

TREASURE ISLAND

SCOUT RESERVATION

SUMMER CAMP 2008



Cradle of
Liberty Council
Boy Scouts of America



Spring 2008

Dear Camp Leader,

On behalf of the Cradle of Liberty Council and the Treasure Island Camp Staff let me welcome you to the 95th summer camp season at America's Oldest Scout Camp!

Please take the time to read through this Leaders' Guide. We have compiled a wealth of information to help you and your junior leaders plan your time at Treasure Island Scout Reservation. Prior planning is helpful to maximize your summer camp experience. If at any time you have questions or concerns during that process please feel free to call or email me so that my staff and I can guide you.

Our theme for the summer is "Race Week"! We are also featuring two programs for your older scouts. The Media program area returns and will offer several related merit badges. The campcraft area is new to our camp this year. Scouts and leaders can learn and employ many of the "lost" Scout skills of the past while working on totem poles, flint and steel kits, and other projects during their week in camp.

I'm very proud to serve as your Camp Director again this summer, after having spent the summers of my youth here as a camper and staff member. We have a tremendous group of scouts serving on the camp staff this year, most of them are returning to the Island to continue our tradition of excellence. The program has been refined and changed to maximize fun, skills, learning and adventure for you and your troop. So "buckle up" for the ride of a lifetime, and put on your helmet because the Treasure Island Camp Staff is going to race you all week long!

START YOUR ENGINES!!!

Yours in the Treasure Island Spirit,

Tim Trainor

Treasure Island Reservation Director
ttrain5575@yahoo.com

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TROOP COUNTDOWN SHEET

BY NOW YOU HAVE:

- _____ Selected your week to attend camp.
- _____ Identified at least one adult assistant for camp.
- _____ Started a Camp Savings Plan and paid the per person fee for each Scout going to camp.

- STEP 1 Attend the Cradle of Liberty Council Pre-Camp Leaders Orientation with your Senior Patrol Leader on Monday April 28, 2008. Receive your copy of the Camp Leaders Guide and a blank medical form for each person attending camp. Confirm the number of Scouts attending camp. Camp fees should be up-to-date at this time.
- STEP 2 It is highly recommended that you select at least one Troop junior leader, preferably your Senior Patrol Leader, to attend the Silver Stag Junior Leader Training Conference this summer at Camp Delmont. Contact the Cradle of Liberty Council Camping Office for more information.
- STEP 3 If you have not already done so, conduct a Camp Promotion Parents' Night to present camp plans and share with boys and parents information about our camp, program highlights, adult leadership, physical examination, fee payment information, etc. Distribute medical forms. Don't forget Specialty Camps for Scouts who want to attend camp for an additional session. Contact your District Camping Committee for assistance.
- STEP 4 Your Patrol Leaders Council should plan, in detail, the entire troop program for camp. Refer to Program Planning in the Troop Leaders Guide. **THIS IS VITAL TO THE SUCCESS OF YOUR WEEK IN CAMP.**
- STEP 5 Pay balance of camp fees owed at the Scout Resource Center not later than Friday May 1, 2008.
- STEP 6 Finalize Troop roster of those attending camp. Obtain home addresses and telephone numbers of all Scouts (including parents' vacation address and phone number) or that of nearest relative, for use in emergencies.
- STEP 7 Troop leaders attend the 21-day Meeting on a Monday night, three weeks prior to your camp attendance at the Firestone Scout Service Center near Valley Forge.
- STEP 8 **Collect and review medical forms for all Scouts and leaders attending camp. Check for completeness of all information, and parents and doctors CURRENT signatures and dates. See Medical Form Instructions for Camp Leaders on page 5 of your Leaders Guide.**
- STEP 9 Arrange for transportation to camp and for the return home.
- STEP 10 Check in at camp on Sunday at designated time.

WHAT TO BRING TO CAMP

What you bring to camp is what will keep you comfortable. You need enough changes of clothing to keep you clean. We'll have changes in weather; hot, cold, rainy! Be prepared! Here is a list of personal equipment you should bring. Check it carefully; change it if you see fit.

- | | |
|------------------------------------|--|
| _____ Sleeping Bag or 3 Blankets | _____ Toilet Kit Containing: |
| _____ Poncho or Raincoat | Soap, Deodorant, & Shampoo |
| _____ Sneakers | Toothbrush & Paste |
| _____ Comfortable Hiking Boots | Comb & Brush |
| _____ Complete Summer Uniforms (2) | Towels & Washcloth |
| _____ Warm Jacket or Sweater | Mirror |
| _____ Socks | _____ Flashlight |
| _____ T-Shirts | _____ Scout Knife (NO SHEATH KNIVES) |
| _____ Undershorts | _____ Pillow or Air Pillow |
| _____ Handkerchiefs | _____ Insect Repellent |
| _____ Swim Trunks | _____ Personal First Aid Kit |
| _____ Extra Shirts | _____ Medical Form signed and dated by
DOCTOR AND PARENT |
| _____ Tough Long Pants | _____ Money for Trading Post
Suggest \$35-\$50 |
| _____ Pajamas | _____ Cook kit containing: plate/cup
bowl/knife/fork/spoon |
| _____ Backpack | _____ Materials, costumes, accessories
for the theme |
| _____ Pen, Pencil, Notebook | _____ River Shoes (Old Sneakers) |
| _____ Ground Cloth | _____ Boy Scout Handbook |

PLEASE LEAVE AT HOME

All valuable electronic devices, comic books, playing cards, valuable cameras, jewelry, etc, and anything else which would tend to detract from the Scouting atmosphere that should prevail at camp.

MEDICAL FORM INSTRUCTIONS FOR CAMP LEADERS

Units are asked NOT to submit medical forms in loose leaf binders or report covers. Plastic page protectors should NOT be used. Three copies of your troop roster are needed. Medicals must be turned in with a troop roster on top. If at all possible the troop roster should not be hand-written. Buddy tags are prepared from the names listed on the troop roster.

1. Personal Health and Medical Record (BSA Form) (One of the two forms is needed by everyone.)

Class 1 & 2 Personal Health Form (BSA No. 34414B)

- Each Scout and Scouter up to 39 years old (if participating in “high adventure see Class 3)
Class 1-portion must be completed and **SIGNED BY A PARENT** annually, within 90 days of camp attendance and reflect current state of health
Class 2 portion is valid for 3 years and must be **SIGNED BY A PHYSICIAN**.

OR

Class 3 Personal Health Form (BSA No. 34412)

- Each Scouter 40 years old and older OR
- Each Scout who is participating in a “high adventure” activity, like COPE, Boot & Paddle.
Class 3 must be **COMPLETED AND SIGNED YEARLY BY A PARENT AND PHYSICIAN**

- Note:**
- **No one is allowed to remain at camp without a current Personal Health and Medical Record Form.**
 - No physicals are done at camp.
 - No swim tests will be given without a current medical form and a re-check by camp personnel.
 - Only one copy for each person is required.
 - Photocopies, not originals, are recommended.
 - To speed check-in—Put in alphabetical order by last name, staple multi-page forms together.

2. Drug Administration Form (COL Form) (Every person needs this form)

SECTION 1-For Over-The-Counter Drugs that are supplied by the camp to Scouts/Scouters.

- This section is filled out and signed by a parent or guardian. This permission allows the health lodge to supply a Scout who may have a need for “over the counter” medication. A Scout will only receive “OTC” medication supplied by the health lodge if consent has been given.

SECTION 2-For any medication (Over-The-Counter or Prescription) that is brought to camp.

- Fill this out if **YOU BRING PRESCRIPTION, OVER THE COUNTER, OR EMERGENCY MEDICATION** to camp that you take routinely, sometimes, or in emergencies.
- Do not tear apart form or write in “For Health Staff Use Only” block.

3. Your Medication

EVERYONE MUST TURN IN ALL MEDICATIONS AT THE HEALTH LODGE

(Accompanied by a completed Drug Administration Form- see #2 above). This policy is pursuant to National BSA policy.

- **ALL MEDICATIONS MUST BE**
 - In original container
 - Labelled with name
 - Placed in zipper plastic bag labelled with name and unit
 - Accompanied by a Drug Administration Form

TREASURE ISLAND IS A CONSERVATION AREA

Treasure Island and the other islands of the middle and upper Delaware River were formed from enormous quantities of boulders, gravel, sand, and silt carried down by flood waters from the melting of the North American ice sheet of the last Ice Age over nine thousand years ago. The ice sheet had covered eastern North America as far south as New Jersey and Pennsylvania. Locally, it reached down the Delaware River Valley to within thirty miles of what was to become Treasure Island.

In the centuries before the coming of the first European settlers, Treasure Island was inhabited by the Unami sub-tribe of the Lenni Lenape Indians. Their arrow points have been found in several places in the Island's sandy soil.

Edward Marshall, known as the "Walker" because of his part in William Penn's Walking Purchase scheme, had a farm on the adjacent Marshall Island in the years before 1750. Since 1911 over fifty thousand Scouts have camped on Treasure Island - the oldest continually operating Scout Camp and the Nation's only island Scout Camp. The Order of the Arrow, the honor society of the Boy Scouts of America, was founded on Treasure Island in 1915 by the Camp Director at the time.

Treasure Island is one of a few densely forested river islands whose woodlands still have remnants of the kinds of plants and wildlife common in the wilderness the Indians knew. To preserve these traces of the wilderness, the Cradle of Liberty Council declared Treasure Island a **CONSERVATION AREA**. This means that the Island is now an area where the natural landscape, vegetation, and wildlife are given maximum protection.

The Council's Camping Committee works closely with the Camp Staff and Scout Leaders in emphasizing the following Conservation practices for all campers. These regulations we are already following if we are good Scout Campers:

LEAVE NO LITTER
GUARD CONSTANTLY AGAINST FOREST FIRES
PROTECT ALL NATIVE WILDLIFE
REMOVE NO LIVING TREES OR SHRUBS FOR FIREWOOD
REMOVE NO SIGNS OR LABELS
TAKE CARE NOT TO DISTURB ANY CONSERVATION PROJECTS

DIRECTIONS TO TREASURE ISLAND SCOUT RESERVATION

Locate Frenchtown, NJ and Point Pleasant, PA on a map. They are along the Delaware River east of Doylestown, PA. Treasure Island is about half way between these two towns on PA Route 32.

FROM PHILADELPHIA AREA:

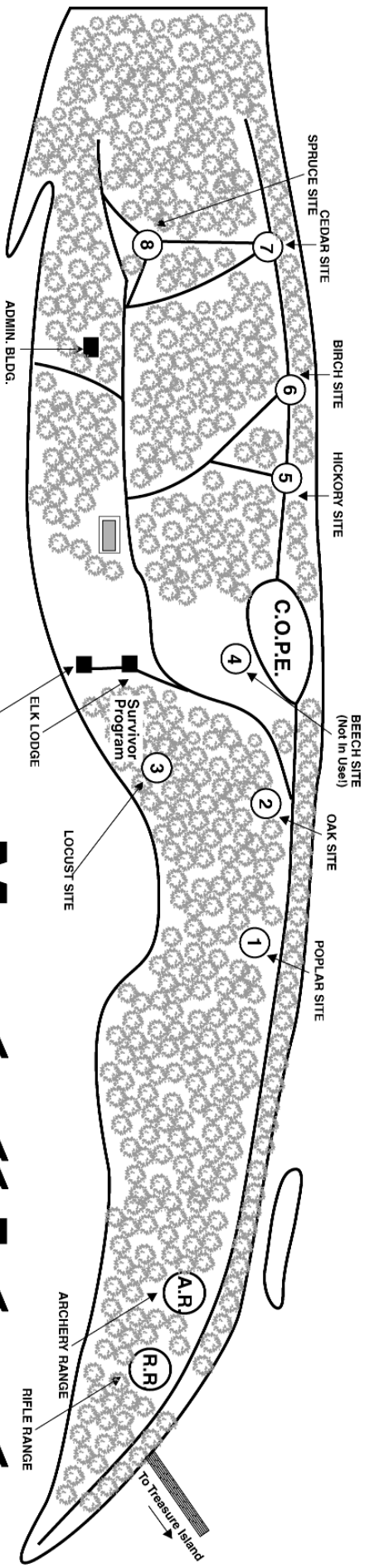
- 1 Take Interstate 95 North to the New Hope / Yardley exit, the last exit in PA. Turn left at the end of the exit ramp. This is Taylorsville Rd. Follow this road until it ends at PA Route 32. Turn left, North on Rt. 32 to Treasure Island. You will go through New Hope, Lumberville, and Point Pleasant. TI is 3 miles North of Point Pleasant on Route 32.
- 2 Take Interstate 95 North to the first exit in NJ. The exit is for NJ Route 29 and is for Lambertville, NJ. Follow Rt. 29 North through Lambertville and go to Stockton. At Stockton, turn left at "Bridge To Pennsylvania," cross the Delaware River and turn right on to PA Rt. 32 North. Follow Rt. 32 to TI as shown above.
- 3 From the Doylestown area, follow PA Rt. 611 North past Doylestown. At the end of the limited access highway (bypasses Doylestown), turn right at the first light at the "All Turns From Right Lane" sign. There is a Gulf gas station at the intersection. Turn right *before* Gulf Station at "Connector A." Go 1/2 block. Turn right. Go 1 block to Stop sign. Turn left onto the Point Pleasant Pike. Go 6 miles to Point Pleasant. At the bottom of the hill at the Stop sign proceed straight over the bridge and turn left. This is Rt. 32 North. Go 3 miles to TI.
- 4 From PA Route 232, Street Road. Turn right at PA Route 263 to Route 413 North to Gardenville (Gardenville Hotel on left). At the light, turn right onto Point Pleasant Pike. Go to Point Pleasant. Proceed as shown above.

FROM NEW YORK / NORTH JERSEY:

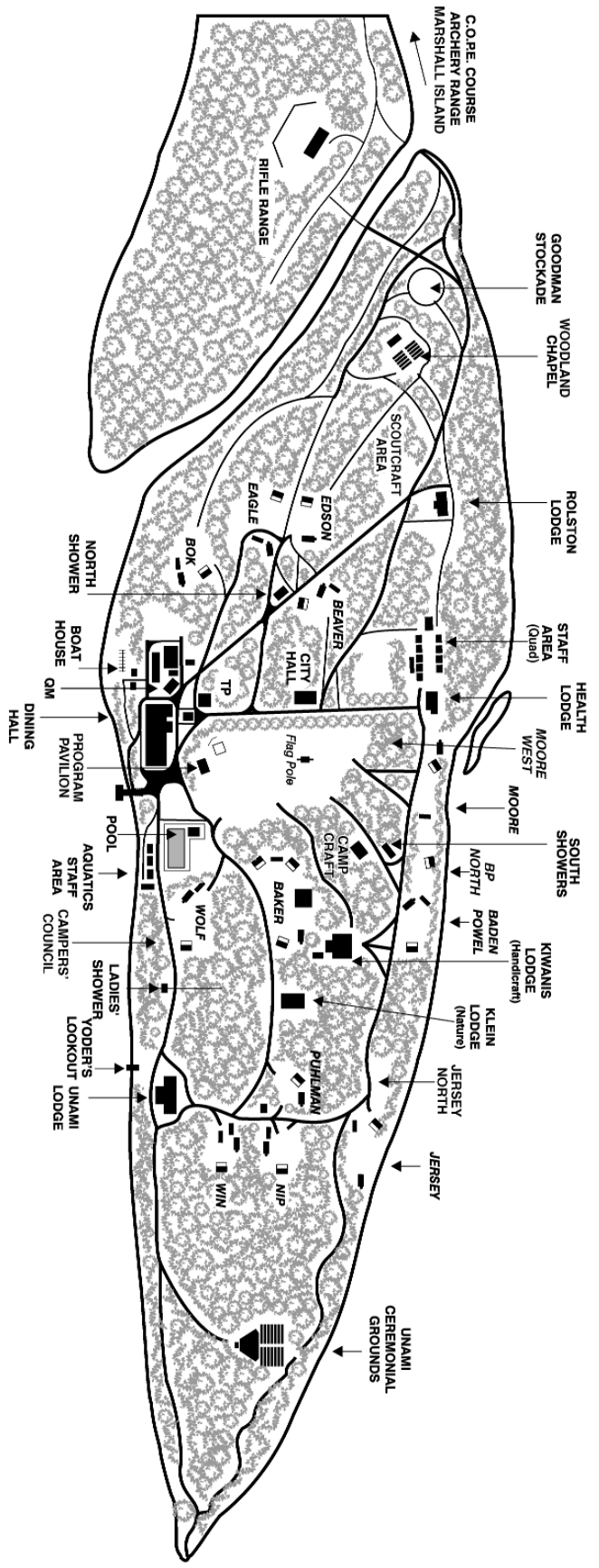
1. Interstate 80 West to Interstate 287 South. Stay on I-287 South to I-78 West. Follow I-78 West to Route 202 South to Flemington, NJ. At the Flemington Circle, take NJ Rt. 12 West to Frenchtown. At Frenchtown, turn left at flashing light at the end of Rt. 12. Cross the river to PA. Turn left onto PA Rt. 32 South. Go about 3 1/2 miles to TI.
2. Interstate 78 West to the 2nd exit for Clinton, NJ, Exit 15. At end of ramp turn left onto Hunterdon Co. Rt. 513. Follow 513 to Pittstown. Bear right at Pittstown still following Rt. 513. Stay on 513 to Frenchtown. Stay straight, cross the river. Turn left onto PA Rt. 32 South. Go 3 1/2 miles to TI.

FROM WESTERN PA VIA I-78 EAST:

I-78 East to exit for Easton, Route 611 South. Follow Route 611 South to town of Kintnersville. Bear left on PA Route 32 South. Follow Route 32 approximately 12 miles to TI (3 1/2 miles south of the Frenchtown, NJ Bridge).



Marshall Island



Treasure Island Scout Reservation

Cradle of Liberty Council

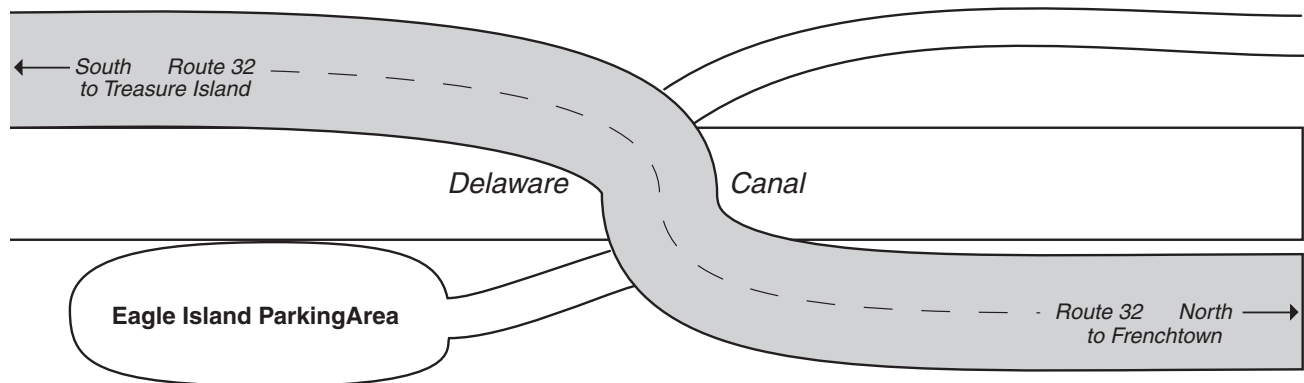
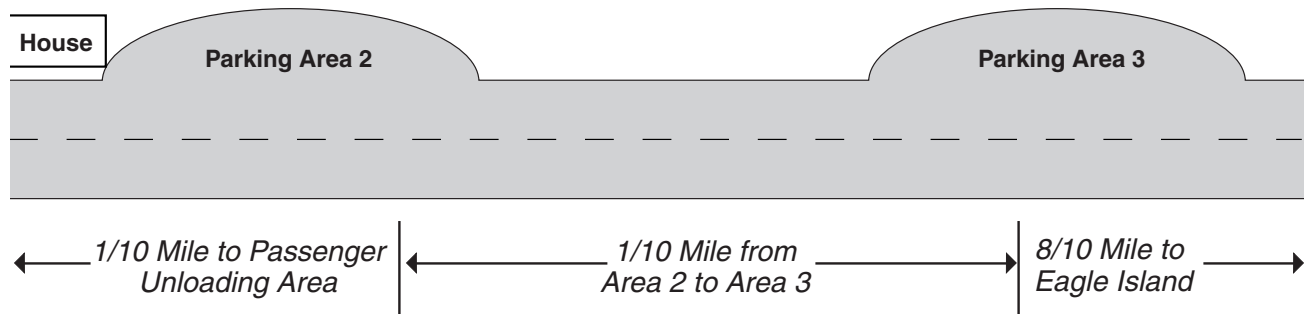
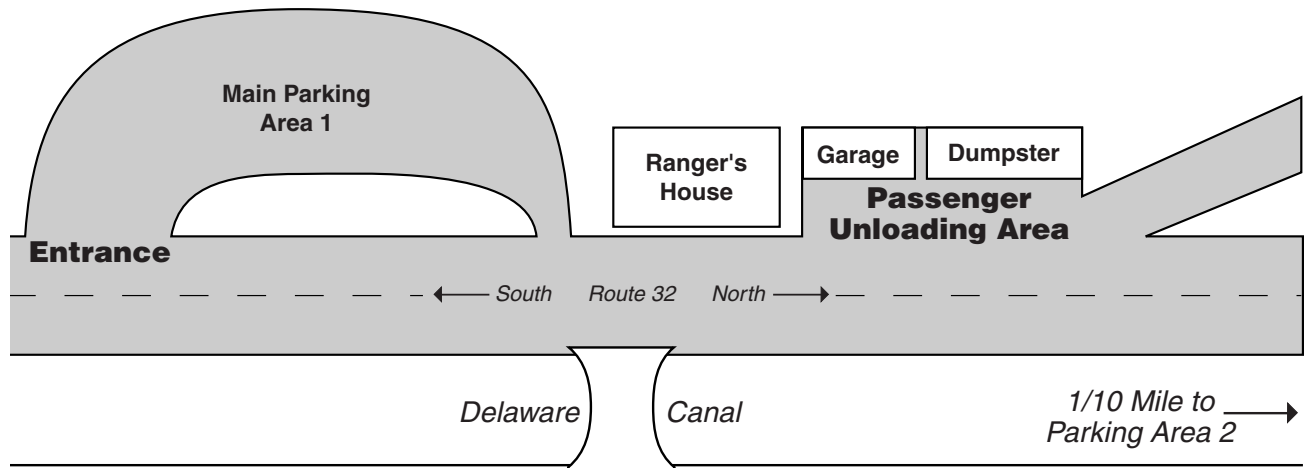
Boy Scouts of America

PROCEDURES FOR UNLOADING PASSENGERS AND TROOP GEAR

(REFER TO MAP ON PAGE 10)

1. We ask that units arriving more than 25 minutes before their scheduled crossing time should plan to assemble at the Marshall Island Parking Area located 1 mile north of Treasure Island, where Route 32 crosses the canal. This process prevents backups.
2. Each unit will receive two parking permits for the Main Parking Area #1. These should be used for the vehicles that are carrying troop equipment. This will allow for the safe unloading of cumbersome gear. **ONLY THOSE VEHICLES DISPLAYING A PARKING PERMIT WILL BE ALLOWED IN THIS LOT.**
3. Permit-holding vehicles for Area 1 that approach camp heading south on Route 32, should pull over to the right at the lot entrance and back into the lot. Parking staff attendants will be present to assist you.
4. Parents unloading Scouts should do so at the Passenger Unloading Area in front of the garage. The driver must stay with the vehicle and then leave the area as soon as the passengers are unloaded.
5. Parking spaces for Camp Leaders' vehicles without parking permits are available at Parking Areas #2 and #3.
6. Leaders should stress to parents that parking space is severely limited and that they should not plan to stay to watch their sons cross the river. No visitors will be allowed to cross onto the Island during check-in on Sunday.
7. Without blocking River Road, your unit should unload and transport all its personal and troop equipment to the tow path area. The camp staff parking crew will guide you. Do not block either set of stairs. In crossing time sequence, you will be instructed to move your equipment down the stairs to the dock. Follow the instructions of the Beachmaster and barge operator.
8. Your Camp Leader should report to the registration table while the troop gear is being unloaded and moved. Be sure medicals do not return home in one of your driver's cars.

UNLOADING AND PARKING MAP



YOUR FIRST DAY AT TREASURE ISLAND

REGISTRATION: Welcome to Treasure Island! To help your check-in to go smoothly and quickly, your Camp Leader should report to the registration table. The unit's financial account is settled at this time. Out of council units must have available a Tour Permit and proof of insurance. You will receive a Welcome Packet as described on page 13. Prior to boarding the barge, the Camp Leader should have medical forms for each unit member as described on page 5, and a copy of the unit roster clipped together or in an envelope to turn over upon arrival on the TI dock. Check for the following:

_____ A current Official BSA Medical Form for each youth and adult camper.

_____ Current Class 1 Parents' Health History signature with recent 2008 date.

_____ Class 2 Medical evaluation signed by a doctor not prior to 2006 for youth and adults up to age 39.

_____ Class 3 evaluation for adults 40 and over signed by a doctor for the current year.

_____ A list of medications to be turned in at the Health Lodge during medical re-checks, containing the name of the camper and type/purpose of the medication. Forms are provided in the leaders packet for this purpose.

_____ Three (3) copies of your unit roster, listing all youth and adult campers. Rosters should include the camper's name, address, and an emergency phone contact valid for the week in camp. Place one copy of the roster with the medical forms. Turn in one copy of the roster at the registration table. Keep the third copy for your campsite records.

_____ Have copies of receipts for all prior camp fees paid.

ARRIVAL ONTO THE ISLAND: Welcome! Your unit will be met by a camp staff guide. He/she will ask you for your medicals and roster, and assist you in removing your equipment from the barge and moving it up the stairs to the wheelbarrows. The troop should follow the guide to your campsite. Please promptly return the wheelbarrows to the totem pole area, so that other troops can have access to them.

CAMPSITE INVENTORY: Your staff guide and one adult leader will, upon arriving at the campsite, take note of the types, quantity, and condition of all camp equipment. Please indicate any damage to this equipment at that time, since any damage found during check-out on Saturday will be charged to the unit. If any additional equipment is needed, your guide will make note of this on the inspection form, and the Quartermaster will be informed.

MEDICAL RE-CHECK: After your campsite has been inspected, the unit should quickly change into bathing suits, T-shirts and shoes and proceed, following their staff guide, to the Health Lodge for Medical Re-Check. All Scouts and Scouters will receive a medical review. All prescription medications must be kept at the Health Lodge. The staff guide will be given a buddy tag for every camper listed on your troop roster, and represented by a properly completed medical form.

The guide will then lead your troop to the pool. Please feel free to ask the guide any questions about camp, as he gives you a tour of the reservation.

SWIM TEST: Your troop should wait outside of the pool area until given directions by the Aquatics staff. There, you will be given an aquatics orientation and will then take a swim test to determine your swimming classification. After taking the swim test, your staff guide will complete the buddy tags and place them on the out buddy board.

LATE AFTERNOON: After you complete your swim classification and a dining hall orientation, you should begin settling in. The troop should prepare for a 5:45pm Campwide Retreat Ceremony (referred to as “Colors” at Treasure Island) by dressing in Class A uniforms and assembling on the parade field in assigned positions. A Parade Formation layout sheet may be found in your Welcome Packet. From the Colors ceremony, you will “pass in review” of the staff and proceed to the Dining Hall. There, you will be aided in finding your troop’s assigned tables, and enjoy your first meal at Treasure Island.

EVENING: At 7:30pm a Leaders’ Meeting will be held for the Camp Leader and Senior Patrol Leader of each unit at Kiwanis (handicraft) Lodge. At 8:45pm all troops should assemble on the parade field in Colors formation, to meet for the opening campfire.

YOUR FIRST DAY SCHEDULE SUNDAY

TIME

1:00 – 4:30pm	Registration Troop Crossing at assigned times Site Inspection Medical Re-Check/Swim Tests
5:40pm	Send waiters to the Dining Hall (1 waiter for every 8 people)
5:45pm	Campwide Retreat Ceremony (Colors)
6:00pm	Dinner
7:30pm	Leaders’ Meeting at Kiwanis Lodge
8:45pm	Assemble on parade field for the Opening Campfire
9:00pm	Opening Campfire
10:00pm	Taps

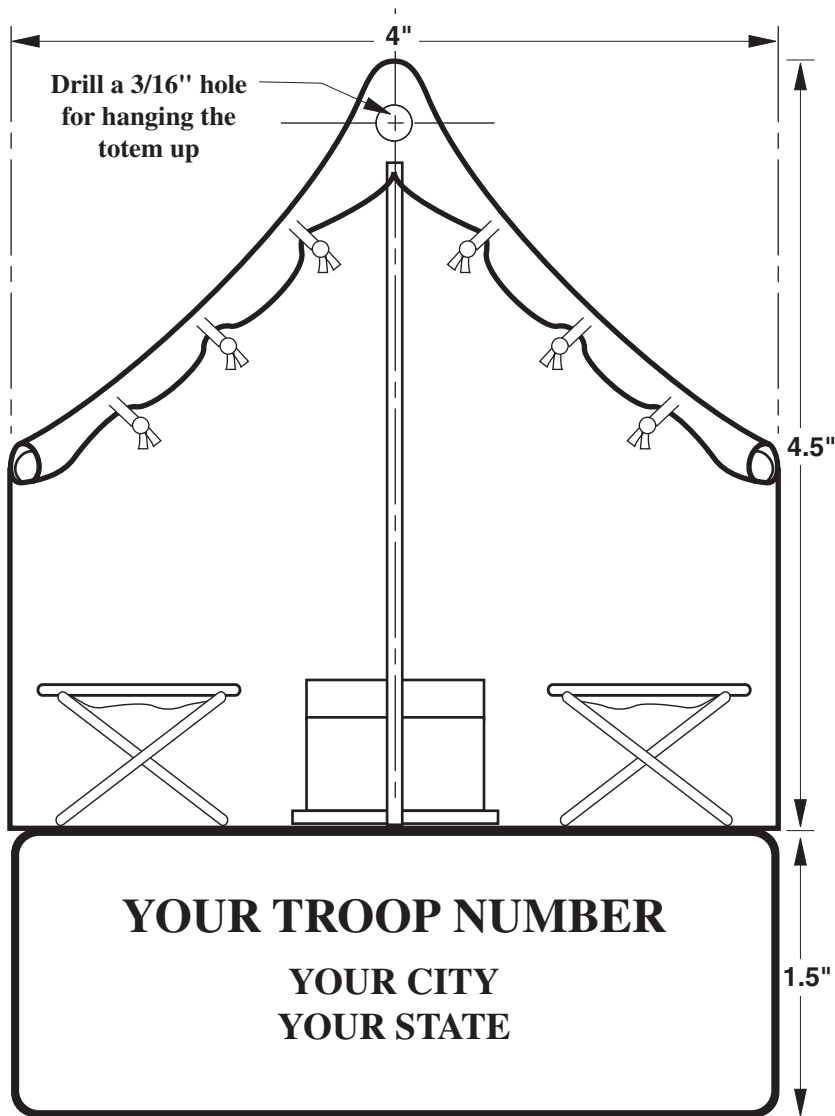
TREASURE ISLAND WELCOME PACKETS

During the check-in process you will be presented with a Treasure Island Welcome Packet. This large envelope contains information and starter items designed to ease your transition and enhance your experience in camp. The contents include:

- **Important Reminders:** This is a “heads-up” list of things to do.
- **Colors Formation Plan:** A diagram of the Parade Field showing your troop’s position during the daily Colors formation and at other times when such a formation is called for.
- **Application for Treasure Island Troop Award:** Lists the award requirements, should your troop decide to accomplish them.
- **Treasure Island Patrol Award Booklet:** The requirements for this prestigious award, and space for sign-offs and names of the patrol members.
- **Troop Morning Pleasures:** Daily good-turn projects shown by campsite assignment.
- **Fireguard Chart:** An important safety item for your campsite bulletin board.
- **Camp Map:** To help your troop get oriented to the camp layout.
- **Daily Unit Inspection Sheet:** Post this on your bulletin board, where your Program Commissioner will find it, and the troop can see daily accomplishment.
- **Dining Hall Waiter Procedures:** Must reading for your table waiters.
- **Information for Out-Of-Camp Trips:** Camp rules and tips for trips.
- **Biking Information:** Specific information for bike trips.
- **Canoeing & Tubing Information:** For those water-borne trips.
- **Lyme Disease Information:** How to avoid it, and how to identify it, and if necessary, what to do about it.
- **Trip Plan Form:** Fill out one of these before each trip, and turn it in on departure.

HELP YOUR VISITORS IDENTIFY YOUR TROOP

A “Troops In Camp” board will be available this year to help visitors find your campsite. This sign will be best used if your troop makes a “totem” to hang on the board. A full size totem pattern is shown below. Make your totem out of any thin, weather-resistant material you wish. Hang it on the display board near the camp map and your visitors will know where you are. Please keep your totem to the dimensions shown below to allow space for all the troops in camp to display their totems. You may follow this design or create your own.



TROOP “IN CAMP” TOTEM
(actual size)

GENERAL INFORMATION

TREASURE ISLAND SCOUT RESERVATION

Is an official camp of the Cradle of Liberty Council, Boy Scouts of America. It is operated for the benefit of registered Scouts and Scouters in accordance with all standards of Scout Camping. Rules for acceptance and participation in the program are the same for everyone without regard to **race, color, creed, or national origin.**

Every precaution is taken to insure the safety of all campers, and every effort is made to make their stay profitable and pleasant. This camping season marks another year of development in our camp. You will find new programs and facilities and you will see many improvements and refurbishments.

CAMPERSHIP PROGRAM: Campership grants are available to Scouts who are in need of financial assistance to attend summer camp. This program is only available for Cradle of Liberty Council units. For an application or more information please feel free to contact the Camping Office at (610) 688-6900.

CAMP DIRECTOR MAY, FOR VIOLATION OF CAMP POLICIES, DISMISS INDIVIDUALS FROM CAMP.

CAMP LEADERSHIP: It is the policy of the Boy Scouts of America that at least two (2) adult leaders, one of whom must be 21 years of age or older, attend summer camp with your Troop. Ideally, the Scoutmaster is the best choice for camp leader; however, this position must be filled by a registered adult at least 21 years of age. The second adult in camp can be an Assistant Scoutmaster, Troop Committee member or a parent.

UNDERSTANDING: The Camp Leader is in charge of the Troop at all times, and is responsible for the conduct of their Scouts. Scoutmasters must know of Scouts who need special attention due to physical handicaps or personal problems (heart disease, excessive shyness, allergies, etc.).

Scouts are expected to be in their respective campsite not later than 10:00 pm each evening and under the supervision of an adult leader. Scouts may only leave their campsite after 10:00 pm when accompanied by an adult leader. In addition, during campwide events, such as meals, campfires and ceremonies, Scouts are expected to be with their troop and under the supervision of an adult troop leader. When Scouts are in the troop campsite, there should always be adult leadership present. At no time should Scouts be in the campsite of another troop without permission/invitation.

RELEASE OF CAMPERS: To ensure the safety of all campers, the Cradle of Liberty Council, BSA has enacted the following policy. Any Scout who leaves camp prior to the normal departure time on Saturday morning with their unit, will only be permitted to leave under the auspices of an adult approved by the parents of the Scout. A Camper Release Authorization form, signed by the parents of the Scout, must be on file in City Hall. This form will list all adults, who are authorized by the parents, with whom their son may leave camp.

LAW OF THE CAMP: Is the Scout Law. Simple yet all inclusive.

DAMAGE TO CAMP PROPERTY AND EQUIPMENT: The Troop is responsible to pay for the cost of repair. Payment is due before you leave camp.

BARGE SCHEDULE: For your convenience, the barge will run every hour on the hour. Exceptions are at 7:45 am for trash removal and 1:15 pm so that lunch can be completed. The last barge is at 8:00 pm. Special arrangements for early crossings can be made through your Program Commissioner.

CAMP FEES: Full balance must be paid prior to your arrival at camp.

Leaders fees are: \$125 per week if total fee is paid on or before May 1.
 \$150 per week if total fee is paid after May 1.
 Two leaders free with every registered unit.

Scout fees are: \$275 per week if total fee is paid on or before May 1.
 \$300 per week if total fee is paid after May 1.
 New Scouts registered in the Troop after the deadline date can still take advantage of the \$275.00 fee.

REFUND POLICY: The \$50 individual deposit is not refundable under any circumstances. Within 30 days of your arrival date at camp, refunds will only be considered for the following reasons. An individual may become ill or otherwise unable to attend camp. Since the camps have incurred expenses related to the reservation such as staff employment, food costs, and program materials, not all fees are refundable. The refund of the balance of any fees paid will be based upon the proximity to your arrival date in camp and if it meets the criteria outlined below. In all cases, requests for refunds must be in writing and submitted to the Cradle of Liberty Council Camping Office on or before your arrival date in camp (these letters may also be submitted at check-in at camp on Sunday). This letter must be approved and endorsed by the Unit Leader. Refunds will be made to the Unit Leader only.

Criteria used to consider a refund will include the following reasons only and appropriate documentation should be submitted with your letter requesting a refund:

1. Scout's illness - written statement is required from physician.
2. Extreme family emergency - written statement is required from parent.
3. Summer School - written statement is required from school principal or guidance counselor

CAMP PICTURES: Pictures will be taken at 5pm on Monday. Troop photos will be taken with a digital camera and a disk will be provided to the unit.

COMMISSIONER SERVICE: A Program Commissioner will be in charge of an area in camp consisting of three to four Troop sites and will be prepared to give assistance to your Troop as well as some of your neighboring Troops. He will offer any help needed in programming, organization of activities, or any Scouting problems you might have. His primary job is to help you to help your Troop. This can be done by giving information, informal meetings, discussions, references, and demonstrations to your Troop leaders. Our Program Commissioners want to assist you, whatever your needs are. Their goal is to provide the greatest possible service to insure that your campers do not miss any activities the camp has to offer and that your week in camp is a successful one.

CAMPSITE INSPECTIONS: Your Program Commissioner will perform a daily campsite inspection. Inspections will be primarily aimed at checking the following:

1. Cleanliness of latrines and washstands.
2. Conditions of tents and lean-to.
3. Cleanliness of grounds and trails.
4. Safety Hazards and what is being done to correct them.

Successful completion of this inspection will result in the Troop receiving a "Clean Camp Hoo-Ha" (Recognition Feather) at evening colors. The camp leader is responsible for the health, safety, and cleanliness of his Scouts and the campsite.

DINING HALL: The Dining Hall provides three meals a day. Special treats such as watermelons, cakes, etc. or food to be cooked outside the Dining Hall for campsite meals or while on outpost **MUST** be ordered at least 24 hours in advance of the time you need them. Orders may be placed with your Program Commissioner or at City Hall by filling out a Food Requisition Form. Questions regarding this process may be directed at City Hall, through your Program Commissioner, or by asking the Dining Hall Manager. In addition, please notify us in writing of any special dietary needs for people in your Troop at least one week prior to your arrival. Meal times are 8:00, 12:30, 6:00.

EQUIPMENT IN GENERAL: Your troop should bring sufficient Scoutcraft equipment, cooking gear, hiking equipment, troop and patrol flags, American flag, and any other equipment you might need for your program. Keep in mind that if you have Scouts participating in any of the overnights, you will need to provide the tents for them to use. We have limited amounts of equipment for those who do not have what is needed.

FIREWORKS: They are prohibited in camp and are against the law in the Commonwealth of Pennsylvania and the State of New Jersey.

FISHING: Fishing from the shore does not require a PFD. All fishermen entering the water must wear a PFD (Available from the Boathouse) and are limited to less than knee deep water only. There will be no fishing permitted from any boat docks or within 100 feet of the docks along the shore. A proper license is required from either Pennsylvania or New Jersey, if you are over the age of 16. Buddy system and tag required for wading.

FLAG CEREMONIES: Reverence for the country and respect for the flag is emphasized at Treasure Island. Troops are encouraged to attend Flag Raising conducted daily at 7:45 am. A formal Retreat Ceremony (colors) is held at 5:45 pm each day for all troops. Troops are encouraged to provide color guards.

HAZING AND INITIATIONS: Hazing and initiations violate Youth Protection Policies and does not belong in a Scout Camp. Scout leaders will see to it that all new campers are properly oriented and assisted in getting the most out of their camping experience.

LATRINES: Latrines must be cleaned daily. When water is added daily (one bucket per opening per day), odors are greatly reduced. Please **DO NOT POUR DISINFECTANT INTO THE PITS AS THIS WILL INCREASE THE ODOR.** Objects are not to be thrown into the latrines as this will cause serious problems in both plumbing and disposal units.

LIQUID FUEL: Liquid fuel lanterns and stoves are permitted only under **trained adult supervision.** Fuel must be stored in a secure area on the campsite. We recommend battery lanterns. Propane lanterns and stoves may be used when underwriter approved cylinders are used. **Caution:** If refillable containers are used, they should be tested regularly. Units are responsible that empty containers are disposed of properly with your unit's trash.

LITTER: Please do not litter and do your good turn by picking up any litter you see. Let's all work together to keep Treasure Island clean. In addition, each Troop will be assigned a "Morning Pleasure" which is an area of the camp that the Troop is asked to police of litter each morning. More information on this good turn will be distributed at camp. Be sure to join us in our recycling effort. A special container for aluminum cans is located at the Trading Post.

LOST AND FOUND: Articles found should be deposited at City Hall. Likewise, articles lost may be inquired about at the same place. Unclaimed articles will be disposed of at the end of the week.

MAIL: Our camp has a daily mail service. Mail goes out at 11:00 am, and will be available for pick up at City Hall after 3:00 pm everyday. Mail should be addressed to campers and leaders as follows:

Scout / Troop #
Campsite
Treasure Island Scout Reservation
575 River Road
Pipersville, PA 18947

MAINTENANCE: Tents, cots, tent platforms, and other such equipment are expensive to replace. Care for them as you would your own property. Small rips in cots and tents should be reported immediately. When camp property is damaged, a charge will be made to cover the necessary repairs or replacement. In wet weather, guy lines on all tents should be loosened, because rope and canvas shrink when wet. If rain is of long duration, continual loosening is essential. Tent flaps and walls should be rolled **inward** each day, if weather permits. This allows visible control of the site, as well as airing out the tents.

OUT OF CAMP TRIPS: If a Scout or Leader is leaving camp, they must stop by City Hall and sign out in the *Camp Register*. **A Scout who leaves camp prior to the normal departure time on Saturday will only be permitted to leave under the auspices of an adult approved by the parents of the Scout in writing.** If a group of Scouts and Leaders are leaving the Island for one of the various off-camp trips, the unit must file a Trip Plan at their departure point. Upon return, individuals should check in at City Hall and sign back in. **Returning groups need only send one representative to City Hall to check back in.**

PARENTS' NIGHT: Come one, come all, to the Parents' Night Picnic. Parents and friends are welcome on Wednesday from 4:00 through 8:00 pm. Dinner will be served at 6:00 pm. Arrangements must be made with the unit leader, and then at City Hall, for dinner reservations PRIOR to Tuesday of your week at camp. A Camp Tour for all guests will be conducted. Parents should be made aware of the limited latrine and parking facilities. Traffic should move cautiously near camp. All cars must be parked in the parking lots. Please follow the instructions of the staff parking attendants. Parents should be made aware that this is the only time that they will be permitted in camp, except for emergencies. Parents should remember that barge crossings for visitors will begin at 4:00 pm and run continuously thereafter. No Parents will be permitted to cross earlier so please plan accordingly. Likewise, the **LAST** barge crossing will be at 8:00 pm or darkness. The cost for the Parents' Night Picnic Dinner is \$10.00 per person.

Once again, Please be sure to communicate with all parents and guests that crossing will not begin prior to 4:00 pm.

PERSONAL EQUIPMENT: Your Scouts should have a list of all material and equipment they bring to camp and have them check off items as they prepare to leave camp for home. Mark items with name and Troop number. Parents will be happy when their sons return home with all their original equipment. Make sure that your boys do not bring along too much money or valuable items, and that all money be locked up for safe keeping. We do not accept any responsibility for valuables lost or stolen.

PETS: Sorry, Pennsylvania and New Jersey State Law will not permit pets in camp by campers or leaders.

PROBLEMS: Do not let little problems grow. Address problems in camp as soon as you become aware of them. Consult your Program Commissioner for assistance.

PROHIBITED: All forms of alcoholic beverages, illegal drugs, depressants, stimulants, and sheath knives in any form are prohibited. Violators, whether boys or adult leaders, will be asked to leave camp. Non-alcoholic beer may encourage underage or irresponsible use of alcoholic beverages. Please do not bring or allow use of non-alcoholic beer.

QUARTERMASTER: Hours will be posted for pick-up of cleaning supplies and other camp equipment you need. The Troop is responsible for the return of all items checked out in clean, working order. All items checked out are to be returned no later than immediately after breakfast on Saturday Morning.

RELIGIOUS SERVICES: We suggest that you and your boys fulfill your religious obligations before arriving in camp. On Friday evening, a religious service, Scout Vespers, will be held for boys and leaders of the Christian faiths. Jewish services will be held on Friday evening in camp. Invite the Pastor, Priest, Rabbi, or Chaplain of your institution to visit camp.

RIFLES AND ARCHERY EQUIPMENT: Please note the following policy statement: Our camp provides all firearms and archery equipment. Individuals may **NOT** bring rifles, shotguns, or archery equipment into camp. **NO** ammunition of any kind may be brought into camp.

SHOWERS: There are several facilities available throughout the camp. The North and South shower buildings are available from 7 am to 9 pm with alternating hours for youth and adult males. From 9 pm to 10 pm both North and South shower houses are youth only. Then, from 10 pm to 7 am both shower houses are adult male only. For example, if it is 1:00 the North Shower house is for under 18 whereas the South Shower house is over 18. A separate ladies' facility is located near Unami Lodge. A key is required to enter the ladies bathroom/shower, and is available at City Hall.

SLEEP: Particular emphasis is placed upon providing every Scout with nine hours of sleep every night. This is necessary if he is to enjoy an active program and get the most from his stay in camp. It is the responsibility of the Scoutmaster and other Troop leaders to see that his camp site is a courteous one. Rowdiness, and loud talking after taps and before reveille will not be tolerated.

SMOKING: Leaders who smoke are reminded that **SMOKING IS NOT PERMITTED IN BUILDINGS, LEAN-TOS, OR TENTS.** Additionally, please refrain from smoking in the Program Areas. All cigarettes and tobacco must be **disposed of properly.** We ask that smoking not be done in front of Scouts.

TELEPHONE: A pay phone is available outside of the Trading Post for general use. Camp leaders should monitor their Scouts' use of the phone. Incoming calls for Scouts and Leaders should be for emergencies only. Messages will be put in the Troop mailbox. Urgent messages will be delivered to the site.

TRADING POST: The TP is maintained for the campers' convenience. Craft items, merit badge pamphlets, pocket knives, scout patches, T-shirts, a variety of chips, candy, ice cream, soft drinks, and juices are available for sale.

TRASH: All trash generated in the troopsite must be disposed of by your Troop. Therefore, everyday at 7:45 am a special barge run has been designated for Troop trash disposal. The Troop should send two Scouts with your trash to the Treasure Island dock. The Scouts will ride to the Pennsylvania side and place the trash in the camp dumpster and will then return in time for breakfast at 8:00 am. Please remember that the barge **LEAVES** the Treasure Island dock at 7:45 am. Recycling of aluminum cans is encouraged. Special recycling containers are available at the trading post and behind the Dining Hall.

TROOP ROSTER: Fill out completely, listing all your campers in alphabetical order, giving name, address, zip code, and telephone number. Make sure all are registered with the Boy Scouts of America. Bring three copies of the roster to camp: place one roster with your medical forms, turn in one roster to the Camp Director at check-in and keep the third copy for your records. Be sure to get parents' vacation addresses and telephone numbers if this applies.

TROOP SITE CAPACITY: Each Troop site has a definite size regarding boy capacity. This is done to accommodate small and large Troops alike. The Camp Director reserves the right to assign a Troop to a site that would best fit the size of the unit.

TWO-WEEK CAMPING UNITS: There will be no charge for food used during the normal changeover time at the Dining Hall. Troops requiring food during the changeover should be prepared to cook. Staff is limited during this period. One-week Troops remaining for a 7th day will be charged for extra meals.

UNIFORM: The full Scout uniform, correctly worn, is proper at any time, but essentially required for the evening meal, retreat, campfires, and some other evening activities. Scout shorts and t-shirts are recommended for day time wear. Some Scouts may not have a uniform, through no fault of their own, and we must note that a uniform is not a prerequisite for attendance at camp. **Shoes or some type of adequate foot gear must be worn at all times** as a matter of safety, especially to prevent puncture wounds which could prohibit swimming. River shoes (foot gear which can get wet to prevent injury while in the river) will be needed for a variety of camp activities. Old sneakers are acceptable river shoes.

VISITING SCOUTERS: All visiting Scouters must sign in at City Hall immediately upon arrival. Those desiring meals at the Camp Dining Hall can be accommodated if the camp is notified 24 hours in advance. Only a limited number of visiting scouters can be accommodated for meals. Large groups must make arrangements at least one week in advance.

The cost for guest meals are:

Breakfast:	\$5.00
Lunch:	\$7.00
Dinner:	\$10.00

TREASURE ISLAND INFORMATION SOURCES

The Treasure Island Camp Staff has endeavored to develop the very best camping experience possible. The delivery system for our program, and its many offerings, wouldn't be complete without a system for bringing these offerings to your attention. To that end, listed below are the sources available to inform all campers, both Scouts and Scouters, of what is available, and when and where it is available:

Pre-Camp Leaders Orientation. Monday, April 28, 2008. This meeting is your initial introduction to camp. You will meet the camp leadership, get briefed on the camp program, and receive a copy of the Camp Leaders Guide.

The Camp Leaders Guide. Provides the information necessary for planning and executing a successful week at camp.

21-Day Leaders Meeting. This essential pre-camp meeting provides administrative and program detail, answers your critical questions, and allows you to fine-tune your program with advance sign-ups for troop activities.

Camp Welcome Packet. This collection of camp forms and information is provided during check-in at camp, and helps you jump start your week. See Welcome Packet list in this Camp Leaders Guide for details.

Camp Leaders Meeting. This Sunday evening meeting is a follow-on to the 21-Day Meeting. Information vital to your week in camp is disseminated, and another opportunity is provided to do troop program sign-ups or changes.

Camp Bulletin Board. This three-sided bulletin board at City Hall contains general camp information, program information, and Order of the Arrow information. Stop by and check it out.

Commissioners. One of our Commissioners has been assigned to help your troop have a successful week at camp. He is your best and most reliable resource of information. He knows where things are and what is available. Above all, he knows Scouting. He can be your best friend in camp. Lean on him.

Daily Program Notes. Each morning, Monday through Friday, during your Program Commissioner's camp-site visit, you will receive a copy of the Treasure Island Daily Program Notes. This document highlights what is happening that day in camp and often provides additional details. Our purpose is to assist you, your leaders and junior leaders in taking advantage of what the camp has to offer.

Dining Hall Announcements and Promotions. Listen and watch for this valuable information following meals in the Dining Hall.

Program Area Bulletin Boards. Look for bulletin boards at program areas to provide an additional source of information for offerings at that area.

Campers Council Meetings. See description of this valuable resource under Program Highlights in this Camp Leaders Guide.

HEALTH & SAFETY

It is the policy of the Boy Scouts of America as stated in the “Guide to Safe Scouting”: Camp Accreditation Standards and other official publications of the BSA apply to all camp activities. In addition, Council, local, and state standards apply as well.

ON ITS OWN: Everyone in camp has a responsibility to protect the health and safety of everyone else. One uninformed or careless person can, in a moment, destroy the health and safety of the entire camp.

BUDDY SYSTEM: Use of the Buddy System is strongly recommended for **ALL** activities.

MEDICAL SERVICE: The Health Lodge is prepared to handle camp illness and accidents. Any camper who leaves camp for medical reasons, **MUST FIRST CHECK OUT AT THE HEALTH LODGE.** Emergencies will be handled at all hours, day and night, at the Health Lodge. Should hospitalization be necessary, we have arrangements with local ambulance service and local hospitals.

HEALTH AND MEDICAL RECORDS: All Scouts and leaders must bring to camp a complete Health and Medical Record, and must be re-checked by the Camp Health Officer. Use of the most current edition of the official BSA medical form reduces the time spent in re-check and assists the Health Officer in obtaining vital information, should someone require medical assistance. Use of health forms other than the official BSA form and forms with attachments will slow the entire process down. Please consult the specific requirements listed on Page 5.

HEALTH SURVEILLANCE: The camp leader must monitor the health of each Scout while at camp. Please do not let a small problem get out of hand due to lack of attention. Be on the lookout for skin irritations, ivy poison, ticks, dehydration, etc. at all times. Be alert that some Scouts change their toilet habits at camp. We must watch for changes in a Scout's physical appearance and activity level. Ask questions if changes occur. **IT IS THE RESPONSIBILITY OF THE CAMP LEADER AND THE SCOUT TO REPORT TO THE HEALTH LODGE FOR REQUIRED MEDICATIONS.**

INSURANCE:

FOR CRADLE OF LIBERTY COUNCIL UNITS: Insurance for Cradle of Liberty Council Units is provided by the Council. **The policy is excess to any other available source of medical benefits if the charges are greater than \$300.00.** This means that you must file your bills through your primary, or personal, insurance carrier prior to this policy responding. **If the total charges are less than \$300.00, we will pay without the other insurance coordination.** When your primary insurance company processes the charges, they will send you an Explanation of Medical Benefits or “EOB”. You must forward a copy of the Explanation of Benefits for EACH CHARGE.

FOR OTHER COUNCIL UNITS: Each Troop will be expected to bring a copy of their insurance policy and claim form on Sunday to file at the Health Lodge. If you do not have accident insurance at this time, you should obtain it so you will be protected all year long. The camp has NO accident or medical insurance on other council campers.

ACTIVITIES DURING HIGH TEMPERATURES:

1. Adult Leaders should keep a close watch on Scouts for signs of heat exhaustion.
2. Instruct Scouts to limit or modify physical activity. Strenuous activities should not be permitted.
3. Encourage Scouts to stay in well ventilated and shady areas.
4. Encourage Scouts to drink large quantities of water.
5. Be alert for other instructions from the Camp Director.

LIGHTNING AND HIGH WATER:

1. All aquatic and climbing activities will be suspended during a lightning or thunder storm. If you are on a river trip or at the lake, return to shore and comply with the following:
 - a) Secure canoes, boats, or other aquatic crafts.
 - b) Seek shelter indoors or in a low area away from solitary trees, rock formations, high ridges, wire

- fences, telephone or electric lines or open fields.
- c) Complete a head count if traveling as a group.
 - d) Stay in place until lightning or thunder has completely passed.
2. During high water periods, the Camp Director, Program Director or Ranger will notify units and suspend water activities. If your unit is on a river trip and conditions change to very fast or high water, return to shore and comply with the following:
- a) Secure all canoes, boats, or other aquatic crafts.
 - b) Seek ground safely away from the waters' edge and high enough from any rising waters.
 - c) Complete an accurate head count.
 - d) Notify camp of your location and stay put until picked up.

LIGHTNING SAFETY: As written in the **Guide for Safe Scouting**.

The summits of mountains, crests of ridges, slopes above timberline, and large meadows are extremely hazardous places to be during lightning storms. If you are caught in such an exposed place, quickly descend to a lower elevation, away from the direction of the approaching storm, and squat down, keeping your head low. A dense forest located in a depression provides the best protection. Avoid taking shelter under isolated trees or trees much taller than adjacent trees. Stay away from water, metal objects, and other substances that will conduct electricity long distances.

By squatting with your feet close together, you have minimal contact with the ground, thus reducing danger from ground currents. If the threat of lightning strikes is great, your group should not huddle together but spread out at least 15 feet apart. If one member of your group is jolted, the rest of you can tend to him. Whenever lightning is nearby, take off backpacks with either external or internal metal frames. In tents, stay at least a few inches from metal tent poles.

Lightning Safety Rules

- Stay away from open doors and windows, fireplaces, radiators, stoves, metal pipes, sinks, and plug-in electrical appliances.
- Don't use hair dryers, electric toothbrushes, or electric razors.
- Don't use the telephone; lightning may strike telephone wires outside.
- Don't take laundry off the clothesline.
- Don't work on fences, telephone lines, power lines, pipelines, or structural steel fabrications.
- Don't handle flammable materials in open containers.
- Don't use metal objects, such as fishing rods and golf clubs. Golfers wearing cleated shoes are particularly good lightning rods.
- Stop tractor work, especially when the tractor is pulling metal equipment, and dismount. Tractors and other implements in metallic contact with the ground are often struck by lightning.
- Get out of the water and off small boats.
- Stay in the car if you are traveling. Automobiles offer excellent lightning protection.
- When no shelter is available, avoid the highest object in the area. If only isolated trees are nearby, the best protection is to crouch in the open, keeping twice as far away from isolated trees as the trees are high.
- Avoid hilltops, open spaces, wire fences, metal clothesline, exposed sheds, and any electrically conducted elevated objects.

CAMP EMERGENCY PROCEDURES

ACCIDENTS AND INJURY: All injuries should be reported to the Health Lodge. It is always a good idea to have any injury, no matter how small, checked out by the Health Officer. Should hospitalization be necessary, we have agreements with local ambulance service and local hospitals. **Any camper who leaves camp for medical reasons, MUST FIRST CHECK OUT AT THE HEALTH LODGE.**

MAJOR ACCIDENTS AND EMERGENCIES: The Camp Director is to be notified immediately, or in his absence, the Program Director. Present all facts known. Do not make statements to an outsider, and refer all inquiries from the press to the Camp Director and/or Council Public Relations Director.

SEVERE STORMS: In the event of impending hurricane, tornado, or severe wind storm, everyone will be notified. Further instructions will be provided.

FLOODING: Seek high ground and shelter, if possible, immediately. In case of a flood warning, we will keep you posted so that evacuation can take place if necessary.

FLOODING AND HIGH WATER EMERGENCY AND EVACUATION PROCEDURES

DECISION PROCESS AND ACTION RECOMMENDATIONS:

- Camp Ranger, Camp Director, Director of Camping and Properties and Assistant Director of Camping and Properties are primarily responsible for these procedures. The Scout Executive should be informed of all decisions and outcomes.
- Weather systems and Flood Watches and Flood Warnings should be monitored during periods of heavy rains or severe storms by way of local media, the Weather Channel or the National Weather Service radio or website services.
- If a Flood Watch or Warning is posted for the Delaware River watershed, monitor the NOAA, National Weather Service “Advanced Hydrologic Prediction Service” at www.noaa.gov.
- Consult with Bucks County Emergency Services or Tinticum Township Fire and Police if severe flooding is predicted.
- Using the “Delaware River at Riegelsville” information at www.noaa.gov the following guidelines should be observed:
 - At 14.5 - 16 feet reading at Riegelsville, the lower beach areas on Treasure Island begin to flood and the river may be hazardous due to debris and current. If the river is predicted to rise above this point the island should be evacuated and closed for new arrivals during weekend and summer camping.
 - If, at 14.5 feet – 16 feet the river is at the maximum predicted level and is forecast to drop; summer camp operations may continue with program modifications and barge operations on an emergency only basis. Visitors and after dark boat operations should be prohibited. Weekend camping may remain open IF the drop is scheduled to occur PRIOR to normal Friday and Saturday arrivals. The Camp Ranger shall determine open or closed status with consultation with the Director or Assistant Director of Camping and Properties.
 - At the “Flood Stage” of 20 feet, local emergency services should be notified and asked for assistance if the camp is not fully evacuated before this stage is reached.

EMERGENCY EVACUATION PROCEDURES:

- Programs areas should be closed and all Scouts directed to return to their troop sites. Staff should report to the Camp Director for directions and assignments.
- Troops in low lying sites (Wolf, Win, Bok) should be directed by senior camp staff to a safe area. If time allows, they may be permitted to pack and move their gear to the designated area. Suggested areas: Dining Hall or Kiwanis Lodge depending on group sizes.
- Other troops should be directed by senior staff to pack gear and wait in sites for directions and escort to the boat landing when directed.
- Depending on river levels, barge departures may be moved to the Boating Area.
- If a rapid evacuation is needed, gear should be secured in the site lean-to shelters or other area designated by the Camp Director or Ranger. **If an Emergency Evacuation is needed, all troop and personal gear will remain on the island in areas designated by Camp Staff.**
- Camp Staff will be assigned specific duties to assist with movement of troops and gear:
 - Barge Crew
 - Senior boat drivers
 - Supervise loading of barges
 - Secure or move program gear or camp equipment to safe areas
 - Escort troops to the boat landing
 - Assist with movement and direction of troops on the PA shore

- Program Director shall direct the movement of troops from sites to the boat landings.
- **NO WAITING ON DOCKS. ALL CAMPERS ON SHORE UNTIL DIRECTED TO BOARD IN A SINGLE LINE OR INDIVIDUALLY.**
- Health Officer and Business Manager will verify troops with roster confirmation as they depart. Health Officer should give “Troop Medications” to the Troop Leader in charge.
- A Commissioner or other Senior staff should verify departures on the PA landing.
- (For Weekend Camping, the Ranger and Campmasters shall assume these duties with verification by each leader that all are present)
- Staff will be assigned to verify EVERY SITE and PROGRAM area has been evacuated.

SPECIAL BARGE PROCEDURES:

- Experienced “Bowman” MUST be on board.
- Senior boat operators experienced with high water are in charge of each trip.
- **PERSONAL FLOTATION DIVICES MUST BE WORN AND CORRECTLY FASTENED.**
- Two way radios or cell phone on each barge.
- **REDUCED PASSENGER LOAD AS DIRECTED BY CAMP RANGER.**

LOST CAMPER: TROOP LEADERS should be aware of approximate locations of all Scouts at all times. Periodic head counts are advised. If a Scout is found missing following a search of the campsite, inform City Hall. If necessary, the entire camp will assemble to begin a systematic search.

LOST SWIMMER: A Buddy Check will be called. Each swimmer will sit on the edge of the pool, holding his buddy’s hand raised up. A visual check of the bottom will be made. A count will be taken to see that the buddy tags on the buddy board agree with the actual number of swimmers in their respective swimming areas. If a tag is on the board, and the swimmer is not at the pool, a runner will be sent to his troopsite. If not found, the Lost Camper procedure will begin.

- A) Capsized Boat: If a boat is capsized and no Scouts are in sight, the Boathouse Director will notify the Aquatics Director and Camp Director. The Director will begin Lost Camper procedures as all other program areas are closed and the staff reports to waterfront for Lost Bather Search.
- B) Missing Boat: If a boat has not been checked in and the buddy tags are still on the board, The Aquatics Director and Camp Director will be notified immediately. The camp will begin Lost Camper procedures.
- C) Missing Tuber: If a tuber has failed to pick up his buddy tag, a runner will be sent to the troop's campsite. If the tuber is not found, Lost Camper procedures will be followed.

FIRE: Follow “What To Do In Case Of Emergency” procedures. In all cases, report it to City Hall or notify a staff member. Keep campers away from the fire area. Camp Staff will fight the fire.

CHILD ABUSE: Scout leaders should keep a close watch on Scouts for signs of abuse. If any form of child abuse is suspected, you should contact the Camp Director IMMEDIATELY. Do not take action on your own! Be prepared to provide the following information:

- A) Child’s Name
- B) Unit Number
- C) Type of Abuse Suspected
- D) How You Came About This Information

Follow the instructions given by the Camp Director!

EMERGENCY TELEPHONE NUMBERS: Every telephone that is capable of dialing out of camp will have posted a printed list of local police and fire departments, hospitals, State Police, Ranger’s home, Council Executive Personnel, Regional Office, and the National Headquarters.

HAZARDOUS CHEMICAL SPILLS: In the event of a chemical spill, contact the Camp Director IMMEDIATELY. Close off the area around the spill. Do not attempt to clean up the spill. Wait for the Directions of the Camp Director.

OTHER: Treat any other emergency not covered with common sense, and take appropriate action, using guidelines listed above. For any contingency not covered and in question, contact the Camp Director only.

WHAT TO DO IN CASE OF EMERGENCY

1. **SIGNAL:** Continuous siren at City Hall.
2. **UPON HEARING THE ALARM, ALL SCOUTS AND LEADERS ARE TO REPORT TO THE PARADE FIELD. ASSEMBLE IN COLORS FORMATION. THE CAMP DIRECTOR OR PROGRAM DIRECTOR WILL TAKE A HEAD COUNT. ALL CAMPER AND LEADERS MUST BE PRESENT OR THEIR WHEREABOUTS ACCOUNTED FOR.**
3. If you are aware of an emergency, report it to the camp office (City Hall) immediately. If no one is at the camp office then report to the dining hall at mealtime or the staff area at night. State the exact location and nature of the emergency.
4. After everyone is accounted for, further instructions will be given.

TREASURE ISLAND SCOUT RESERVATION EMERGENCY PHONE LIST 2008

TREASURE ISLAND SCOUT RESERVATION

575 River Road, Pipersville, PA 18947

Camp Director – Tim Trainor (Camp Office)	610-294-9695
Doylestown Hospital	215-345-2200
Abington Hospital	215-576-2000

CRADLE OF LIBERTY COUNCIL OFFICES – BSA

Bruce S. Marks Scouting Resource Center 22 nd and Winter Streets, Philadelphia, PA 19103	215-988-9811
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Roger S. Firestone Scouting Resource Center 1485 Valley Forge Road, Wayne, PA 19087	610-688-6900
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NORTHEAST REGION OFFICE – BSA

P.O. Box 268, Jamesburg, NJ 08831-0268.....	609-655-9600
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NATIONAL OFFICE – BSA

1325 Walnut Hill Lane P.O. Box 152079, Irving, TX 75015-2079	972-580-2000
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KEY SCOUTERS – CRADLE OF LIBERTY COUNCIL – BSA

Director of Camping – Ken Nygard	B:610-688-6900 C:610-721-8643
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TRADING POST HOURS

Sunday 2:00 pm-5:30 pm
7:15 pm-8:15 pm

**Monday-
Tuesday** 9:00 am-12:00 noon
2:00 pm-5:00 pm
7:15 pm-9:00 pm

Wednesday 9:00 am-12:00 noon
2:00 pm-9:00 pm

Thursday- 9:00 am-12:00 noon
2:00 pm-5:00 pm
7:15 pm-9:00 pm

Friday 9:00 am-12:00 noon
2:00 pm-5:00 pm
7:15 pm-8:15 pm

Saturday 8:30 am-Last Barge!

CITY HALL HOURS

Sunday 1:00 pm-5:30 pm
7:30 pm-10:00 pm

**Monday-
Friday** 8:45 am-12:15 pm
2:00 pm-5:15 pm
7:00 pm-10:00 pm

Saturday 8:30 am-11:30 am

QUARTERMASTER HOURS

Sunday 1:00 pm-5:00 pm
7:15 pm-8:00 pm

Monday- One half-hour after
each meal

Saturday 8:30 am-Last Barge!

PLANNING YOUR PROGRAM

1. THE KEY TO A SUCCESSFUL WEEK IN CAMP IS PLANNING AND PREPARATION. THE MORE YOU PLAN AND THE BETTER YOU PREPARE, THE MORE SUCCESSFUL THE WEEK.
2. Begin the planning process by reading the entire Leaders's Guide.
3. Give each Scout a copy of the Merit Badge Opportunities (pages 31-32). Have them select the merit badges they wish to pursue at camp, then discuss the advance preparation necessary for each badge.
4. Survey the Troop for special program requests - i.e. biking, tubing, canoeing, etc.
5. Give to each Scout a copy of the Blank Program Schedule (page 30). Have them fill it out with what they plan to do each morning and afternoon for every day at camp. This way they have their entire week planned out. Be sure to instruct them to leave some free time. Please pay close attention to the suggested Program Progression (page 29) to plan age appropriate activities.
6. Prepare a general Troop Schedule in the same way.
7. Be sure to have Scouts prepare for what they plan to do. Those participating in the Treasure Island Rangers Program should review requirements for Tenderfoot through First Class. Remember, BE PREPARED!
8. Questions? Come to the 21-Day Meeting with all your questions and be sure to have anything you are uncertain about cleared up. In addition, feel free to call the Cradle of Liberty Council Camping Office at (610) 688-6900 with any questions. Once camp opens, you can call the camp at (610) 294-9695 with your program questions.
9. While at camp, your Commissioner is there to help you implement your Troop's Program. The greatest feature of the Treasure Island Program, as we are sure you will discover, is its flexibility. Please remember, you are our reason for being here, and we will strive to make your week at camp a success. Our goal is to maintain the highest standards, address the smallest detail, and most importantly, go the extra mile.
10. Remember the key to planning a successful program is to involve the whole Troop, and the most important ingredient is fun. We look forward to working with you - see you at camp!

HERE ARE SOME DO'S AND DON'TS ON TROOP PROGRAMMING:

DO:

1. Allow patrols to plan and carry out some of the things they thought of and want to do.
2. Allow for and suggest some time a Scout can “go and do with a pal or two.”
3. Be sure there is personal achievement and fun in the program.
4. Set a tone that will give your Troop site real class. Insist on manners, good fellowship, sportsmanship, clean fun, and a clean camp.
5. Keep in touch with what’s happening in the Troop - visit the program areas where your Scouts are involved. Get verbal reports everyday from your junior leaders.
6. Allow your Program Commissioner to help you ensure the success of your week in camp.

DON'T:

1. Allow too many activities to be scheduled. Camping should be recreational and not stressful.
2. Be alarmed if things happen that are not in the schedule. Some circumstances warrant changes in plans.
3. Emphasize activities and advancement that can be better done at home. Indoor games and “city” merit badges detract from the purpose of coming to camp.
4. Give Scouts a title and a leadership job and then do the leading yourself.
5. Allow a programming problem to put a damper on your week in camp. Bring it to the attention of your Program Commissioner as soon as you are aware of it for quick resolution.

TREASURE ISLAND PROGRAM PROGRESSION

FIRST YEAR CAMPERS:

- Trailblazer Program
- Limited Merit Badge Program
- Tube Trips

SECOND YEAR CAMPERS

- Full Merit Badge Program
- Bike Trips
- Short Canoe Trips
- Patrol Award
- Mile Swim

THIRD YEAR CAMPERS

- Full Merit Badge Program
- C.O.P.E.
- Rappelling and Rock Climbing
- Longer Canoe Trips

FOURTH YEAR CAMPERS

- BSA Lifeguard
- C.O.P.E.
- Boot and Paddle Program.
- Media Program



Treasure Island

2008 Troop Program Schedule

TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
7:00	Polar Bear/Reveille	Polar Bear/Reveille	Polar Bear/Reveille	Polar Bear/Reveille	Polar Bear/Reveille
7:45	Flag Raising	Flag Raising	Flag Raising	Flag Raising	Flag Raising
8:00	BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST
9:00					
12:00	High Noon Activity	Scout Executive & Leaders' Luncheon High Noon Activity	High Noon Activity	High Noon Activity	High Noon Activity
12:30	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH
1:15	Safety Afloat/Safe Swim Defense Trng. High Adventure Trips Depart Campers' Council (1:30)	Siesta High Adventure Trips Depart Campers' Council (1:30)	Siesta High Adventure Trips Depart Campers' Council (1:30)	Youth Protection Training (1:30) High Adventure Trips Depart Campers' Council (1:30)	Siesta Campers' Council (1:30)
2:00 to 4:45					Merit Badge Make-Up (2:00-3:00)
					T1 500 3:00 - 4:00
				Scout Leaders' Regatta (3:30) Pineroad Derby (4:00) Tour de Treasure Island (4:30)	
4:15	Mile Swim Build Up	Mile Swim Build Up	Mile Swim Build Up	Mile Swim Build Up	Mile Swim
5:45	Colors	Colors	Colors	Colors	Colors
6:00	DINNER	DINNER	Parents' Night Picnic Dinner	DINNER	DINNER
7:30	Pit Crew Challenge Climb on Safety Training (7:30)	Tailgate Tuesday	OA Call Out	Scoutcraft Overnights Depart Pineroad Derby Semi-finals (7:15) OA Inductions (8:00)	Religious Services (7:15) Victory Lane Campfire (8:30)
9:00	Scout Leaders' Swim Star Talk	Night Swim		Movie Night (8:00) OA Social	Leaders' Appreciation Cracker Barrel (Following Campfire)
10:00	Taps	Taps	Taps	Taps	Taps

2008 CAMP MERIT BADGE OPPORTUNITIES

Listed in alphabetical order below are the merit badges that will be offered at camp. Next to each badge are the requirements that must be completed or started **BEFORE** the Scout arrives in camp. If they are completed to the satisfaction of the counselor, the badge may be earned at camp, otherwise the Scout may receive a partial. With all merit badges, Scouts should become familiar with the requirements before coming to camp. Merit Badge Pamphlets should be obtained and studied prior to the Scout's arrival to insure his familiarity with the merit badges he chooses to work towards.

2008 Treasure Island Merit Badge Additions These four merit badges are added for the 2008 Camping Season

- Cinematography**.....Requirement 3A must be completed prior to camp.
CommunicationsRequirement 5 and 8 must be completed prior to camp. Advance preparation on requirement 9 is necessary.
JournalismRequirement 2, 3, and 4 must be completed prior to camp. Advance preparation on requirement 5 is necessary.
PhotographyTo complete in camp, you'll need to bring a digital camera.

MERIT BADGE.....ADVANCE WORK REQUIRED

- Archery**Requirement 1c – Knowledge of local and state laws. Previous experience with a bow and arrow is helpful. (Materials needed to make a bowstring and arrow must be purchased.)
AstronomyRequirements 5, 6, 7 and parts of 9 must be completed before camp. Weather conditions can affect completion of this badge. Night meetings required.
AthleticsRequirements 3 and 5 must be completed prior to camp.
BackpackingRequirements 6B, 8, 9, 10 and 11 must be completed prior to camp.
BasketryNo advance preparation necessary. Materials needed to make a basket must be purchased).
Bird Study.....Requirement 7 must be completed prior to camp. Advance preparation is necessary for requirements 2, 5, 6, and 8.
BuglingBring your instrument to camp. Practice the bugle calls in advance. Requirement 6 must be completed before camp.
Camping.....Requirements 4B, 5E, 8 & 9 must be completed prior to camp. Advance preparation for the other requirements is necessary.
CanoeingBe able to complete requirement 3 at camp. Experience with canoes is necessary.
ClimbingAdvance knowledge of requirements 1 and 7 is helpful.
CookingThis badge is **NOT** for the novice cook. Requirement 7 must be completed before camp. Advance work required for requirements 3, 5 and 8. Food will be provided by the camp. All other necessary cooking equipment (trail stove) should be brought to camp.
CyclingRequirements 6B, 6F, 7, 8 and 9 must be completed prior to camp.
Environmental ScienceRequirement 3 must be completed prior to camp. This is **NOT** a badge for younger Scouts. Advance preparation on requirement 6 is necessary.
Emergency PreparednessYou must have First Aid Merit Badge. Requirement 2B, 2C and 7 must be completed prior to camp. Advance preparation on requirements 6 and 8 is necessary.
First Aid.....Review First Aid skills for Tenderfoot thru First Class. Requirement 2D must be completed prior to camp.
Fish and Wildlife ManagementRequirement 8 and certain alternatives in requirements 5, 6 & 7 must be completed prior to camp. Advance preparation on other requirements is necessary.
Fishing.....Advanced knowledge for requirement 7. Bring fishing gear to camp.
Fly FishingAdvanced knowledge for requirement 8. Bring fishing gear to camp.

- Forestry**Requirement 5 and certain alternatives in 7 must be completed prior to camp. Advance preparation on requirement 1 is necessary.
- Geology**Certain alternatives in requirement 4 and in A, B, C or D must be completed prior to camp. Advance preparation on requirement 3 is necessary.
- Hiking**.....Requirements 5, 6 and 7 must be completed prior to camp.
- Indian Lore**.....Requirements 1 and 2 must be started. Advance preparation on other requirements is necessary.
- Insect Study**Requirements 3 and 7 must be completed prior to camp.
- Leatherwork**Certain alternatives in requirements 4 and 5 need advance preparation. (Materials needed to make a leather project for requirement 3 must be purchased.)
- Lifesaving**.....Requirement 1 needs to be completed before all other requirements. Bring clothing for requirement 7E. Knowledge of first aid & CPR required.
- Mammal Study**.....General knowledge of mammals is necessary. Certain alternatives for requirements 3 and 4 must be completed prior to camp.
- Nature**Certain requirements in 4 must be completed prior to camp.
- Orienteering**Requirement 7 must be completed before camp. Requirement 8 is a major undertaking and Scouts should be prepared to devote the necessary time it will take to complete.
- Personal Fitness**.....Requirements 1, 6, 7 and 8 must be completed prior to camp. Bring examination forms and progress log for your 12-week fitness program. Advance preparation on requirement 9 is necessary.
- Pioneering**Review basic knots, lashings, and splicing prior to camp.
- Reptile and Amphibian Study**Requirement 8 and certain alternatives in requirement 9 must be completed prior to camp. General knowledge of reptiles and amphibians is necessary.
- Rifle Shooting**This is one of the **most difficult** merit badges available at camp. Prior to camp, Scouts should aggressively research all of the requirements. Scouts need to be ready to discuss requirement 1 on Monday morning. A copy of the Scout's local and state laws is needed for requirement 1f. By coming to camp with this knowledge, that can be gained largely from within the merit badge book, local law enforcement agencies, and the Internet, the Scout will have more "shooting time," and thus more of an opportunity to earn the badge. **Only Option A is available at camp.**
- Rowing**Be able to complete requirement 3 at camp. Experience with rowboats is necessary. Certain alternatives in requirement 5 must be completed before camp.
- Shotgun Shooting**This is one of the **most difficult** merit badges available at camp. Prior to camp, Scouts should aggressively research all of the requirements. Scouts need to be ready to discuss requirement 1 on Monday morning. A copy of the Scout's local and state laws is needed for requirement 1F. By coming to camp with this knowledge, that can be gained largely from within the merit badge book, local law enforcement agencies, and the Internet, the Scout will have more "shooting time," and thus more of an opportunity to earn the badge. **Only Option A is available at camp.** (A nominal fee will be charged for clay pigeons).
- Soil and Water Conservation**.....Requirement 7 must be completed prior to camp.
- Sports**Requirements 4 and 5 must be completed prior to camp.
- Swimming**Good swimming ability is a must. Requirement 3 must be completed before continuing on. Advanced work for requirement 10c. Bring clothing for requirement 4. Knowledge of first aid and CPR required. Purchase of a mask and snorkel required.
- Weather**Certain alternatives in requirements 8 and 9 must be completed prior to camp.
- Wilderness Survival**Advance preparation for requirement 5 is necessary. Review basic survival skills, camping skill and edible wild plants.
- Wood Carving**Experience in carving is necessary. Advanced knowledge of requirements 3b, and earn Totin' Chip. (Some materials needed to complete the badge must be purchased).
- Whitewater****For Boot and Paddle participants only.** Complete requirement 3 prior to camp. Advance preparation is required for requirement 4. Knowledge of first aid and CPR is important.

TREASURE ISLAND PROGRAM HIGHLIGHTS

MORNING MERIT BADGE INSTRUCTION

Monday-Friday 9:00 am to 12:00 pm

The Morning Instruction schedule consists of four 45 minute periods. See Morning Instruction Schedule on page 45 for specific times that merit badges are offered. Please note that most aquatics badges and all shooting sports badges require double periods. For merit badges offered that are not scheduled, or in the event of a scheduling conflict make arrangements with the area director for instruction time.

HIGH NOON ACTIVITIES

Monday-Friday 12:00 pm

The Highnoon event is an individually based event that will take place everyday at 12 noon at the backstop located on the parade field. There is a different event for each day and the winner of the event will be announced at lunch.

- Punt, Pass and Kick
- Dodge ball
- Homerun Derby
- Speed Pitch
- 3 point contest

AFTERNOON SPECIAL PROGRAMS AND MERIT BADGE INSTRUCTION

Monday-Thursday at 2:00-3:00 pm

Each afternoon a different program area will sponsor a special program for the camp. All those interested can attend. The exact details are being finalized and specific events will be announced at the 21-day meeting.

THE CAMPERS' COUNCIL

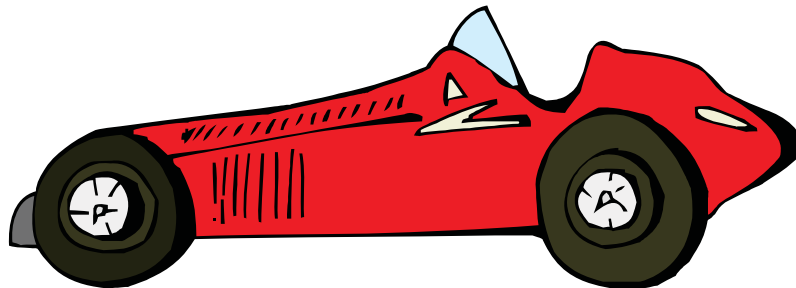
Monday-Friday at 1:30

This forum of the camp's principle youth leaders, the Senior Patrol Leaders, will gather each day to review the program and discuss concerns of the camp. Therefore, it is extremely important that your Senior Patrol Leader be present at each meeting to insure your unit's representation. In addition, they will play a major role in putting together Friday's Victory Lane Campfire. The Campers' Council will elect one of its members as the Mayor of Treasure Island who will provide leadership to the group as well as serve as the Master of Ceremonies for all three activities.

PATROL COMPETITION—PIT CREW CHALLENGE

Monday - 7:30 pm to 8:30 pm

The Pit Crew Challenge is a patrol based activity that will take place on Monday night at 7:30 and will run to 9:00. The scouts will be asked to go as a patrol of 8 different areas in camp and perform a task or skill at that area. So make sure you get your crew chief to make his crew ready for a night of fun based patrol activities.



TROOP ACTIVITY–TAILGATE TUESDAY

Tuesday - 7:30 pm to 8:45 pm

Tailgate Tuesday is a camp wide event that will take place on the parade field Tuesday night at 7:30. Following the same guild lines as a tailgate party each troop will be asked to provide a different type of snack for the night. There will also be a staff snack station and different tailgate games going on throughout the party. Some include horseshoes, volleyball, tetherball, beanbag toss, and much more. Get ready for a night of fun that will prepare you for the rest of the week.

MOVIE NIGHT

Thursday - 8:00 pm

All Scouts not participating in the Overnights, or the Order of the Arrow activities are invited to come watch a movie at Kiwanis Lodge.

RELIGIOUS SERVICES

Friday

The camp will hold Christian vespers on Friday evening at 7:15 pm at Kiwanis Lodge. A Jewish service will be held on Friday evening at 7:15 pm at the Woodland Chapel. If your Troop would like to coordinate a service of another faith, we would be happy to help you plan and run it. All campers and leaders are encouraged to attend a service. Class A uniforms are appropriate.

TALLEDEGA OVERNIGHTER

Thursday 3:00 pm – Friday 7:00 am

Race your way through an evening full of adventure on Marshall Island. Scouts will get a chance to try out shotgun shooting as well as some other traditional outdoor activities. Scouts can sign up with a buddy or even as a patrol. The overnigher will return in time for Scouts to participate in the Polar Bear swim on Friday morning.

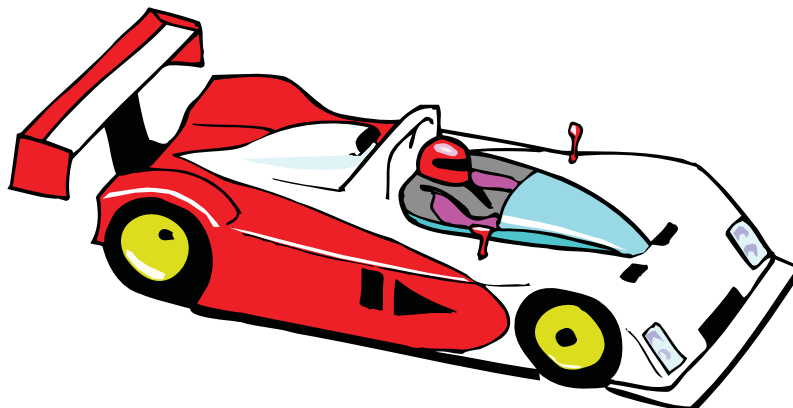
TI 500

Friday - 3:00 pm

Gentlemen---Start your engines! Troops will enter their custom built race cars in TI's wacky version of the "500" Race. Friday afternoon, be ready to fill in the Grand Stands and cheer your troop onto victory lane.

SCAVENGER HUNT

This is a weeklong campwide hunt for materials on the Scavenger Hunt list, beginning Monday morning. Your patrol representative can pick up the hunt list and a few instructions at City Hall. The Hunt ends at 4:45 pm on Friday. The participating group which collects the most items on the list wins and will be recognized at the closing campfire.



LEADERS' PROGRAM

Each day the camp will run a special activity just for the adult leaders in camp. In addition to these special events, please take advantage of all the facilities the camp has to offer. From leatherworking to sailing, there is more to do that can possibly be done in a week. Leaders' activities and training opportunities include:

- Monday: Safety Afloat/Safe Swim Defense Training - 1:15 pm at Program Pavilion
Trek On Safely Information Session - 4:00 pm at Program Pavilion
Climb on Safely Training - 7:30 pm at Program Pavilion
Scout Leaders' Swim and Barbecue - 9:00 pm at Pool
- Tuesday: Leaders' Luncheon - 12:00 pm at Rolston Lodge
Leaders' vs Staff Softball Game - 4:00 pm
- Wednesday: Leaders' Car Shuttle after breakfast
- Thursday: Return leaders' Car Shuttle after breakfast
Youth Protection Training - 1:30 pm at Rolston Lodge
Leaders' Shoot - 3:30 pm at the Rifle Range
- Friday: Leaders' Regatta - 3:30 pm at the Boathouse
Leaders' Appreciation Cracker Barrel - After campfire

LEADERS' REGATTA

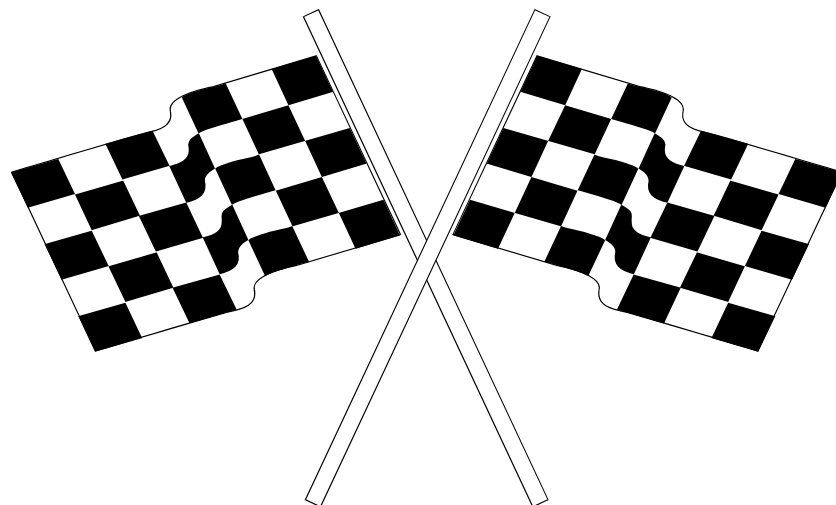
Friday – 3:30 pm at the Boathouse

Adult leaders have all week to design and create a river-worthy vessel to race against the competition. Vessels must be made of material found on the island, such as branches, twigs, milk cartons, cereal boxes, duct tape and the like. Use your imagination. No limit to size. River current and wind may be the vessel's only power. BYOB (bring your own Boy Scout cheering section).

SCOUT LEADERS' SHOOT

Thursday – 3:30 pm at the Rifle Range

All camp leaders are invited to an "adults only" shoot at the range. Come represent your troop and show what a straight shooter you are, or not. The winner of this exciting event will be appropriately recognized at dinner on Friday.



TRAILBLAZER PROGRAM

The Trailblazer program is designed to teach most of the skills necessary for the completion of Tenderfoot, Second Class and First Class requirements. This program is not designed to make a scout First Class during one week at camp. Participation in this program does not satisfy a scout's requirements, rather the program exposes him to the skills necessary to do so. It is the responsibility of each troop to sign off on their scout's requirements. Scout's will learn and accomplish goals at your troop's pace and standards. Therefore, this program is intended to supplement the troop's instruction and prepare them for being tested in skills required to advance. In addition the program gives the scouts the opportunity to taste the full outdoor experience that can only be achieved at summer camp. It is important to remember that age is not a problem; any boy can participate in the program regardless of age.

Please be sure that your scouts arrive on time to the program with the necessary equipment for the completion of the program. Your scouts will want to bring their handbook, pocketknife, compass, towel, bathing suit, and river shoes when asked by the Rangers staff.

If you have any extra leaders in camp we recommend that you send them along with your boys to the Trailblazer program. This helps in several ways:

1. The leader can test and sign off your scouts' handbooks if they wish.
2. Some of your scouts may be a bit nervous and having a familiar face around may help them feel more comfortable.
3. Additional leaders around help keep the scout's attention.
4. Leaders are welcome to assist in instruction.

We ask that a printed roster of boys participating in the program be given to the Trailblazer director at the leaders' meeting at 7:30 pm held at the Handicraft Lodge on Sunday Evening.

Rank Requirements Instructed in the Program:

Tenderfoot: 3, 4a, 4b, 5, 6, 7, 9, 11

Second Class: 1a, 1b, 2c, 2d, 2e, 2f, 2g, 4, 5, 7a, 7b, 7c

First Class: 2, 6, 7a, 7b, 7c, 8a, 9a, 9b, 9c

See Trailblazer Program Schedule on Page 46

AQUATIC INFORMATION

AQUATIC LEADERSHIP AND CLASSIFICATION: In order to operate a pool and waterfront efficiently and safely, each unit must have leaders to assist in the Safe Swim Defense program. These leaders will be classified according to their swimming ability. Swim checks will be given on Sunday afternoons, preceded by a medical re-check, and will enable each Scout and leader to be classified as to their swimming ability. Scouts and leaders will be placed in one of the following categories: Non-Swimmer, Beginner, and Swimmer, each with its own separate swimming area.

1. **Non-Swimmer:** Anyone who can not pass the beginner's test.
2. **Beginner:** Anyone who can successfully jump into water over their head in depth, level off, and swim 25 feet on the surface, stop, turn sharply, and resume swimming back to the starting point.
3. **Swimmer:** Anyone who can successfully jump feet first into water over their head in depth, level off, swim 75 yards in a strong stroke, then swim 25 yards using an easy, resting back-stroke. This 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating as motionless as possible.

BUDDY TAGS: Buddy tags are needed for swimming and boating. If a buddy tag is lost, take your boathouse tag to the pool as proof of your ability.

AQUATIC PROGRAMS

SAFETY AFLOAT and SAFE SWIM DEFENSE ORIENTATION: Each leader will have the opportunity to receive an orientation in the Safety Afloat and Safe Swim Defense Plan, which will qualify the unit leader to hold boating and Troop swims, using the plans anytime and anyplace during the year. A two year certification will be presented to the leaders who take this opportunity.

TROOP SWIMS: Troops may choose one of several periods available each day for a Troop Swim. The Troop may then swim each day at that same time. Troops may sign up for their Troop swim beginning at the 21-day meeting and continuing at camp at the Sunday Leaders' Meeting. A chart will be posted at the pool listing Troop swim period times. Please direct questions to the Aquatics Director or your Program Commissioner.

ROW BOATING: Row boats may be taken out for general use during any of the open boating periods. No more than three people can be in a boat. A non-swimmer or beginner may take out a rowboat provided he is accompanied by a swimmer. All boaters must wear PFD's and river shoes at all times.

CANOEING: Canoes may be taken out for general use during any of the open boating periods. No more than two people can be in a canoe. Only swimmers can take out a canoe. PFD's and river shoes must be worn at all times. Always stay with a capsized canoe.

TUBE TRIPS: Tube trips may be arranged at the 21-day Meeting, at the Sunday Leaders' Meeting, or after that through your Program Commissioner. Two adult leaders must accompany the tubers during the trip. At least one of the accompanying adults must be currently certified in BSA Safety Afloat. PFD's, a T-shirt, and river shoes must be worn at all times. A BSA Lifeguard must also accompany the tubers on their trip; if the Troop does not have a certified BSA Lifeguard, the camp will provide one. The Troop must receive a safety orientation and file a Trip Plan at time of departure. The use of sun block is highly recommended for all river trips.

CANOE TRIPS: Only swimmers may participate in any Troop canoe trip. If your Troop can assist hauling canoes it would be appreciated. When the canal is full, it may be utilized to avoid hauling. A BSA Lifeguard must accompany the Troop. The camp will provide one if the Troop does not have anyone with the certification. Please note that only 18 people can do this trip at one time. A Trip Plan must be filed at time of departure. The Troop must provide adult leadership and transportation. The use of sun block is highly recommended for all river trips.

BSA LIFEGUARD: This program is offered to certify Scouts and interested leaders as lifeguards. The program is very intense and requires all week to be completed. Upon completion, Scouts and leaders will be awarded a three year certification. As lifeguards are required for all aquatic activities, Troops are encouraged to have Scouts and or leaders participate by talking to the Aquatics Director. Current CPR is required for BSA Lifeguard and must be completed before coming to camp.

POLAR BEAR: The polar bear program is a program for everyone. Show up at least three days for a pre-breakfast swim and you earn the honor of being in the Polar Bear Club. Members of the club are eligible to purchase a special patch at the camp trading post.

SNORKELING BSA: This program, open only to swimmers, teaches scouts how to use and handle fins, snorkels, and masks. Scouts will practice in the pool and may even snorkel in the river. Upon completion, Scouts are awarded the Snorkeling BSA Award and can then wear the patch. **For health and safety reasons, interested Scouts should bring their own equipment to camp.** The program will take place from 9:00 to 9:40 am Monday through Friday at the pool.

MILE SWIM BSA: This program is offered to help improve awareness of being physically fit. It is a five day program which includes discussion, and four days of swim work-outs culminating in a complete non-stop mile swim on the fifth day. Upon completion, Scouts are awarded the certification card and the right to wear the Mile Swim Patch.

HIGH ADVENTURE PROGRAM

Some High Adventure is designed especially for your older Scouts (like C.O.P.E., rock climbing, and rappelling). However, some High Adventure is intended for the whole Troop. It's what great Troop memories at camp are made of. We encourage every Troop to plan for at least one High Adventure activity during their summer camp experience. Troops can sign up for these trips at the 21 day meeting.

TROOP ACTIVITIES:

Biking or Hiking along the Canal

Where: Trips are typically south to Lumberville or north to Frenchtown, and can be done in a morning or afternoon.

Who: Any Troop members, and at least two adults. (LIMIT: 18 bicycles & helmets)

Tubing down the Delaware

Where: A Troop can hike to Marshall Island and float back to Treasure Island, or a Troop can jump in at Treasure Island and be bused back from Point Pleasant (no additional cost). A Troop can also float down from Frenchtown (Troop provides transportation or bikes up).

Who: All swimmers and beginners. Non-swimmers must be tethered to the Scout Lifeguard. Two adults are necessary.

Canoe Trips

Where: Half day trips are typically down from Frenchtown, or Upper Black Eddy. All day trips are down to Lumberville, or down from Riegelsville. Overnight trips can be arranged from several locations. We would love to help your Troop plan an extended canoe trip or even a 50 miler!

Who: Only swimmers accompanied by two adults and a Scout Lifeguard are permitted to go on canoe trips.

PLEASE NOTE: The Troop must provide transportation and leadership for all personnel. However, the trips can be combined with a bike trip to avoid auto transportation.

SENIOR SCOUT ACTIVITIES:

Rappelling and Rock Climbing

Where: Ralph Stover State Park, just minutes away from Treasure Island.

Who: Physically fit Scouts who are 13 years of age or older.

PLEASE NOTE: Transportation is the responsibility of the Troop. Keep in mind the smaller the group, the more climbs or chances to rappel. This is a long half-day activity. Trips are limited to a maximum of 12 people, including observers.

C.O.P.E.

Where: On the Marshall Island part of Treasure Island Scout Reservation.

Who: Physically fit Scouts who are First Class in rank and at least 13 years old, or have completed the 7th grade.

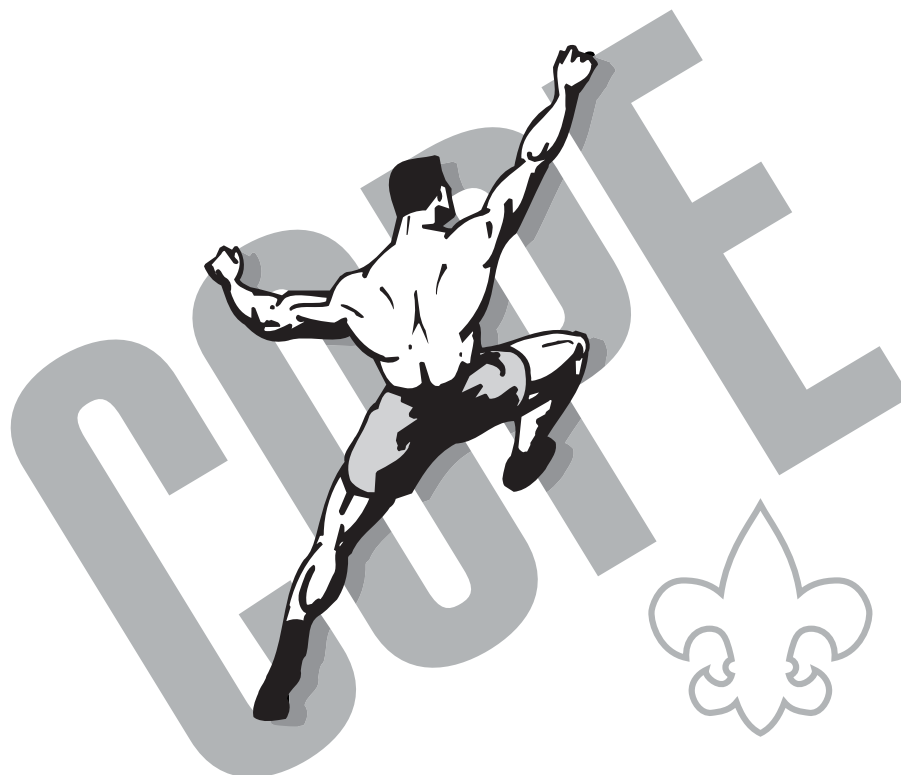
PLEASE NOTE: More information and an application form can be found on pages 41 and 42. There is no additional cost.

CLIMBING MERIT BADGE

Where: Instructed at the COPE Course on Marshall Island.

When: Instruction is all day (morning and afternoon) on Monday, Tuesday and Wednesday only.

PLEASE NOTE: This is an intensive merit badge. Only older Scouts should plan to participate in this badge. Due to the amount of climbs and skills needed to be learned Scouts must be prepared to attend all sessions. If you are going for this badge it should receive top priority in your schedule. Other badges and activities must be planned around this badge. Please see the COPE director or staff with any questions.



The C.O.P.E. (Challenging Outdoor Personal Experience) course at Treasure Island is operated by a highly trained and motivated staff. This ropes course consists of a series of obstacles designed to develop leadership, communication, decision making, problem solving, teamwork, trust, and self esteem in its participants. Participants must be at least 13 years of age or have completed the 7th grade and First Class. Anyone participating in this program should complete a Class III medical form regardless of age. The course will run for 5 days (Monday through Friday) in the morning or afternoon. The Scout can choose either the morning or afternoon session.

During the course of your week, you will become a member of a patrol-sized group. Your group will be assigned different tasks to complete. The culmination of your week at C.O.P.E. will be your conquering of the High Course. You will then receive your C.O.P.E. completion certificate. C.O.P.E. participants during their week at camp will live and eat with their units.

REQUIRED C.O.P.E. EQUIPMENT:

- Jeans or dungarees
- Work gloves (leather preferable)
- Sweat shirt (long sleeved)
- Strong belt (no large buckle)
- Bandanna or neckerchief
- Gym shoes or sneakers (with good tread)

C.O.P.E. APPLICATION

NAME: _____ PHONE NUMBER: _____

ADDRESS: _____

CITY/STATE/ZIP: _____

TROOP: _____ DISTRICT: _____ COUNCIL: _____ CAMPSITE: _____

AGE: _____ BIRTHDATE: _____ (MUST BE 13 BY CAMP)

WEEK ATTENDING: _____ DATES ATTENDING: _____

SCOUT RANK: _____ (MUST BE AT LEAST FIRST CLASS)

TROOP POSITION: _____

HOBBIES/INTEREST/ACTIVITIES: _____

ANY HEALTH PROBLEMS THAT MAY INHIBIT YOUR PARTICIPATION IN

C.O.P.E.(ie Heart, Back, Blood Pressure, Allergies(Bee Stings), etc.) _____

C.O.P.E. is a Challenging Outdoor Personal Experience that demands a lot of time and a physical commitment. Due to a certain level of maturity necessary to complete this course, **OLDER SCOUTS WILL BE GIVEN PREFERENCE.**

Signature of Participant: _____

Signature of Parent or Guardian: _____

Signature of Scoutmaster: _____

PLEASE NOTE: APPLICATIONS MUST BE RECEIVED NO LATER THAN ONE WEEK PRIOR TO YOUR ARRIVAL AT CAMP. Mail all applications care of:

C.O.P.E. Director
Treasure Island Scout Reservation
575 River Road
Pipersville, PA 18947

ORDER OF ARROW PROGRAM

We urge all Troops to get involved in the Order of the Arrow program here at its birthplace. We conduct a full Ordeal and Brotherhood Induction each week under the guidelines set forth by Unami Lodge, One and the National Order of the Arrow Committee. The Call Out ceremony will take place on Wednesday evening at 7:30 pm. Here we will recognize all those who were elected by their units to be inducted in the Order. The Pre-Ordeal will immediately follow the Call Out Ceremony. The Ordeal will be conducted throughout the day on Thursday with the Induction Ceremony taking place in the evening. All those interested in sealing the bond in Brotherhood can do so by arranging it with the OA Honorsmaster. The Brotherhood Ceremony will take place at 8:00 pm on Thursday evening. Immediately following both ceremonies there will be a social for all members of the Order of the Arrow in the Dining Hall.

Some Important OA Information to Remember:

1. All elections must have taken place before your arrival at camp. NO elections will be conducted at camp. Please have a copy of the Election Form with you at camp to avoid any misunderstandings.
2. If your unit is not from the Cradle of Liberty Council, we cannot call out your candidates without proper written authorization from your Council's Lodge. This letter must include the candidates' names and MUST be signed by the Lodge Adviser, Lodge Staff Adviser, or the Council Scout Executive. **Note:** Only Cradle of Liberty Council units are allowed to have their scouts inducted.
3. There will be a fee for all those taking either their Ordeal or Brotherhood at camp. These fees are set by the Lodge and must be paid at City Hall during your week in camp. The Ordeal fee includes the Ordeal Sash, an OA Handbook, the current year's dues, and a current Lodge Flap. The Brotherhood fee includes the cost of the Brotherhood Sash.
4. Order of the Arrow Properties are sold at the Trading Post. You must present your membership card to establish that you are a member in order to make a purchase of these items. New ordeal members may use their dues receipt in lieu of a membership card.
5. We encourage anyone interested in helping out with the Ordeal or the ceremonies, especially in the role of elangomats, to talk with the OA Honorsmaster.
6. Those Scouts in your unit who will be called out on Wednesday evening should pack a pack and take it to the Rifle Range by 6:00 pm. This pack should include: sleeping bag, ground cloth, poncho, pocketknife, and work clothes.
7. Those interested in sealing the bond in Brotherhood should stop by City Hall early in the week and pick a copy of the requirements. They should work on these requirements and be prepared to take a review on Thursday afternoon. According to National Order of the Arrow Policy, only members of Unami Lodge, One can take their Brotherhood while in camp. Direct questions at City Hall or to the OA Honorsmaster.



Treasure Island

2008 Master Schedule

TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
7:00	Polar Bear/Reveille Flag Raising	Polar Bear/Reveille Flag Raising	Polar Bear/Reveille Flag Raising	Polar Bear/Reveille Flag Raising	Polar Bear/Reveille Flag Raising
8:00	BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST
9:00	C.O.P.E. Snorkeling BSA BSA Lifeguard Cert Instructional Swim Merit Badges In: Aquatics, Handicraft, Nature, Scoutcraft, Shooting Sports (see Merit Badge Schedule)	C.O.P.E. Snorkeling BSA BSA Lifeguard Cert Instructional Swim Merit Badges In: Aquatics, Handicraft, Nature, Scoutcraft, Shooting Sports (see Merit Badge Schedule)	C.O.P.E. Snorkeling BSA BSA Lifeguard Cert Instructional Swim Merit Badges In: Aquatics, Handicraft, Nature, Scoutcraft, Shooting Sports (see Merit Badge Schedule)	C.O.P.E. Snorkeling BSA BSA Lifeguard Cert Instructional Swim Merit Badges In: Aquatics, Handicraft, Nature, Scoutcraft, Shooting Sports (see Merit Badge Schedule)	C.O.P.E. Snorkeling BSA BSA Lifeguard Cert Instructional Swim Merit Badges In: Aquatics, Handicraft, Nature, Scoutcraft, Shooting Sports (see Merit Badge Schedule)
12:00	High Adventure Trips Depart	High Adventure Trips Depart	High Adventure Trips Depart	High Adventure Trips Depart	High Adventure Trips Depart
12:30	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH
1:15	Safety Afloat/Safe Swim Defense Trng. High Adventure Trips Depart Campers' Council (1:30)	Siesta High Adventure Trips Depart Campers' Council (1:30)	Siesta High Adventure Trips Depart Campers' Council (1:30)	Youth Protection Training (1:30) High Adventure Trips Depart Campers' Council (1:30)	Siesta Campers' Council (1:30)
2:00 to 4:45	BSA Lifeguard Cert C.O.P.E. Troop Swims Program Areas Open Special Programs at Each Program Area Tour de Treasure Island Trek On Safely (4:00) Troop Photos (5:00)	BSA Lifeguard Cert C.O.P.E. Troop Swims Program Areas Open Special Programs at Each Program Area Leaders vs. Staff Softball (4:00) Tour de Treasure Island	BSA Lifeguard Cert C.O.P.E. Troop Swims Program Areas Open Special Programs at Each Program Area Tour de Treasure Island Pineroad Derby Qualifying Rounds (4:00-5:30)	BSA Lifeguard Cert C.O.P.E. Troop Swims Program Areas Open Special Programs at Each Program Area Trailblazer Adventure Scout Leaders' Shoot (3:30) Talledega Overnighter (3:00) Tour de Treasure Island	Merit Badge Make-Up (2:00-3:00)
4:15	Mile Swim Build Up Colors	Mile Swim Build Up Colors	Mile Swim Build Up Colors	Mile Swim Build Up Colors	Mile Swim Colors
5:45					
6:00	DINNER	DINNER	Parents' Night Picnic Dinner	DINNER	DINNER
7:30	Pit Crew Challenge Climb on Safety Training (7:30)	Tailgate Tuesday	OA Call Out	Scoutcraft Overnights Depart Pineroad Derby Semi-finals (7:15) OA Inductions (8:00) Movie Night (8:00) OA Social	Religious Services (7:15) Victory Lane Campfire (8:30)
9:00	Scout Leaders' Swim Star Talk	Night Swim			Leaders' Appreciation Cracker Barrel (Following Campfire)
10:00	Taps	Taps	Taps	Taps	Taps

T1 500
3:00 - 4:00



Treasure Island

2008 Morning Instruction Schedule

TIME	SCOUTCRAFT (Scoutcraft Area)	NATURE (Klein Lodge)	HANDICRAFT (Kiwanis Lodge)	BOATHOUSE (Waterfront)	POOL	RIFLE RANGE (Marshall Island)	ARCHERY (Marshall Island)	SPORTS (Program Pavilion)	MEDIA CENTER (City Hall)
9:00 to 9:40	Cooking Camping	Soil & Water Conservation Fish & Wildlife Management	Basketry Leatherwork		Snorkeling, BSA				Journalism
9:00 to 10:25				Rowing Canoeing	Lifesaving Swimming	Rifle Shooting	Archery		
9:45 to 10:25	Pioneering Fishing	Environ. Science Nature Weather	Basketry Indian Lore Woodcarving					Sports	Communications
10:30 to 11:10	Camping Orienteering	Environ. Science Forestry Mammal Study	Leatherwork Indian Lore Basketry		Instructional Swim			Personal Fitness	Photography
10:30 to 11:55				Rowing Canoeing	Lifesaving Swimming	Shotgun Shooting	Archery		
11:15 to 11:55	Pioneering Wilderness Survival	Environ. Science Mammal Study Reptile & Amphibian Study	Basketry Woodcarving Leatherwork		Instructional Swim			Athletics	Cinematography
2:00 to 3:00	Camping	Environmental Science	Woodcarving						Communications

If there is a scheduling conflict, make arrangements with the counselor for an alternative time (ie afternoon, etc.).
For merit badges offered that are not listed above, please see the area director and arrange a time.

Treasure Island

2008 Trailblazer Program

TIME	MONDAY		TUESDAY		WEDNESDAY		THURSDAY		FRIDAY	
	AFTERNOON	MORNING	AFTERNOON	MORNING	AFTERNOON	MORNING	AFTERNOON	MORNING	AFTERNOON	MORNING
GROUP A		Intro	Nature		Scoutcraft		Pool & Boathouse		Handicraft	
	Scoutcraft/ Handicraft		Scoutcraft/ Handicraft		Scoutcraft/ Handicraft		Marshall Cookout		Campwide Event	
GROUP B		Intro	Scoutcraft		Pool & Boathouse		Nature		Handicraft	
	Scoutcraft/ Handicraft		Scoutcraft/ Handicraft		Scoutcraft/ Handicraft		Marshall Cookout		Campwide Event	
GROUP C		Intro	Pool & Boathouse		Nature		Scoutcraft		Handicraft	
	Scoutcraft/ Handicraft		Scoutcraft/ Handicraft		Scoutcraft/ Handicraft		Marshall Cookout		Campwide Event	

TREASURE ISLAND TROOP AWARD

A Troop which qualifies for the Treasure Island Troop Award distinguishes itself as an excellent camping unit and is recognized as such at the Friday campfire. To be eligible, a Troop must do the following:

1. Each Patrol must earn the Treasure Island Patrol Award.
2. The Troop must have a well developed program at camp, which leaves room for individual Patrol programs, planned in advance of camp by the Patrol Leaders' Council. This program should be posted on the Troop's bulletin board in the campsite during the week.
3. The entire Troop is to wear the official Scout uniform at retreat and dinner each day.
4. The Troop must earn at least four clean camp awards as a result of daily campsite inspection.
5. The Troop must be on time to all camp ceremonies, assemblies, and meals as a courtesy to other Troops.
6. The Troop members must attend or hold religious services while at camp.
7. The Senior Patrol Leader or his designee attends the Campers' Council Meetings each day at 1:30 pm.
8. The Troop Leaders must insure that the unit is well disciplined, quiet before reveille and after taps, and attempts to live up to the high ideals of the Scout Oath and Law.
9. The Troop participates in the Tuesday Tailgate program.
10. The application for Treasure Island Troop Award must be reviewed by all Troop Leaders, and, if all requirements have been completed, signed by the Troop Leader, SPL and Program Commissioner, and turned in at City Hall by 4:00 pm on Friday afternoon.

TREASURE ISLAND PATROL AWARD

Any Patrol in camp, having at least four members meeting the requirements below, will be awarded the Treasure Island Patrol Award at the Friday recognition campfire. Each Scout in a Patrol which earns this award, will receive a handsome certificate as well as the ability to purchase a special patch from the Trading Post, signifying they are a Treasure Island Honor Scout. Each Patrol Leader will receive a check sheet for record keeping of completed requirements. This completed check sheet must be submitted to City Hall by 4:00 pm on Friday Afternoon. The check sheet will be returned upon presentation of the award.

1. All patrol members are to give their Patrol cheer with spirit, pride, and enthusiasm to their Program Commissioner, and in camp whenever appropriate.
2. The members of the Patrol must keep their living area, on the Troopsite, clean and neat at all times.
3. The Patrol must take The Self-Guided tour of Treasure Island. Tour booklets are available at City Hall.
4. The Patrol goes rowing or canoeing at the boathouse one afternoon, participates in your Troop's tube trip, or goes to Polar Bear at least three times.
5. The Patrol must participate in the TI 500 on Friday afternoon.
6. The Patrol must participate, as a Patrol, in an overnight camping program of the camp's or of the Patrol's design. This program must include the preparation of a hot dinner or a hot breakfast.

OR

The Patrol must plan, prepare, serve, and eat as a Patrol, a hot breakfast, lunch, and a hot dinner in their campsite (Make arrangements with your Program Commissioner).

7. The Patrol must complete a distinctive conservation project for the camp. The Patrol should set aside at least one and a half hours in their schedule for this activity. The Patrol should arrange this project early in the week with the Nature Director.
8. The Patrol must arrange to participate in either Monday Evening's Star Talk, or a Nature Special Afternoon Program.
9. The patrol must participate in a Patrol shoot at the Rifle Range or Archery Range.
10. The Patrol should bring their Patrol Flag to all Campwide events, including daily retreat. If the Patrol does not have a flag, arrange time in your schedule to make one at Kiwanis Lodge by Wednesday Evening.
11. The Patrol must attend a Handicraft Special Afternoon Program, or complete a handicraft project approved by the Handicraft Director.
12. The Patrol must attend a Scoutcraft Special Afternoon Program, or complete a Scoutcraft Project approved by the Scoutcraft Director.
13. The Patrol must help fulfill their Troop's "Morning Pleasure."
14. The Patrol must sing with pride, the Treasure Island Camp Song to either the Camp Director, Camp Ranger, or Program Director.

THE UNAMI AWARD

PURPOSE: *To promote good camping and to encourage Troops to take full advantage of the available facilities.*

1. The Unami Award shall be presented to every unit that attends a Cradle of Liberty Council Camp. The award shall be a certificate with a legend in Indian Signs showing the experiences the Scouts in the Troop had at Summer Camp.
2. Special stamps shall be affixed on the certificate to document a unit's summer camp experience as follows:
 - A. **Patrol Method** - The Troop had an active patrol system in action at camp. The Patrol Leaders' Council helped the Troop plan and carry out their program.
 - B. **Conservation** - The Troop participated in a conservation project for at least one and a half hours under the supervision of the Nature Staff or your Commissioner.
 - C. **Aquatics** - The Troop held a Troop Swim or actively participated in the Aquatics activities in camp.
 - D. **Scoutcraft** - Good housekeeping habits were demonstrated at camp. Troop program included some kind of Scoutcraft activity.
 - E. **Handicraft** - The Troop completed a handicraft project using wood, gimp, leather, etc., or constructed a camp gadget of some type.
 - F. **Overnight Experience** - The Troop participated in an overnighter program of the camp or in one of the Troop's own design.
 - G. **Campfire Activity** - The Troop actively participated in the camp's campfire program by not only attending but participating as well.
 - H. **Religious** - Members of the troop attended a religious service in camp, or conducted one of their own.
 - I. **Shooting Sports** - The Troop held a Troop Shoot at either the Rifle or Archery Ranges.
 - J. **Treasure Island Trailblazer Program** - The Troop had a member or members participate in and complete the Rangers Program.
 - K. **High Adventure** - The Troop conducted a high adventure trip while at camp, ie canoe trip, bike trip, or a rappelling expedition.
 - L. **C.O.P.E.** - The Troop had a member or members participate in and complete Project C.O.P.E.
3. Completion and presentation of the Unami Award will be held under the supervision of the Commissioner Staff at each of the Council's Camps. Presentation will take place at the Friday Night Campfire.

YOUR LAST DAY SATURDAY CHECK-OUT

CHECK OUT TIME: SATURDAY, IMMEDIATELY AFTER BREAKFAST

- STEP 1 CHECK OUT TROOP SITE WITH YOUR CAMP STAFF GUIDE.
- STEP 2 RETURN ALL BORROWED EQUIPMENT TO THE CAMP QUARTERMASTER.
- STEP 3 CLEAR ACCOUNTS WITH THE CAMP DIRECTOR AT THE CAMP OFFICE. RECEIVE NUMBERED DEPARTURE PASS.
- STEP 4 CONSIDER TREASURE ISLAND FOR NEXT YEAR'S CAMPING EXPERIENCE AND SIGN UP.

***WE HOPE YOU HAD A GOOD STAY IN
CAMP, AND WE'RE GLAD YOU WERE HERE!***

HAVE A SAFE TRIP HOME!

***The
Road to '09***



Begins Today

CAMP SONGS

TREASURE ISLAND CAMP SONG

By the river that surrounds thee, Rolling mile on mile,
Neath the stars that shine above thee, Dear Ole Treasure Isle.
We, who know thy woodland treasures, pause in thought awhile.
Calling back to mind thy pleasures, Dear Ole Treasure Isle.

We have known the woods that grace thee, Traced thy meadows o'er,
Learned the flowers that bloom upon thee, Watched the birds that soar.
Often have thy waters blessed us, Oft the sun's bright smile,
Brought a touch of health and gladness, Dear Ole Treasure Isle.

Linger yet around the fire, Catch its last bright glow.
Let us learn its ready message, Just before we go.
Let the warmth of Scout and brother, Dwell in rank and file,
Still abiding when we leave thee, Dear Ole Treasure Isle.

EAGLE ISLAND CAMP SONG

Join with our mighty chorus, Sing Eagle's praises high,
Of camping and adventure and golden days gone by.
Where brotherhood and friendship, Have left their marks to be,
Embedded in its trails and goals, lasting eternally.

Down on a mighty river, Named the Delaware,
There's fun and skills and practice, One feels them in the air.
To thee we'll all be loyal, And humbly boast thy name,
Our reverie, Twice blest will be, With Scouting and with fame.

HART SCOUT RESERVATION CAMP SONG

To Hart we sing, Where fun is never ending,
Where Scouts are close, To God His home on high,
Where sing the birds, In sunshine's golden glimmering,
And stars above, Light up the night time sky.
Hail to the Chiefs, the Pioneers, and Delawares.
Thy praises ring, Above Unami's falls.
Where Scouting friendship, Strong and never severing.
At Hart Scout Reservation, binds us brothers all.

RESICA FALLS SCOUT RESERVATION CAMP SONG

Last night as I camped by the Bushkill, the roar of the falls I could hear,
way up in the Pocono Mountains, the Lenape Trail I was near.
I've gone, I've gone, I've gone where Pine Mountain calls, it calls,
I've gone, I've gone, I've gone to Resica Falls.

They say there are bass, trout and pickerel, that lurk in the waters so cool,
adventure and hiking and camping, with the Scout Oath and Law as our rule.
I've gone, I've gone, I've gone where Pine Mountain calls, it calls,
I've gone, I've gone, I've gone to Resica Falls.

In Camp

By Rufus T. (Uncle Rufe) Davis

You hark alone to the waters drone
As you watch the stream out there.
From whence it flows and whither it goes,
You pause and you wonder; Where?

There etched in the shale you find the trail
Of life before our ken.
A million years' mid the roaming spheres,
You look and you wonder; When?

The flock sails high through the trackless sky
Through the mists and the moonlight blue,
Safe led by Him through the shadows dim,
You gaze and you wonder; Who?

The streams that flow and things that grow
Are stamped with the Maker's stamp.
And you whisper a prayer to the One up there
You're nearer to God in camp.

These are the last four verses of a sixteen stanza narrative poem composed in 1928. These words were burned into wooden planks and hang at the North End of Treasure Island at a spot, which became known as "Inspiration Point."