaders—or other adults visiting or participating with your unit—must check in and all departing leaders must check out at McKeever Lodge. At no time may a unit be in camp without two adult leaders.

Leader Responsibilities

- Before arrival, inform the camp of any special need a Scout or adult leader may have regarding disabilities, medications, or special dietary needs due to health or religious reasons.
- Follow and help enforce all camp rules and policies.
- Be aware of the locations and activities of your

Scouts at all times.

- Enforce the buddy system.
- See that camp facilities and equipment are not damaged by Scouts from your troop.
- Pre-register Scouts for camp, merit badges, special programs, and Rough Riders.

Hints and Suggestions

- If there is something that could make your stay at Camp Roosevelt better, let the senior staff know about it—they pride themselves on being responsive.
- Ask questions of our staff; we're here to serve you!
- Bring this guide with you to Camp; you will probably want to refer to it often.
- Take time to socialize with other leaders and exchange ideas. There will be plenty of opportunities for formal and informal gatherings,

sharing ideas and experiences, friendly competitions, and fellowship among Scoutmasters in Camp. Camp Management will let you know about the scheduled events. Being friendly will help you seek out the informal gatherings.

- A 3-ring binder works great to organize paperwork and be prepared for Sunday check-in.
- Let us know how we are doing. Whether it is something we are doing well or something we could be doing better, we want to know.

Senior Patrol Leader

The Senior Patrol Leader runs the Troop while at camp. Throughout the week, the SPL from each Troop will be called upon more often than the leaders—they are the key contact in your Troop. Senior Patrol Leaders can take advantage of the SPL Get

Together each Wednesday evening at 7:30 pm at the Dining Pavilion. This SPL-only cracker barrel is their chance to make connections and have a great time.

Preparing for Camp

Dates

In 2022, Camp Roosevelt will operate three weeks of a regular Scouts BSA resident camp program.

Scouts BSA Weeks:

- o Week 1: June 26th to July 2nd
- o Week 2: July 3rd to July 9th ***
- o Week 3: July 10th to July 16th

Webelos Resident Camp:

- o Week 4: July 17th to July 20th

**** Holidays Week:
During week 2 of Camp,
prepare to have a holly,
jolly, thankful, spooky
week! Each day we
will celebrate a different
holiday and everyting
that comes with it,
from egg hunts to
trick-or-treating!*

Provisional Camping

Any Scout is welcome to attend Camp Roosevelt for a summer camp experience, even if they can only come as an individual. Provisional camping offers an opportunity for a Scout to attend camp who may not be able to attend with their troop or maybe just wants to attend an additional week of camp. Provisional Scouts form their own troop when they come to camp and are not paired with already attending troops. Everyone in provisional is from a different troop, so it is a great experience to meet new friends and have great new experiences!

2022 Camp Fees

Camper fees are “all-Inclusive” and include all materials Scouts may need to complete their selected merit badges. There are no additional costs for program items such as handicraft kits, rocket kits, archery kits, etc. All scouts attending with their Troop must submit payment through their unit. Units are encouraged to create payment plans that suit the needs of their families.

Scouts can attend multiple weeks and save! When registering online, when a Scout’s First Name, Last Name, and Unit Number match their existing camp week reservation, the additional week will be discounted \$30 automatically. *For details about Leader Fees, see the table on the next page.

Type of Registration	Early Registration Before May 15	Regular Registration as of May 15
Standard Scout Registration	\$370	\$400
Adult full week*	\$125	\$125
WEBELOS Resident Camp Youth	\$370	\$400
Scouts BSA Day-Only Camper	\$275	\$275

Leader Fees

Two adult leaders are required to be in camp at all times with every unit. Therefore, two adult leaders may attend Camp Roosevelt for free. One additional free adult is offered for each additional ten youth campers. Any additional adults may spend the week in camp at the rate of \$125. The table below explains the number of free adults.

Number of Scouts in Camp	Number of "Free" Adults	Cost for Additional Adults
1-10	2	\$125
11-20	3	
21-30	4	
30+	5	

Refund Policy

Once a camp fee has been paid, it is applied to the costs of running the camp. As such, refunds will only be considered if notified in writing two weeks prior to the unit's scheduled arrival date at camp. There will be no refunds granted within two weeks of camp attendance except in extenuating circumstances or for medical reasons verified with a doctor's note no later than the completion of the unit's week at camp. Camp Management will review any requests for a refund to determine the amount, if any. It is the unit's responsibility to ensure all parents are aware of the refund policy.

Camperships

Garden State Council does not want any Scout to miss out on the opportunity to attend Camp Roosevelt due to financial need. In the form of a "campership", funds are available to assist Garden State Council families in need of financial aid. Campership funds are made possible from both individuals and organizations that understand the lifelong impact that summer camp can have on a Scout.

To be considered for a campership, an application must be submitted for review to the Garden State Council Campership Review Committee. The form and instructions can be found online at www.gardenstatescouting.org/camp-roosevelt.

Applications are due by 5:00pm on March 31, 2022. Note: Applications turned in after the March 31st deadline will be kept on file at the Council office and will be reviewed should further funds become available.

Campers from other Councils should contact their local Council to determine eligibility and availability of campership programs within their Council.



What to Bring

Equipment Provided by Camp

Most of the materials your Troop will need for a camping experience will be provided. Each campsite comes equipped with the following:

- ✓ Tent platforms with tents and cots or Lean-tos with wooden bunks². (See the [Campsites](#) section on page 18 for details and photos.)
- ✓ Tarp
- ✓ Picnic Tables
- ✓ Bulletin Board
- ✓ Shovel
- ✓ Rake
- ✓ Broom
- ✓ Fire Ring
- ✓ Fire Barrel
- ✓ Hose
- ✓ Trash Cans
- ✓ Flag Pole
- ✓ American Flag

Your Troop Guide or Camp Management can arrange for other equipment needed for the maintenance and safety of your campsite.

- 1. If a unit exceeds the lean-to capacity of their campsite, tents will be provided for additional capacity upon request.*
- 2. Camp Roosevelt does NOT provide mattresses for the wooden bunks in lean-tos. Please make sure to bring any additional padding.*

Unit and Patrol Equipment

Your unit may want to bring additional equipment to camp to support any special program needs. Some items to consider might be the Troop Trailer, axes, bow saws, spare tools, Troop and Patrol flags, first aid kit, advancement charts, unit merit badge pamphlets, specialty cooking equipment, propane lanterns and patrol boxes.

If your troop has scouts participating in the **Rough Rider** program, it is also advisable to bring some Troop tents for them to use on their overnight campouts.

Individual Equipment

Download the recommended packing checklist from the Camp Roosevelt website.



Unauthorized Equipment and Prohibited Items

The following items should not be brought to camp:

- Paintball guns
- Airsoft guns
- Personal firearms, bow equipment, or ammunition
- Fireworks of any kind
- Water balloon launchers
- Slingshots
- Alcohol or illegal drugs
- Pets
- Liquid fuels (i.e. kerosene, gasoline, etc.)
- Troop/Personal ATVs and Watercrafts
- Any other unauthorized or illegal equipment or materials.

If in doubt, call the Camp Office during the camping season or the Council office at any time.

Cellular Phones and Portable Electronics

We recommend that your unit establish a policy for cellular phones, smartphones, and electronics prior to arrival at camp. Make sure that both Scouts and their parents understand the policy and the reasons behind it.

Camp Roosevelt would like units to decide when to let their Scouts possess electronics to encourage responsible and appropriate use. We recognize that there will be times when use of electronics can supplement and enhance the camp experience, such as by using an app to aid in plant identification or the GPS feature of a cellular phone to plot out a hike. On the other hand, if used inappropriately, Scouts using electronics can detract from the outdoor camp experience for themselves and for others around them.

Personal Property

Camp Roosevelt does not assume responsibility for any damage to, or loss of, personal property brought to camp. It is best to leave valuables at home.

Uniform

The uniform of the Boy Scouts of America helps to create a sense of belonging through personal equality, provides youth and adult members a sense of identification and commitment, and displays achievement.

The complete official summer field uniform includes: Scout shorts, short sleeve field uniform shirt, Scout webbed or leather belt, and Scout socks. The field uniform is expected attire for evening flag ceremonies and dinner, as well as the Closing Campfire. Staff will also wear the complete field uniform for the morning flag ceremony and breakfast. While this is encouraged for campers, this is optional and left to the discretion of the unit.

Camp Facilities



Camp Office (McKeever Lodge, center picture above)

McKeever Lodge serves as the camp office and is located at the top of the stairs from the lake, across from Palen Lodge and adjacent to the Kitchen. The office is open daily from 7:00 AM to 9:30 PM. The desks of the Camp Director, Business Manager, and Assistant Camp Director are housed in McKeever Lodge.

Leaving and Returning

Any person arriving to or leaving from camp must sign in and out at McKeever Lodge. An adult authorized on Part A of the BSA Health History form must accompany any youth leaving camp.

Visitors

All visitors are required to park on the Dining Hall side of camp, sign in at McKeever Lodge, and receive a temporary visitor pass. They must return to sign out before leaving.

Telephone

The camp office phone is available for camp business and emergencies only. Please let parents know this line is only for emergency purposes and general camp business.

Phone: (856) 358-2030 (*active only during the summer camping season*)

Mail

Mail is very important to Scouts at camp, especially for Scouts in their first year and experiencing their first extended time away from home. A letter from home in the beginning of the week might make all the difference between a good and bad experience. Outgoing mail can be sent from the camp office.

For prompt delivery, please include the Scout's name and Troop number. Mailing the letter before the Scout leaves for camp will ensure that it arrives in time. All mail should be addressed as follows:

[Scout's Name], Troop [#]
Roosevelt Scout Reservation
384 Watsons Mill Road
Elmer, NJ 08318



Wi-Fi

There will be a Wi-Fi hotspot for leaders in Camp. Details will be given during the Leader's Orientation Meeting held on Sunday evening. We ask that leaders do not share the Wi-Fi passcode with their Scouts.

Lost and Found

The Camp lost and found is located in McKeever Lodge. All Scouts should have their personal items clearly marked with their name and Troop number.

Troop Photos

The Camp's photographer will be on site to take photos of your Troop before dinner on Monday evening. Interested units can add the photos to their online registration or in-person with the Business Manager during the Sunday check-in process. Troop photos cost \$10 for 5"x7" and \$15 for 8"x10".

Showers and Restrooms

Camp Roosevelt provides separate shower and restroom facilities for youth male, youth female, adult male, and adult female. The shower house is located at the pool. All facilities have private stalls and are handicap accessible.

Each day, once in the morning and once in the evening, a Troop or two will be asked to sweep and clear out the shower house as a service project. Adult leaders are responsible for the conduct of their Scouts while in the showers and we ask that you provide adult leadership outside while your Scouts are in the showers. Should there be any observed misbehavior from Scouts, adults in camp do have the responsibility to ensure the safety of the Scouts. The showers should be checked for cleanliness before and after use. Please refer to the following:

Day	Morning Duty = 7:00 AM	Site Assigned the Duty
	Evening Duty = 8:00 PM	
Sunday	Morning	Staff
	Evening	Baitinger Woods, Staff
Monday	Morning	BP Woods, Buckskin
	Evening	Carley, George
Tuesday	Morning	Apache, Cherokee
	Evening	Hopi, Lenape
Wednesday	Morning	Mohican, Seminole
	Evening	Seton, Shawanos
Thursday	Morning	Turrell, Yawgoog
	Evening	Baitinger Woods, Staff

Day	Morning Duty = 7:00 AM	Site Assigned the Duty
	Evening Duty = 8:00 PM	
Friday	Morning	Assigned Units
	Evening	Staff
Saturday	Morning	Staff
	Evening	Staff

Note, if a campsite is not filled for a particular week, the bathroom duty schedule will be revised and all units informed.

Self-contained outhouses (portable toilets) located throughout the camp are cleaned daily according to their own maintenance schedule.

Health Lodge

Sparks Lodge serves as Camp Roosevelt’s Health Lodge and is located next to the Volleyball Court and between the Seminole and Seton campsites. All injuries and illnesses must be reported to the Health Officer and recorded in the health log.

The Health Lodge is open 24 hours a day and staffed by a trained health officer/and or EMT. However, during meals and/or camp-wide activities, the EMT may not be at that location. In those instances, their location will be posted on the Health Lodge door or in the camp bulletin.

All youth medications – [prescription](#) and [nonprescription](#) – must be checked in with the Camp Health Officer during Sunday check-in. Click each word to access the PDF forms that must accompany any medication.

Medicals

All Scouts and leaders must have a completed, current [BSA Annual Health and Medical Record](#) (Parts A, B, & C) on file with the Health Lodge. This includes any and all adult leaders who may be rotating into camp during the week. Note: Please bring a copy of your medical (not the original) or have copies of your medical at home in the event it may become misplaced. The current version of the BSA’s Annual Health and Medical forms are available here: <https://www.scouting.org/health-and-safety/ahmr/>.

Medical Forms must be dated within the past 12 months of arrival at camp and have a physician signature on Part C. Please review all emergency contact numbers and make sure they are appropriate for your time at camp. Physical exams will not be given at camp. Forms that are incomplete in any way cannot be accepted. Any Scout or leader who arrives at camp without a complete and signed medical form will be required to leave camp.

If a youth has medications listed on their medical form it is expected that they will arrive at camp with those medications, clearly labeled, as detailed in the next section titled **Medication**.

This year, our [summer camp registration portal](#) gives Troops the option to upload PDF copies of the

BSA medical forms for each camp participant, as part of their individual registrations.

Medication

All youth medications (prescription and non-prescription) must be checked in with, stored by, and distributed by the Health Lodge. The only exceptions are NJ state-recognized emergency medications: asthma rescue inhalers, nitroglycerin tablets, and epinephrine auto-injectors. Note that these are the only exceptions!

In addition, all medications must be in the original prescription bottles and will be administered as prescribed on the bottle. All medications (i.e. Tylenol, Motrin, over-the-counter allergy medications, etc.) must be in the original bottle with the person's name, how many to take, and when to take it written on the bottle. Any medication not in the original containers cannot be administered since medical staff cannot be sure what the medication is if not in original containers.

Please have the [Prescription Medication](#) Information form completed by the Scout's parent/guardian prior to camp. This form has been developed to make it easier to know when and how a youth takes their medication. An additional form is available for any [Over-the-Counter Medication](#).

The Camp Roosevelt Health Lodge staff is not responsible for making sure a camper receives their medication or that the medication is taken once dispensed. The staff does not have the ability to hunt campers down to take their medication.

CPAP Machines

If you require power for a CPAP machine, Camp must be notified prior to your arrival. There are limited campsites with electricity available to supply CPAP machines, and camp cannot guarantee that electricity will be available. It is recommended that you bring a battery-powered machine. Electricity provided in campsites is for medical equipment only.

Insurance

The Accident Insurance is in excess to any and all other available sources of medical insurance or other healthcare benefits. Any claims will first be filed through your primary/personal insurance carrier or healthcare plan prior to this policy responding. In the event no other primary insurance or healthcare plan exists, this policy will serve as the primary subject to the plan limits and terms. Out of Council Troops must provide their Accident and Health Insurance Certificate.

Dining Services

Camp Roosevelt utilizes a hardcover pavilion on a cement foundation for an airy, spacious, and covered outdoor dining experience.

Special Dietary Needs

Camp Roosevelt plans the camp menu following national nutrition guidelines and receives approval of its menu from a dietician. We do our best to provide menu options to accommodate many different dietary needs and allergy considerations. Peanut butter and jelly sandwiches are always available as an alternative or addition to any meal, but due to allergy concerns, each camper must request this individually. Please realize that it is not possible to provide food to meet every dietary and allergy need.

Please contact the Camp Director at least two weeks prior to camp to make arrangements for any special food needs, menu questions, and food storage concerns. You will be put in contact with our Food Service Manager who will be able to answer all food-related questions.

Any youth or adult with special dietary needs should fill out [the dietary request form](#) and deliver it to camp at least two (2) weeks prior to their arrival. Please mark the envelope attention Food Service Manager, or email it to camproosevelt@gardenstatescouting.org with subject line: "Dietary Needs Week #, Troop #".

Waiter Duty

Meals at Camp Roosevelt are served family style. During the Camp tour on Sunday afternoon, the Dining Hall Steward will assign tables to each Troop.

Waiters from each Troop, one per Troop-assigned table, should report to the Dining Hall 25 minutes prior to each meal (see chart in **Meal Times** section). Waiters will receive instruction from the Dining Hall Steward. Waiter responsibilities include:

- ✓ Setting the table with plates, tableware, napkins, cups, and serving utensils.
- ✓ Retrieving food and drink pitchers during the meal.
- ✓ Cleaning up after the troop is dismissed – clearing and washing tables.

Scouts assigned for waiter duty during the lunch slot should report to the dining hall immediately following Period 3 on the **Merit Badge Schedule**.

Waiters are not to leave until dismissed by the Dining Hall Steward. No waiters are needed for Friday Night Family Dinner or Saturday Morning Breakfast.

Etiquette

In addition to the Scouts and leaders in your Troop, Staff will be joining you at each meal. A place setting for an adult leader from your unit and at least one Staff guest should be reserved at each table.

Upon entering the dining hall, please remain standing until all troops and staff have filtered in and grace has been said. After grace, waiters will be called to the kitchen to obtain any remaining hot or cold items. Please remove hats while in the Dining Pavilion.

We ask for your assistance in preventing food waste. Once an item leaves the kitchen it cannot be returned, even if it was not used. So, for example, if you only need one more sandwich roll for your table, we ask that you please ask around at neighboring tables to see if they have any extras remaining before coming up to open a whole new bag.

Meal Times

Meal	Meal Time	Flag Ceremony	Waiters Report Time
Breakfast	7:40 AM	7:30 AM	7:15 AM
Lunch	12:00 PM	---	11:35 PM
Dinner	6:10 PM	6:00 PM	5:45 PM

Troops may also choose to cook in their campsite. If your Troop will not be eating in the dining hall for a meal, please notify the Dining Hall Steward at least one meal in advance.

Special Exceptions to the Dining Schedule

Saturday breakfast starts at 8AM; no morning flag ceremony on Saturday.

Friday evening, families are invited to join their units in-camp for the **Friday Night Family Dinner**. Please provide a guest count for the Friday Dinner during your Sunday meeting with the Business Manager. Leaders may also pre-register and pay for their guests prior to camp via the online registration system.

Trading Post

Camp Roosevelt provides a fully stocked Trading Post with various merit badge items, souvenirs, T-shirts, patches, uniform items, camping gear, personal hygiene needs, snacks, and beverages.

Every effort will be made to adhere to the included schedule. Occasionally, special circumstances arise, which makes it necessary to change this schedule. In such instances, an announcement will alert Scouts to any changes. Please see the Trading Post manager if you have any questions or special needs regarding this schedule.



Sunday	1:00 PM – 5:15 PM
	7:00 PM – 8:15 PM
Monday	8:45 AM – 11:30 PM
	12:45 PM – 5:15 PM
	7:00 PM – 9:00 PM
Tuesday	8:45 AM – 11:30 AM
*7:15 PM – 8:30 PM	12:45 PM – 3:30 PM
is the Scout Skills Meet	8:30 PM – 9:30 PM
Wednesday	8:45 AM – 11:30 PM
*3:30 PM – 5:15 PM is the Aquatics Meet	12:45 PM – 3:30PM
	7:00 PM – 9:00 PM
Thursday	8:45 AM – 11:30 PM
	12:45 PM – 5:15 PM
	7:00 PM – 9:00 PM
Friday	8:45 AM – 11:30 PM
	1:00 PM – 7:15 PM
Saturday	CLOSED

Prices are \$10.00 for adults, \$5.00 children ages 5 – 11; under 5 eat for free.

Registered Scouts and leaders are automatically included in the meal count.

To avoid lines and assist in maintaining people flow at the Friday Night Dinner, we will use the following schedule for weeks when all campsites are occupied:

Apache	5:00	Lenape	5:20	Yawgoog	5:40	George	6:00
Carley	5:05	Mohican	5:25	BP Woods	5:45	Buckskin	6:05
Cherokee	5:10	Seminole	5:30	Turrell	5:50	David	6:10
Hopi	5:15	Shawanos	5:35	Seton	5:55	Baitinger	6:15

Please note, however, that on a week-to-week basis the above schedule may be condensed or modified. Any changes will be communicated to leaders during the week.

Guest Meal Prices

Guests visiting during mealtimes other than the Friday Night Family Dinner are invited to purchase their meals individually at the following rates, payable to the Business Manager in McKeever Lodge, where all guests must sign in and out.

Breakfast: \$8.00 Lunch: \$9.00 Dinner: \$10.00

Special Food Items

Please make arrangements for special items through the Business Manager at McKeever Lodge.

- Watermelon – Seasonal Price (place orders by Tuesday). If purchasing for use in a Greased Watermelon event, please be sure to make arrangements with the Waterfront Director. (see [page 32](#))
- Hand-Crank Ice Cream – See our Provisional Scoutmaster for instructions.
- Ice – Can be bought at the Trading Post.

Arrangements can be made for other items with advance notice.

Chaplain Services / Vespers

A Scout is reverent. It is important for all Scouts and Scouters to take time during their week to observe the 12th point of the Scout Law.

A non-denominational service will be conducted after dinner on Wednesday at the Dilworth Chapel. Catholic and Jewish services will also be offered (by announcement). All Scouts are encouraged to partake in one of the three services. All program areas are closed during services so that campers and staff can attend. Scouts will not be allowed to go to the other side of the lake unless a leader is present to take them back to their site during this time.

Campsites

Camp Roosevelt offers two types of campsites: tents and lean-tos. Listed capacities in the table below reflect the standard campsite setups.

Lean-tos are three-walled cabin-style structures with wooden bunk beds, each with a four-person sleeping capacity.

Tent sites come with two-person canvas tents on wooden tent platforms and standard canvas and/or metal cots.

Based on need, and with advanced notice, both Lean-To and Tent Sites can have tents added to expand capacity.



Lean-To



Platform Tent



Platform Tent with Cots

Table of Tent Sites

Campsite Name	# of Tents	Site Capacity
Baitinger Woods	7	14
B.P. Woods	17	34
Buckskin	15	30
Camp George	15	30
Carley	8	16
Turrell	15	30

Table of Lean-To Sites

Campsite Name	# of Lean-Tos	Site Capacity
Apache	6	24
Cherokee	6	24
Hopi	7	28
Lenape	5	20
Mohican	8	32
Seminole	5	24
Seton	3	12
Shawanos	6	24
Yawgoog	8	32

See the back page for a map of Roosevelt Scout Reservation.

Campsite Courtesy

Your assigned campsite will be your home for the week at Camp Roosevelt. Please be courteous of other troops and respect your neighboring campsites by observing quiet hours and not entering or cutting through other campsites without their permission.

Please also respect the privacy of the Camp Staff by keeping out of Staff living areas.

Care and Use of Tents and Lean-tos

The Troop Guide along with Troop leadership will check the condition of tents and other campsite equipment provided by the camp during the check-in process on Sunday. Troops will be held responsible for any deliberate damages found at the end of the week that were not recorded at the beginning of the week.

Please follow these guidelines for care and use of tents and lean-tos assigned to your troop:

- ✓ Roll and tie tent flaps during the day to promote airflow through tent (not applicable if raining).
- ✓ Do not put holes, even pinholes, in the tents.
- ✓ Do not use aerosols or insect repellents in the tents (it destroys the waterproofing)
- ✓ Do not use open flames in or around the tents.
- ✓ Do not use knives inside the tents.

Tents or other equipment needing repair should be reported to Camp Management or your Troop Guide.

Please be aware: Any units wishing to bring their own tents for their stay at camp are more than welcome to do so but must follow the same procedures that apply to Camp Roosevelt's tents. Personal tents will also be required to have a "no flame in tent" sign clearly posted to them; copies can be obtained via your Troop Guide or at the camp office.

Campsite Maintenance and Visitation

Regular day-to-day cleaning and maintenance of the Troop campsite is the responsibility of the Troop. Daily visitations will be made by a member of the Camp Management to check on the condition of the site and make sure all needs are met. Please use this daily visitation to communicate any needs or requests, ask questions about the camp, and/or pass along any praises.

Remember, a Scout is clean. Living quarters should be tidy, with bedding made neat and uniform shirts hung, if possible. Tent campsites should have front and back tent flaps rolled and tied and floors swept free of debris. Lean-tos should be swept clean.

The campsite should be kept free of litter and other garbage, with trash and recycling stored in the proper receptacles.

Trash and Recycling

Each site will be provided 2 barrels: one for trash and the other for aluminum cans or plastic bottles only. Black bags should be used for trash, and recycling buckets will be given for recyclables.

Trash is collected Wednesday afternoon and Saturday morning. Please have all your trash and recyclables in bags and place them by your campsite sign. Please do not put the barrels and cans by your sign, just the trash bags. Any cardboard (brown corrugated cardboard, not milk containers, pizza boxes etc.) should be flattened and placed by your site sign.

If your site requires a trash pick-up before the scheduled days, or needs additional trash bags, please notify Camp Management. Additional trash bags are also available at the Health Lodge.

Trash and recycling containers are also located throughout Camp Roosevelt on the trails and in Program Areas. Please encourage all campers to use these containers to help keep camp clean.

Health and Safety

In general, Camp Roosevelt's rules follow the points of the Scout Law as well as common sense. Other camp policies are in place for the safety and well-being of our camp population and are highlighted in the following sections.

General Discipline

The discipline and conduct of all Scouts and Leaders is the responsibility of the unit leader. Staff members will refer cases of misconduct to Troop leadership for action. Disciplinary actions, when required, should be constructive and in compliance with Youth Protection Guidelines. The camp administration is willing to provide unit leaders with support in maintaining the good order of the Troop should it prove necessary. Severe disciplinary matters should be reported to the Camp Director. The Camp Director has ultimate responsibility of everyone in camp and has the authority to ask individuals to leave camp without a refund.

Any and all discipline in camp (campers, staff and leaders) shall be in the form of constructive and coaching discipline and always in compliance with Youth Protection guidelines. Under no circumstances will discipline towards campers, staff, and leaders be in the forms of corporal punishment, deprivation of food, isolation from others and/or abusive or excessive exercise.

Vehicles

For safety and the preservation of the camp atmosphere, all vehicles must be kept in the Main Parking Lot. No vehicles may be kept in campsites without preauthorization, with the exception of Troop trailers, which can be positioned at campsites upon arrival and their tow vehicles taken back out to the parking lot. Special requests will be considered on a case-by-case basis by the Camp Director, who is the only person authorized to issue a special vehicle-use permit.

Both gates into the main camp area will be closed during the week. After Sunday check-in, all visitors and guests must enter camp on the dining hall side of camp, park in the Visitor Parking Lot, and sign in at McKeever Lodge.

Visitors

Special consideration should be taken when deciding to visit a Scout during the week. Visits may take the Scout away from the program and detract from the summer camp experience. Therefore, visitations other than on Friday evening are discouraged. Parents and families, however, are encouraged to

visit on Friday evening for the Friday Night Family Dinner and Closing Campfire.

Except for Friday evening, all visitors are required to park on the McKeever side of camp, sign in at the camp office, and receive a temporary visitor pass.

Buddy System

Camp Roosevelt uses the “Buddy System” to promote the safety of campers. Please instruct your Scouts that they are required to be with another Scout, their “buddy”, whenever they leave their campsite. The Buddy System helps ensure the highest standards of safety and security possible. The selection of Buddies must follow Youth Protection guidelines.

Shoes

All campers, leaders, and staff must wear protective footwear at all times while traversing camp. Going barefoot is only allowed when engaged in aquatic activities, in the showers, or resting in one’s bunk.

It is recommended that you bring at least two pairs of protective footwear in the event that you should soak, lose, destroy or damage a pair during your stay at Camp Roosevelt.

Shoes should have closed toes and a substantial sole. Specific examples of prohibited footwear include: flip-flops, “Crocs”, or any “barefoot” shoes (e.g. Vibrams, etc.).

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 or their designee, or other member of the Camp Management team. Do not confront a suspected unauthorized intruder. The NJ State Police will be notified to handle all situations. Either a camp wristband or camp visitors pass identifies authorized attendees. Visitor passes are available at McKeever Lodge.

Smoking, Alcohol, and Drugs

Camp Roosevelt is a smoke-free camp. This includes electronic cigarettes and all vaping devices.

Alcoholic beverages and illegal drugs are not permitted in any Scout Camp. Possession of either substance is grounds for immediate dismissal and could also result in involvement of local authorities.

Liquid Fuels

The use of liquid fuels (i.e. kerosene, gasoline, liquid Coleman fuel) in camp is prohibited. Propane lanterns or stoves are acceptable but should only be operated by adults or with adult supervision. No flames should be used in or near tents; the only acceptable lighting for tents is flashlights or battery powered lanterns.

Personal Firearm and Bow Equipment

Camp Roosevelt does not permit the use of personal firearms or bow equipment on their ranges. Please do not bring these items to camp with you. Camp Roosevelt offers quality equipment for all ranges for both youth and adults to use.

Emergency Procedures

In the event of fire or other emergency, the camp emergency siren will sound. Sirens are located at McKeever Lodge and the Health Lodge. Scouts and leaders on the campsite side of the lake should quickly make their way to the Campfire Circle and line up with any other members of their Troop to await further instructions. Scouts and leaders on the McKeever Lodge side of the lake should quickly make their way to the Dilworth chapel and line up with any other members of their Troop to await further instructions.

Senior Patrol Leaders or the senior ranking member of the Troop should be prepared to report a count of the Scouts and leaders present and the Scouts or leaders unaccounted for.

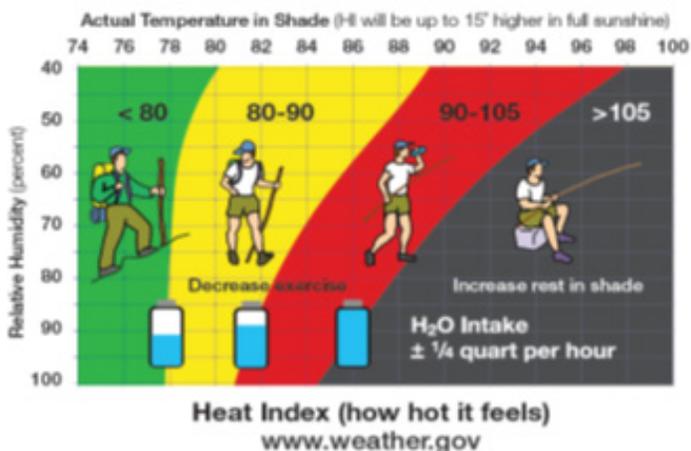
In the event that a siren stops sounding on your way to a meeting location, please continue on to your designated meeting location until dismissed by camp staff. These procedures (and any revisions to them) will be reviewed with the camp population during the Sunday night dinner.

Heat Index System

Camp Roosevelt uses the Heat Index System (pictured below) to provide guidelines for activity and water intake based on the temperature and humidity.

Shelter from Severe Weather

In the event of severe weather, each campsite has a designated hard-roofed building in which they are to take shelter. Staff runners will be dispersed to alert your Troop of possible weather danger and direct you where to go if weather becomes severe enough to warrant temporary relocation. If you are asked to relocate to a temporary hard shelter, please do not leave your designated area until told it is safe to do so by camp staff. These procedures will be reviewed with the camp population during the Sunday night dinner.



Campsite	Severe Weather Location
Baitinger Woods	Shobe Lodge
BP Woods	Buchert Lodge
Buckskin	Program Garage
Camp George	Trading Post
Carley	Trading Post
Turrell	Buchert Lode
Apache	Shobe Lodge
Cherokee	Buchert Lodge
Hopi	Trading Post
Lenape	Program Garage
Mohican	Buchert Lodge
Seminole	Trading Post
Seton	Trading Post
Shawanos	Shobe Lodge
Tawgoog	Shobe Lodge

First Day at Camp

Sunday Schedule At a Glance

Time	Event	Location
1:00 – 3:00	Arrival and Check-In	Parking Lot
1:00 – 5:00	Move into campsite	Troop Campsite
Variable by Troop	Campsite pre-check with Troop Guide	Troop Campsite
	Medical Rechecks	Health Lodge
	Swim Tests	Pool
	Camp Tour	Camp-Wide
4:30	Leader's Meeting (SM, SPL)	Buchert Lodge
5:50	Evening Retreat	Parade Field
6:00	Dinner	Dining Pavilion
Following Dinner	Merit badge and special program registration confirmations and/or adjustments	Parade Field
	Troop activity signup	
9:00	Opening Campfire	Campfire Circle

Arrival and Check-In

Please arrive between 1:00 PM and 3:00 PM Sunday unless special arrangements have been made. The camp gate will remain closed until 1:00 PM. Our Staff will welcome you as you pull into camp, give you parking instructions, and introduce you to your Troop Guide, who will be working with you all day to walk you through the day, orient you to Camp, and will be your host for the rest of the week.

Site Move In

Your Troop Guide will lead your unit to your campsite. Only one car will be allowed back to the site to transport gear or deliver the Troop trailer. That car must then exit to the parking lot for the duration of the week.

Your Troop Guide will collect your [Troop Roster](#) and any completed medical forms not yet submitted online. Once all of your paperwork is complete, your Troop Guide will schedule your Troop's medical recheck with the Health Lodge.

Site Pre-Check

Your Troop Guide will inspect the state of the campsite equipment with you and your Senior Patrol Leader using a check-in sheet. You will all sign the sheet. Any immediate needs will be reported to Camp Management to address expeditiously.

At this time, various other informational sheets and forms from the check-in packet will be also reviewed with you and your SPL.

Medical Recheck and Swim Tests

At the time assigned by the Health Lodge, the Troop Guide will lead your troop to the Health Lodge for medical rechecks and swim tests. Please assist your Troop Guide by listening to when he says you will need to leave to get to the Health Lodge at the assigned time and making sure that your troop is ready.



Be sure that all scouts and leaders are in swim attire and with a towel. Scouts should bring with them any and all medications – prescription and non-prescription – that need to be taken at any point during the week.

In addition, you, the leader, should have with you:

- Completed medical forms for all scouts and leaders (if not already submitted to camp)
- Completed Prescription Medication forms for all scouts who need them
- Remainder of any unpaid camp registration fees
- Visitor count and payment for the Friday Night Dinner
- Troop photo signup and payment (if interested)

While your Troop goes through the medical recheck process at the Health Lodge, you will be asked to meet with the Business Manager.

Following rechecks at the Health Lodge, your troop will be led to the pool for swim checks.

Camp Tour

After swim checks, you will be return to your site and have time to finish any move-in or set-up that needs to be done. The troop will be offered a camp tour that will orient scouts and leaders to the locations of all program areas. Even scouts who have previously been to Roosevelt are encouraged to participate in the tour to learn of any changes from their previous stay. During the tour, you will also visit the Dining Pavilion and receive troop table assignments for the week.

Leaders Meeting

At 4:30 PM, the camp scoutmaster and your SPL should return to Buchert Lodge, located behind the pool, for a Leader's Meeting. Here you will meet the Area Directors and will be able to mention any needs or ask any questions that you might have accumulated throughout the day.

Evening Retreat & Dinner

Evening retreat is at 5:50 at the Parade Field. Your Troop Guide will lead you.

Dinner is at 6:00 PM. Waiters should be sent to the Dining Pavilion at 5:35 PM. Be sure to save room at your table for your Troop Guide to sit with you.

The uniform for evening retreat and dinner is the full BSA field uniform ("Class A").

Merit Badge Sign-Ups

Immediately following Sunday evening dinner, staff will set up by Program Area around the Parade Field. At this time we encourage all Scouts who pre-registered to check in to each badge they pre-registered for to confirm their registration, to meet their merit badge counselor, and/or turn in any blue cards.

Any Scouts wishing to adjust their pre-registered schedule will be able to do so by checking in with the class they would like to cancel and signing up for the new class.

Additionally, any Scouts whose units did not pre-register online will also be able to sign up for their merit badge classes and activities.

This is also the time to sign up for other scheduled special activities, such as the Mile Swim, Troop Swim, or Greased Watermelon.

Evening Program

After Merit Badge Sign-ups, the program starts immediately. Those taking Cycling merit badge will take their first required ride. Those planning to shoot on our ranges are required to attend a safety orientation session in the Dining Pavilion. This will cover many of the requirements for the shooting badges. Open boating will also be available at the Lakefront.

Your Troop Guide will return at 8:30 PM and lead you to our Opening Campfire, which begins at 9:00 PM.

The Program at Roosevelt

The Camp Roosevelt program is designed to provide an exciting adventure tailored to the interests and advancement needs of the individual Scout and will provide opportunities for each Scout to develop the scouting aims – character, citizenship, and fitness. Activities are also included that promote patrol and troop development. The program works best when the Troop, and every individual in the Troop, comes to camp with a plan for taking advantage of Roosevelt's program offerings. The unit leader should review the individual plans to assure that they are appropriate to the age, needs, and abilities of the Scout.

Remember, the camp experience is about more than just advancement. We recommend a first or second year camper to choose a variety of merit badges and activities that will allow them to experience most of the program areas. Keep in mind that camp is supposed to be fun and not all work! It is wise to review each Scout's plan to assure that they have chosen to use their time wisely but have also avoided overwhelming themselves by trying to do too much.

Five Levels of Programming

The Scouts BSA summer camp program offers fun and adventure with a specific goal – to compliment the Troop program and help scouts grow and learn. Camp program is developed to provide activities for the individual Scout, for buddies, for patrols, and for the Troop as a whole, summing up to a great overall camp experience. All programs in camp have been designed with the following five types of program in mind:

1. **Scout** – Merit badges and advancement opportunities are designed to help the Scout meet their own personal advancement goals.
2. **Buddy** – Scouts should always travel in at least a group of two. Certain activities can only be done in pairs and buddy pairs will work and have fun together.
3. **Patrol** – Baden-Powell once said that the patrol was the secret for the success of Scouting. One job of the summer camp is to strengthen patrols, and events are planned throughout the week to do just that.
4. **Unit** – Units will have the opportunity to compete and work with each other in demonstrating their Troop pride and skill.
5. **Total Camp Experience** – There are many opportunities to work with other Troops and to make a contribution to the total camp experience through activities such as camp-wide games, inter-Troop campfires, Scout Vespers, and much more.



Planning Your Camp Adventure

It is never too soon to begin to plan the week of adventure your troop will have at camp. Keep in mind that a great part of any adventure is the anticipation brought by planning. Here are some tips for planning your week at camp:

Attend the Leader Orientation meeting. To be held in the spring at Camp Roosevelt, this meeting will have camp leadership staff on hand to help prepare your unit for a super summer camp experience.

Ask the Scouts what they want to do. Share the camp activities offered in this guide with your Scouts. Get them excited about going to camp. Find out what the Scouts would like to do together as a unit, as a patrol, with a friend, and on their own.

Identify your Troop's advancement needs. Review your Scouts' individual advancement records and have each Scout set a personal advancement goal for his week at camp. Different badges and activities

are appropriate for different scouts. A successful camp program reflects the different ages, ranks and skill levels that are unique to your Troop.

Plan for camp routine. Camp program also includes and allows time for camp housekeeping, set up, clean up, and inspections. Learning to live and work together can be a very important part of Scouting's purpose.

Seek balance. Experience has shown that the best program at camp is the one that offers a healthy balance between recreation and advancement, free time and structured activity, group events and individual pursuits. Each Scout should be allowed to enjoy his surroundings, pursue his interests and build friendships.

Plan for unit programs. Be sure to leave time for the activities your unit would like to do together such as Troop swims, greased watermelon, Scout Skills Meet, and Aquatics Meet.

Don't be afraid to let the Scouts make mistakes. After all, mistakes are the seeds that germinate success, as long as it does not compromise the health and safety of the Scout.

Have patrols already organized before coming to camp. Work on ideas as patrols and have the patrol leaders represent the group at camp.

Make your campsite the heart of the camp. Your campsite is your home for the week, so work at making it more comfortable. Build a gateway or use banners and flags to dress it up and increase the sense of troop pride.

Be spirited. Top Troops show spirit. The Troop that comes to camp with spirit challenges the rest of the camp to come alive. Bring your Troop cheer to camp and show everyone that you are the best Troop in camp.

Don't over-program. There are more activities at camp than anyone can accomplish in a single week. Scouts and leaders are not obligated to take part in every activity. Younger scouts in particular seem to enjoy spending their week fishing or chasing frogs rather than being rushed from activity to activity. It is important to remember that Scouts grow and learn just as much from these leisurely pursuits as they do from earning Merit Badges and picking up camping skills. One of the goals of Scouts BSA is to foster a love of the outdoors, and sometimes that is best accomplished by simply being outdoors.

Prepare. Merit badge work at camp can be reduced if the Scouts do some advanced work at home. Obtaining the Merit Badge pamphlet and at least reviewing the requirements is always a great way to prepare. Scouts like to complete badges at camp. To make that easier, take note of any prerequisites that a badge might have, and encourage them to arrive prepared.

Communicate. Let the program staff know how they are doing, what you need, and how they can help meet your needs. Staff is always ready and willing to assist you in any way they can. Before camp, contact us at camproosevelt@gardenstatescouting.org.

Don't forget to schedule rest time. That's right, rest. Too often Scouts don't take the time to sit back and enjoy the beauty that Mother Nature has to offer. This goes for Scoutmasters as well.

Merit Badges and Program Offerings

Pre-Registration and Confirmation

Scoutmasters are strongly encouraged to pre-register Scouts online prior to arrival at camp. This includes registration for merit badges and special programs such as Rough Riders, C.O.P.E., or All-Terrain Vehicles.

Pre-registration provides our staff the best opportunity to adapt and prepare based on the interests and needs of the Troops in camp each week. With advanced notice, adjustments can be made to assure adequate staff coverage and materials for all programs.

Class Size Limits

We strive to avoid the need to turn anyone away from any program and will make every effort to accommodate all who want to participate. However, a few of our badges and special programs do have class size limits due to either safety requirements or equipment limitations. These include:

- ATVs – 8 Scouts per class (when possible, multiple sessions will be available)
- Climbing MB – 12 Scouts
- C.O.P.E. – 16 Scouts (Min 6 Needed to Run Program)
- Cooking MB – 10 Scouts
- Robotics MB – 10 Scouts
- Shotgun Shooting MB – 6 Scouts
- Rifle MB – 24 Scouts

For these classes especially, early pre-registration is necessary to guarantee enrollment.

Sunday Night Merit Badge Sign-Ups (at camp)

Once at camp, immediately following Sunday evening dinner, staff will set up by Program Area around the Parade Field. At this time, we encourage all Scouts who pre-registered to check in to each badge they pre-registered for to confirm their registration, to meet their merit badge counselor, and/or turn in any blue cards.

Any Scouts wishing to adjust their pre-registered schedule will be able to do so by checking in with the class they would like to cancel and signing up for the new class.

Additionally, any Scouts whose units did not pre-register online will also be able to sign up for their merit badge classes and activities.

Special Program Offerings

All-Terrain Vehicle (ATV) Challenge

Camp Roosevelt is proud to once again offer an ATV program where scouts will learn how to safely

handle and operate an ATV in a controlled environment. Interested Scouts must be at least 14 years old and have a completed waiver signed by their parent. Scouts must wear sturdy boots, long pants, and a long sleeve shirt. The camp will provide helmets and goggles. Space is limited to 8 Scouts per class so pre-registration is encouraged. ATV is a single period class located at the farmhouse.

Project C.O.P.E.

The C.O.P.E. program meets in the C.O.P.E. & Climbing Area, which is located between Camp Hopi and Camp George and behind the trading post.

The preferred age of a C.O.P.E. participant is 13 years or older.

C.O.P.E. stands for Challenging Outdoor Personal Experience, where Scouts work in a patrol to recognize and discuss the social dynamics involved in teamwork. They will be given problems and brainteasers to grow their planning, decision-making, and problem-solving skills through obstacle courses and high ropes courses.

Only 6-16 scouts permitted; minimum of 6, maximum of 16. Pre-registration is encouraged.

Order of the Arrow

The Order of the Arrow (OA) has been and continues to be a large part of the camping experience. The OA Camp Chief represents our local lodge, Lenape Lodge 8, and will coordinate all OA summer camp programs.

OA-run programs include the OA Ice Cream Social, OA Troop Elections, and the Friday night Snake Trail to the Closing Campfire, which will open with an OA ceremony. Other OA functions can also be arranged through the Camp Chief, including conducting of OA elections in your unit to nominate Ordeal candidates or arranging Brotherhood Testing for those looking to further their commitment to the fellowship of the OA. The Camp Chief can answer any questions you might have about the role of the OA in Scouting and in the Garden State Council.

Roosevelt's Rough Riders First Year Program



The Rough Rider program at Camp Roosevelt is a fully staffed camp program area tailored toward the first-year camper. It is designed as a compliment to the Troop advancement process, covering many of the camping-related skills from Scout, Tenderfoot, Second Class, and First Class ranks. Staff will present material in a hands-on environment while encouraging friendly inter-patrol competition between the Scouts. Participation in Rough Riders by first year Scouts is recommended, but not required.

In order to ensure that our staff is prepared to accommodate the number of Scouts wishing to participate from your unit, please pre-register online prior to camp.

The Rough Rider adventure begins on Monday morning when the Scouts are divided into patrols and grouped with a staff guide.

On Wednesday evening, the Rough Riders will meet to participate in “The Epic Trek”, an amazing backpacking experience comprising of a trek and overnighter. Scouts will embark through Camp Roosevelt towards Camp Grice, where each Rough Rider will set up camp in our Rough Rider Wilderness Site and sleep one night in a tent that they have helped pitch. In the morning, they will then cook breakfast and finish their trek, arriving back at camp Thursday morning before 1st period. For this event, each Scout will need a backpack, sleeping gear, tent, and water bottle. As this is only an overnighter, not much else will be needed (see the **Rough Rider registration worksheet, included as a separate document**). Please see that the pack is properly packed, and the sleeping bag is attached. It is highly recommended that Troops bring enough tents for their Scouts so that each Scout has their own, per current COVID-19 safety guidelines. Please contact camp staff in advance if your Troop does not have enough tents for your Rough Riders.

Rough Riders will have 1st period on Thursday off to allow them to return to camp following The Epic Trek.

Merit Badges: As a bonus, Rough Riders may work on up to three merit badges. Every Rough Rider will have 2nd, 4th, and 5th periods as open timeslots, so they can choose merit badges that meet at these times.

At the Monday morning announcements, the Rough Riders Director will provide each Senior Patrol Leader with a schedule for the week for their Rough Riders. This will provide your leadership with information about when your Scouts will have time scheduled in the pool and on which days they will be visiting the rifle and archery ranges.

At week’s end, summary sheets detailing which requirements each Scout was present for will be placed in Troop folders at McKeever Lodge. This sheet does not mean that the skill was mastered. Our camp staff will not approve mastery or sign off on rank requirements.



Advancement Overview

Summer camp offers a unique opportunity for Scouts to work on advancement that would be very difficult, if not impossible to complete in another setting. Most merit badge classes are offered throughout the day during our six program periods, so Scouts have ample opportunities to pick and choose which merit badges they wish to explore. Many of the merit badges offered at Camp Roosevelt are very involved. The badge requirements may call for additional work outside of class time. When Scouts are selecting merit badges, have them look over the requirements before coming into camp, as some merit badges may have requirements that need to be completed prior to arriving at camp. Also, help guide Scouts in making choices that will benefit them while at camp. In many cases, if work before camp is not completed, the requirements may not be completed and a "Partial" is issued.

Merit Badge Partial

The following is the official BSA policy on merit badge partials: *"When a Scout presents a 'partial' to the new merit badge counselor, the work previously completed may or may not be accepted. Most merit badge counselors will discuss with the Scout any work that was previously completed. The discussion will continue until the counselor is satisfied that the Scout did in fact complete the requirements indicated on the 'partial' and therefore accepts the 'partial'." The question arises "How long is a 'partial' valid?" The answer: "As long as the Scout is not yet 18 years old and can satisfy the counselor that they are knowledgeable about the subject."*

Merit Badge Completion

Friday is the last chance for Scouts to pass in merit badge work. All program areas will be open to help Scouts finish any last-minute work. The deadline for all program areas is 4:30pm.

Merit Badge Catalog

The merit badges offered at Camp Roosevelt are listed in the Merit Badge Catalog, included as a separate document. When [registering in the online system](#), select merit badges for each Scout starting with the choices for period 1. The system is setup to avoid scheduling conflicts. Each Scout's merit badge schedule, along with any badge prerequisites, will be available for download in the registration portal. Create an account or save your registration confirmation email to ensure easy access to the portal.



Activity Period

At Camp Roosevelt, directly following 6th Period is our activity period. This period opens up our multitude of program areas to all Scouts attending camp. Scouts can take this time to partake in new and exciting programs each day from kickball to science experiments, our activity period has it all! During this time, try something outside the merit badge programs and be ready to have some fun! Activity Period is sure to have something for everyone! Each day during morning flags that days programs are posted to the bulletin board. Figure out what program you might want to attend that day and enjoy a fun filled afternoon!

Examples of Activity Period Programs:

Open Shoot, Rifle Range	Handicraft Help/Open Program	Chess Tournament
Kickball	Gaga Ball	Human Chess
Flag Football	Open Boating	Guided Bike Rides
Magic the Gathering Tournaments	Guitar Hero Battles	Intro to Disc Golf

Special Events & Offerings (by Program Area)

A variety of individual and unit special events and offerings are available through all of Camp Roosevelt's program areas. We encourage the Scouts to participate in as many of these as they can.

Awards and special recognitions for individuals and troops will be announced and awarded at the Friday night closing campfire.

Waterfront



Aquatics Meet

Are you up to the challenge? If so, your troop is encouraged to compete against other troops in vigorous swimming and boating races as well as unique aquatic relay races. This event takes place during the Wednesday activity period, 3:30 pm, at the lake.

Big Fish Award

If you think you may have caught the biggest fish, get it measured at the Lake Side Lodge by our Aquatics staff. They will record the size of your catch and the person at the end of the week with the biggest catch will win.

BSA Lifeguard Certification

Candidates for BSA lifeguard must be 15 years old. Camp Roosevelt vigorously trains its lifeguards in

aquatic skills, safety, and lifesaving techniques. Scouts completing this certification are eligible to work as lifeguards. Prerequisites for this training are: First Aid, Professional CPR, Swimming MB, Canoeing MB, and Lifesaving MB. This is a physically demanding and very time-consuming program. **Merit Badges may not be taken during this training as Scouts will be in this class during all periods.**

Greased Watermelon

Challenge another troop or patrol to a wet and wild game of greased watermelon. Sign up with the Aquatics Director at MB sign-ups on Sunday night, and then see the Dining Hall Steward to order a watermelon.

King of the White Thing and IceBERG!

A tradition for Camp Roosevelt, you just have to see it for yourself. Held on Monday, Tuesday, and Thursday during Activity Period.

Mile Swim Challenge

Are you up for the challenge? You can sign up for the Mile Swim Challenge during merit badge sign-ups. This award requires daily endurance swims to make sure that you are ready. Note that this is an official BSA activity patch and not a merit badge.

Open Boating

Swimmers (or a Beginner with a Swimmer) can take out a boat for a peaceful trek on Watson's Mill Pond. This is also a great time to practice your strokes for a boating MB. Want to try to catch the biggest fish? Row to your favorite spot and make it happen. If you are taking fishing MB, boats are also available sixth period for fishing.

Open Swim

At 4:30 pm on Monday, Tuesday, and Thursday, all Scouts and leaders are welcome to the pool for a cool and relaxing swim or a fun and exciting game of water polo. Whatever your taste is, come on down and get cooled off. Bring a buddy!

Quarter Mile Morning Swim

Rise and shine every morning, Monday through Thursday, at 6:30 am for a quarter-mile swim. This is an excellent way to train for the mile swim or a good way to get in an early morning exercise. The morning swim on Monday is required for Lifesaving MB to assess the swimming ability of those enrolled.

Snorkeling BSA

Learn the skills and safety points of snorkeling. Note that this is an official BSA activity patch and not a merit badge.

Stand Up Paddle Boarding

Learn the skills and safety points of stand-up paddle boarding. Note that this is an official BSA activity patch and not a merit badge.

Swim Lessons

Do you need help gaining confidence in the water? Or do you need practice with your strokes? Check the schedule for our swim lessons available at the pool.

Troop Swim

Troops can practice Safe Swim Defense and cool off at the same time. You can even challenge another troop to water polo or just invite another troop to join in your fun. Have your Senior Patrol Leader sign up for a troop swim time slot with the Aquatics Director at merit badge sign-ups.

Scoutmaster Belly Flop Contest

No-pain, no-gain! Come down to the pool and show the judges your best belly flop performance as you fight for ultimate bragging rights over all the other leaders. Stand out from the other competitors by coming up with a cool costume, catchphrase, and move! Have your troop come out to cheer you on!

Senior Patrol Leader Cannonball Contest

Woah! That was a big splash! Come down to the pool and show the judges your best cannonball performance as you jump right into the competition for bragging rights as the Cannonball King. Earn even more points by coming up with an awesome catchphrase, costume, and power move. Have your fellow scouts there to cheer you on!

Nature



Conservation Projects

Come join the Nature staff from 6:45 pm to about 8:30 pm on Monday evening for camp conservation. Scouts taking the Forestry or Mammal Study merit badges must attend this activity in order to complete the conservation project requirement.

Any other Scouts or troops wishing to do a good turn for the Camp may also attend. Be prepared to get down and dirty!

Golden Rock and Evil Rock

Hidden around camp is a Golden Rock. To help you are several “helper” rocks, which are easier to find and can be taken to a nature staff member for a clue. However, there is also an Evil Rock and its own corresponding set of “helper” rocks. If the Evil Rock is found, the finder steals the Golden Rock award from its rightful owner.

Leaf-Off Award

Try to name and identify 25 or more different leaves to win this award.

Mystery Animal of the Week

Clues to identify a mystery animal are posted daily on the Nature area bulletin board. When you think

you know the answer, write down your guess and give it to any Nature staff member who will record the day and time. Be the first to guess the mystery animal correctly and you will be the winner!

Nature Hikes

Stop by the Nature area and ask a staff member for a self-guiding pamphlet and go exploring, with your buddy of course. If you're new to Camp Roosevelt or your patrol or troop wants to go, you can arrange for a Nature staff member to conduct your hike.

ROUGH RIDERS



Purple Cinder Block

Hidden somewhere in the Camp is an obnoxiously large (and heavy) bright purple cinder block. Find the block and bring it back to the Rough Rider area for the award. Physical fitness or at least some ingenuity is required to earn this award.

Rough Rider of the Week

A Rough Rider of the Week is selected from each Rough Rider patrol. Not necessarily the Scout with the best Scout Skills, but the person who shows the most determination and best embodies the Scouting spirit.

Totin' Chip Demonstration

Every Monday night at 7:00 pm, the Rough Rider staff offers a demonstration of the skills needed to obtain the Totin' Chip Award. This takes place in the Ax Yard in the Rough Rider Program Area. Scouts participating in the Rough Rider program need not attend, as these skills will be presented in one of their sessions during the week.

Handicrafts Help

During Activity Period Monday, Tuesday, Thursday, and Friday from 4:30 pm to 5:15 pm, Scouts can receive additional help with their Handicraft (Basketry, Leatherwork, and Wood Carving) merit badge projects at Palen Lodge.

SCOUTCRAFT



Knifty Knotter Award

If you think you can tie 25 knots, come by the Scoutcraft area during Activity Period and locate a staff member to watch you tie. Awards are available at higher increments for the really ambitious Scout, including the "Knifty 50", "Super 75", and "Century 100"!

The knots tied for this award must include the six basic Scout knots: reef (or "square") knot, sheet bend, clove hitch, bowline, tautline hitch, and two half-hitches.

Scout Skills Meet

On Tuesday evening at 7:15 pm, patrols compete in a series of Scouting skills selected from the different program areas. This is always a fun event with unique challenges from the various program areas. Be the patrol with the top score and win the Scout Skills Meet!

Patrol Flag Competition

At the Scout Skills Meet, we want to see your Scout and patrol spirit! Each patrol competing in the Scout Skills Meet will be asked to make and bring a patrol flag to be judged in the Patrol Flag Competition. All patrol flags must be made in camp on canvas provided early in the week by the Scoutcraft staff. Let's see you bring the creativity!

Tomahawk and Knife Throwing

Scouts and Leaders may try their hand at throwing tomahawks and throwing knives at rustic targets in a safe and supervised environment. Come out throughout the week to our throwing range to try one of two throwing options.

Shooting Sports



Black Powder

Immediately following Vespers on Wednesday night, we will be offering black powder shooting for anyone interested. There is no fee for this event, just show up at the rifle range and have fun. Be sure to bring your flashlight! We shoot until dark and the walk back can be a tricky one!

NRA Medals

Have the range staff score your targets to earn increasingly difficult awards. Check with our Range Director for more information.

Open Shoot (Archery, Rifle, Shotgun)

Monday through Friday during activity period will be open shooting times for the camp. Range tickets must be purchased ahead of time from the Trading Post for rifle and shotgun. Archery has no cost for open shooting.

Cowboy Action

Yee-haw! Come on down to the rifle range at 7pm on Thursday for cowboy action shooting, using a .22 revolver, .22 lever-action rifle, and a 20-gauge break-action shotgun. The range will be open until dark, so be sure to bring a flashlight. Participants must be over the age of 14 (or 13 and have completed the 8th grade), and must submit a waiver before participating.

Shooter of the Week

These awards go to the Scouts who show the most improvement, determination, and/or Scouting spirit on the rifle and archery ranges. Not always the most accurate shooters, they are chosen at the discretion of the range staff.

C.O.P.E. AND CLIMBING



Top Climber/C.O.P.E.-r

This awards go to the Scout who shows the most improvement, determination, and/or Scouting spirit on the climbing tower. Not always the best climber, but one who has a positive attitude and all around great scout.

Specialty (For both Youth and Adults)

Alumni Fridays

Camp Roosevelt prides itself on its 92-plus-year tradition of “bringing the memories of the past with the dreams of the future,” combining elements of past traditions with the current and future generations of Scouting. As such, our Camp is always open to past campers, leaders, and staff from Camp Roosevelt to come back and enjoy the program with the current generation of Scouts. We invite all past campers, leaders and staff from Camp Roosevelt every Friday evening to join in our Closing Campfire, which starts at 8:00pm. Alumni are asked to start arriving at 7:30pm for seating; all visitors to Camp must sign in at McKeever Lodge.

Volleyball Competition

Sign up your troop with a member of the Rough Rider Staff for a friendly game of volleyball. Held during activity period, Scouts may enter as a Troop or Patrol. And, if your team wins, you can challenge the RSR All-Pro, Gold Olympic-winning volleyball team on Friday for bragging rights and an award!

Biker of the Week

This award goes to the Scout who shows the most improvement, determination, and/or Scouting spirit. It is not always the best biker, and is chosen at the discretion of the cycling staff.

Clean Camp Award

Awarded by a member of the Camp Management, the troop must obtain a 97% average for the week on their daily visitation. The troop must also adopt a trail in camp and clean it at least once during the week.

Eagle Scout Wednesdays

Looking to earn Eagle Scout? On Wednesday night along with the SPLs come enjoy an ice cream night

at the Dining Pavilion and talk with fellow Scouts and staff to see if they have any information that could help you on your path to Eagle.

Golden Broom Award

The Golden Broom Award is the pinnacle of what it truly means to follow the 11th point of the Scout Law: A Scout is Clean. The Golden Broom takes the Clean Camp Award one step further by requiring a 100% score for the week, adoption of a trail, and completion of a conservation project or campsite improvement project approved by a member of the Camp Management.

Honor Troop

The Honor Troop award is intended to recognize those troops that conduct an excellent troop camping program during their week at Camp Roosevelt. A form with the requirements will be included in the Check-In packet provided by your Troop Guide.

Mountain Biking

During activity period every day, Scouts signed up for this fun and adventure-based biking course will partake in various trail rides and mountain biking courses. All Scouts signed up for this activity will have a bike assigned to them in the beginning of the week. Every morning they can come by the bike barn and pick it up and have it for the day, or participants can choose to leave it at the bike barn until the activity. Either way, Scouts are in for a load of fun when signing up for this mountain biking activity!

O.A. Ice Cream Social

Monday night at 9 pm, the Order of the Arrow hosts an ice cream social for all members, both in Council and out, to come have fun as fellow Arrowmen.

Open Biking and Trail Rides

Monday through Friday following Period 1, Scouts have a chance to borrow a bike from the Bike Shop to get around camp and explore the trails. Bikes must be returned by 4:30pm every day. For more of a patrol outing, schedule a trail ride with one of the Biking staff and experience some of the hidden secrets that lay out on the Camp Roosevelt trails.

Roosevelt Iron Man Award

The Roosevelt Iron Man Award is intended for older Scouts as well as adults. The Award consists of a distinctive certificate and patch. Earning this reward requires high levels of physical fitness and dedication. This year, the requirements for this Award have been updated. Talk to the Program Director to get in on the action.

Evening Program Schedule

	Time	Event	Place
Sunday	7:30 pm	Shooting Sports Safety Talk	Palin Lodge
	9:00 pm	Opening Campfire	Campfire Circle
Monday	6:45 pm	Conservation Project	Nature Area
	7:00 pm	Totin Chip Demonstration	Volleyball Court
	9:00 pm	OA Ice Cream Social	Dining Pavilion
Tuesday	7:15 pm	Scout Skills Meet	Volleyball Court
Wednesday	6th Period	Aquatics Meet	Lake
	Following Vespers	Black Powder Rifle Shoot	Rifle Range
	Following Vespers	Rough Rider Hike	Parade Field
	7:30 pm	Eagle Scout / SPL Social	Dining Pavilion
Thursday	Following Luau	Wilderness Survival Overnight	Parade Field
Friday	8:00 pm	Closing Campfire	Campfire Circle

Adult Leader Offerings

Introduction to Outdoor Leader Skills (ITOLS)

This course is designed to provide a working knowledge of the basic outdoor skills necessary to succeed as a Scoutmaster or Assistant Scoutmaster, and is required to be fully trained in these positions. Outdoor skills are critical to the success of the Scouting program, and ITOLS training builds on the foundation of the Scouts BSA Handbook to deliver the basic outdoor skills information needed to start a program right.

Training will take place daily during Periods 2 and 3 (9:45am-11:30am).

Scoutmaster Position-Specific Training

This course provides Scoutmasters, Assitant Scoutmasters, and Junior Assistant Scoutmasters with the basic information and tools they need to lead successful Scouts BSA troops. It will be held Monday and Thursday evenings at Buchert Lodge from 7 pm–9 pm.

Other Training Sessions

Training sessions will be held at Palen Lodge, unless otherwise noted.

Tuesday	8:15 am	Safety Afloat Training: Palen Lodge
		12:45 pm (rescue demonstration): Lake
	1:45 pm	Youth Protection*: Buchert Lodge
Wednesday	8:15 am	Safe Swim Defense Training: Palen Lodge
		12:45 pm (bottom check demonstration): Lake
		1:45 pm Leave No Trace: To Be Announced
Thursday	8:15 am	Climb on Safely: Palen Lodge
Thursday	1:45 pm	Youth Protection*: Buchert Lodge

*While these training sessions will be offered at camp, be aware that these should already be completed by leaders prior to camp. These trainings are available online.

Awards & Activities

The individual recognitions offered by the program areas were designed for the boys, but we often have leaders attempt them. We encourage this because it sets a good example for the boys of what is attainable, and adult leaders can offer help in the campsite to boys who are determined to earn an award. Adult versions of the Knifty Knotter, Leaf-Off, and Iron Man are available.

Horseshoe Tournament

Sign up with a partner after lunch on Monday and compete against other leaders.

Scoutmaster Shoot-Off

This is an opportunity for the leaders in camp to get together on the range and socialize while competing for the distinct honor of being named the best adult shooter. The Archery Shoot-Off is held during activity period at the Archery Range; the specific day will be announced at camp. The Rifle Shoot-Off is held during activity period at the Rifle Range; the specific day will be announced at camp.

Scoutmaster's Cook-Off

Show off your cooking prowess and creativity by preparing a dish appropriate to the week's cooking category. The special ingredient will be revealed during the Opening Campfire.

Confirmation of participation should be given by noon on Wednesday and entries should be submitted

by 6th period on Thursday. Judges will score on taste, originality, and presentation.

Leaders Lounge

The front room of Buchert Lodge has been set up as a relaxing spot for leaders. Charge your phones, take a break, and socialize with your peers.

Leader's Thank You Luncheon

The success of the Scouting program would not be possible if it were not for the leaders who volunteer their time throughout the year. We would like to invite all of the leaders in camp to join us on Wednesday afternoon for a Thank You Luncheon. Let our staff monitor your Scouts in the dining facilities while you enjoy this special meal.

Scoutmaster Challenge

A fun and lighthearted challenge created to allow the leader to relive their days of Scouting. Details can be found at McKeever Lodge or by speaking with the Program Director or another member of the Camp Management.



Camp Roosevelt Emergency Procedures 2022

Policy and Procedures

**These procedures are also available as a separate downloadable file, located on the Camp registration page, as well as GardenStateScouting.org/Camp-Roosevelt*

Intrusion or Unauthorized Person Plan

1. Periodic review of security concerns of the site.
 - a. Leaders will be instructed to keep a minimum of two leaders at the site when possible.
 - b. Leaders will be instructed to “stop in” their sites throughout the day on a regular basis.
 - c. Commissioners and Troop Guides will be trained to be alert as they walk around camp during the program hours of camp.
 - d. Area Directors and Key Staff will be alert to anything out of the ordinary during after taps walk around. The program/and or commissioner will monitor the main camp side. The camp director and business manager will monitor the dining hall side with an evening check of campsites. The Trading Post manager will stay alert to visitors coming into the Trading Post and observe the parking lots during their return to their quarters. Area directors and key staff are equipped with radios and have access to the camp-wide intercom system.
2. Steps and training on procedures will be shared with Staff during staff training week.
3. Steps and training on procedures will be shared with campers and leaders during pre-camp and camp meetings. Stress not to approach strangers and that minors must travel using the Buddy System at all times.
 - a. Procedures:
 - ii. All visitors must report to the camp office or health lodge to sign in and out. The book will be monitored by the camp administration.
 - iii. If an unauthorized person is suspected, notify the closest program area. All program areas are equipped with radios. The camp director or his/her designees should be notified of suspected person by radio or intercom phone immediately.
 - iv. The camp director or his/her designee will take appropriate action and give directions to staff members reporting suspected person. Once notified the camp director or designee with another adult will proceed to the location of the suspected person.
 - v. If the person flees, there is a list of questions that should be completed and a camp incident report form completed.
 - vi. Program areas should continue unless the situation warrants a count of every person in camp. Staff will be sent to the units to get a count of units or the emergency alarm will be sounded in order to take a count.
 - vii. The Scout Executive is notified of the situation. An assessment is made to the severity of the problem and the need to call the NJ State Police.

Lost Camper Drill:

- Report lost campers to the camp director or health officer in charge.
 - The camp director/or the health officer in charge will direct a small staff crew to check the campsite area first.
 - Runners are sent to gather needed staff members to organize a search of nearby roads and the camp areas.
- The following stations are called to check for location of the victim and to summon additional help at the lake and/or pool:
 - Call the camp office at McKeever Lodge: Dial 116 on the intercom system.
 - McKeever Lodge calls: Rifle Range, Trading Post, Shobe, Ranger, and Dining Hall.
 - Should a quick check of the camp site and camp areas indicate chances are good, someone is in the water, the camp director is to notify the local rescue units by calling 9-1-1 and then contact and inform the Scout Executive.

PROCEDURES TO GET STAFF FOR SEARCH:

- Health Office calls McKeever Lodge, McKeever Lodge notifies the Kitchen/Range living area to report to Health Office. McKeever Lodge then notifies the Aquatics staff at the lake.
- Health Office calls Shobe Lodge Shobe notifies Nature living area.
- Health Office notifies the Aquatics staff at the pool.
- Should the search result in a “no find” response, parents will be immediately notified.
- The camp director will notify the state police.
- Staff will re-search areas and follow directions posted by the state police.
- A report of the actions and times will be recorded and given to the Scout Executive along with being notified of the situation.

Lost Bather Drill:

- Activate the camp search for the victim and activate the search in the water at the same time.
- Concentrate on areas of the water the victim was checked into or where they were last seen.
- The Aquatics Director or senior Aquatics staff member will take charge of the search.
- The Health Officer is called or runner sent.
- A runner is sent to the victim’s site to check for possible information on locations. Members of

the troop should assist in the beginning stages of the search.

IN THE WATER PLAN:

- Search the area where the victim was checked into or last sighted.
- Then move to other areas starting with the learner area, use wading and feeling with feet.
- Search the beginner and swimmer areas, using surface dive and taking agreed upon number of forward underwater breaststrokes along the bottom before surfacing. Each searcher then moves backward in a line about 6ft. before repeating the underwater search procedure to ensure no gaps.





CAMP ROOSEVELT

ROOSEVELT SCOUT RESERVATION

ATV TRACK

SCOUTCRAFT

PARADE FIELD

DILWORTH CHAPEL

PALEN LODGE

FISHING DOCK

WATERFRONT (Lake)

CAMPFIRE CIRCLE

CYCLING

BATINGERS WOODS

RANGER HOUSE

PROGRAM GARAGE

LENAPE

SHAWANOS

BUCKSKIN

BP WOODS

POOL

SHOWER HOUSE

WATERFRONT (Pool)

BUCHERT LODGE

APACHE

CARLEY

MONICAN

ROUGH RIDERS

CHEROKEE

SEMINOLE

NATURE

HEALTH LODGE

SETON

TRADING POST

GEORGE

DAVID

ROBERT TRAIL

SHOBE LODGE

AN BRADLEY TRAIL

HOP

CLIMBING TOWER

OLD CHIMNEY

BOAT HOUSE

CARTON TRAIL

BLUE HERON DOCK

C.O.P.E./CLIMBING

YAWBOOGS

SHOOTING SPORTS

RIFLE RANGE

SHOTGUN RANGE

DILLON TRAIL

LEGEND

	WATSONS MILL RD		LEANTO CAMPSITE
	CAMP ROAD		CAMPFIRE CIRCLE
	TRAIL		PROGRAM AREA
	BUILDING		TENT CAMPSITE
	PAVILLION		PARKING