

2019 Leader's Guide



Camp John Mensinger

GREATER YOSEMITE COUNCIL

BOY SCOUTS OF AMERICA



The Greater Yosemite Council offers a variety of Summer Camp programs for registered members of the Boy Scouts of America and does not discriminate against any youth or Adult with regard to race, religion, color, age, sex, gender, disability, or national origin.

Camp John Mensinger is accredited by the National Council of the Boy Scouts of America. These Camps maintain top ratings for their facilities, programs, and Staff. Our camp operates under guidelines established by the State of California, and by Tuolumne County.



YOUTH PROTECTION

Each Unit shall ensure that **every** Adult receives current BSA Youth Protection Training before arrival at Camp. You can contact your Council or District Training Chair for available training dates or complete the training online here: www.Scouting.org/Training/YouthProtection.aspx
In accordance with the National Youth Protection Policy, we have instituted the following Council policies:

- Adults must maintain two-deep leadership in Camp **at all times**
- Notify the Camp Administration prior to arrival if you will have difficulties doing so.
- Adults must respect the privacy of youth members.
- Adults & Youth will not share sleeping facilities at any time (unless parent & child).
- If private issues between a Youth and an Adult must be dealt with, two-deep leadership must be maintained during the conference, health check, or other event.
- Please see the Camp Administration if you or your unit need assistance or advice in this area.

DEAR UNIT LEADER:

The Greater Yosemite Council proudly offers a great Summer Camp experience for your Unit. As you prepare to make your way to our unique setting in the Stanislaus National Forest (elev. 4800), this guide will help you make the most out of your Unit's Summer Camp experience.

We take pride in the high quality of our Camp programs. At each camp a well-trained and enthusiastic Staff is awaiting the arrival of your Scouts and is eager to assist each Troop in developing its own program. You are still in charge of your Unit, and your Unit's program should reflect the needs and desires of your Scouts. After all, no one knows them better than you.

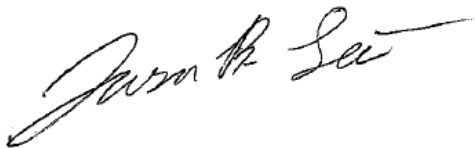
Your task as a Unit Leader is to compress many years' worth of adventure into one week of Camp. With unique and unparalleled programs, an experienced, handpicked Staff, and an emphasis on customer service, both Camps offer you the best Scouting environment you could ask for in a Summer Camp. Come to Camp expecting, and demanding, a great time. Your Unit's program can be tailor-made to meet your Unit's needs. The experience level of your Scouts and Adult Leaders will be important considerations in building your Camp program. The Camp Staff is available to help you make your individualized Camp program work.

Read this guide *carefully* and use it to plan your week. If you have any questions, please allow us to answer them.

The Camping Program of the Greater Yosemite Council is proud to be a part of your Troop's effort in serving our youth.

Thank you.

Brian Osterhout, Camping Chair



Jason Lewis, Director of Support Service

Andy Meyer
Camp Director
Camp John Mensinger
cjmcampdirector@gmail.com



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PRE-CAMP PLANNING

Unit Timetable

To be Completed as Soon as Possible:

- Choose the week you wish to attend Camp and submit a Stake-A-Claim.
- Be aware of the Camp Fee Payment Schedule and the Council Refund Policy.
- Schedule a parents' night to promote and explain Summer Camp.
- Talk with Webelos who will graduate into your Troop about going to Camp.
- Provide Campership information for Scouts in need.
 - Provide Provisional Camper information for Scouts unable to go to Camp with you.
- Share the Leaders Guide with all unit leaders *including the SPL*.
- Attend the Camp Leader's Orientation meetings:
 - **April 23th @ GYC Office 7pm.**

Two Months Before Departure:

- Unit Leaders and Troop Committee review this guide together.
- Unit Leader should begin the program planning process for Camp.
- Obtain commitments from other Adult Leaders to assist at Camp.
- Provide each camper with:
 - current BSA Annual Health and Medical Record forms*
 - Individual Equipment Needs List (p. 13)
 - Firearms Permission Slip (youth only)
- Secure commitments to attend Camp from each Scout and their family.
- Review Troop equipment needs.
- Review individual advancement needs.
- Check which Merit Badge requirements must be completed prior to Camp.
- Communicate with the Camping Department about any changes to your planned Camp attendance.



One Month Before Departure:

- Submit a Unit roster of youth and Adults attending Camp.
- Confirmation of fees due or paid through Council Office. Pay balance due.
- Collect and check to see if all forms have been properly completed and are signed
- *Health form required to be updated annually*
- Review suggested personal equipment checklist.
- Counsel Scouts on their personal goals for fun and advancement.
- Check on final transportation arrangements.

Three Weeks Before Departure:

- Hold final Troop Leader's Council
- Unit committee meets to tie up loose ends: transportation, Troop equipment, etc.
- Provide address, emergency phone number, and travel plans to your Troop.
- Double check all forms, especially the BSA Annual Health and Medical Record, are complete, current, and signed by parents and doctor.
- Complete **Final Unit Rosters** and send a copy to the Youth Leadership Training Center.
 - Notify Camp Administration of **Monday** or **Saturday** arrivals.
 - Notify Camp Administration of Special Dietary Needs. e-mail needs to chefcampmensinger@gmail.com

*Old Versions of the BSA Annual Health and Medical Record will NOT be accepted!

COUNCIL REFUND POLICY

A great deal of advanced planning and purchasing takes place for all programs and events Of Central California Camping during the months and weeks prior to an event (facility rentals, supplies, staff hiring, food contracting, and program material acquisition). Because of this, Greater Yosemite Council has had to renew its refund policy.

Refunds requested two weeks (14 days) prior to an event/Camp may receive **up to** an 80% refund One week prior (7 days) to your event/camp receive a 60% refund. Withing (7) days of the event/ camp there will be **no refund**. Any refund will be based on the following criteria:

Types of refunds considered: serious illness or injury (doctor's certification required), or death in immediate family. Refunds are not given for no-shows, conflict of schedule (such as sports events, out of country trips), weather conditions, or behavioral issues occurring before or during the event/camp. No requests accepted after September 1st.

The \$250 Stake-a-Claim deposit is non-refundable.

Refunds will be returned to the person(s) or entity from which the funds were received. Please include: participants' names, Unit number, District, address, contact phone number, name of the event, and date or session of the event.

Send refund request to: Greater Yosemite Council
1001 Davis St
San Leandro, CA 94577



CAMPERSHIPS

Info to Follow

CAMP FEES AND PAYMENT SCHEDULE

| | | |
|--|---|---|
| Early Bird Camp Fees | Per Scout, Per Week: | \$395 |
| Stake-A-Claim Deposit | At Time of Reservation | \$500 per unit/per site/per week (NON REFUNDABLE) |
| Initial Payment | 1/10/2019 | \$150 deposit per Scout to hold the campsite reservation ** NON REFUNDABLE & NON-TRANSFERRABLE |
| Camp Fee Deadline | 3/15/2019 | Final Early Bird Camp Fees Due (additional \$30 fee after this date) |
| Final Payment for additional Scouts | 5/24/2019 | Final Camp Fees Due \$425 Additional charge of \$30 on all unpaid Scout Balances after this date* |
| Adult Leader Payment | 5/24/2019 | Two Adults Free all additional Adults pay \$215 |
| Refunds | Refund request forms can be found at www.yosemitecamping.com Refunds will be granted per our Council Refund Request Policy | |

*New Girl units registering with unit in Spring 2019 pay original camp fee until May 24th.

*New Webelos registering with unit in spring 2019 pay original camp fee until May 24th.

**Units not paying for original youth number will be subjected to smaller campsite or sharing (we will try to take into consideration Webelos crossing over)

Central California Camping Refund Policy applies to all Summer Camps.

Camp Scholarships are available based on 'need' for all Central Valley Scouts ONLY.

PROVISIONAL CAMPING

Provisional Camping is available to Scouts who cannot attend Camp with their own Units, or who would like to spend an extra week at Camp. Scouts will be placed with another Unit in Camp, and the host Unit will provide the necessary leadership for the Scout. Every effort will be made to match Provisional Scouts with their host Troop prior to their arrival in Camp.

Provisional Scouts should contact their host Units and try to visit at least one of their Troop meetings before going to Camp, to familiarize themselves with their host Unit's Scouts and Adult Leaders.

The Scout's family or host Unit is responsible for transportation to and from Camp. Provisional Camper applications can be found at <http://www.yosemitescouting.org/camping/camp-john-mensing/51466>
Contact the Camping Department for questions or more information.

SPECIAL NEEDS

Campsites are available for use by physically challenged Scouts and Adult Leaders. Please check with the Camping Department for availability and accessibility to facilities. For dietary and other food related needs see *Food Service* on page 27 of this guide. When appropriate, Merit Badge Counselors should be made aware of special needs required by any Scout in order to provide effective instruction and the best possible program for everyone involved.

CAMP STAFF AND CIT'S



WE WANT YOU!

Camp John Mensinger is always seeking qualified applicants for both paid and volunteer Staff positions. Older Scouts and Scouters are encouraged to apply as well.

The minimum age requirement for employment at Summer Camp is 16. A Counselor-in-Training program exists for 14 & 15-year-old Scouts who are interested in applying for Camp Staff when they turn 16.

The application process and interviews for Camp Staff are ongoing. Interested individuals should contact the Camping Department at 209-566-7712 for more details. Seasonal Camp Staff Applications may be found at: <http://bit.ly/Campstaff> Scouts at Camp can also sign up to be notified of future Staff openings. See the Camp Administration to be placed on the Staff Interest List.

CIT Program

The Camp John Mensinger CIT program is a 3-week commitment of camping, learning and teaching. Each week will focus on specific skills and aspects of Staffing at summer camp. By the end of this program CITs will learn, among other things: team development, presentation skills, class management, and how to showcase camp spirit.

CITs will need to be available for the entirety of one of the sessions below:

- Session A: June 23 – July 13
- Session B: June 30 - July 20
- Session C: July 7 - July 27
- Session D: July 14 – July 31

LEADERSHIP REQUIREMENTS AND RESPONSIBILITIES

The success of your Camp program should not be measured by the number of Merit Badges earned. Success should be measured by the extent to which your Troop has learned - to stand on its own two feet, to use its Scout Leaders, to train its own instructors in Scouting skills, to acquire new interests that stimulate program in the upcoming year, and to strengthen the individual Scout.

The skills that your Troop leadership bring to Camp, combined with those of our skilled Staff, will ensure that the Scouts of your Troop have a top-notch experience. You are encouraged to make full use of these leadership resources for the benefit of your Troop.

One of the most enjoyable experiences at Camp for an Adult Leader is getting to know other Adult Leaders and sharing ideas and experiences with each of them. There will be plenty of opportunity for formal and informal gatherings, including a few friendly competitions among the Adult Leaders in Camp. Your Camp Commissioner will let you know about the scheduled events.

While at Camp, Units are expected to follow the traditional chain of command and organizational structure of a Troop. This section outlines those requirements and responsibilities while at Camp for: Adult Leaders (Scoutmasters, Assistant Scoutmasters, parents, etc.), Senior Patrol Leader and The Buddy System.

Adult Leaders: Scoutmasters, Assistant Scoutmasters, and Parents:

The Scoutmaster and Assistant Scoutmasters are some of the most important people in Camp. You are with your Troop 52 weeks a year and know your Scouts better than anyone else. While many of your formal duties may be logistical, it is also important to remember that you are a role model, coach, counselor, and friend. Scouts will often emulate their Adult Leaders and your behavior often sets the tone for how the Scouts will behave in Camp. Some Scouts do not have strong role models at home, and even though you may not be aware of it, they are looking to you to for how to behave. *What you do, what you say, and who you are in their day-to-day interactions is worth more than a thousand formal lectures and sermons.*

It is extremely important that each Scout has a quality experience and this is more likely to happen when full-time leaders are in Camp. Although it is difficult at times for an Adult to take a full week away to attend Camp, to do otherwise is very hard on your Scouts in attendance. A great deal of time is spent explaining the Camp program and operation when a Unit is rotating leadership. The Scouts suffer when new leaders do not know what to expect.

Adult Leader Requirements:

Each Unit must provide its own registered Two Deep Leadership. The Boy Scouts of America requires:

- *A minimum of two Adult Leaders who are **at least 21** years of age.*
- **ALL ADULT LEADERS must be registered members of the Boy Scouts of America and have completed up-to-date Youth Protection Training prior to camp.**
- Adults can register by filling out the BSA Adult Application at:
<http://www.Scouting.org/filestore/pdf/524-501.pdf>
- Contact your Council or District Training Chair for available training dates or complete the training online at: www.Scouting.org/Training/YouthProtection.aspx
- In the case of very small Units, it may be possible for the Council to pair you up with another Unit in order to pool leadership. Contact the Camping Department for more information.

Adult Leader Responsibilities

- Three weeks before arrival, inform the Camp in writing of any special needs a Scout or Adult Leader may have with regard to disabilities, medications, or dietary needs due to health or religious beliefs.
- Follow all Camp policies regarding the early release of Camper for any Scout leaving during the week.
- Distribute Unit medications individually.
- Monitor Scout's behavior and enforce Camp rules and policies.
- Adults should know where their boys are at all times and be aware of the activities they are involved in.
 - **Checking the Advancement Board** – the records show the name and Troop number of each Scout as well as their attendance and the progress towards completion. Records are updated each afternoon and evening within an hour of program areas closing.
 - **Enforce the buddy system.** Scouts need to have a buddy in program areas, on hikes, while swimming, and during other activities they are participating.
 - Ensure that Scouts in their Units do not damage Camp facilities and program materials. *Units will be billed for any damage done to Camp property.* This will include the cost for materials, labor, and any other cost in relation to repairs or replacements.
 -

Suggestions for Scoutmasters

- If you want a rule enforced, be immediate, consistent and definite.
- If you have a problem with Scouts from another unit, turn the problem over to their Scoutmaster. Contact your **Camp Commissioner** if you need further assistance.
- Monitor your Scout's advancement.
 - Keep a copy of each Scout's program.
 - Spot-check attendance and progress.
 - Observe the quality of advancement.
 - Guide younger Scouts with their advancement.
- Become acquainted with the Staff. Please direct any suggestions to the Area Director, the Program Director, or the Camp Director.
- Conduct a personal inspection of each Scout's gear within 24 hours of arrival, if not prior to leaving for Camp. Make a mental inventory. **Lock all valuables in your car.**
- Fireworks **MUST** be turned in for disposal.
- Confiscate weapons or potential weapons.

Senior Patrol Leader

The Senior Patrol Leader (SPL) runs the Troop and is the key Junior Leader of your Unit. They should be well trained to carry out their Camp responsibilities and will be invited to serve on the Camp SPL Council.

The Buddy System

Scouts should pair up with a "buddy" while participating in program activities. The Camp Staff will make announcements during the week reminding Scouts to use the Buddy System. Adult leaders are encouraged to do the same. Scoutmasters should devise a check-in plan so that you can account for your Scouts at all times.

Buddy Responsibilities

The Buddy System should be enforced during all activities at Camp, including, swimming, boating, while on the trails, as well as during Merit Badge classes.

PLANNING YOUR CAMP ADVENTURE

It is never too soon 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:

- **What are your Scouts interested in?** Share a list of Camp activities with the 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, or on their own.
- **Determine advancement needs** - Update your Unit's individual advancement records and have each Scout set a personal advancement goal for their week at Camp. Different badges and activities are appropriate for different Scouts.
- **Set your Unit objectives for Camp** - List the accomplishments that you hope to achieve with the Unit at Camp. Your plan should lead you toward achieving your goals.
- **Meet with the Unit Committee** - Sketch out a program for the Troop's week at Camp. Discuss your objectives and design your week to accomplish those goals. Get the support of the committee behind you. Have the committee help you draft a list of activities for the program, and then use that list to give the Scouts a voice in the planning process.
- **Attend the Unit Leader Orientation Meeting** - Key Camp Staff will be on hand to help prepare your Unit for a super Summer Camp experience.
- **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.
- **Plan for Unit programs** - Be sure to leave time for the activities your Unit would like to do together including open swims, hikes, trail rides and Troop shoots.
- **Hold ceremonies for recognition** - This should be an important part of your program. A Friday evening Camp court of honor, or a daily recognition at Unit meetings give an instant but important recognition.
- **Do not be afraid to let the Scouts make mistakes** - After all, mistakes are the seeds that germinate learning and success. *Always keep safety in mind!*
- **Have patrols already organized before coming to Camp.** Work on ideas as patrols and have the patrol leaders represent the group at Camp. Come with some of your activities planned.
- **Make your Campsite the heart of the Camp.** Your Campsite is your home for the week, so work at making it more comfortable. Try using banners and flags to dress it up.
- **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 number one!
- **For first-year Campers,** generally speaking, the Eagle Trail program at Mensinger is a great way to start a Camp experience. In addition to this program, some easier Merit Badges are suggested.
- **If a Scout has too many of one activity planned,** Scoutmasters should suggest the Scout try something new this year in order to get a well-rounded experience.

Five Levels of Programming

The BSA Summer Camp program offers fun and adventure with a specific goal. Camps provide a program for Troop leaders to use in helping their Scouts grow and learn. This program is developed to provide activities for the individual Scout, for buddies, for patrols, and for the Troop as a whole, culminating in a great total Camp experience. All programs in Camp have been designed with the following five concepts in mind:

1. **Scout** - Merit Badge programs 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, so certain activities have been planned during the week which will encourage buddy pairs to 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 also have the opportunity to compete and work with each other in demonstrating their Unit pride and Troop skills.
5. **Total Camp Experience** - There's a chance 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, outpost and much more.

A Good Plan for Camp is:

- **Scout Planned** – The Troop's Summer Camp program can be part of the growth process of Scouting if the Scouts themselves are involved in the planning through the Troop Leader's Council. The TLC, with guidance from the Scoutmaster, should see that the Troop program reflects the individual goals of the various Troop members as well as the collective aims of the Troop.
- **Balanced** - 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 their surroundings, pursue their interests and build friendships.
- **Individualized** - A successful Camp program reflects the different ages, ranks and skill levels of the Troop. While it is good for the Troop to conduct some activities during your session at Camp, you should also allow sufficient time in your program for eating, sleeping, and clean-up of your campsite.
- **Flexible** - Remember that there are at least a dozen other Troops planning a program that involves the Staff and facilities at the same time your Troop will be using them. Most of the time the Camp's capacity is great enough to meet the demand, but sometimes it is necessary for one or more Troops to rearrange a part of their program to enable Staff to serve them properly. Please be prepared for this possibility and have enough flexibility built into your program so that you may accommodate changes.

Over-Programming

There are more activities at Camp than anyone can accomplish in a single week, which is why we suggests Scouts and Adult Leaders select a small number of activities to enjoy rather than trying to cram too many experiences into the week.

Scouts and Adult Leaders are not obligated to take part in every activity. Young Scouts in particular seem to enjoy spending their week fishing, catching frogs, and riding horses, 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 the Boy Scouts is to foster an appreciation of the outdoors, and sometimes that is best accomplished simply by being outdoors in the natural setting of Camp. Some tips to avoid over-programming:

- **Summer Camp is not a Merit Badge mill** where you pay a fee and get badges automatically. Instead, Camp offers Merit Badges as one portion of the overall program.
- **Be aware of which badges require the most skill**, endurance, or written work, since those will require more time during the week. Examples of these are: Environmental Science, Lifesaving, Horsemanship, Archery, Rifle Shooting, Shotgun Shooting and Pottery.
- **Merit badge work at Camp can be made easier** if the Scout does some preparation at in advance. Camp is not an ideal place for Scouts to complete written work and Scouts can prepare by completing their written work before arrival. Obtaining the Merit Badge pamphlet and at least knowing the requirements is a great place to start.
- **Communicate.** Let the Camp Staff know how they are doing, what you need, and how they can help meet your needs. Camp Staff is always ready and willing to assist you in any way they can.
- **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 Mother Nature has to offer. This goes for Scoutmasters as well.

UNIFORMING

All Scouts and Adult Leaders are strongly encouraged to be in full field uniform for the evening flag assemblies, dinner, and any chapel services.

The activity uniform consisting of Scout shorts, uniform socks, and a Scout, Troop, or Camp T-shirt is appropriate attire for morning flag assemblies and throughout the day. Troops are encouraged to set a uniform policy that their Troop can adhere to before Camp begins. Many Units display their pride with Unit shirts or hats.

Scout appropriate attire is required at all times.

Swimsuits and sleeping attire are **NOT** acceptable at meals.



Equipment List

Be sure all personal items are clearly marked with full name and Unit number. Adult volunteers, the Camp, Camp Staff, and the Greater Yosemite Council are NOT responsible for lost or stolen items.

Clothing

Scout Uniform (see below)
Jacket, sweater, or sweatshirt
Rain Poncho/Raingear
T-shirts (at least 1/day) *
Pants or jeans
Underwear (at least 1/day)
Hiking Boots/sneakers
Socks (at least 1/day) *
Swimwear and towel
Pajamas or sweat pants
Hat or Visor*
Handkerchief

Camping Gear

Sleeping Bag
Ground cloth, sleeping pad, or mattress (camp does not provide cots) *
Pillow
Backpack/Day pack*
Canteen, water bottle, etc.*
Flashlight* with fresh batteries
First aid kit*
Pocket knife (need Totin' Chip) *

For the Patrol and/or Troop

Troop Flags and Poles
Patrol Boxes
Bulletin Board Push Pins
Clothesline and Pins
Lanterns

Toilet Kit

Toothbrush* and toothpaste*
Comb/Brush*
Soap*
Wash cloth and towel*
Kleenex*
Insect Repellent*
Sunscreen*
Chap Stick/Lip Balm*
Shampoo*
Deodorant*

Other Items

Sunglasses*
Compass*
Watch*
Money for Special Activities & Trading Post

Merit Badge Items

Scout Handbook*
Pen/Pencil
Notebook and paper*
Unfinished Partials
Merit Badge Pamphlets

Paperwork

BSA Annual Health & Medical Record Form (parts A,B & C), signed, dated & *completely* filled out**
Firearms Permission Slip
Dietary Needs Form
Final Unit Roster
Troop Advancement Records

Optional Items

Camera (Photo/Video)*
Musical instrument
Fishing gear*
Personal Eye and Ear Protection for Shooting Sports
Mountain Biking Helmet
Card/Board Games

Items to Leave at Home:

Do NOT bring these to Camp:

Electronics (radios, MP3 players, iPods, DS or PSP, etc.)
Sheath Knives
Knives with blades longer than 3"
Weapons of any kind
Expensive jewelry
Hatchets
Fireworks
Ammunition, firearms
Alcohol and Drugs
Archery equipment
Un-Scout-like attitudes
Tobacco (for youth)

* When available, these items are also sold in the Trading Post.

** Old Versions NOT Accepted

ARRIVAL AND CHECK-IN

Arrival Day

Troops should plan to arrive at Camp as a unit on Sunday between 12:00 pm and 1:30 pm. Check-in beginning at 12:00 pm. Inform Camping Department at 209-566-7712 if you will not be arriving during this time.

Your Troop will be met by a member of Camp Staff at the parking lot. The Scoutmaster proceeds straight to the check in table. Having all forms and medications easily accessible will make your check-in go much smoother. Your Troop Guide will take you to your Campsite and onward on your tour.

If your Troop arrives before noon, please remain in the parking lot until check-in begins.

Saturday Arrivals

Saturday arrival *may be permitted* with prior approval from the Camping Department (extra fees apply). Please contact the Camping Department to make these arrangements. Units arriving on Saturday are responsible for their own meals until Sunday dinner. Camp will not provide any program until check-in begins on Sunday and all program areas will be closed and off limits. This includes the swimming area and boats at the Waterfront.

Monday Arrivals

Units who are arriving on Monday morning need to arrive by 6:30 AM so that medical checks and Campsite check-in can be completed before breakfast. Please contact the Camping Department to make these arrangements and email the Camping Assistant Melissa.Yarns@scouting.org by the Monday prior to your expected arrival.

Driving and Parking

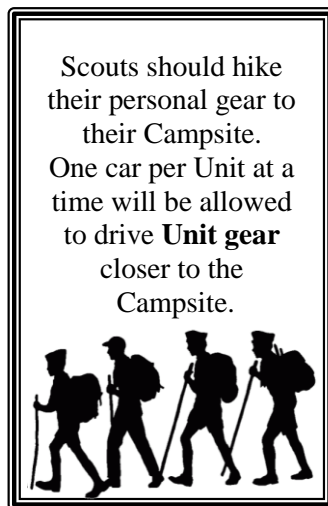
The speed limit at Camp is 5 mph.

To protect the health and safety of the Campers and conserve Camp property, personal vehicles are only permitted during check in and check out. Following unpacking, all vehicles are kept in the parking lot.



Do not forget to back your vehicle in when parking for evacuation purposes. Please remember that our Camp properties are fragile environments and keep your vehicle on Camp roads at all times. Trailers should be un-hooked from the vehicle that transported them and parked next to the vehicle that brought it.

All vehicles should remain in the Camp's central parking lot throughout the week unless you are departing or entering Camp via the main road. Any Adults wishing to leave Camp during the week **must** check-out at the Camp Admin. Office and **should** make sure the other Troop leaders in their Troop know where they are going and when they will return. For emergency purposes, the Camp Administration must be able to ascertain the whereabouts of each and every Scout and Adult Leader at all times.



FORMS REQUIRED FOR CAMP CHECK-IN

Please collect the following documents and have them readily accessible to speed up the check-in process.

Unit Forms - Forms are available online:

- **Final Camp Roster** - This will be requested at check in on Sunday and useful to have several extra copies throughout the week.
- **Dietary Needs Form** – To be given to the Dining Hall Steward during your camp tour.
- **BSA Routine Drug Administration Record (Med. Log)** – If you do not have this ahead one will be provided to your troop by the Health Officer upon arrival. This must be filled out prior to administering any prescription medication at camp.

<http://www.yosemitescouting.org/camping/camp-john-mensing/51466>

Individual Forms

- **Firearms Permission Slip:** Official firearms permission slips are required for all Youth in order to participate in all shooting sports activities at Camp. Four (4) signed copies are needed per person.
- BSA Annual Health and Medical Record:
 - ALL Campers, Youth and Adult must have a current, completed BSA health form with **all three sections** (parts A, B, and C) and all appropriate parental & doctor signatures.
 - **REQUIRED FOR EVERY PARTICIPANT, YOUTH AND ADULT**

If you do not have a current BSA Annual Health and Medical Record, you will not be allowed to remain on Camp premises or participate in activities, no exceptions. Adults who will be on site for less than 72 hours and are only coming to eat, sleep and pickup/drop off Scouts only need parts A and B of their BSA Medical form. **Old versions will NOT be accepted.**

CHECK-IN TIPS:

- Assign a leader to be in charge of all forms.
- Read and complete all forms carefully.
- Double check ALL Camper's forms to make sure:
 - They are current, completed, and have **signatures**.
 - All medications listed on medical form are present and in original containers
- Bring this Camp Leader's Guide with you for reference during the week.
- Hold a personal equipment inspection of each Scout's gear and belongings prior to departure.
- Bring any receipts for fees paid prior to Camp, and any approved Camperships along with a check to pay the balance of Camp fees due.
- Bring a second check to secure your Camp reservation for next year with a Stake-a-Claim.

ORIENTATION TOUR

Your Troop Guide - or TG - will take you on a tour of Camp that will last about 2 to 3 hours (perhaps more or less depending on the size of your Unit, among other factors).

Setting up Your Site: On arrival to your Campsite, designate one Adult to inspect the Campsite with your Troop Guide to ensure that the Campsite is in proper condition. If you are sharing the site with another Troop, each Troop will be pre-assigned its tents. It is suggested that Adults bring their own tents if they wish to have separate accommodations from other Adults in their site. This is a good time to drop off your gear and change into swimsuits to prepare for swim checks.
* * Make sure to bring all your forms **AND** medications with you. * *



Medical Check: All campers will go through a brief medical re-check with Camp Staff upon arrival.

All prescription medications brought to Camp must have original containers and instructions for distribution. Having this information is a requirement by the BSA National Council and will help us process the medical re-check on Sunday more efficiently. Not having completed health forms, **including a medical doctor's signature** for Part C, will delay the participation of Scouts in Camp activities until completed forms are faxed up to Camp.

Swim Checks: All Youth and Adults interested in activities at the waterfront must take a BSA Swim Test prior to participating in Aquatics activities.

Camp Tour/Program Visits: Meet the Director from each program area in centrally located sites around Camp to learn about each program area.

Dining Hall: Turn in Dietary Needs Form - Receive meal shift, seating assignments and orientation. Please go over your Dietary Needs Form and alert the Dining Hall steward of any severe food allergies.

Campsite: After checking in, head to your Campsite with your Troop Guide. It is highly recommended that you change into swimsuits at this time.

Sunday Schedule:

- Noon Check in and Camp orientation
- 5:15 pm First Dinner (Staff provides Set-up & Clean-up on Sunday)
- 6:00 pm Flags
- 6:15 pm Second Dinner (Staff provides Set-up & Clean-up on Sunday)
- 7:00 pm Scoutmaster/SPL meeting & Special Activity Sign-ups
- 8:30 pm Opening Campfire

Leaders Meeting: This meeting, located at the Scoutmaster's Lounge in the Admin Building is to allow you to meet the Camp Director, Program Director, your Commissioners, as well as other Unit leaders (Youth and Adults). We will discuss an overview of some Camp policies and programs. It is highly recommended that you attend this meeting.

Program/Merit Badge Signups and Fee Payments: Sunday night after 7 PM, near the Trading Post, any Scouts and Adults will have the opportunity to pay for any program and activity fees they would like to participate.

WHILE AT CAMP



The Scout Law

The 12 points of the Scout Law guide our Camps. We ask that all Camper and Staff behavior follow the guidelines and principles set forth in the Scout Law. Negative and inappropriate conduct will not be tolerated. We ask for your cooperation and understanding in helping us maintain a high standard of personal behavior.

A SCOUT IS....

- Trustworthy:** Tell the truth and keeps promises. People can depend on you.
- Loyal:** Show you care about your family, friends, Scout leaders, school, and country.
- Helpful:** Volunteer to help others without expecting a reward.
- Friendly:** Be a friend to everyone, even people who are/seem very different from you.
- Courteous:** Be polite to everyone and always use good manners.
- Kind:** Treat others as you want to be treated. Never harm or kill any living thing without good reason.
- Obedient:** Follow the rules of your family, school, and Troop. Obey the laws of your community and country. If you think these rules and laws are unfair, try to have them changed in an orderly manner rather than disobeying them.
- Cheerful:** Look for the bright side of life. Cheerfully do tasks that come your way. Try to help others be happy.
- Thrifty:** Work to pay your own way. Try not to be wasteful. Use time, food, supplies, and natural resources wisely.
- Brave:** Face difficult situations even when you feel afraid. Do what you think is right despite what others might be doing or saying.
- Clean:** Keep your body and mind fit. Help keep your home and community clean.
- Reverent:** Be reverent toward God. Be faithful in your religious duties. Respect the beliefs of others.

Mature leadership is vital to the success of a Unit's stay in Camp. If your Unit's leaders lack the necessary maturity to safely lead a Troop, your Unit may be asked to replace the leaders in question or as a last resort leave Camp.

NOTES ON CAMP MAINTENANCE

Camp John Mensinger's Staff help make sure our facilities and grounds are in safe, working condition. If you notice anything broken in your campsite or around Camp, they ask that you contact the Camp Commissioner with as much information as you can provide so that they can deal with the request efficiently.

Camp Service Projects. A list of projects will be available in the Camp Office, and we would appreciate your help in the improvement of our facility.

Propane - If your Troop is bringing any of the large 5-7 lbs. or greater propane tanks, you are **REQUIRED** to come to Camp with a 5-lb. fire extinguisher, one per Troop. If you do not have a fire extinguisher, you will not be allowed to use your propane tank.

Electricity is not available in any of our campsites, and you may not run an extension cord from any of our building such as Shower Houses. You must bring a battery if you need power in your campsite for any devices, medical or otherwise. No generators are allowed in campsites except for use by the Maintenance Staff. If you have any batteries, they may be charged at the Admin Building or the Dining Hall.

Vehicles - are NOT allowed to drive into our Campsites. When your Troop arrives, you will be allowed to drive one vehicle or one vehicle with a trailer close to your campsite depending on its location.

CAMP HOSTS

The Host for your Campsite is your Troop's first source to check for answers. Your Host will meet with you daily to see how things are going, follow up on any problems, and help whenever possible. Each Troop will have a Host..

Your Campsite Host can:

- Help you understand the Camp's program and how to take advantage of its features and solve problems.
- Help you secure Campsite equipment.
- Help arrange inter-Troop activities such as Campfires, games, etc.
- Help and encourage Troop and patrol spirit through development of flags, yells, and songs.



CAMP POLICIES

Alcohol and Drugs

Controlled substances are prohibited from Boy Scout activities and properties during Summer Camp. Personal medications are to be kept locked at the Health Office.

The Boy Scouts of America and the GYC prohibit the use or possession of alcoholic beverages and controlled substances at encampments or activities on property owned and/or operated by the Boy Scouts of America, or at any activity involving participation of youth members. The BSA National Council prohibits the use of alcoholic beverages and controlled substances at encampments or activities on property owned and/or operated by the BSA or at any activity involving the participation of youth members.



Smoking

To promote Scouting's aim of physical fitness among its participants as well as to insure the protection and safe use of Council properties, the Greater Yosemite requires all Adult leaders who smoke cigarettes, pipes, vaporizers or electronic cigarettes to do so only in designated smoking areas and are required to set the proper example by refraining from smoking in the presence of Scout youth. Please see the Camp Office to learn where the designated smoking areas are.



Male and Female Sleeping Facilities

Male and female campers must have separate sleeping facilities. Married couples may share the same quarters if appropriate facilities are available, such as private tents.

Lost Property

Prior to coming to Camp, Scouts should be encouraged to clearly mark all personal items with their name and Troop number for easy identification. *Should a Scout inadvertently bring a valuable item, it should be locked inside one of your unit's vehicles.* Mensinger has a Lost and Found located in the Trading Post. Describe your lost valuables to the Trading Post Staff to retrieve them. Greater Yosemite Council is not responsible for lost or stolen items at Camp.

Camp Courtesy

In the Dining Hall please seat one leader at each table to ensure order. Waiters should wait for instructions from the Dining Hall Steward before setting or Troop yells and songs are **encouraged** at *lunch, dinner and before flags*, but may be disruptive during program time. Please refrain from Troop yells during breakfast. A Scout is courteous. If no one is present then you should NOT enter.

Please remind your Scouts that other Troops' campsites are off limits unless they are invited in. Scouts should walk around other Troops' campsites, not through them. Please ask permission to enter or pass through another unit's campsite.

Quiet Hours are observed between **10:00 PM and 6:00 AM Youth**, including two-deep leadership, should be in their campsite from 10:00 PM until 6:00 AM with the exception of certain Camp activities.

Electronics - If your Troop allows radios, MP3 players, video games, cell phones, and other electronics, during travel please confine them to the tent/shelter area or your campsite or lock them in a troop vehicle. These are **not** allowed for youth around camp except for use with Camp program.

Camp Property - Leave all pipes, valves and other Camp infrastructure alone. Report maintenance issues to Camp officer.

COMMUNICATION

Our Camp does not have a phone line, however we can relay messages in the case of emergency from our office up to the Camp Staff Monday-Friday 9-5 for Camp business and emergencies only. Please let the families of your Scouts know these lines are **only for emergency purposes**, not to check up on their child.

Office Phone:209-566-7712

Some cell services can receive calls while at camp, however there is no guarantee of clear and regular communication. We encourage families to prepare to allow their scouts the remote wilderness experience our location provides.

Mail is checked every Wednesday and Friday. Please allow a considerable amount of time for your shipped items to arrive at camp (one week prior to your scout's arrival). We are in a remote location and the mail service has multiple check points before it arrives.

All mail should be addressed as follows:

For **USPS**:
Scout's name and Unit #
Camp John Mensinger
General Delivery
Pinecrest CA, 95364



DAILY SCHEDULE INFORMATION

The weekly program schedule will have all the information for the daily schedule. Each morning and evening at flags, announcements for all programs will be made. The schedule and more information can also be found on the Information Board by the Trading Post.

Merit badges generally meet for an hour Monday through Thursday, with a makeup session on Friday. Scouts learn in an interactive teaching environment with the same group of Scouts and counselors throughout the week. We encourage Scout leaders to drop in on any of the Merit Badge sessions and lend a hand. Please remember that it is best to give any feedback or suggestions to the counselor in private after the session has ended.

RELIGIOUS SERVICES

A Scout is Reverent – The 12th point of the Scout Law. All Scouts and leaders are welcome and encouraged to use the Camp Chapel. Troops requiring specific denominational services may invite their religious leader to Camp to aid them in this.



TROOP MEETINGS AND CAMPFIRES

During the week your Troop is encouraged to hold meetings to convey announcements, check Merit Badge progress, and take care of Troop business. Don't forget that your SPL should lead these meetings. Many Troops will assemble before meals or Camp-wide events and then walk over as a Unit.

Troops are encouraged to have a Campfire in your campsite. Feel free to invite Staff members or other Troops to encourage scouting fellowship and Troop interaction.

CAMP SAFETY

Aquatics Safety

All Scouts and leaders are required to take the BSA Swimmers Test before participating in any aquatic activity. The Waterfront is off-limits when no Staff is present. No swimming is allowed anywhere other than the official Waterfront.

Emergency Procedures

In the event of an emergency, notify a member of the Camp Staff immediately. Please do not attempt to deal with the emergency yourself, regardless of the situation. If the situation seems at all dangerous, as in the event of wildfire, the priority is to evacuate all Scouts and leaders from the immediate area.



For all emergency assembly purposes, a siren will be sounded, the fire bell will be rung, and Scouts and leaders should report immediately to the Camp assembly area (flagpoles) to await further instructions. When your Troop arrives at the assembly area, take a headcount. A key member of the Staff will ask for a Troop roll call. If anyone is missing, Camp Staff or appropriate emergency personnel will initiate a search. More information on emergency procedures will be available on your first day in Camp.

Emergency Drills

A fire drill will take place within your first 24 hours at Camp. Emergency drills are held during each session of Camp. When the alarm sounds, all Scouts and Adult Leaders are to report immediately to flagpoles, our designated assembly area and take roll using your Final Camp Roster.

Fire Safety

- ❑ Fires are permitted only in the Campfire ring in each Campsite and should never be left unattended. Fires should also always be under the supervision of an **Adult** unit leader.
- ❑ National Council policy requires that each Unit post a completed Unit Fireguard Chart in their Campsite. These forms will be posted on your Campsite's bulletin board prior to your arrival.
- ❑ Each Campsite is furnished with a bucket, a shovel and a rake. We ask that you do not remove these tools from your Campsite. Proper means of extinguishing fires should be on hand at all times. In case of extreme fire danger, the California Department of Forestry may temporarily suspend our Campfire permit.
- ❑ Liquid or propane fueled stoves or lanterns are to be operated only under direct Adult supervision. Any large quantity of fuel must be stored with the Camp Staff.
- ❑ **Extreme caution must be taken whenever an open flame is involved.** Camp can be a very hot and dry tinderbox during the summer. Please be sure that all lanterns used are of approved status and that Campfires are not left unattended.
- ❑ **Fireworks of any kind are illegal and strictly prohibited in Camp.** Possession of fireworks will be grounds for immediate dismissal from Camp property and could result in criminal prosecution.

Personal Safety

- Closed toed shoes are required throughout Camp. The only exception is the Waterfront where sandals may be worn.
- Travel only on designated trails.
- Report safety issues to the Camp Director immediately.
- All Camps operate on the buddy system. Scouts need to have a buddy in program areas, on hikes, and in any other activity they are participating.
- Initiations and/or hazing are strictly forbidden by BSA National Council Policy.
- Non-prescription drugs and alcohol have no place in Camp and are prohibited.
- No flames of any kind are allowed in a tent or outside a designated fire ring at any time.
- Fireworks are prohibited by county laws in both of our Camps.
- Pets of any kind are not permitted at Camp.
- Scouts and Adults are encouraged to use the Buddy System throughout the week.

Plants and Animals to Avoid

While most of the animals we have at Camp are harmless, there are some to be very cautious around. **Rattlesnakes, bears, and cougars** occasionally make their way around Camp. **Yellow jackets, scorpions, ticks, and spiders** could be found lurking just about anywhere; all of them bite or sting and are in general very annoying. Instructions on how to deal with each of these will be given at Camp.

Shooting Sports Safety

- Permission from a parent or guardian is required for Scouts to shoot at any of our ranges. This permission slip can be found at the end of this guide or online at <http://www.yosemitescouting.org/camping/boy-scout-camping/camp-john-mensing/51466>
- ALL personal firearms, ammunition, and archery equipment are prohibited in Camp.
- **Red flags** are used to designate a firing range
 - If the flag is **DOWN** the range is closed - - **DO NOT ENTER**
 - If the flag is **UP** the range is open and staff is present
- Yellow rope or caution tape designates restricted area.
- Scouts may bring their own eye and ear protection for use at the shooting ranges.



ADMINISTRATION BUILDING

The Administration Building is home to the Scoutmaster's Lounge and Camp Director's Office. All morning Leader's Meetings will be hosted here.

The Lost & Found is located in the Admin Building. Please make sure that all of your Scouts' gear is marked with their name and Unit number in case it is turned in.

TRADING POST

The Trading Post serves as a general store providing a variety of refreshments, as well as general Camping equipment, t-shirts, and Camp John Mensinger souvenirs. Scoutmasters may want to provide leadership to Scouts to assure that purchases are reasonable. The Trading Post is available after meals and during program time. The Trading Post accepts cash, checks, as well as Visa/ MasterCard.

We also have the Camping equipment and materials you'll need to complete those Merit Badges you're working on. If you forgot your coffee mug, you can pick up a new mug from our friendly staff. Merit Badge books can be purchased here too!



YOUR CAMPSITE AT CAMP JOHN MENSINGER

Your Campsite will be your home for the week at Camp John Mensinger. Each Campsite has tent platforms with two-person canvas tents. Your Campsite will also have the following: A central fire ring and fire tools, bulletin board, flag pole, nearby washstand and "KYBO".

Remember, "A Scout is clean". Your Campsite should be a reflection of that principal. Please respect the privacy of the Camp Staff and stay out of Staff living areas and respect the Campsites of other Units by staying out unless invited.

Campsite Maintenance

Regular day-to-day cleaning and maintenance of the Troop Campsite is the responsibility of the Troop. The Campsite should be kept free of litter and other garbage, and the "KYBO" should be cleaned daily. Cleaning supplies, garbage bags, and toilet paper are available from the Camp Office or in the supply box near the "KYBO". If repairs to the Campsite are needed, please speak with your campsite host or the camp commissioner.

Trash Removal

Troops must empty all Campsite trash cans each night to prevent attracting wildlife. Place all garbage in the cage behind the Dining Hall by 7:30 pm every night. Do not leave candy, food, or anything smelly in tents or Campsites, since this may attract wildlife.

Shower Facilities

The Shower houses are designed to meet Youth Protection Guidelines. Adults have designated shower facilities and should ensure they seek these out and are not permitted to use youth showers at camp.

TENT REPAIR/ACCOUNTABILITY PROGRAM

Tents throughout Camp are the primary shelter for Scouts and visitors to our Camp. It is extremely important that we respect and maintain the canvas tents in our Camp. Due to accidents in the past, it is necessary to hold Troops accountable for damage to tents while in use during your stay. The prime examples of damage to tents are Scouts practicing woodcarving, using their pocketknives in their tent and cutting the walls of the tents, all of these types of accidents are irresponsible of the Scout and disrespectful of the equipment and Camp Property.

On arrival to your Campsite, you and your Scouts will inspect canvas tents with your Troop guide and note any previous damage in the tents. During checkout, if any new damage is found, Troops will be responsible for a charge of \$12 per inch of damage. Normal wear and tear due to environmental elements is understandable.



Questions should be brought up to your Camp Commissioner. However, the Camp Director has the final say on damage. After your site is checked, bring the check-out form to the office for final check-out, or if there is damage bring the form to the Trading Post first to pay for the damage.

SERVICE AT CAMP

Mensinger Work Weekends

Another way to improve Camp is to attend the Mensinger work parties. Participants help provide much needed Camp clean up and assist with Camp improvement projects.

Work parties happen before and following the camp season. Meals are provided and Scouts can Camp free in return for participating in the work party. Scouts should bring work clothes, water bottles and food for other meals.

For more information or to RSVP, contact the Camping Department at Melissa.Yarns@scouting.org

VISITORS AT CAMP

Visitors are welcome at Camp, however there are a few things to keep in mind before inviting visitors. Camp does not have separate visitor accommodations, and it's important for parents to remember that Scouts will probably be busy with Camp activities. Due to liability considerations, friends and siblings of registered participants are not to attend Camp and cannot participate in Camp programs.

Guidelines for visitors at Camp

The best time to visit is the last full day of the session. All visitors must check in at the Camp Office immediately upon arrival at Camp. Visitors must park in the designated parking lot and walk to the office.

Meals are available for the following fees: Breakfast \$14; Lunch \$14; Dinner \$16; or all three for \$40. There is also a nightly camping fee of \$42 per person per night. Please notify the Camp Office at least 48 hours in advance if you wish to purchase guest meals.

FOOD SERVICE



Camp John Mensinger offers excellent Dining Hall style service, providing three fully prepared meals a day. Dining hall meal service will be done in two shifts per meal. Your unit will be assigned a shift during your orientation tour of Camp. Each Unit eating in the Dining Hall will need to provide one waiter per table for each meal. Waiter duties will be explained during the orientation tour of Camp. Waiter call is 15 minutes before each meal.

Tables in the dining hall seat eight. Due to the final numbers within your Troop, the dining hall steward may require you to share a table with other Troops. Only one waiter is needed for the shared table and the Senior Patrol Leaders for both Troops should work together to ensure the table service is not carried by only one Troop.

Seating provided to each Troop is determined by the number of full-week individuals. Visitors should pay for meals in the Trading Post (*see Visitors in Camp*) and join their Troop in the dining hall within the space allotted without encroaching on the space of neighboring Troops.

SPECIAL DIETARY NEEDS

We will do our very best to accommodate special dietary needs. Such needs must be communicated clearly, in writing, at least three weeks in advance of your arrival. Please submit items you **can** eat as well as those you cannot. You can email your needs to chefcampmensinger@gmail.com or mail your info directly to Camp. If you need to speak directly to the Camp Cook, please call the

HEALTH AT CAMP

Medical Forms

The Boy Scouts of America policy requires that all youth and Adult members have an annual medical evaluation, signed by a certified and licensed healthcare provider. All Scouts and Adults attending resident Camp at least one night are required to have a current and complete BSA Annual Health and Medical Record. If you do not have a current version of the BSA Annual Health and Medical Record, or if your form is out-of-date, you may not attend Camp, no exceptions.

It is recommended that you bring photocopies of these forms to Camp and that the Unit keeps the originals. These forms are found at <https://www.scouting.org/health-and-safety/ahmr/>

In instances where medical evaluation or immunizations are against religious beliefs, the requirement for medical examination forms can be waived with a written statement from the Camper's parent/guardian and church officials that a medical examination is a violation of religious belief. Those forms can be found at <http://www.Scouting.org/Scoutsource/HealthandSafety/Forms>

The BSA Annual Health and Medical Record authorizes:

- The Camp to provide medical treatment.
- Participation in Camp activities such as waterfront, COPE, and climbing.
- Council of Central California Camping, BSA and the National Council, BSA to use photographs taken at Camp for promotional purposes.
- Authorizes the drivers each youth is allowed to leave with.

Insurance

Each Unit attending Camp must be covered by some type of accident and insurance plan. GYC Units are covered under BSA Campers' Accident and Sickness plan. Some Councils provide this insurance for their Units or offer the insurance for a small fee. Other Units are covered by their chartered organization. If your Council does not provide insurance, you will need to get a Unit application at your Council service center and apply for the insurance yourself. All out-of-Council Units MUST bring a claim form AND proof of insurance (if not covered by their Council) to Camp. This form is not necessary to go to the hospital but will provide helpful information in processing the claim.

Health Lodge

Our Camp has a well-equipped Health Lodge operated by a qualified Health Officer. All accidents, injuries, and illnesses must be immediately reported to the Health Officer. The Health Officer can handle most minor injuries and illnesses. Minor cuts not reported become difficult to treat later. Serious injuries or illnesses will be taken to a local medical facility where we have made arrangements for treatment. Transportation to the medical facilities is the responsibility of the Unit, unless emergency medical treatment is necessary. Night calls after 10 PM should be restricted to urgent situation. Youth **MUST** be accompanied by an Adult Leader and follow the buddy system.

Health Officer

A qualified Health Officer is on duty at all times during your stay. The Health Officer is located in the Health Office in the Camp Administration Building. The Camps have made arrangements with a local clinic nearby and have access to an ambulance service and the hospital in the event of an emergency.

Medications

Boy Scout National policy states:

All prescription drugs (including those needing refrigeration) are to be kept in locked storage and in compliance with local and state laws. An exception may be made for a limited amount of medication to be carried by a Camper, Adult leader, parent, or Staff member for life-threatening conditions, including bee-sting or heart medication, and inhalers, or for a limited amount of medication approved for use in a first aid kit.

All medications taken at Camp should be listed on the Annual Health and Medical Record, in the medication log and need to be presented during the health screening.

Lockers for Unit use will be provided in the Camp Health Lodge. The Unit leader will be given the combination to the locker. All Medications must be recorded in the provided log. This log must be left in the locker at the end of the week. The locker area will be open 24/7 while Camp is in session to allow access to your Unit locker.

Adult Unit Leadership will be responsible for seeing that the Scouts in their Unit needing medication take the necessary medications at appropriate times in correct doses. Non-prescription medications must be kept under the supervision of the Adult Leaders.

Special Dietary Needs

See: Food Service (page 25)

Preventing Homesickness

One of the biggest challenges facing Scouts at Camp is homesickness. This can be especially true for new or younger Scouts who have never been away from home. A great way to prevent homesickness before arrival at Camp is for families and Unit leaders to stress all the fun the Scout will have at Camp with the many new experiences that are in store. It is good advice for family members to refrain from comments about how much they will miss the Scout or how much the Scout will miss everything at home.

At Camp, the Staff will help to fight homesickness by keeping the Scouts busy with fun and challenging activities. Unit leaders need to keep a sharp lookout for homesick boys, and ought to tell their commissioner, who can help brainstorm activities to keep the Scout busy.

A big cause of homesickness is a phone call home. If a boy is not homesick, there's a good chance they will be after they call home. Scouts are discouraged from bringing cell phones to Camp. Parents should be discouraged from having their Scouts call home, except in an emergency. No Scout may call home without a Leader's permission, and a Leader must be present when placing a phone call.

Rest

Adequate sleep can be the key to a great week at Camp. Each person needs a certain number of hours of sleep each night. Unit leaders need to see that the Campsite is quiet at 10:00 PM to permit those who wish the chance to get at least eight hours of sleep.

Some people need more time to rest during the day. Leaders need to be sensitive to this and provide opportunities for rest time. Too often Campers do not take the time to sit and enjoy the beauty of the Camp surrounding them.

MERIT BADGE INFORMATION

Merit Badge Philosophy

A Merit Badge is recognition for what a Scout has learned and done. The Merit Badge program was designed to help Scouts become familiar with their world and stimulate interest in new program areas. Furthermore, the program was designed to get Scouts out to meet new people in their community and gain a basic knowledge of a given topic.

To earn a Merit Badge at Camp, a Scout must complete the requirements of that badge. We will give them every opportunity to satisfy the requirements they need. Completing a Merit Badge certifies the Scout's knowledge. For example, signing off the application for First Aid Merit Badge implies a Scout knows how to splint a broken bone and can confidently do so in any situation.

We recommend that the average Scout sign-up for **2 to 4 Merit Badges**, depending on the individual. This should give them plenty of opportunities to earn the Merit Badge and take part in the other program offerings of the Camp.

Camp will provide and fill out ALL Blue Cards for Merit Badges *started* at Camp.

You should NOT fill out or bring your own Blue Cards for these Badges. If the Scout does not complete the requirements, the Scout will not receive the Merit Badge (see Partial Policy). The responsibility for completing those requirements lies solely with the Scout.

Partial Policy

There are many badges that have requirements that cannot be completed at Camp. Some of these are due to time requirements, and others simply cannot be done in a Summer Camp setting. It is the policy of the National Council of the Boy Scouts of America that there is no time limit (other than the Scout's 18th birthday) on a Scout completing a Merit Badge after receiving a partial. Both Camps will honor partials regardless of date or location that requirements were completed.

The form is titled "APPLICATION FOR MERIT BADGE" and includes the following sections:

- Information for Applicant:**
 - A merit badge application can be approved only by a registered merit badge counselor.
 - You must have a buddy with you. (Scout leader, parent, or other Scout.)
 - Turn in your approved application to your unit leader. You will be awarded the merit badge when your unit leader signs the merit badge.
- Information for Counselor:**
 - Merit badge applications must be signed in approval of the applicant and back in approval of the merit badge.
 - You may not charge any membership fee, but you may charge a fee for materials and supplies.

The form also includes a grid for tracking progress, a barcode, and the Boy Scouts of America logo.

Counselors will ask Scouts to review requirements already signed off to ensure that they are able to properly complete the Merit Badge. **It is necessary for Scouts to bring the Merit Badge blue card partial to Camp.** In cases where Merit Badges are not completed at Camp, a partial indicating the requirements that have been done will be issued and given to the Unit leader. Many of these requirements can be completed before a Scout arrives at Camp. A Scout can contact a Merit Badge counselor for that badge, go over the work they have done, and bring a partial to Camp with him. In some cases Camp counselors will require a partial from a Merit Badge counselor, (indicated later in this guide.)

Merit Badge Limitations

We strive to give all Scouts a fair chance to participate in those Badges which must be limited because of facilities or safety. For this reason, Merit Badge counselors reserve the right to limit Merit Badge class sizes. Please remember to sign up for classes prior to arriving at Camp to have the best chance of getting into the classes you want to take.

Scheduling

Most of Camp John Mensinger's Merit Badges run on a four-day schedule with Friday open for make-ups. Merit Badge sign-ups will happen online prior to Camp. Registration instructions and more information can be found online at <http://www.yosemitescouting.org/camping/camp-john-mensinger/51466> or by calling the Camping Department at 209-566-7712. Scouts may show up to Merit Badges on Monday to add a Merit Badge class but priority will be given to pre-registered Scouts. Merit Badge counselors will limit their class size as mentioned on the previous page in Merit Badge Limitations section. Below are also listed the limits for all of our Merit Badges.

QUICK REFERENCE MERIT BADGE CHART

| Merit Badge | Diff | Fees | Class Size Limit | Age Limit | Information |
|------------------------------|------|------|------------------|-----------|---|
| American Labor | 4 | | 25 | | Offered during odd years only, Must have achieved Star rank. |
| American Heritage | 4 | | 25 | | Offered during even years only, Must have achieved Star rank. |
| Archaeology | 3 | | 20 | 12+ | May require extra learning time outside of Merit Badge. |
| Archery | 5 | \$20 | 8 | | May require extensive practice outside of Merit Badge; must be able to pull back a 25 lb. bow; fee covers arrow and bowstring kits for Reqs. 2 & 3. |
| Art | 2 | \$20 | 25 | | Fee covers projects for Reqs. 4 & 5. |
| Astronomy | 4 | | 25 | | Will require observation time outside of Merit Badge. |
| Auto. Maintenance | 5 | | 12 | 14+ | May require extra learning time outside of Merit Badge. |
| Backpacking | 4 | | 25 | | Offered during odd numbered years only. Reqs. 6b, 8c, 9d, 10 and 11a-c not covered in Camp* |
| Basketry | 2 | \$25 | 15 | | Fee covers projects for Req. 3 |
| Bird Study | 5 | | 25 | | Offered during odd numbered years only. Will require observation time outside of Merit Badge. |
| Camping | 2 | | 25 | | Reqs. 4b, 5e, 7b, 8d, 9a, and 9b not covered at Camp* |
| Canoeing | 3 | | 12 | | Must pass BSA Swimmers test before starting badge |
| Chess | 3 | | 25 | | |
| Citizenship in the Community | 4 | | 25 | | Req. 3, 4, and 7 not covered at Camp*; Must have achieved Star rank. |
| Citizenship in the Nation | 4 | | 25 | | Req. 2 not covered at Camp.* Must have achieved Star rank. |
| Citizenship in the World | 4 | | 25 | | Req. 7 handled individually with counselor; Must have achieved Star rank. |
| Climbing | 4 | | 6 | | May require practice outside of Merit Badge. |
| Communications | 4 | | 25 | | Req. 5 not covered at Camp*; Must have achieved Star rank. |
| Composite Materials | 4 | \$20 | 25 | | Offered during even years only. Fee covers projects for Req. 5 |
| Cooking | 4 | | 12 | | Merit Badge will continue into 1 st meal shift while cooking. |
| Electricity | 2 | | 20 | | Req. 2 not covered at Camp.* |
| Emergency Preparedness | 5 | | 25 | | Req. 2c, 6c, and 8 not covered at Camp*; Must have achieved Star rank. |
| Energy | 3 | | 25 | | Req. 4a not covered at Camp.* |
| Entrepreneurship | 4 | | 25 | | Offered during even years only. Req. 3 not covered at Camp.* |
| Environmental Science | 4 | | 25 | | Will require observation time outside of Merit Badge. Requires extensive writing outside of Merit Badge. |
| Fingerprinting | 1 | | 25 | | Only need to attend one session. |
| Fire Safety | 5 | | 25 | | Offered during even years only. |
| First Aid | 3 | | 25 | | Bring a first aid kit from home to fulfill req. 2d. |
| Fish & Wildlife Management | 2 | | 25 | | Offered during even numbered years only. |
| Forestry | 3 | | 15 | | |
| Game Design | 4 | | 20 | 14+ | Requires technical writing. |
| Geology | 4 | | 25 | | Offered during odd years only. |
| Hiking | 4 | | 25 | | Req. 5,6, and 7 not covered at Camp*. Offered during even numbered years only. |
| Indian Lore | 3 | \$25 | 25 | | Fee covers projects for req. 2. |
| Kayaking | 3 | | 8 | | Must pass BSA Swimmers Test before starting Merit Badge. |
| Leatherwork | 2 | \$25 | 25 | | Fee covers projects for Req. 3 and 5c. |
| Lifesaving | 4 | | 12 | | May require time outside. |

| | | | | | |
|-----------------------------|---|------|----|-----|---|
| Mammal Study | 1 | | 25 | | |
| Mining in Society | 3 | | 25 | | Offered during even years only. |
| Nature | 2 | | 25 | | Offered during even numbered years only. |
| Orienteering | 4 | | 25 | | May require extensive time outside of Merit Badge. |
| Painting | 2 | \$10 | 20 | | Fee covers projects for Req. 3 and 4 |
| Personal Fitness | 5 | | 25 | | Req. 1b, 7, 8 not covered in camp.* Wear comfortable clothes and bring a bottle of water. Must have achieved Star rank. |
| Personal Management | 5 | | 25 | | Req. 1, 2, 8 – not covered at Camp;* Must have achieved Star rank. |
| Photography | 3 | | 20 | | Must bring own camera to Merit Badge |
| Pioneering | 3 | | 25 | | May require extensive practice outside of Merit Badge. |
| Plumbing | 3 | | 25 | | |
| Reptile and Amphibian Study | 2 | | 25 | | Req. 8 not covered at Camp* |
| Rifle Shooting | 3 | \$40 | 8 | 12+ | May require extensive practice shooting outside of Merit Badge, fee covers materials needed. |
| Rowing | 3 | | 8 | | Must pass BSA Swimmers test before starting Badge. |
| Salesmanship | 3 | | 25 | | Offered during odd numbered years only. |
| Search and Rescue | 3 | | 25 | | |
| Shotgun Shooting | 4 | \$40 | 8 | 14+ | May require extensive practice shooting outside of Merit Badge; must be 100 lbs.; fee covers all materials needed. |
| Soil and Water Conservation | 3 | | 25 | | Offered during odd numbered years only. |
| Space Exploration | 3 | | 20 | | |
| Swimming | 3 | | 12 | | |
| Textiles | 2 | | 25 | | |
| Weather | 3 | | 25 | | Requires work outside of Merit Badge. |
| Welding | 4 | \$25 | 15 | 12+ | Fee covers projects for Req. 6 |
| Wilderness Survival | 3 | | 25 | | Req. 9 is an overnight outpost. |
| Woodcarving | 3 | \$25 | 25 | | Fee covers projects in Req. 6 and 7; Totin' Chip required before carving. |
| Woodworking | 4 | \$25 | 15 | 12+ | Fee covers projects in Req. 5 and 6; Totin' Chip required before woodworking. |

* Initialed blue card from a registered Merit Badge Counselor is required; no other notes will be accepted for completion of requirement done outside of Camp.

Rotating Merit Badges

The following Merit Badges will be offered at Mensinger on a rotational basis in order to accommodate as many merit badges as possible. Merit Badges listed in the Even Numbered Years Rotating list will not be offered in Odd Numbered Years and vice versa. Scouts should plan accordingly in order to not miss a needed Merit Badge in a particular Summer.

Rotating Merit Badges – Odd-Numbered Years

| Merit Badge | Diff | Fees | Class Size Limit | Age Limit | Information |
|---------------------------|-------------|-------------|-------------------------|------------------|---|
| American Labor | 4 | | 25 | | Offered during odd years only, Must have achieved Star rank. |
| Backpacking | 4 | | 25 | | Offered during odd numbered years only. Reqs. 6b, 8c, 9d, 10 and 11a-c not covered in Camp. |
| Bird Study | 5 | | 25 | | Offered during odd numbered years only. Will require observation time outside of Merit Badge. |
| Geology | 4 | | 25 | | Hands may get dirty handling rocks. Offered during odd years only. |
| Salesmanship | 3 | | 25 | | Offered during odd numbered years only. |
| Soil & Water Conservation | 3 | | 25 | | Offered during odd numbered years only. |

Rotation Merit Badges –Even-Numbered Years

| | | | | | |
|------------------------------|---|------|----|--|---|
| American Heritage | 4 | | 25 | | Offered during even years only. Must have achieved Star rank. |
| Fish and Wildlife Management | 2 | | 25 | | Offered during even numbered years only. |
| Entrepreneurship | 4 | | 25 | | Offered during even years only. Req. 3 not covered at Camp. |
| Hiking | 4 | | 25 | | Req. 5, 6, and 7 not covered at Camp. Offered during even numbered years only. |
| Mining in Society | 3 | | 25 | | Offered during even years only. |
| Nature | 2 | | 25 | | Req. 4e – Bring your own fishing gear. Offered during even numbered years only. |
| Composite Materials | 4 | \$20 | 25 | | Offered during even years only. Fee covers projects for Req. 5 |

PROGRAM AREAS

CLIMBING

Next to the camp office sits the mighty Rock. You can sign up for the Climbing Merit Badge or just come on down for an open climb in the afternoon or evening.

Troop/Patrol Climb

The Rock is available for Troop/Patrol Climbs during evening open climbing times. If you would like to sign-up, see the Climbing Director. Please be aware that slots may fill up very quickly during the week. Group size is limited to 8.

Night Climbing

"Climbing," called the Scout and, "Climb on," is the answer. Tired of living on the bottom? Well then, climb to the top! Learn climbing and rappelling techniques in this extended evening program. \$7 per person, snacks included.

Merit Badge Information



| Merit Badge | Diff | Fees | Class Size Limit | Age Limit | Information |
|-------------|------|------|------------------|-----------|--|
| Climbing | 4 | | 6 | | May require extensive practice outside of Merit Badge. |

Eagle Lodge

The Eagle Lodge program area is designed to help get older Scouts back to Camp and kick-started on finishing up those Eagle-required Merit Badges. It will also motivate and assist them in the continuation of their badges when they return home from Camp.

To take these badges at Camp John Mensinger, a Scout must be at least 14 years old and Star rank (with the exception of First aid Merit Badge). This policy has been set by the Advancement Committee.

Merit Badge Information

| Merit Badge | Diff | Fees | Class Size Limit | Age Limit | Information |
|------------------------------|------|------|------------------|-----------|--|
| Citizenship in the Community | 5 | | 25 | | Req. 3, 4, and 7 not covered at Camp*; Must have achieved Star rank. |
| Citizenship in the Nation | 5 | | 25 | | Req. 2 not covered at Camp. Must have achieved Star rank. |
| Citizenship in the World | 5 | | 25 | | Req. 7 handled individually with counselor; Must have achieved Star rank. |
| Communications | 4 | | 25 | | Req. 5 not covered at Camp; Must have achieved Star rank. |
| Emergency Preparedness | 5 | | 25 | | Req. 2c, 6c, and 8 not covered at Camp; Must have achieved Star rank. |
| First Aid | 3 | | 25 | | Bring a first aid kit from home to fulfill req. 2d. |
| Personal Fitness | 5 | | 25 | | Req. 1b, 7, 8 not covered in camp. Wear comfortable clothes and bring a bottle of water. Must have achieved Star rank. |
| Personal Management | 5 | | 25 | | Req. 1, 2, 8 – not covered at Camp; Must have achieved Star rank. |
| Salesmanship | 3 | | 25 | | Offered during odd numbered years only. |



Field Sports

All of our shooting sports ranges emphasize safety and fun. The rules may seem strict, but they are designed to ensure a safe place for Scouts to hone their shooting skills.

Please do not bring personal firearms, bows, or ammunition Boy Scout Camp, there will not be any opportunities for personal equipment to be used on Camp property.

Archery, Rifle and Shotgun

Can be found by heading out past the parking lot then turning right on the access trail before reaching the road.

Troop Shoots

All of our ranges are available for Troop Shoots during open shoot times. If you would like to sign up, see the Range Master. Be aware that slots do fill up quickly. Limit 16 for Archery and 16 for Rifle.

Open Shoot Fees – Field Sports Tickets are 50¢ each

- Archery: Free
- Rifle: 1 Ticket = 1 target, 5 shots per target.
- Shotgun: 1 Ticket = 1 clay pigeon, 1 shot per pigeon
- Black powder: 2 Tickets = 1 ball.

Merit Badge Information

| Merit Badge | Diff | Fees | Class Size Limit | Age Limit | Information |
|------------------|------|------|------------------|-----------|--|
| Archery | 4 | \$20 | 8 | | May require extensive practice shooting outside of Merit Badge; must be able to pull back a 25 lb. bow; fee covers cost of arrow and bowstring kits for Reqs. 2 & 3. |
| Rifle Shooting | 3 | \$40 | 8 | 12+ | May require extensive practice shooting outside of Merit Badge, fee covers materials needed. |
| Shotgun Shooting | 4 | \$40 | 8 | 14+ | May require extensive practice shooting outside of Merit Badge; must be 100 lbs.; fee covers all materials needed. |



Handicraft

The Handicraft Area is the Center for the Arts - *and crafts*. Here a Scout can fulfill the classic notion of bringing home something crafty they have made themselves. It is also where creativity and a willingness to give something new a try can lead to developing a passion for creating.

Movie Night – Join our staff for an evening of cinema and snacks, fellowship and fun!

Merit Badge Information

| Merit Badge | Diff | Fees | Class Size Limit | Age Limit | Information |
|-------------------|------|------|------------------|-----------|--|
| Art | 2 | \$20 | 35 | | Fee covers projects for Reqs. 4 & 5. |
| Basketry | 3 | \$25 | 25 | | Fee is for projects in Req. 3 |
| Chess | 3 | | 35 | | May require time outside of class for tournament |
| Fingerprinting | 1 | | 35 | | Only need to attend one session. |
| Game Design | 3 | | 20 | | |
| Indian Lore | 3 | \$25 | 25 | | Fee covers projects for req. 2. |
| Leatherwork | 1 | \$25 | 25 | | Fee covers projects in Req. 3 and 5c. |
| Photography | 3 | | 20 | | Must bring own camera to Merit Badge. |
| Space Exploration | 3 | | 20 | | |
| Textiles | 2 | | 25 | | |
| Woodcarving | 3 | \$25 | 25 | | Fee covers projects in Req. 6 and 7 Totin' Chip required before carving. |



Nature

4,800 ft up in the West Slopes of the Sierra Nevada, Mensinger sits on old logging camp property with beautiful western pine stands and a bubbling stream with its' own local ecosystem. The Nature program offers many opportunities to get out and enjoy the wonderful outdoors.

Merit Badge Information

| Merit Badge | Diff | Fees | Class Size Limit | Age Limit | |
|-----------------------------|------|------|------------------|-----------|---|
| Archaeology | 3 | | 20 | 12+ | May require extra learning time outside of Merit Badge. |
| Astronomy | 4 | | 25 | | Will require observation time outside of Merit Badge. |
| Bird Study | 5 | | 25 | | Offered during odd numbered years only. Will require observation time outside of Merit Badge. |
| Energy | 3 | | 25 | | Req. 4a not covered at Camp |
| Environmental Science | 4 | | 25 | | Will require observation time outside of Merit Badge. Requires extensive writing outside of Merit Badge |
| Forestry | 3 | | 15 | | |
| Geology | 4 | | 25 | | Offered during odd years only. |
| Insect Study | 5 | | 25 | | Req. 9 not covered at camp. |
| Mammal Study | 1 | | 25 | | |
| Reptile and Amphibian Study | 2 | | 25 | | Req. 8 not covered at Camp. |
| Soil & Water Conservation | 3 | | 25 | | Offered during odd numbered years only. |
| Weather | 3 | | 25 | | Requires work outside of Merit Badge. |



SCOUTCRAFT AND BADEN POWELL

Scoutcraft has been called the heart and soul of Scouting over the years by many. Join our Scoutcraft staff and keep this tradition alive as you sharpen your Scout Skills while learning safety with tools & fire while earning Merit Badges, Totin' Chip & Firem'n Chit, then pass on the skills while earning the Paul Bunyan Woodsman Award.

Baden Powell

Scoutcraft is also the home to Paden Powell, our Scout-to-First Class rank advancement program. Sessions run starting on the hour. We do not sign off any requirements in Eagle Trail; our program is designed for the Scouts to learn the skills, and then return to the Troop to be tested by your leadership. Remember to bring your Scout Handbooks. Eagle Trail sessions have a 20 Scout limit.

Wilderness Survival

Do you want to learn how to survive a night with just the clothes on your back? If so, this outpost is for you. The Wilderness Survival Outpost is primarily for those taking Wilderness Survival Merit Badge but anybody desiring to participate may do so. Participants will have the chance to spend the night in a shelter they have built themselves. See the Scoutcraft director for details.

Merit Badge Information

| Merit Badge | Diff | Fees | Class Size Limit | Age Limit | Information |
|---------------------|------|------|------------------|-----------|---|
| Backpacking | 4 | | 25 | | Reqs. 6b, 8c, 9d, 10 and 11a-c not covered in Camp. Offered during odd numbered years only. |
| Camping | 2 | | 25 | | Reqs. 4b, 5e, 7b, 8d, 9a, and 9b not covered at Camp. |
| Cooking | 4 | | 12 | | Merit Badge will continue into 1 st meal shift while cooking. |
| Fire Safety | 5 | | 25 | | Offered during even numbered years only. |
| Orienteering | 4 | | 25 | | May require extensive time outside of Merit Badge. |
| Pioneering | 3 | | 25 | | May require extensive practice outside of Merit Badge. |
| Search and Rescue | 3 | | 25 | | |
| Wilderness Survival | 3 | | 25 | | Req. 9 is an overnight outpost. |



Trade Skills

The Trade Skills program area is unique to Camp Mensinger. It is designed to help scouts focus with hands on, translatable skills that they can use for the rest of their lives. It will also offer a better picture of job opportunities they may not learn about in school.

Merit Badge Information

| Merit Badge | Diff | Fees | Class Size Limit | Age Limit | Information |
|---------------------|------|------|------------------|-----------|---|
| American Labor | 4 | | 25 | | Offered during odd years only, Must have achieved Star rank. |
| Auto Maintenance | 5 | | 12 | 14+ | May require extra learning time outside of Merit Badge. |
| Composite Materials | 4 | \$20 | 25 | | Offered during even years only. Fee covers projects for Req. 5 |
| Electricity | 2 | | 20 | | Req. 2 not covered at Camp. |
| Painting | 2 | \$10 | 20 | | Fee covers projects for Req. 3 and 4 |
| Plumbing | 3 | | 25 | | |
| Welding | 4 | \$25 | 15 | 12+ | Fee covers projects for Req. 6 |
| Woodworking | 4 | \$25 | 15 | 12+ | Fee covers projects in Req. 5 and 6; Totin' Chip required before woodworking. |



WATERFRONT

Our pool is great opportunity for recreational and instructional swimming, and the River running through camp offers additional opportunities for boating. Your Scouts are guaranteed to have a good time!

Swim Instruction - Scouts needing extra help with swimming skills can get it from the Trained Waterfront Staff during Beginner Swim!



The Polar Swim

Come down for a morning swim! Attend any three mornings at 6:00 AM and become a member of the Polar Swim Club, patches are available for purchase in the Trading Post.

Merit Badge Information

Must pass BSA Swimmers test to participate in ALL waterfront Merit Badges

| Merit Badge | Diff | Fees | Class Size Limit | Age Limit | Information |
|-------------|------|------|------------------|-----------|--|
| Canoeing | 3 | | 12 | | Must pass BSA Swimmers test before starting Merit Badge. |
| Kayaking | 3 | | 8 | | Must pass BSA Swimmers test before starting Merit Badge. |
| Lifesaving | 4 | | 12 | | May require time outside. |
| Rowing | 3 | | 8 | | Must pass BSA Swimmers test before starting Merit Badge. |
| Swimming | 3 | | 12 | | |

SPECIAL PROGRAMS



Campfires

Our opening Campfire on Sunday night is a great opportunity for Scouts to meet the spirited Staff, learn some of Camp Mensinger's great traditions, and get fired up about the week ahead. Come join the show!

Wednesday night is set aside as Troop Campfire night. Your Troop can settle into your for a night of bonding or get together with other Troops for a large Campfire. Don't forget to invite your counselors along for the show.

The closing Campfire on Friday night is a time when the Scouts can perform skits, the Camp Staff presents awards earned throughout the week and our Finney Valley ceremony rounds out the evening.

Order of the Arrow

On Tuesdays, show your OA pride by wearing sash whenever you are in uniform or an OA T-shirt. Then in the evening, come attend the OA Social at the Dining Hall for fellowship, news, fun, patch trading, and as with all good meetings, *snacks*.



Camp-Wide Games

On Friday afternoons, all program areas will transition to Camp-Wide Games. The games give Scouts the chance to have some well-earned recreation time at the end of the week. Things may get silly, messy, wet and sweaty - - so come prepared to have a barrel of laughs and a boat-load of fun.

Chess Tournament

Handicraft will put on a chess tournament during open time to challenge scouts who are learning with the badge, and engage others with an interest in this timeless game.

ADULT LEADER TRAINING AND ACTIVITIES

Info to Follow

CAMP JOHN MENSINGER AWARDS PROGRAM

Each week participants at Camp John Mensinger can earn a new title. Each title previously named a job in the Pickering Lumber Company at the turn of the 20th Century. To earn each title, participants must complete a set of challenges that become increasingly harder with each level. Only one level can be earned per week of camp, and they must be earned in the following order:

1. Whistle Punk

- Learn the Camp John Mensinger Song
- Learn the Camp John Mensinger Grace
- Participate in a special program or earn two merit badges
- Participate in one organized troop or camp hike.
- Identify three constellations
- Participate in a troop or camp-wide flag ceremony
- Contribute one hour to a camp-approved service project (cannot be used for a merit badge)

2. Logger

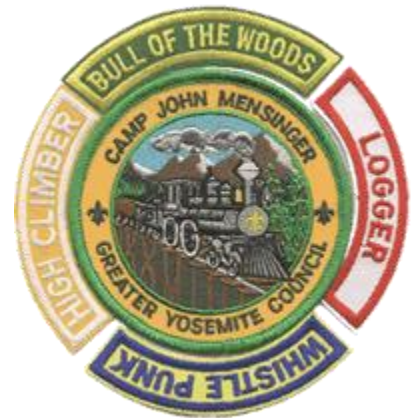
- Already Earned Whistle Punk
- Sing the Camp John Mensinger Song from memory
- Recite the Camp John Mensinger Grace from memory
- Participate in a special program or earn two merit badges
- Participate in two organized troop or camp hikes, or one of each.
- Identify three constellations
- Participate in a troop or camp-wide flag ceremony
- Contribute one hour to a camp-approved service project (cannot be used for a merit badge)

3. High Climber

- Already Earned Logger
- Sing the Camp John Mensinger Song from memory
- Recite the Camp John Mensinger Grace from memory
- Help lead a special program or earn three merit badges
- Participate in three organized troop or camp hikes, or a combination of both.
- Contribute two hours to a camp-approved service project (cannot be used for a merit badge)

4. Bull of the Woods

- Already Earned High Climber
- Teach the Camp John Mensinger Song
- Lead the Camp John Mensinger Grace
- Teach at least one Tenderfoot-First Class skill to Scouts in your unit or help at least one hour in the Baden Powell Program
- Organize and lead a Troop hike, Troop campfire or other activity approved by your scoutmaster
- Lead and supervise at least two other Scouts in your unit for two hours in a camp-approved service project (cannot be used for a merit badge)



HONOR TROOP & HONOR PATROL AWARDS

At Camp John Mensinger we feel that each unit should depart stronger than they arrived. The Honor Unit Awards Program one way we try and help this process. The Camp Commissioner will work with your Unit Leadership on these requirements. All checklists must be turned in by **lunch** on Friday.

(please list Patrol Names on

reverse)

HONOR PATROL

4

Complete all of the following:

- | | 1 | 2 | 3 |
|---|-------|-------|-------|
| 1. Have and display a patrol flag | _____ | _____ | _____ |
| 2. Conduct a patrol meeting at camp | _____ | _____ | _____ |
| 3. Do a patrol yell at a camp-wide event or meal | _____ | _____ | _____ |
| 4. Show Scout Spirit | _____ | _____ | _____ |
| 5. Make your award in Handicraft Friday night from 7-8pm | _____ | _____ | _____ |

Complete 4 of the following:

- | | | | |
|--|-------|-------|-------|
| 1. Go on a patrol hike or bike ride | _____ | _____ | _____ |
| 2. All members in full Class-A uniform for all evening Flags | _____ | _____ | _____ |
| 3. Work on a Merit Badge or Rank Advancement as a patrol | _____ | _____ | _____ |
| 4. Build a pioneering project | _____ | _____ | _____ |
| 5. Perform a patrol song/skit at a Troop Campfire at camp | _____ | _____ | _____ |
| 6. Participate in Camp Wide Games and turn in score sheet | _____ | _____ | _____ |

HONOR TROOP

Complete **ALL** of the following:

1. Conduct a **Patrol Leader's Council** at camp
2. Troop attends every **Flag Assembly** (troops on outpost are excused)
3. Demonstrate **Troop Spirit**
4. Have a representative at **Check-in Meeting, P&C, and Check-out Meeting**
5. Conduct a **Troop Campfire** at camp
6. Turn in your checklist by **lunch on Friday**

Complete 4 of the following:

1. A minimum of 50% of your patrols earn **Honor Patrol Award**
2. All Troop members in **full Class-A uniform** for all evening **Flag Assembly**
3. Complete a **campsite improvement project** (must have approval before starting)
4. Have 1 **Troop Activity**: hike, Troop Shoot, Lunch-Across-the-Lake, Outpost Ride, etc.
5. Invite another Troop to participate in an **inter-Troop Activity**
6. Complete a **Troop Service Project**

DEPARTURE FROM CAMP

Leaving Camp

- Check out at the Camp Office before leaving Camp on Saturday Morning.
- Adults who leave during the week must check out at the Camp Office.
- Adults returning to Camp must check back in at the Camp Office upon arrival

Early Release of Scouts from Camp Property

For the safety of all Scouts attending Camp, it is the policy of the GYC to follow these procedures in the event that a Scout must leave earlier than their Unit:

- The Scout's Annual Health and Medical Record form must be filled out with the names of all Adults authorized to take the Scout to and from events.
- The Adult with permission to pick up the Camper must report directly to the Camp Office upon arrival. Identification will be compared to information on the Annual Health and Medical Record.
- Before leaving Camp, the Scout and driver must report to the Camp Office to check out, with a separate Adult Leader from the Troop.

In an emergency, these procedures can be suspended by mutual agreement of the Camp Director and the Adult Leaders of the Scout's Troop. If such an emergency is declared, Adult Leaders from the Scout's Troop will be solely responsible for verifying safe transportation for the Scout, and that the Scout leaves with an approved Adult. In an extreme emergency, an Adult Staff member may be appointed to transport the Scout. The GYC, BSA is not responsible for Scouts leaving Camp on an emergency basis, regardless of who transports the boy.

Troop Checkout

Troops should plan on checking out by 9:00 AM on Saturday. Your Campsite Host will come to your Campsite directly after breakfast to check you out. If your troop needs to leave early, please notify the Camp Office by Friday evening so that we can arrange your Host to meet you earlier. The Camp Host and an Adult Leader will inspect the site for any damage that may have occurred to tents and other equipment during the week. Troops will be charged for any damage that occurs. Be sure that some Scouts remain in the site to help with any final details:

- All tents are swept clean and free of trash.
- All trash is placed in dumpster behind the Dining Hall.
- In tent sites, all tent flaps are down; tents and poles are free from damage.
- All equipment checked out has been returned.
- Latrine is swept and washed out; toilet paper is stocked.

The Camp Director has the final say on damage. After your site is checked, bring the check-out form to the Office for final check-out.

Don't forget to:

- Turn in Camp evaluations.
- Stake-A-Claim for next year.
- Double-check Troop mailbox.

Pick up medical forms, medications, and patches from the Camp Office.

DIETARY NEEDS and/or ALLERGIES

Please list all camper's name then check or specify all allergies

DIETARY NEEDS AND/OR ALLERGIES

| | Camper's Name | Vege | Nuts | Dairy | Gluten | Other, please specify: |
|----|---------------|------|------|-------|--------|------------------------|
| 1 | | | | | | |
| 2 | | | | | | |
| 3 | | | | | | |
| 4 | | | | | | |
| 5 | | | | | | |
| 6 | | | | | | |
| 7 | | | | | | |
| 8 | | | | | | |
| 9 | | | | | | |
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| | TOTALS | | | | | |

----- This Area for Staff Use Only -----

Troop # Meal Shift

Additional Notes:

| | | |
|--|---|---|
| | 1 | 2 |
|--|---|---|



CALIFORNIA RIFLE AND SHOTGUN

PARENTAL/LEGAL GUARDIAN PERMISSION FORM

I, _____, parent or legal guardian of

(Print Name of Parent or Legal Guardian)

(Print Name of Child)

hereby give my child express permission and consent to be loaned and possess firearms (handguns and long guns) and ammunition to engage in lawful, recreational sport, including target practice, and/or a course of instruction in the safe and lawful use of a handgun. (Cal. Penal Code §§ 27945, 29610, 29615, 29650, 29655; 18 U.S.C § 922(x)). As used in this form, "firearms" include any handguns, long guns, or shotguns that may lawfully loaned to and possessed by a minor under state and federal law.

I also give my child express permission and consent to possess, and for a person to loan to my child, a "BB device" as defined in Cal. Penal Code * 16250. (Cal. Penal Code § 19915).

This consent is valid, absent my express revocation thereof, for the calendar year of

_____.

(Calendar Year)

A photocopy or facsimile of this written consent will serve as an original.

I represent that I am (1) the parent or legal guardian of the minor named above and (2) not prohibited by Federal, state, or local law from possessing a firearm. I agree to indemnify and hold harmless the Boy Scouts of America, and any local Council and all officers, members, employees, and volunteers thereof, from all losses, damages, causes of action, cost and expenses, arising from any false statements or representations made by me herein.

Please bring at least four (4) copies of this form to camp with your child. One (1) copy must remain in your child's possession at all times while he or she possesses any firearms or ammunition, and one (1) copy should be provided to the owner of the firearm.

Signature of Parent or Legal Guardian

Date

Unit # _____

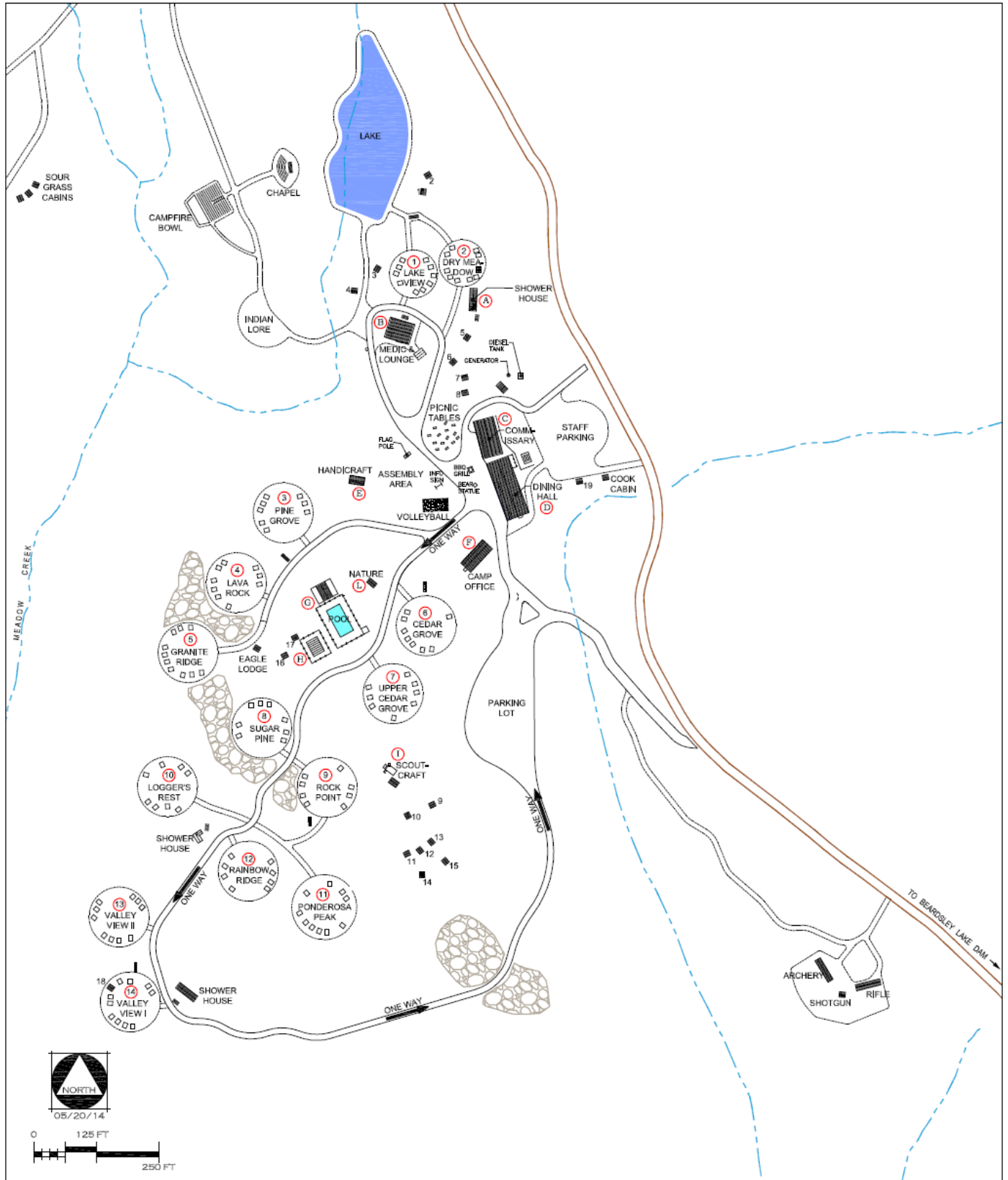
Last Name: _____

First Name: _____

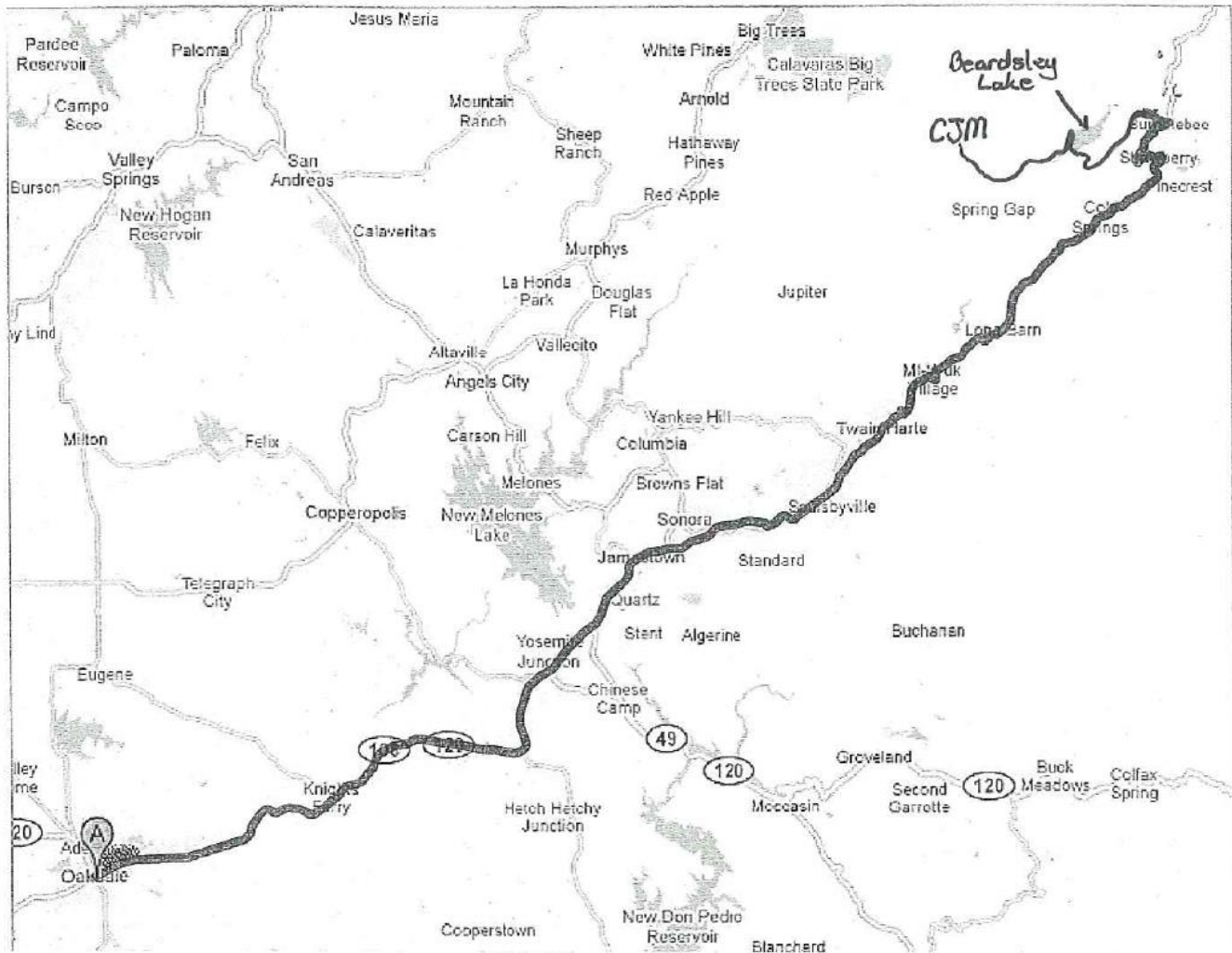
SITE PLAN

CAMP JOHN MENSINGER

GREATER YOSEMITE COUNCIL BOY SCOUTS OF AMERICA



Directions to Camp John Mensinger



From Oakdale:

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

Approximately 33 miles from Oakdale to Sonora

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

Approximately 30 miles from Sonora to Strawberry

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

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

Approximately 4 miles from Strawberry to Beardsley Lake Road

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

Approximately 8 miles from highway to dam

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

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

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

Approximately 2 miles from dirt road to Camp

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

Camp John Mensinger Daily Schedule

| Time | Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday | |
|------------|--|---|----------------------|------------------------------------|----------------------|------------------------------|----------|--|
| 6:00 AM | Have ready: | | | 6:30 AM - - Polar Swim | | | | |
| 7:00 AM | <ul style="list-style-type: none"> • BSA Annual Health & Medical Record with ALL Medications in original containers • Routine Drug Admin. Record (Med. Log) • Firearms Permission Slips • Dietary Needs Form | | | Shift 1 - - Waiters Due | | | | |
| 7:15 AM | | | | <i>Morning Flags - - Flagpoles</i> | | | | |
| 7:57 AM | | | | Shift 1 - - BREAKFAST | | | | |
| 8:00 AM | | | | Shift 2 - - Waiters Due | | | | |
| 8:15 AM | | | | Shift 2 - - BREAKFAST | | | | |
| 9:00 AM | | | Adult Leader Meeting | | Adult Leader Meeting | Adult Leader Meeting (TBD) | | |
| 9:00-12:00 | | | Morning Program | | | Merit Badge Make Up (9-11am) | | |
| 12:00 PM | | | | Shift 1 - - Waiters Due | | | | |
| 12:15 PM | | | | Shift 1 - - LUNCH | | | | |
| 12:55 PM | Arrival in Camp: Check-In & Camp Tour | | | Shift 2 - - Waiters Due | | | | |
| 1:10 PM | | | | Shift 2 - - LUNCH | | | | |
| 2:00 PM | | | Afternoon Program | | | Camp-Wide Games (2-4pm) | | |
| 5:00 PM | Staff Waiters | | | Shift 1 - - Waiters Due | | | | |
| 5:15 PM | Shift 1 Dinner | | | Shift 1 - - DINNER | | | | |
| 5:57 PM | <i>Evening Flags</i> | | | <i>Evening Flags - - Flagpoles</i> | | | | |
| 6:00 PM | Staff Waiters | | | Shift 2 - - Waiters Due | | | | |
| 6:15 PM | Shift 2 Dinner | | | Shift 2 - - DINNER | | | | |
| 7:00 PM | Scoutmaster & SPL Mtg | | | Evening Program | | | | |
| 8:30 PM | Campfire | SPL Mtg (8:15pm) | OA Social (8:15pm) | Troop Campfires | | Campfire | | |
| 9:00 PM | | Adult Leader P&C | | | | | | |
| 10:00 PM | | All Quiet - - Scouts in Campsites - - All Quiet | | | | | | |

Please
Drive Safely!

Remember to fill
out & submit
your Stake-A-
Claim for 2020!
Camp-Wide Games
(2-4pm)

Camp John Mensinger Merit Badge and Activity Schedule 2019

| Program Area | 9:00 | 10:00 | 11:00 | 2:00 | 3:00 | 4:00 | 7:00 |
|------------------------|-------------------|------------------|--------------------|--------------------|---------------------|-------------------|-------------------------------|
| Climbing | Climbing | Climbing | Climbing | Climbing | Open Climb | Open Climb | Open Climb |
| | Painting | | American Labor | | | Open | |
| Trade Skills | Plumbing | Welding | Electricity | Auto Maint. | Welding | Woodworking | |
| | Archery | Archery | Archery | Archery | Open Archery | Open Archery | Troop Shoot/Open Shoot |
| Shooting Sports | Rifle Shooting | Shotgun Shooting | Rifle Shooting | Shotgun Shooting | Open Shotgun | Open Rifle | Fingerprinting (M or T or Th) |
| | Textiles | Photography | Chess | Art | | | |
| | Leatherwork | Woodcarving | Leatherwork | Woodcarving | | | |
| Handicraft | Game Design | Indian Lore | Basketry | Space Exploration | | Open | Open |
| | Reptile and Amph. | Soil and Water | Archaeology | Weather | Astronomy | Geology | |
| | Bird Study | Energy | Environmental Sci. | Environmental Sci. | Forestry | Mammal Study | |
| Nature | Cooking | Orienteering | Fire Safety | Pioneering | Wilderness Survival | Cooking | Totin' Chip (MorT) |
| | Search and Rescue | Backpacking | Open | Camping | Orienteering | Open | Paul Bunyan (M OR Tu & Th) |
| | Tenderfoot | Tenderfoot | First Class | Second Class | Tenderfoot | Second Class | Firem'h Chit (MorT) |
| Baden Powell | First Class | Second Class | Tenderfoot | Tenderfoot | First Class | Second Class | Scout (M or T) |
| | Communication | First Aid | Personal Mgmt. | Cit. in Nation | Cit. in World | Cit. in Community | |
| Eagle Lodge | First Aid | E-Prep | Personal Fitness | Salesmanship | E-Prep | Open | |
| | Kayaking | Rowing | Kayaking | Kayaking | | | |
| Aquatics | Beginner Swim | Swimming | Lifesaving | Swimming | Open Swim & Boat | | |

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Instructions for filing Stake-A-Claim:

Each individual Unit attending camp must file a separate Stake-A-Claim.

1. This form and deposit must be turned in during camp or received in the Council Office by Aug. 31, 2019 to receive priority campsite assignment (see #3 below).
2. Deposit is **\$500** per week, per campsite, per Unit.
Deposits are non-refundable and non-transferrable.
3. On Sept. 1, 2019 units will be placed in campsites using the following procedures:
 - A. Priority will be given to units requesting same campsite and week # they had in 2019.
 - B. Units who attended camp in 2019 but wish a different week or different campsite will be assigned depending on availability.
 - C. Units who attended camp in 2019 but wish to switch camps will be assigned depending on availability
 - D. Units who were not at camp in 2019 will be assigned depending on availability.
4. Units submitting applications after August 31, 2019 will be assigned subject to availability.
5. Units will receive a confirmation of their reservation in November 2019.

- NO 2019 Deposits will be rolled over.
- *New 2020 Stake-A-Claim forms must be accompanied by \$500 deposit per week, per campsite, per Unit.*
- *Reservations for 2020 season will not be processed unless accompanied by a deposit.*

Central California Camping reserves the right to place multiple units in campsites; or to change campsites at a later date.

Council Camping Refund Policy applies; a copy can be requested from the Camping Dept. at 209-566-7712. or found on www.yosemitecamping.org

Updated fee schedules will be sent in early November.

Make all checks payable to BSA.

Mail to: Central California Camping , Boy Scouts of America, 1001 Davis Street, San Leandro CA 94577-1514
Phone (209) 566-7712

www.yosemitecamping.org

CAMPSITE MAXIMUMS:

Camp Royaneh

24 - Bear Gulch
20 - Buddy Point
40 - Forester Village
50 - Frontiersmen Village
36 - Fricot Meadow
48 - Plainsmen Village
54 - Pioneer Village
26 - Kiwanis Grove
24 - Lion's Den
22 - Murphy's Gulch
26 - Rifle Camp
22 - Rotary Rancho
22 - Scanlon Ridge
24 - Tree Haven

Wente Scout Reservation

44 - Big Dipper
12 - Dimond W
62 - Little Dipper
30 - Madrone
22 - Moss Shadows
50 - Oak Flats
68 - Sailor's Rest
26 - Sky High
20 - Sleepy Hollow
28 - Sunrise Ridge
20 - Trail's End
50 - Turkey's Roost
52 - Wishbone
74 - 12 O'clock High

Camp John Mensinger

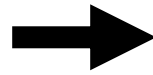
22 - Lake View
18 - Dry Meadow
18 - Pine Grove
18 - Lava Rock
24 - Granite Ridge
20 - Cedar Grove
16 - Upper Cedar
18 - Sugar Pine
18 - Rock Point
18 - Loggers Rest
14 - Rainbow Ridge

2020 RESIDENT CAMP
“STAKE-A-CLAIM”
 RESERVATION

**PLEASE,
 READ THE
 INFORMATION
 ON THE BACK
 OF THIS FORM
 CAREFULLY.**

Int: _____

Unit # _____
 District _____
 Council: _____



**Important information is sent to the people listed below
 throughout the year. Please be sure to inform us
 if this person changes!**

Name _____
 Position in Troop _____
 Address _____
 City _____
 Zip _____

Position in Troop _____
 Address _____
 City _____
 Zip _____

E-mail Address

 Home Phone (_____) _____
 Work Phone (_____) _____
 Cell (_____) _____
 Fax (_____) _____

E-mail Address

 Home Phone (_____) _____
 Work Phone (_____) _____
 Cell (_____) _____
 Fax (_____) _____

Name _____

| Sunday to Saturday | CAMP ROYANEH | WENTE SCOUT RESERVATION | CAMP JOHN MENSINGER |
|-----------------------|--------------|-------------------------|---------------------|
| June 21 to June 27 | () Week 1 | () Week 1 | |
| June 28 to July 4 | () Week 2 | () Week 2 | () Week 2 |
| July 5 to July 11 | () Week 3 | () Week 3 | () Week 3 |
| July 12 to July 18 | () Week 4 | () Week 4 | () Week 4 |
| July 19 to July 25 | () Week 5 | () Week 5 | () Week 5 |
| July 26 to August 1 | () Week 6 | () Week 6 | () Week 6 |
| August 2 to August 8 | | () Week 7 | |
| August 9 to August 15 | | () Week 8 | |

Any Special Arrival Needs: _____ **CAMPSITE 1st Choice** _____ *

Wente Only: FOOD PLAN [] Cafeteria [] Cook in campsite **CAMPSITE 2nd Choice**: _____ *