

LEADER'S GUIDE to Camp Bud Schiele

2010 CENTENNIAL HOMECOMING



**Piedmont Scout Reservation
Camp Bud Schiele
Piedmont Council
Boy Scouts of America
www.piedmontcouncilbsa.org
Office # 704-864-2694
Camp # 828-287-2299**

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Welcome to the Camp Bud Schiele Leader's Guide for 2010!

Thank you for your desire to participate in the 2010 summer camp program at Camp Bud Schiele. As you know, summer camp is the definitive Scouting experience for a young Scout. At camp, Scouts are given a great opportunity to test and improve their outdoor skills, hone their knowledge in a variety of subjects, and develop friendships and memories that will last a lifetime. This is the goal of summer camp, and our mission is to fulfill that goal once again at Camp Bud Schiele in 2010.

This year's camp theme is "Centennial Homecoming". Since its beginning 100 years ago, the Boy Scouts of America has provided an opportunity for young men to grow and learn in a structured environment. This summer, we will be recognizing Troops and leaders who have attended Camp Bud Schiele since its beginning as well as recognizing those who attended the old Schiele Scout Reservation. The Thursday Family Night will become our "Homecoming" as troops are encouraged to invite former Leaders and scouts to come and share their memories of summer camp and the Boy Scouts of America.

As you prepare your troop for this coming summer, rest assured that every effort is being made to continue to improve upon an already well established camp program. A committee of Scoutmasters dedicated to improving the summer camp experience for all has worked to implement several key changes. A commitment to improving the quality of merit badge instruction is also a focus for our staff. We are all very excited about these improvements and hope you and your Scouts will see the benefit of these efforts.

Finally, we would like to personally thank every leader for your dedication to Scouting. We understand that many of you will spend important vacation time with us this summer, and your time should be both enjoyable and purposeful. Your efforts make a difference in the lives of your Scouts, the community, and our country.

Please read this guide carefully, and use it to plan your troop's week at camp. If you have any questions, please don't hesitate to ask.

Yours in Scouting,

Richard Churn
Camp Director

Ralph Bumgarner
Program Director



Camp Fees and Site Reservations

Camp Fees

The Piedmont Council continues to offer Scouts from across the Southern Region one of the premier programs at an affordable cost.

The camp fees for this summer are listed in the table on the next page of the Leader's Guide. The camp fees include a Scouts' lodging, meals, and most program materials. Additional program cost may be incurred for certain merit badge classes and special program areas. You can refer to the Program Section beginning on page 12 to see the additional program fees.

Early Bird Deposit - The deadline for the Early Bird Deposit is April 1, 2010 for all Scouts. A \$35.00 deposit must be paid by this deadline to ensure the \$10 discount. Early Bird Deposits will be accepted from the time you receive your invoice by email through April 1, 2010.

Early Bird payments must be submitted to the council office and be postmarked by April 1, 2010. Online payments for Early Bird registrations are not available.



A \$35.00 DEPOSIT is required for every Scout added to your Troop roster.

PREPARING for camp

Scoutmasters will no longer complete an Early Bird Application when submitting fees. Instead, you will receive an invoice via email based on the number of scouts you estimated to attend. The remaining balance for each scout will be due two weeks prior to arriving at camp. **An additional fee of \$10 per scout will be added to those accounts not paid in full two weeks prior to arrival at camp. A scout who pays for summer camp and does not attend will forfeit \$50 of his entire camp fee.**

For In-Council Units Only: A Scout who joins your troop or any Webelos who cross over after the April 1st deadline are still eligible for the Early Bird discount (proof of registration may be required).

Program Fees: Will apply on some Merit Badge Classes. When a scout is assigned a class online that has a program fee it will automatically be added to his total fees.

Any remaining program fees, site deposits for 2011 and any additional fees will be collected on Tuesday at camp. Each unit will be asked to come to the Leaders Lodge to settle your final camp fees. **If your troop is due a refund, it will be issued from the council office and not transferred to cover 2011 reservations.** Additional information about fees are located in the Registration Section on page 6 of the Leader's Guide or on the camp's website at:

www.campbudschiele.org



Full payment for each scout is due 2 weeks prior to arriving at camp. An additional fee of \$10 per scout will be added for payments received less than 2 weeks prior.



Program Fees will be added to your on-line invoice and may be paid prior to arriving at camp.

Summer Camp Fee Schedule


	2010 Fee	Early Bird Prior to 4/01/2010
Piedmont Council Scouts	\$185	\$175
Out-of-Council Scouts	\$205	\$195
Provisional Scouts	\$205	N/A

Provisional Scouts

The Piedmont Council recognizes that not all Scouts can attend summer camp during the week their unit attends camp. Therefore, Scouts who **cannot** attend camp with their unit may do so as a Provisional Scout. The Provisional Scout week will be the fifth or sixth week of camp, July 18-July 24 or July 25-July 31. A written explanation of why a Scout can not attend with his unit must accompany the Provisional Scout Application. The fee for a Provisional Scout is listed in the fee schedule. A Provisional Scout application—along with full payment—must be submitted by July 2, 2010. For more information, or an application, contact the Scout Office.

Leaders in Camp

All units are required to have at least two adult leaders in camp at all times. This is required by the National Office of the Boy Scouts of America. **All leaders regardless of time spent at camp must be a registered member of the BSA, and must meet the qualifications for registration with the BSA.** At least one leader of each unit must be 21 years of age and all additional leaders must be at least 18 years of age. Anyone accompanying the unit to camp must meet the above requirements. Under the troop system of camping, the leaders are in charge of the unit at all times.

 Remember, all units must provide at least two adult leaders in camp at all times.


Leader Fee Schedule

# of Scouts	#Free Adults
1-17	2
18-28	3
29-39	4
40 +	5

A unit may need to rotate leaders throughout the week to meet the two deep leadership requirement. **However, it is recommended that each unit try to have consistent leadership during the week.** A rotation of leaders may bring about situations that are not productive to the Scout and his week of summer camp.

Depending on the number of paid Scouts attending camp, adult leaders may attend free according to the fee schedule above. Additional leadership above the number of free leaders will cost the unit \$75 per leader. **Each leader (paid or free) will receive lodging (tent), meals, a 2010 camp patch and a 2010 leaders mug.** The leaders mug is a recognition item and a “thank you” to the leaders from the Piedmont Council.

Only leaders who qualify as free or paid will receive a mug. If you rotate leadership, you will need to purchase additional mugs and patches for those leaders. Each unit needs to pay for the maximum number of leaders staying at any one time. If you have leaders that can only stay for 1 to 3 days and they will not be replaced, they will be charged \$15 per day.

 Leaders Mugs will be given to all FREE and FULL PAID (\$75) leaders for each unit. Additional Mugs may be purchased at check out.

Campsite Reservations

One of the toughest jobs a summer camp has is ensuring that from week to week, every unit has the accommodations that will provide them with an enjoyable week of summer camp.

Your unit can help with this effort by providing an **accurate** count of Scouts and leaders planning to attend summer camp. As the staff prepares for your unit's arrival, it may be necessary to make adjustments to your site. An additional Scout brought by your unit may mean the difference between enough tents and beds and not enough tents and beds. **Your unit may be moved if you do not reserve enough space in the campsite or you may be asked to share a site if you do not bring enough scouts to fill up the site.**

Units that attend Camp Bud Schiele this summer will have the opportunity to reserve a site for next summer. Reservations for 2011 will be taken on Tuesday while you are at camp and settling your account.

A \$50 reservation fee per 10 participants is due when reservations are made. Campsite deposits **can-not** be rolled over from year to year but will be applied to the current year's fees. If the reservation fee is not paid at time of reservation, you could lose your site unless special arrangements are made with the summer camp secretary at the Council Office.

Out-of-Council units may also reserve a site for the 2011 season, however, an In-Council unit may bump an Out-of-Council unit until September 1, 2010. After September 1st, all Out-of-Council reservations are set.

Troops that cancel their site reservations prior to November 1, 2010 can receive a full refund on their site deposit. Units canceling their site reservation after November 1, 2010 will forfeit their site deposit. **On November 1, 2010 an additional fee will be due to secure your 2011 reservation. You will receive an invoice along with your site confirmation. Fees paid by November 1st for the 2011 summer camp season are non-refundable.**

2011 Reservation Fees:
10 or less Scouts \$50.
11 to 20 Scouts \$100
21 to 30 Scouts \$150

A separate check is required for your 2011 site reservations.

Campsite Capacities

Campsite	The number in () is the old site number.	Max
1- A.G. Whitner Campsite		32
2- 505th Campsite		32
3- Greg Townsend Campsite		24
4- Cherokee Campsite		32
5- McKenzie Campsite (11)		24
6- Rankin Campsite (5)		32
7- Seminole Campsite (6)		24
8- Lupo Campsite (Handicap Site)(7)		24
9- Younger Campsite (8)		32
10- Donald D. McNeill Campsite (15)		24
11- Frye Campsite (9)		32
12- Sioux Campsite (10)		24
13- White Campsite (12)		24
14- Robbins Campsite		32
15- Rudisill Campsite (13)		24

These numbers are provided to give you an understanding of the maximum number of Scouts that could fit into a campsite and does NOT include Leaders. Each week the staff will work hard to ensure that each campsite is set up to accommodate every unit. However, certain situations and limits on space may occur. In those extremely uncommon circumstances a unit may be moved to another site. **Large Troops WILL be accommodated to be able to camp together through the Council Office.**

Campsite 11 was relocated behind activity field area (near the old campsite 5) and is now Campsite 5. This new campsite is in an ideal location and should prove to be a much sought after campsite. Former Campsite 7, now Campsite 8 is designated as the site for any unit who has a Scout/s with a disability. Camp Bud Schiele is required by the National Office of the Boy Scouts of America to designate a campsite as handicap that is located in the center of camp.

NEW

In an effort to have less confusion about campsite locations, last year we began these New campsite numbers.

!

Units re-serving the Handicap site may be moved to accommodate a unit who has a Scout or Leader with a disability.

Online Merit Badge Class Registration

Our goal at Camp Bud Schiele has always been to make registration easy and efficient for everyone attending. In 2008, Camp Bud Schiele partnered with DoubleKnot to introduce an online registration that gave unit leaders immediate access to their Scout's class registration. The overwhelming response to the online registration was positive.

Again for 2010, Camp Bud Schiele will operate an online registration for all merit badge classes. DoubleKnot provides online services to over 90% of councils nationwide and has a proven track record for being a secure, user-friendly program tool. Camp Bud Schiele is very excited about this partnership and expects this year's online registration to be better than ever!

PLEASE read this section carefully so that your unit will "BE PREPARED" for the online registration process. Detailed instructions for the registration process can be found on the camp website at:

www.campbudschiele.org

A summary of the details and dates can be found in this section of the leaders guide.

**Visit the Camp Website at
Campbudschiele.org
to see Online
Registration Tips**

The Registration Process

1

User ID & Password

Every Unit will receive a registration form to receive your User ID and Password. After your troop has determined who will be their online registration representative, that information will be entered at the Council office and the User ID and Password will be emailed to that individual.

2

Building Your Troop Roster

After you have received your User ID and Password by email you can start entering the names of your scouts and adults that will be attending. This will automatically bill you \$35 a scout. You can print off the receipt and mail it into the Council Office with a check or call-in with a credit card. **Do NOT wait for the online class registration date, enter your roster prior to registering for classes. Only Scouts entered on your Roster by 04/01/2010 will receive the Early Bird Discount.**

3

Register Scouts for Classes

It is imperative that you start building your roster before your week goes live to register for classes. The dates to register for each week are as follows:

Week 1 04/01/2010	Week 2 04/08/2010
Week 3 04/15/2010	Week 4 04/22/2010
Week 5 04/29/2010	Week 6 05/06/2010

Deadline to Make Program Changes

Week 1 06/14/2010	Week 2 06/17/2010
Week 3 06/21/2010	Week 4 06/28/2010
Week 5 07/06/2010	Week 6 07/13/2010

4

Payments

Your balance for Summer Camp will be due two weeks prior to arriving for camp. The dates are as follows:

Week 1 06/07/2010	Week 2 06/14/2010
Week 3 06/21/2010	Week 4 06/28/2010
Week 5 07/06/2010	Week 6 07/13/2010

Correspondence

All summer camp payments should be sent to the C.C. Kimbrell Scout Service Center in Gastonia, not the camp address. Starting on June 20, all correspondence to scouts should be sent directly to camp. Below you will find both addresses for your convenience.

Please do NOT send any payments to the camp office.

Scout Office & Summer Camp Addresses

Prior to June 4, 2009

Piedmont Council, BSA
PO Box 1059
Gastonia, NC 28053
(704)864-2694
Fax: (704)867-2046
Email: kara.miller@scouting.org

**ALL PAYMENTS
MUST BE MAILED
TO COUNCIL
OFFICE**

Starting June 4, 2009

Camp Bud Schiele
668 Boy Scout Road
Rutherfordton, NC 28139
(828)287-2299 Email:
Email: campbudschiele@gmail.com

To recognize the contributions that are made to Scout Camps across the nation, we ask that on Wednesday, everyone in the Order of the Arrow (any lodge) wear an OA T-shirt during the day and their OA Sash to dinner at night with their Class A uniform. Also, on Wednesday night following vespers, the Eswau Huppeday Lodge will host an Ice Cream cracker barrel for all current lodge members (from all lodges) as a recognition of the "Cheerful Service" the OA provides to Scouting.

Again for 2010, the Eswau Huppeday Lodge will be providing a special recognition to leaders of any troop who qualify for the OA Summer Camp Participation Award. To qualify for this award, a troop must bring 60% of their REGISTERED scouts as of June 1, 2010 (including Webelos transfers).

Leaders attending camp from those units that qualify will receive 1 Camp Participation CSP per leader as a special recognition for your efforts. Additional patches may be purchased by unit leaders for scouts attending camp at \$3 each. (1 patch per Scout attending camp).

The Piedmont Council extends appreciation to the Eswau Huppeday Lodge for their efforts in promoting the importance of summer camp attendance.

The Role of the Eswau Huppeday Lodge

The role of the Order of the Arrow, Eswau Huppeday Lodge, is very important to Camp Bud Schiele and its summer camp operations. You may not be aware, but the OA gets camp set up and helps take it down after camp is over. Their hard work and dedication to camping and the outdoors must be recognized and thanked.



2010 Summer Camp Dates

Week 1—June 20 -June 26, 2010

Week 2—June 27 - July 3, 2010

Week 3—July 4, - July 10, 2010

Week 4—July 11, - July 17, 2010

Week 5—July 18, - July 24, 2010

Week 6—July 25, - July 31, 2010

Annual Health and Medical Record Required

All Scouts and leaders are **REQUIRED** to have a physical examination before coming to camp and complete the appropriate medical form. ALL participants at Camp Bud Schiele are required to have an ANNUAL physical exam.

Forms are available online at: www.piedmontcouncilbsa.org-Forms-Piedmont Council Forms & Resources

Medical Forms

All Scouts and leaders attending Camp Bud Schiele must have a physical examination before coming to camp, and must have the proper medical form completed. In 2009, the National Office of the Boys Scouts of America introduced a NEW Annual Health and Medical Record that would become mandatory beginning January 1, 2010. **Beginning this summer a doctor's examination is only good for one calendar year from the date it was signed.**

Adults attending camp for less than 24 hours are not required to have a physical exam but it is recommended by the Boy Scouts of America that everyone young and old should see a doctor yearly for a physical exam.

The Annual Health and medical Record form is available through your Council Service Center or you may download this form at: www.piedmontcouncilbsa.org under the Forms section.

Each Scout and leader will have a health recheck after their arrival as part of the check-in procedure. The troops' medical forms will be kept on file by the camp Health Officer. They will be returned to the unit leader at the end of the week. Please do not forget to pick up your health forms prior to departing camp.

All Health Forms should be brought with you to camp on Sunday your first day of camp and will be reviewed during your health recheck at the Health Office. **Do not send Health Forms prior to your arrival at camp.** It is recommended that you turn in a copied form and keep the original for your Troop records.

Prescriptions

All medications **MUST** be brought to the Health Lodge during the check-in procedure. Medication required for life threatening illness may be kept with a scout or leader but must be recorded with the Health Officer upon arrival at camp.

NEW MANDATORY HEALTH FORM WILL BE REQUIRED IN 2010.

Packing For Camp

Personal Equipment

- Complete Scout uniform
- *T-shirts
- *Shorts or long pants
- Swim trunks
- *Sunscreen
- Underwear
- *Socks
- *Hat (if desired)
- Sweatshirt or jacket
- **Extra shoes or boots**
No Opened Toe Shoes
- **Book bag or Day Pack**
- *Poncho or rain gear
- *Notebook and pen/pencil
- *Scout Handbook
- *Merit badge pamphlets
- *Watch (important)
- *Washcloth and Towels
- *Toiletries (soap, shampoo, tooth paste, etc. NO GLASS)
- *Flashlight w/batteries
- Sleeping bag and blanket
- *Pocketknife
- *Wallet w/some form of ID
- ***Canteen or Water bottle**



Have your Scouts mark all personal items with their Name and Troop # for security.



All items marked with * are sold in the CBS Trading Post.

Campsite Equipment

Each unit campsite comes with several items that your unit will **NOT** need to bring to camp.

- Broom • Shovel • Rake
- Hose with nozzle
- Cowbell (fire alarm)
- 5 Gallon Fire Bucket

Unit Equipment

- Troop & Patrol Flags
- American Flag
- First Aid Kit for Campsite
- Lanterns
- Rope
- Other Equipment based on your unit's needs.
- Dining Fly/Tarps/Plastic
- *Leaders Guide

Quartermaster Shed Equipment

Additional equipment that your unit may need during the week can be checked-out at the Quartermaster shed. These items included the following:

- Wheelbarrow
- Shovels & Rakes
- Ax (Hand/Long)
- Hammers
- Rope
- Bow saws

What not to bring!

Personal firearms, ammunition, and bows are not allowed in camp; only those supplied by the Shooting Sports area are to be used. Sheath knives are not allowed at camp as well.

In addition, no pets of any kind are allowed at camp; this is a **National Policy of the BSA. Please share with your parents to ensure NO pets are on camp during Family Night.**

Finally, summer camp should be an experience like no other for leaders and Scouts. Therefore, we ask that you do not bring items to turn your campsite into a 5 Star resort. Generators, televisions, radios, electric fans, air conditioners, are not allowed at CBS. Personal Electronics (MP3 players/Video Games) are discouraged and are prohibited in ALL program areas.

Arriving at Camp

Units will begin arriving at Camp Bud Schiele at 1:00 pm on Sunday. **Each unit will need to contact the Camp Bud Schiele office to schedule a check-in time one week prior to arriving.** The CBS staff will not be ready to handle early arrivals. Units arriving at a time other than their scheduled arrival time may have an extending waiting period for check-in.

Units wishing to bring scouts, leaders or equipment prior to Sunday check-in, must get approval from the camp office. **A \$25.00 fee will be collected upon early arrival to pay for a staff member staying on Saturday night.**

Items Needed at Check-In

Completed Troop Roster

Troop Emergency Cell Phone # (Required)

Health Forms for all Adults and Youth

Troop Picture Money and Form

Check-In (SUNDAY)

The first thing that each unit should do upon arrival is follow the directions of the camp staff. They will be assisting with parking and all of the check-in procedures. Unless there is inclement weather, check-in will be conducted in the parking area. **One leader should report to the check-in table and be prepared to turn in the following; a Troop Roster completely filled out, Health Forms, and an emergency cell phone # of a leader who will be in camp.**

Once you have officially checked in, a staff member will be assigned to your unit and will proceed with you through the entire check-in process as your Guide. **Your unit will then need to proceed immediately to the photographer for camp photos in full Scout Uniform.**

The troop will then walk to their campsite while a troop vehicle shuttles the unit equipment. Vehicles must be moved to your assigned parking areas immediately after unloading. On the way to the campsite the guide will be sure to point out to your Scouts the areas of interest.

Upon arriving at the campsite, Scouts should unload the equipment and everyone should change into their swimsuits. **Do not start setting up camp. Only the Scouts and leaders that need to take the swim test need to change into their bathing suits.**

The troop will then proceed to the Health Lodge for a medical recheck. After the medical rechecks are completed, the guide will then lead the troop on a tour of camp while proceeding to the dining hall. **At the dining hall the troop will learn the correct procedures for meals and assembly for flag ceremonies.** It is important to pay special attention to the dining hall procedures as it will benefit everyone. **Also in the dining hall, the troop will meet with the Shooting Sports Director for a discussion on firearm safety.**

Once the troop is finished in the dining hall you are now ready to move on to the waterfront for a simple explanation of the rules from the Aquatics Director and a cool refreshing dip in the lake as you take your swim test. Even if your unit conducted a pre-camp swim test you will still visit the waterfront to hear from the Aquatics Director.

Troops will then proceed back to their campsite to continue unpacking, setting up camp, and changing into their uniforms for dinner. After dinner Scoutmasters should attend a meeting at 7:30 pm in the Scoutcraft Shelter to meet with the key staff and complete any last minute program changes.

The campfire will be presented by the 2010 staff and will welcome your troop to Camp Bud Schiele. Taps will follow the campfire and leaders

Parking

Units camping in sites 1 through 11 will have one vehicle parked in the main parking lot. Units camping in sites 12,13,14 &15 will be allowed to have one vehicle parked between the road and the tree line at the rappelling field. **All other vehicles and ALL Buses and large vans will be parked in the parking area at CUB WORLD.** Transportation to and from Cub World will be provided.

Sunday Check-in

Sunday Schedule

1:00 - 4:00 PM	Troops arrive at camp and report to the check-in table.
5:40 PM	Waiters Call 1
5:50 PM	Dinner 1
6:30 PM	Assembly/Waiters Call 2
6:45 PM	Dinner 2
7:30 PM	Leaders Meeting
9:00 PM	Opening Campfire
10:30 PM	Taps

Daily Schedule for Camp (Mon.-Fri.)

Each day follows the same schedule as shown below. During the week special events and meetings are scheduled that your Scouts and leaders will be informed about through daily announcements. Times and locations of the meetings and/or events will be given out at that time. Sunday and Saturday schedules differ due to the check-in and check-out procedures.

Daily Schedule for Camp

6:30 AM	Reveille
6:50 AM	1st Waiters Campsites 3, 4, 5, 6, 12, 13, 14, & 15
7:00 AM	1st Breakfast
7:35 AM	Assembly/2nd Waiters Campsites 1, 2, 7, 8, 9, 10, and 11
7:45 AM	2nd Breakfast
8:30 AM	First Session
10:00 AM	Second Session
11:35 AM	1st Lunch Waiters Campsites 3, 4, 5, 6, 12, 13, 14, & 15
11:45 AM	1st Lunch
12:20 PM	2nd Lunch Waiters Campsites 1, 2, 7, 8, 9, 10, and 11
12:30 PM	2nd Lunch
1:30 PM	Third Session
3:00 PM	Fourth Session
4:30 PM	Recreational Time (Monday—Wednesday only)
5:40 PM	1st Dinner Waiters Campsites 3, 4, 5, 6, 12, 13, 14, & 15
5:50 PM	1st Dinner
6:30 PM	Assembly/2nd Waiters Campsites 1, 2, 7, 8, 9, 10, and 11
6:45 PM	2nd Dinner
7:30 PM	Evening Programs & Troop Rec. (Monday—Wednesday only)
9:00 PM	Camp-wide Event
10:30 PM	Taps
*Times subject to change based on attendance.	

Check-out (Saturday)

The check-out procedure for Saturday will begin just as every other day has during the week. Scouts and leaders will first report for breakfast in the dining hall. After breakfast Scouts and leaders should return to their campsite and begin packing and cleaning the site. Remember, Scouts are to leave the area cleaner than they found it.

Vehicles are allowed in the sites immediately after breakfast, however, only those vehicles transporting gear should go to the site. **Vehicles to transport Scouts should be left in the parking areas.** Once you have returned to your site a staff member should arrive shortly to check you out of the site.

To ensure a quick and easy check-out, leaders should remember to get a Quartermaster Clearance Sheet from the Quartermaster. The unit leader and the staff member will conduct an inventory of the site to ensure that no equipment has been misplaced and/or damaged. Excessive damage to a site, other than normal wear will result in the unit being charged for repairs.

Once the staff member has cleared your unit from the site, both the unit leader and staff member sign the Troop Check-out form. A unit leader should then bring the Check-out form to the Leaders Lodge to receive the units patches, merit badge cards, and any other materials earned during the week.

Lost and found should also be checked at the Camp Office for any Scout who has lost or misplaced anything during the week. Marking scout items with name and troop # will allow the staff to return most items when lost.

Saturday Check-out

Saturday Schedule

6:30 AM	Reveille
6:50 AM	1st Waiters
7:00 AM	1st Breakfast
7:35 AM	Assembly/2nd Waiters
7:45 AM	2nd Breakfast
8:30-10:00 AM	Campsite Inspections Troop Check-out

Troops will not be able to leave Camp Bud Schiele without a troop check-out sheet. Remember, Scouts leave a campsite cleaner than they found it.

PROGRAM

information

Summer Camp Program

The program at Camp Bud Schiele is based on the following SIX elements:

ADVENTURE
SERVICE
OUTDOOR SKILLS
FUN
IDEALS
ADVANCEMENT

“Program” is the cumulative total of all that a Scout does, sees, and learns during summer camp. It is the job of the camp staff, leaders, and parents to see that his experience involves some or all of the six key elements listed above.

If we only focus on advancement and leave the rest to chance, we are doing a disservice to the young men we are trying to help. Our responsibility as leaders is to be aware of the importance of all six elements of the program and ensure that every Scout's program includes all of these areas.

Merit badges and advancement are important and each boy should earn advancements in camp. We must, however, guard against this becoming the primary focus of camp.

The next section of the Leader's Guide to Summer Camp outlines the many facets of the program available to Scouts. Leaders should read this information carefully in order to better prepare their Scouts for an outstanding camp experience.

Program Icons Key

The following icons are used in the Program Information section of this guide to help you in easily identifying which sessions are most appropriate for which Scouts. Be sure to read the program description for details about that particular program.

-  All Day Program
-  1st Year Campers
-  2nd Year Campers
-  3rd Year Campers
-  Merit Badge Required for Eagle
-  Program Fee or Material Cost
-  Indicates requirements that will NOT be completed at camp and must be done either prior to or after summer camp.
-  Materials Needed
-  New Program Highlighting the 100th Anniversary of Scouting.

Program Highlights for 2010

A Commitment To Making CBS the BEST!

Each year, Camp Bud Schiele strives to improve the quality of our program in an effort to make it better for the scouts who attend. With the help of the 2010 Scoutmaster Advisory Committee we believe that this year we will improve on your Scouts' overall experience at summer camp. Our Scoutmaster Advisory Committee has recommended some excellent improvements to the 2010 program and we will be offering a record number of 38 different merit badges for your Scouts to choose from. To mark the 100th anniversary of the BSA, 4 historical merit badges are being offered during 2010 only and all four will be available this summer at Camp Bud Schiele. These vintage merit badges dating back to 1911 will give Scouts the hands-on opportunity to experience the exciting past of the BSA.

Again for 2010 we will conduct 4—one and a half hour sessions. The goal here is to improve the instruction being offered to scouts during merit badge classes. A focus for 2010 will be the completion of merit badges and letting troops know which requirements, if any, will NOT be covered at camp. In addition, evening merit badge classes will return to give Scouts an opportunity to earn some additional badges.

Climbing Eagles will remain a quality program for new Scouts as Scouts will register for one and a half hour sessions in either Tenderfoot or Second Class advancement requirements. Scouts will only be in the Climbing Eagles Area for one and a half hours in the morning and also in the afternoon if they sign up for both sessions. This shorter time period will help keep the scouts' attention and interest in this area, as well as allowing them to take up to 3 merit badges if they desire.



C.O.P.E. will remain a signature of the older boy programs at Camp Bud Schiele. Also for older scouts we will continue the traditional merit badges such as Motor Boating, Water Sports, Climbing, and the Kayaking BSA program, as well as BSA Lifeguard.

During the evening, scouts will be able to participate in a wide variety of activities ranging from camp wide games, patch trading, inner-troop campfires and more. The evening activities may vary from week to week depending on the skills of those scouters in attendance as well as our staff.

Traditionally, the camp theme has been a major part of the summer camp program and this year is no different. The 2010 camp theme, "Centennial Homecoming" will be incorporated throughout the summer camp program. A 100th Anniversary is only celebrated once in a life time and we want to ensure that the scouts who attend CBS have a memory of a life time.

Don't forget to encourage your scouts to spend an additional two weeks at camp participating in the **Counselor in Training** Program. This program is for scouts interested in a future position at Camp Bud Schiele.



Aquatics

Participants MUST pass Swim Test To participate in ANY Aquatics MB.



Swimming

1

M



This badge is required for Eagle (with alternates) and should be taken prior to any other aquatic badges. Bring long pants, button down long sleeve shirt, and shoes that can get wet. CPR instruction (req. 2) is recommended to be completed prior to camp. Scouts that do not pass the Swim Test will be moved to Beginners Swimming. **NO OPEN TOED SHOES!**



Lifesaving

2

R



This badge is required for Eagle (with alternate) and is recommended for 2nd year camper. This is a challenging badge that requires strong swimming skills. Bring long pants, button down long sleeve shirt and shoes that can get wet. The CPR instruction (requirement 13b) may be completed prior to camp. **NO OPEN TOED SHOES!**

R

Swimming merit badge is **REQUIRED** to take Lifesaving



Canoeing

2

This is a great merit badge to introduce new Scouts to boating; it is more fun and less difficult than rowing. Scouts should have some physical strength and stamina. Bring long pants, button down long sleeve shirt, and shoes that can get wet. **NO OPEN TOED SHOES!**



Rowing

3

This badge requires physical strength and stamina. The skills for rowing are more difficult than canoeing. It is recommended that CPR instruction (req. 2) be completed prior to camp. **NO OPEN TOED SHOES!**



BSA Mile Swim

2

This is not a merit badge, but Scouts who complete the Mile Swim will earn the Mile Swim badge. Scouts are required to swim an increased amount each day at rec. time (4:30 pm) and then swim the mile on Thursday. Mile Swim sign up will be Monday at 1:00 pm in the Amphitheatre.



Ecology/Conservation

The Ecology Area is designed to give scouts an appreciation and better understanding of the world we live in. Many of the badges offered in this area can be earned only if a Scout spends time outside of his class period. Written assignments are required for each of these badges so it is important that each Scout bring a pen/pencil and notepad to each class.



Environmental Science

2



This badge is required for Eagle and is one of the more difficult badges offered at camp. There is a large amount of written material including study time and prep work outside of the class period. **Younger Scouts are strongly discouraged from taking this badge.**



Weather

1

This badge will challenge your scouts to learn about the importance of Weather. Scouts will have to spend some time outside of class to complete this badge. This should be an excellent merit badge for any camper attending CBS.



Fish & Wildlife Management

2

This badge is one of the more difficult badges offered in the area of Ecology. Recommended for those Scouts who have already earned some of the other traditional Ecology badges, this badge WILL require time outside of class to complete.



Nature

1

This badge is meant for first year campers as an introduction to the Ecology area. This badge will require some hiking and observation work, as well as time outside of the class period to complete.



Tracking

2



This is one of the Historical merit badges for 2010 and was discontinued in 1952. This badge is recommended for second year campers and will require additional time outside of the class to complete. Scouts will need a digital camera to complete this badge.



Forestry

2

\$

R

Req. 3b - \$5.00 Program Fee for Field Notebook.



This is a NEW badge for 2010 and will require a lot of written reports, study time and time outside of the class to complete. Scouts taking this badge should be able to work independently in order to complete all the requirements.



Archaeology

2



This is a NEW badge for 2010 and will again challenge your scouts to complete. This badge requires additional out of class time to complete.

Shooting Sports



Archery

2

M

\$

This badge is recommended for 2nd year campers who have some shooting experience. This merit badge may require time outside of class for qualifying. There is a \$6 program fee which includes the arrow kit. Scouts can qualify during open rec. time for this badge.



Rifle Shooting

2

M

\$

This badge is highly recommended for Scouts who have shooting experience due to the qualification requirements. Scouts must be at least 13 years old and have the strength and size to manage a 10 lb target rifle. Scouts should have a distance of 13 inches between the tip of his thumb and the top of his upper arm. There is a \$10 program fee for the badge.



Shotgun Shooting

3

M

\$

This badge will teach the basics of handling a shotgun as well as safety precautions for firearms. Scouts must be at least 13 to take this merit badge. There is a \$10 program fee to take this badge.

Handicrafts

The Handicraft Area is designed with the 1st year camper in mind and is an excellent opportunity for them to earn additional merit badges. Many of the badges offered in this area can be earned in only a couple of days. Additional badges such as Fingerprinting and Art may be offered to those Scouts who finish the requirements of the original badge early. ALL of the badges in the handicraft area require a small fee for materials/kits. Handicraft kits will be sold in the camp Trading Post and cost between \$8 and \$20 each.



Basketry



Basketry MB Kit \$20.00 Req.

Each Scout who participates in this badge will learn to weave two baskets and a campstool that he can take home. This is an excellent badge for first year campers. Cost for the basketry kit includes 1 square basket, 1 round basket, and 1 campstool kit.



Wood Carving



Avg. cost \$8.00

This merit badge can be difficult for 1st year campers. There is a small cost for materials. Knives are available for Scouts to use or Scouts may use their personal knives upon approval by merit badge counselor.



Indian Lore



Avg. cost \$10 - \$15

This badge is an excellent choice for 1st year campers. A small materials cost will be associated with requirement 2. Participants in this badge may have the opportunity to participate in the OA/Family Night Campfire on Thursday night. Requirement 1 may be completed prior to coming to camp.



Pottery



\$10.00 Program Fee

This badge is intended for 2nd year campers that have already earned several of the other Handicraft badges. A program fee of \$10.00 is required to help with material and equipment cost. All materials needed will be provided including clay, glaze, and paint.



Leatherwork



Avg. cost \$10 - \$15

This is another great badge for those first year campers. There will be a small materials cost associated with this badge.



Space Exploration



Avg. cost \$10.00 - \$15.00

This badge is intended for 2nd year campers that have already earned several of the other Handicraft badges. Campers will construct and launch a model rocket. All materials needed for this badge can be purchased in the camp trading post.



Photography



\$5.00 Program Fee

This badge is intended for 2nd year campers that have already earned several of the other Handicraft badges. Each scout will need to bring a digital camera to camp to take this badge.



Carpentry



\$15.00 Program Fee

Another of the Historical merit badges, first offered in 1911 and discontinued in 1952. This badge is intended for 2nd year campers that have already earned several of the other Handicraft badges. Working with hand tools is required.

Outdoor Skills



First Aid



This is another badge offered by Camp Bud Schiele that is Eagle required. It involves a great deal of written material and there are skills to master.

R Scouts should have first aid knowledge through first class rank before taking this merit badge.



Emergency Preparedness



This badge is also required for Eagle (with alternate) and is a great class for 2nd and 3rd year campers. It involves a lot of written material and addition first aid skills. Requirements 7 and 8c will NOT be completed at camp. **Scouts can NOT take First Aid and Emergency Preparedness at the same time.**

R First Aid merit badge **REQUIRED!**



Citizenship In the World



This badge is required for Eagle and will require a lot of lecture time to complete. Scouts participating in this badge will have the opportunity to learn about Scouting in another country by working with the International Camp Staff member. This badge is not available to first year campers.



Communications



This badge will test your Scouts ability to communicate. Scouts who take this Merit Badge should be prepared to give presentations, keep a journal and work independently. Requirements 5 & 8 will NOT be completed at camp.



Wilderness Survival



This badge is designed for older Scouts who have an interest in survival skills. Participants will have to participate in an overnight camping trip with little shelter or food. Requirement 5 will NOT be completed at camp, however, a scout can bring a personal survival kit to camp to complete this badge.



Orienteering



Designed for the older Scouts in your Troop. Orienteering is not an easy badge to complete and Scouts taking this badge should have previous knowledge and know how to use a compass. Scouts will need to bring a compass with them to each session.



Pioneering



This badge is designed to teach Scouts the basics of Pioneering. Scouts participating in this badge should have a good knowledge of knots, lashings, and splices. This is a great badge for older Scouts wanting to build on their outdoor skills and is NOT recommended for new Scouts.

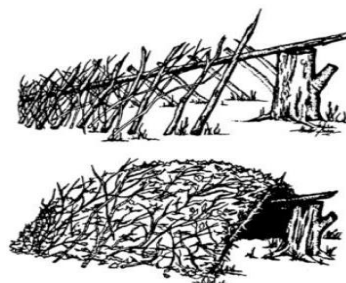


Signaller



NEW
\$10 Program Fee for signaling device.

Another of the Historical merit badges, Signaller was first offered in 1910 and wasn't discontinued until 1992. This badge will test your Scouts ability to communicate through code.



Wilderness Survival Shelter

Older Scout Programs

The following four merit badges and additional 3 programs are designed for the older scouts in your troop. These badges and programs should only be taken by those scouts in your troop who have attended a summer camp program for at least 2 summers (3 recommended) and are 14 years of age. This program is designed to be challenging but a fun opportunity for all older scouts.



Motorboating

3 R \$ \$15.00 Program Fee

This is a fun and exciting merit badge that is designed for the older Scout. Participants must be at least 14 years of age to take this merit badge (date of birth will be confirmed). This badge is for those Scouts who have already earned Rowing and Canoeing merit badges. There is also a \$15 program fee to take this class. **NO OPEN TOED SHOES!**

R Pass the Swim Test. Rowing & Canoeing Merit Badges recommended. Age requirement of 14.



Water Sports

3 R \$ \$15.00 Program Fee

New name this year, this merit badge is for older Scouts who have a majority of the other aquatics merit badges. Scouts must be at least 14 years of age (date of birth will be confirmed) and previous water-skiing experience. There is a \$15 program fee with this merit badge. **NO OPEN TOED SHOES!**

R Pass the Swimmers Test, previous Water-skiing experience required.



Aviation

3 R \$ \$10.00 Program Fee



A NEW pilot program for 2010. This badge will be held at the Rutherford County Airport. A \$10 program fee will be charged for each scout taking this class. Scouts must be 14 prior to attending camp to take this class. This class will be held during the 3pm session and Scouts may not be back until just before dinner. Class is limited to only 12. **Offered during week 2 only.**



Kayaking BSA

3 R \$ \$10.00 Program Fee

New to Camp Bud Schiele this program is designed with the older scout in mind. Scouts will learn the basics in Kayaking as they practice their skills on the camp lake. A \$10 program fee will be charged for each scout taking this class. Scouts must be 14 prior to attending camp to take this class.

R Must pass the Swim Test. Rowing & Canoeing merit badges recommended.



Climbing

3 R \$ \$10.00 Program Fee

This program is designed with the older scouts in mind. Scouts will earn the Climbing Merit Badge as they work throughout the week on improving their climbing skills. A \$10 program fee will be charged for each scout taking this class. Scouts must be 14 prior to attending camp to take this class. An offsite climb may be offered depending on time, transportation, and interest.



BSA Life Guard

A 3 R \$5.00 CPR Certification

This is a week long program that requires participants to spend the entire week at the waterfront. Participants will be in the aquatics area from 8:30 am until 5:30 pm. Physical strength, stamina, and a lot of written work are required. Participants will need to bring long pants and a long sleeve button down shirt, and shoes that can get wet for clothes inflation. This program is recommended for older Scouts and very strong swimmers. A written test must be passed in order to become a certified BSA Life-guard. CPR Certification will be offered to those who need it at a cost of \$5.00 each. **NO OPEN TOED SHOES!**

R Swimming, Lifesaving, Canoeing, and Rowing merit Badges, or equivalent skills are required.

Wilderness First Aid Training

3 R \$ \$50.00 Youth Fee/\$75.00 Adult Fee



A NEW training program to Camp Bud Schiele, this training will certify participants in Red Cross Wilderness First Aid which is good for 3 years. This class is a 16 hour instruction class and will require additional study time to pass the test. Scouts will be able to take an additional merit badge class at the 3:00 PM time slot.

Camp Bud Schiele Class Schedule

Class Name	# of Classes	Eagle	8:30	10:00	1:30	3:00
Canoeing	2	N	X		X	
Lifesaving	2	Y		X		X
Motor boating	1	N		X		
Rowing	2	N	X		X	
Swimming	4	Y	X	X	X	X
Water Sports	1	N				X
Kayaking BSA	2	N	X		X	
BSA Lifeguard	All Day	N	X	X	X	X
Basketry	2	N	X		X	
Photography	3	N	X	X		X
Indian Lore	2	N	X		X	
Leatherwork	2	N		X		X
Pottery	3	N		X	X	X
Space Exploration	4	N	X	X	X	X
Woodcarving	2	N		X		X
Carpentry	2	2010	X		X	
Archery	4	N	X	X	X	X
Rifle	4	N	X	X	X	X
Shotgun	4	N	X	X	X	X
First Aid	4	Y	X	X	X	X
Emergency Prep.	2	Y		X		X
Citizenship in World	4	Y	X	X	X	X
Orienteering	2	N	X		X	
Pioneering	2	N		X		X
Wilderness Survival	2	N	X		X	
Communications	2	Y	X		X	
Signaller	2	2010		X		X
Env. Science	4	Y	X	X	X	X
Weather	2	N	X		X	
Nature	2	N	X		X	
Fish & Wildlife	2	N		X		X
Archaeology	2	N		X		X
Forestry	2	N	X		X	
Tracking	2	2010		X		X
Climbing	3	N	X	X	X	
Aviation	1	N				X
C.O.P.E.	All Day	N	X	X	X	X
Climbing Eagles Tenderfoot Session	2	N	X	X		
Climbing Eagles Second Class Session	2	N			X	X
Mammal Study	7:30 PM	N	Taught in Nature Lodge			
Art/Fingerprinting	7:30 PM	N	Taught in Handicraft Lodge			
Computers	7:30 PM	N	Taught in Leaders Lodge			
Journalism	7:30 PM	N	Taught in Scoutcraft Shelter			

RECREATIONAL OPPORTUNITIES

The following activities are available on a first come, first serve basis during recreational time. Recreational time begins at 4:30 p.m. to 5:30 p.m. and 7:30 p.m. to 8:30 p.m. daily. There will be no Rec. Time activities on Thursday due to the activities and events of Parents Night.

Archery - Rowing - Swimming
Rifle Range - Canoeing
Climbing/Rappelling (7:30 only)
Handicrafts & Shotgun Range (4:30 only)

Special Scheduling Information

Monday Sports Team Spirit Day

Show your Team Spirit by wearing your Team shirt or Hat
 SPL Meeting (Scoutcraft Shelter) 1:00 PM
 Mile Swim Sign-ups (Amphitheatre) 1:00 PM

Tuesday Crazy Hat Day

Jr. Staff/SPL Volleyball 12:45 PM
 Movie Night 9:00 PM

Wednesday Order of the Arrow Day

Wear an OA T-shirt during the day
 And your OA sash to dinner
 SPL Meeting (Scoutcraft Shelter) 1:00 PM
 Vespers (Amphitheatre) 9:00 PM
 OA Cracker Barrel (Dining Hall) Following

Thursday 2010 Camp T-shirt Day

Polar Bear Swim Club 6:00 AM
 SM Breakfast 7:30 AM
 Key Staff/SM Volleyball 12:45 PM
 Family Night Begins 4:30 PM
 Mile Swim (Waterfront) 4:30 PM
 Dinner (Dining Hall) 6:00 PM
 Assembly (Troop Roster Check) 7:00 PM
 Canoe Race (Waterfront) 7:30 PM
 Indian Pageant (Amphitheatre) Following

Friday Troop T-Shirt Day

Grand Ole Adventure 2:30-4:30 PM
 Catapult Challenge (Dining Hall) 4:30 PM
 SPL/SM Meeting (Scoutcraft Shelter) 7:30 PM
 Closing Campfire (Amphitheatre) 8:30 PM

Quest for Bud Schiele's Best

Each week, the troop with the highest score based on the following criteria will be presented with Bud Schiele's Best Award for 2010. The winner will receive a plaque, which can be proudly displayed in the troop's meeting place. The following activities are subject to change, including additions and deletions.

Points Activity

25	Campsite inspection (Max. 5 pts. Per day)
30	Participation in the 3 SPL Meetings (10 pts. Per Meeting)
20	Completion of Approved Service or Conservation Project (Max 20 pts.)
20	Participation in the Canoe Race
20	Participation in the Troop Catapult Challenge
40	Participation in the Grand Ole Adventure (5 pts-1st Place, 4 pts-2nd Place, 3 pts-Participation)
20	Attend Vespers as a Troop
20	Participate in One of the following (Max 20pts): Troop Shower House Clean-up, Troop Flag Ceremony, OR Friday Campfire
50	Unit cleared by Steward for cleanliness of dining hall facility (Max. 5 pts. Per Meal, from 10 random meals during the week.)
50	Attend Evening Flag Ceremonies (10 points per meal—5pts for uniform, 5pts attending)
5	Earn the OA Camp Participation Award (60% of the Troop's Registered Scouts attend Camp)
300	Maximum Total Points Possible

2010 CBS Activities & Recreational Schedule

Program Area	Activity	4:30 PM	Activity	7:30 PM
Waterfront				
	Row Boating	X	Rowing	X
	Canoeing	X	Canoeing	X
	Mile Swim	X		
	Swimming	X	Swimming	X
Field Sports				
	Rifle Range	X	Rifle Range	X
	Shotgun Range	X		
	Archery Range	X	Archery Range	X
	Activity Field	X	Activity Field	X
	Volleyball	X	Volleyball	X
Rappelling Field				
	Rappelling Tower		Rappelling Tower	X
Rappelling will only be offered on Monday, Tuesday, and Wednesday.				
Handicrafts				
	Basketry	X	Basketry	
	Woodcarving	X	Woodcarving	
	Leatherwork	X	Leatherwork	
Scouts may use the 4:30 recreational time to come to the Handicraft shelter and work on one of the three badges listed above. Additionally, scouts may also use this time to complete a handicraft badge they are currently working on.				

Evening Troop Rec. Time

The evening Troop Rec. program is designed to give scouts a chance to experience all camp has to offer outside of merit badge sessions. Scouts will be able to participate in a wide variety of activities ranging from camp wide games, patch trading, inner-troop campfires and much more. The schedule may change from week to week as we will attempt to utilize the skills of those scouters in attendance as well as our staff.

Please remember, that there will be NO recreational boating on Thursday at 4:30 PM, due to the Mile Swim. Also, there will be NO recreational time for any areas on Thursday night, however all areas will be open from 5:00 PM until 5:45 PM so scouts may show their parents what they have been doing during the week and introduce them to some of their counselors. There will not be any recreational activities on Friday at 4:30 pm due to the Grand Ole Adventure and other activities.

Climbing Eagles Programs



Please Note: Climbing Eagles may not cover 1st Class requirements due to the sessions being focused on Tenderfoot and 2nd Class.



The Climbing Eagles program (1st Year Camper) is designed to help advance new Scouts along their trail to Eagle while at the same time exposing the Scouts to the aspects of summer camp. Scouts who take the Climbing Eagles program should become more proficient in camping and outdoor skills while achieving credit for rank advancement.

Scouts who register to take the Climbing Eagles program should have joined your troop this year and are currently working on Tenderfoot and Second Class. Scouts will work throughout the week on the patrol method, tenderfoot requirements and 2nd class skills. In addition, Scouts will get a brief introduction of a Troop Leader Training.

An improved change from 2008 was moving the Climbing Eagles program from a half day program to individual class sessions. The overall impression of the Climbing Eagles program last year was very positive and we will continue this same structure for 2010. In addition, we will offer scouts taking Climbing Eagles one of the NEW historical merit badges - Pathfinding. First offered in 1911 and discontinued in 1952 this badge will require each participant to bring a county map to camp.

Again this year, you may register your first year campers for a session on Tenderfoot Skills and a separate session on Second Class Skills. You may register a scout for one or both sessions depending on his individual needs.



During the week, the Climbing Eagles staff will work hard to help teach Scouts the basics in knots, lashings, first aid, map & compass, the patrol method and Scouting ideals.

All Scouts will receive credit for those requirements they complete toward each rank and a progress report for the week. The amount of completion is dependent upon each individual Scout. However, the Climbing Eagles staff will work hard to ensure all scouts receive the same completions.

The patrol method will be emphasized heavily during the course. Scoutmasters are asked to help support the Climbing Eagles staff by teaching a skill or instruction period whenever possible. Any assistance would be beneficial not only to the staff, but particularly to the new Scouts from your troop.

A maximum number of Scouts will be allowed to take this course each week. The limit is an effort to ensure a QUALITY program for each Scout.

Trail to Eagle!



Pathfinding Merit Badge

Programs for Older Scouts...

Camp Bud Schiele is committed to the continued improvement of all areas. It is that philosophy that we believe will allow Camp Bud Schiele to continue to be one of the premier Boy Scout camps in the southeast.

One of the major program areas that we continue to focus on is the involvement of older Scouts. We continue to try and meet the needs of our older Scouts by offering new and exciting programs that may interest them.

The C.O.P.E. program at Camp Bud Schiele continues to be a very successful program for older scouts. With the help of an experienced staff and outstanding facility the C. O.P.E. program at CBS is one of the best in the Southern Region. If your older Scouts have not been through C.O.P.E., we highly recommend our program.

The Climbing Merit Badge and Kayaking BSA award will also continue in 2010. These two programs offer older scouts the opportunity to take on some new adventures. The climbing program may offer an offsite climb on Fridays depending on transportation, time, and interest.

New for 2010 will be the introduction of another Older Scout merit badge. Aviation will be offered during week 2 only. This new badge will give older scouts the opportunity to travel to the Rutherford County airport and get up close and personal with aviation. Scouts will depart camp at 3pm and will return sometime around 5pm. Scouts taking this badge will miss most of the 4:30pm rec. time so please keep that in mind.

Also NEW for 2010 is the introduction of a new Wilderness First Aid course for both youth and adults. This course is a 16 hour course and will have a \$50 program fee for youth participants and a \$75 for adult

leaders wishing to take the course. This course typically costs a minimum of \$150 and is required for troops attending Philmont and other high adventure bases.

Motorboating and Water Sports Merit Badges will also continue to be a staple for the older boy programs at Camp Bud Schiele. These merit badges will give older scouts the unique opportunity to learn how to handle a motorboat, and the enjoyment of water skiing.

A concern across the Piedmont Council and with unit leaders is preparing scouts to earn their Eagle Scout Award. One major hurdle is that many scouts do not understand the process and planning needed to complete an Eagle project. Plans to have an Eagle Scout orientation each week are currently being put together. Our intent is to offer an hour class once a week for those scouts who are about to begin the Eagle Scout process. This meeting will be held during the evening from 7:30 PM until 8:30 PM during the evening rec. time.

Older Boy Program Fees

C.O.P.E. Includes C.O.P.E. t-shirt	\$40.00
Kayaking BSA	\$10.00
Climbing MB	\$10.00
Motorboating MB	\$15.00
Water Sports MB	\$15.00
BSA Lifeguard CPR Certification	\$5.00
Aviation MB Week 2 Schedule only	\$10.00
Wilderness First Aid	\$50.00

C.O.P.E.

Challenging Outdoor Personal Experience

C.O.P.E.—Challenging Outdoor Personal Experience presents new opportunities to a group of Scouts. A project C.O.P.E. course provides an opportunity for every participant to achieve success as an individual and a member of a patrol or team. More important objectives including; building individual confidence, developing leadership and instilling a common cooperation among team members are emphasized. The course is designed to build more self-confidence in a shorter length of time than anything most people have experienced.

Each obstacle on the course presents new challenges to each group of Scouts. These give Scouts the chance for mental and physical growth and the opportunity to develop initiative, problem-solving skills, courage, leadership, teamwork, and enhance self-esteem. Physical challenge and perceived risk present the C.O.P.E. staff with unique educational opportunities.

C.O.P.E. is a full day program that will begin promptly at 8:30 am and 1:30 pm. Scouts should be prepared to make it to class each day on time and ready to participate in the days activities.



Participant Requirements

Scouts are encouraged to accept the challenges of C.O.P.E. if they are at least 1st Class, 13 years of age by January 1, 2010 (National Requirement), and are physically fit. Participants must include date of birth on C.O.P.E. application. Participants in C.O.P.E. are **REQUIRED** to complete new Mandatory Annual Health Form.

Participant Cost

Scouts participating in C.O.P.E. will be required to pay a \$40 program fee for the week long program. Remember, the early bird discount does not apply to C.O.P.E. participants. The program cost also includes a special C.O.P.E. t-shirt that will be presented to all participants at the closing campfire.

Personal Equipment for C.O.P.E.

- Jeans (loose fitting) with pockets
- No Nylon (Switchback Pants)
- Suspenders or good belt, no large buckles
- Gloves with leather palms and knuckles
- Tennis shoes (good tread) or sturdy walking shoes—no river sandals
- T-shirts
- Canteen/water bottle (filled each day)
- Sunscreen, lip balm, insect repellent
- Bandanna
- Baseball Hat
- Rain gear
- Sunglasses (optional)
- Camera (optional)
- Daypack to carry gear
- **NO** Nylon Clothing

!
Do not bring any personal climbing or rappelling gear to camp. You will not be allowed to use it.

S.C.U.B.A.

Schiele's Challenging Underwater Boy Scout Adventure

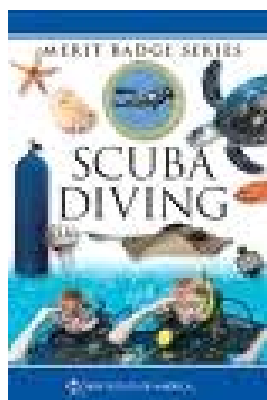
Camp Bud Schiele is excited to announce that this summer we will once again be offering a High Adventure Scuba program. This Scuba program will be held during the 4th week of camp from July 11-17, 2010.

Interested scouts must complete the SCUBA application found in the appendix section and must meet all requirements. Any Scout that meets all requirements can apply for one of only 24 participants slots. If 24 youth do not apply, adult applications will be accepted. Registration will be open until April 15th and then all applications will be reviewed and scouts will be notified by April 30th if they were accepted. The cost of this program will be \$300 per participant and will include all books, classroom materials, pool and open water instruction, use of equipment, lodging, food and a T-shirt. Participants who complete this program will receive their PADI Open Water Certification as well as the NEW Scuba Merit Badge and Snorkeling BSA. Don't miss this opportunity to participate in this program. If you should have additional questions, please email them to: scubaduck55@embarqmail.com



Participant Requirements

Scouts are encouraged to accept the challenges of S.C.U.B.A. if they are at least 14 years of age by January 1, 2010 and are physically fit. Participants must include date of birth on S.C.U.B.A. application. Participants in S.C.U.B.A. are **REQUIRED** to complete new Mandatory Annual Health Form.



Information for S.C.U.B.A.

Cost:

\$300

Who:

24 Participants
Boy Scouts/Venturers

Age Requirement:

14 years of Age

Must have:

Swimming and
Lifesaving Merit Badge

Will receive your PADI Open Water Certification, Scuba merit badge and Snorkeling BSA. Advanced Open Water Certification is also available.



Do not bring any personal scuba or snorkeling gear to camp. You will not be allowed to use it.

Camp-wide Events

A unique aspect to the Camp Bud Schiele program is the Camp-wide events held throughout the week. The history of many of these events dates back to the old Schiele Scout Reservation. These events are an integral part of the CBS program and we encourage all troops to participate.

Campfires

All Scouts and leaders should attend the opening and closing campfires in their uniform. The opening campfire is presented on Sunday night by the CBS staff as an introduction and welcome to the Scouts and leaders. The purpose of the closing campfire on Friday night is to present the Scouts and troops their awards achieved during the week. This is also the time for troops to perform skits, songs, etc. Scoutmasters please assist by controlling your Scouts at all times and insure courteous and appropriate behavior.

Movie Night

Movie night has become a favorite among the staff and campers at Camp Bud Schiele. On Tuesday night beginning at 9:00 pm a movie will be shown in the amphitheater (weather permitted). Pizza will be for sale as well as drinks. Don't miss the fun of Movie Night. Troops may preorder pizza at the Trading Post by Lunch on Tuesday.

Vespers

All campers and leaders are encouraged to attend vespers on Wednesday night at 9:00 pm. This non-denominational service is held as a special opportunity for Scouts to observe reverence to God and a chance to reflect upon themselves. We would like Scouts to help lead the service using prepared material at camp.

Troop Catapult

An event for the entire troop, this should test your Scouts teamwork and ability to design a catapult. This event will be held on the Parade field Friday immediately after the Grande Ole Adventure. Each unit can enter only one catapult for competition. Please see catapult rules located in the Appendix of the 2010 Leader's Guide.

Indian Pageant

The Indian Pageant dates back to the old Schiele Scout Reservation. On Thursday night the 2010 CBS staff will present "The River Stone". All visitors and guest are encouraged to stay for this presentation.

Canoe Race

The historic canoe race will return to parents night immediately following the Catapult Challenge. All Scouts should be ready to check-in at the waterfront at 7:30 pm. Each troop may enter one canoe and will need four Scouts who have passed the swim test. Only troops with less than four swimmers will be allowed to participate with less than four.



Items to construct your troop catapult will NOT be provided by CBS this summer!

Camp-Wide Events Schedule

Opening Campfire	Sunday	9:00PM	Amphitheater
Inner Troop Campfire	Monday	8:30PM	Campsites
Movie Night	Tuesday	9:00PM	Amphitheater
Pizza/Drinks Sold at movie night. Movie will be PG and shown only if the weather permits.			
Vespers	Wednesday	9:00PM	Amphitheater
Polar Bear Swim	Thursday	6:00 AM	Waterfront
Canoe Race	Thursday	7:30 PM	Waterfront
Indian Pageant	Thursday	Following	Amphitheater
Grand Ole Adventure	Friday	2:30-4:30PM	Camp
Troop Catapult	Friday	4:30 PM	Parade Field
Closing Campfire	Friday	8:30PM	Amphitheater

*Safety and Security

To ensure safety and security for all camp participants, attendance to camp-wide events is mandatory.

Grand Ole Adventure

In 1992 Camp Bud Schiele introduced a program feature called the Grand Ole Adventure. For more than fifteen years, this program has been very successful and offered Scouts the opportunity for a fun filled afternoon of competitive events and Scout skills.

This year, events will take place beginning at 3pm on Friday as all Friday sessions will be an hour long and will be completed at 2:30pm. All day sessions will be one and a half hours.

The Grand Ole Adventure will begin at 3:00 PM and will end at 5:30 PM. Events will be competitive in both physical and mental toughness. Each troop should comprise a team of Scouts that will be able to compete in all events, not just a couple of the events. Troops will attend each event in a "Round Robin" format based on Campsite. This will allow each troop to participate as a troop and go to each event and cheer their fellow scouts on to victory.

POINTS SYSTEM:

First Place Finish - 5 Points

Second Place Finish - 4Points

Participation - 3 Points per Event

Grand Ole Adventure Events

Fire Building (3 Scouts)

Scouts will be provided with 3 matches & 1 hot spark kit. Objective is to burn through two strings using native tinder. (-10 seconds if hot spark is used) (+5 seconds for each match used). Troops will enter 3 scouts to collect timber start fire and burn through the strings.

Knot-Tying Relay (4 Scouts)

Troops will compete in a traditional knot-tying relay and will randomly draw from six knots (Square, Bowline, Sheetbend, Tautline, clove hitch, and 2-half hitches.)

Rope Toss (2 Scouts)

2 participants from each troop will participate in this event. One scout will join two ropes together and toss the rope to another scout in his troop and that scout will tie a bowline knot. Event will be timed and judged on accuracy and knots tied.

Marksmanship (1 Scout)

1 participant will make his way to the archery range where he will shoot 3 arrows into a target at 20 feet in distance and be scored.

Cross Country Run (2 Scouts)

While on a day hike your Scoutmaster injures himself. You and a "buddy" must go for help. Which Troop can get first aid the fastest?

First Aid Game (2 Scouts)

2 participants from each troop will be shown a group of first aid supplies and from memory will write down everything they can remember. Scoring will be on the number of correct items remembered.

Leaf/Tree Identification (2 Scouts)

Calling all nature nuts! Do you know the difference between an oak, a maple and a poplar? Scoring will be based on the number of trees & leaves scouts correctly identify.

Swimming Relay (4 Scouts)

A waterfront relay game, troops will enter a team of 4 scouts (2 must be swimmers) to compete in the fun and challenging relay.

Life at

Camp Bud Schiele

POLICIES AND PROCEDURES

Camp Bud Schiele wants every Scout attending to have a fun and exciting week of camp. Safety is an important aspect of having a great summer camp experience. Please take the time to review the next section on Policies and Procedures. This will ensure that everyone has a fun, safe and enjoyable experience at Camp Bud Schiele.

Health and Safety

While you are attending camp, all precautions for the safety of Scouts and leaders will be taken. A Health Lodge is available with a qualified health officer on duty 24 hours a day. In addition, CBS has an agreement with the Rutherford County Hospital and local EMS in the event that additional medical treatment is necessary. **Leaders must be prepared to drive Scouts to the hospital in order to allow the Health Officer to remain at camp to treat other potential injuries.**

Out-of-Council units are required to show proof of liability insurance. Many councils provide this insurance as part of your registration and you can receive proof by contacting your local council. If you are unsure, please contact your local council. Units without liability insurance will have to purchase liability insurance while at camp through the National Office of the Boy Scouts of America.

At the health recheck on Sunday, Camp Bud Schiele reserves the right to refuse admittance to any person who in the opinion of the Camp Director and Health Officer, has any physical or medical condition that might present a hazard to self or others. **Troops should also provide a troop First Aid kit for minor injuries that might occur in their campsite.**

Emergency Procedures

Camp Bud Schiele has an emergency alarm system in the event of a serious emergency or fire. **Fire Drill** • In the event of a fire, you will hear a continuous tweeter sound alarm from the loud speakers at the dining hall. All Scouts and leaders should quickly report to the activity field and line up by troop and wait for roll call. Once all scouts from your troop are present you should notify the CBS staff that all are present.

Lost Bathers Drill (LBD) • In the event of an LBD, you will hear a series of 3 short bursts from the loud speakers at the dining hall. All Scouts and leaders should quickly and safely report to the activity field and once again line up by troop and wait for roll call. Once all scouts from your troop are present, you should notify the CBS staff that all are present.

Emergencies, although uncommon, should be taken very seriously by all participants at Camp Bud Schiele.

Alcohol & Drugs

The Boy Scouts of America prohibits the use of alcoholic beverages and controlled substances at encampments or activities on property owned and/or operated by the Boy Scouts of America, or at any activity involving participation of youth members. Possession or being under the influence of alcohol and/or non-prescribed drugs on the reservation is prohibited. All prescribed medications brought to camp must be kept in the Health lodge. These medications must be turned in at check-in on Sunday and will be placed under lock and key. This is in order to comply with the BSA National Standard.

Tobacco – Smoke Free Policy –

It is the responsibility of the Boy Scouts of America to protect the health and safety of the young people in our program.

It is the policy of the Boy Scouts of America that leaders should not use tobacco products, in any form, in the presence of youth members.

In addition, care should be exercised to provide a smoke-free environment for all Scouting participants. All buildings or facilities under control of the Council are designated as non-smoking. Smoking outside entrance/exit doors is not permitted at any location.

The only smoking area at Camp Bud Schiele is located at “Sonny’s Place” next to the Leaders Lodge.

Meals

Meals are planned and prepared to please the majority of our campers and leaders. Meals will be provided through a serving line. Scouts will sit with their troop and assign waiters for each meal to help with set up and clean up of each meal. Please pay special attention to those scouts whose schedules conflict with waiters duty.

New for 2010 will be the introduction of a split meal schedule. Campsite 3, 4, 5, 6, 12, 13, 14 and 15 will eat first meals and campsites 1,2,7, 8, 9, 10 & 11 will eat second meals. This is in an effort to reduce the long wait and should benefit everyone so we ask that you please follow this schedule. Times are subject to change based on attendance.

Dining Hall

Upon entering the dining hall, it is customary to remove all headwear. Everyone must enter wearing a shirt and shoes and should not enter the dining hall with a wet bathing suit. The restrooms in the dining hall are for adult and guest use and should only be used by Scouts in an emergency.

Mail

When a Scout goes away to camp one thing he loves getting is mail from home. Just remember, when writing to your son, or spouse, please make sure to include their full name and unit number on the envelope. This will ensure that we know how to get the letter to them quickly and easily. When sending mail to Camp Bud Schiele, please use the following address:

Camper's Name & Troop #
Camp Bud Schiele
668 Boy Scout Road
Rutherfordton, NC 28139

Public Phones

Please let your Scouts and families know that the camp phone is for emergencies only. A public phone (credit card or collect calls only) is available at the office for use by leaders. The phone is off limits to Scouts. An exception will be made when a Scout is escorted by his leader, and it is judged necessary for a Scout to call home. Please respect the rights of others when using the phone. Notes from leaders will not be accepted by the camp office.

If a Scout or leader is needed for an emergency, please use the phone number below. Keep in mind it may take some time for someone to return your call.

Camp Office 828-287-2299

Lake Use

Due to the steep banks of the camp lake, Scouts should fish from the island and the footbridges. Scouts may fish along the lake bank if accompanied by an adult. Fishing is prohibited in the waterfront area and from any boat.

Fireworks

Fireworks are prohibited at camp and possession of fireworks will result in expulsion from camp. Fireworks include; but are not limited to: smoke/stink bombs, firecrackers, bottle rockets, etc.

Pictures

Troop pictures will be taken upon your troop's arrival at Camp Bud Schiele. 2009 cost for each 8x10 color photo will be \$7.00. The photographer will have pictures developed by Thursday and photos purchased will be placed in your troop mail box prior to lunch. **Pictures must be paid for when taken.**

Vehicles in Camp

For the safety of the Scouts, no vehicles are allowed beyond the parking areas except during check-in and check-out periods. During these times, the troop may use one vehicle of its own to carry baggage. All vehicles must be removed immediately after unloading to allow room for other vehicles and possible emergency vehicles.

Absolutely no vehicles will be allowed in a campsite without a vehicle pass assigned by the Camp Director. A vehicle pass is assigned to those units with potential medical emergencies. A vehicle pass does not give anyone permission to drive through camp. This is a National Camp Policy of the Boy Scouts of America and is in place for the safety of our Scouts. Violation of this policy will not be tolerated and will be strictly enforced by the camp ranger.

The speed limit throughout camp is 10 mph. Do not forget that BSA policy prohibits anyone from riding on fenders, hoods, trunks of cars or in the open beds of trucks. Please help us to maintain our high standard of safety by abiding by these rules.

Footwear

Except when at the waterfront or taking a shower, footwear must be worn at all times. **For safety reasons, open toed shoes are not to be worn at camp (i.e. sandals, flip flops, tevas, etc.).**

Liquid Fuels

In accordance with the Boy Scouts of America policy, liquid fuels (Coleman fuel, white gas, etc.) may only be used with adult supervision and must be properly stored.

Uniforms

In an effort to instill a sense of pride in his uniform, we ask that each Scout arrive at camp in the official Boy Scout uniform (Class A). This will speed up the check-in process as you will need your Class A uniform for pictures. Class A should be worn to all dinner meals and done so properly, (i.e. buttons buttoned, hats straight, socks pulled, etc). Please instruct Scouts to refrain from wearing T-shirts that are contradictory to the aims and objectives of the BSA.

We also encourage each Scoutmaster to make sure that each Scout has an opportunity to earn his uniform if he does not have one. This will not only provide a uniform of which the Scout will be immensely proud, but will also teach the Scout that he can achieve anything he wants through effort and hard work. Scouts may purchase uniforms by earning Scout Bucks through Popcorn and Scout Show ticket sales.

Shower Keys

Keys for the private adult showers and restrooms are available in the camp office. A \$5.00 deposit is required and will be refunded when the key is returned. A limited number of keys are available; therefore each unit will only be allowed two keys until every unit has had the chance to receive keys. **Showers are for adult use only.** Allowing Scouts to use the showers compromises the BSA youth protection policy.

Taps & Quiet Time

Taps will be played each evening at 10:30 p.m. Scouts will have from 10:00—10:30 p.m. to make final arrangements for the evening. All Scouts and leaders should be in the campsite between the hours of 10:30 p.m. and 6:00 a.m. unless it is an emergency. Leaders should assume all responsibility for the actions of their Scouts during this time. After taps, leaders must make sure the Scouts are in bed and quiet.

Just For Leaders

Camp Bud Schiele realizes that without the leaders there would not be Scouts attending summer camp. Therefore, we have developed a program for leaders that is both fun for leaders and beneficial to the camp program. The next section of the leaders guide will provide you with detailed information that is "Just for Leaders".

Training

Any good leader knows that the Boy Scouts of America is all about trained leaders. That is why at Camp Bud Schiele leaders can participate in several training programs.

Safe Swim Defense & Safety Afloat

This program is offered to the leaders by the aquatics staff. This training provides valuable information to the unit leaders about the BSA's policies on aquatic activities.

Trek Safely Training

The Trek Safely training is offered to leaders by the staff. Trek Safely, the Boy Scouts of America's recommended procedure for organizing BSA outdoor treks, applies to overnight treks of any duration.

Leave No Trace

The Leave No Trace training is also offered to leaders by the CBS Staff. This training is recommended for all leaders who participate in outdoor camping activities.

Climb on Safely

The Climb on Safely training will be offered by the Climbing Staff and teaches the basic Safety aspects of climbing.

Weather Smart

Weather Smart is a new training that all leaders should have prior to taking Scouts on an activity outdoors.

Scoutmaster Cobbler Bake-off

Each unit is allowed to submit one cobbler for the Scoutmaster cobbler bake-off. Your unit is encouraged to bring your best cobbler recipe and enter it into the bake-off. On Wednesday night beginning at 7:30 pm, each unit should have their cobbler on the front porch of the dining hall for judging. Don't be late or you may miss out on being crowned "King of the Cobblers".

SM/Key Staff Volleyball

Don't let the youth of the staff intimidate your wise old fame. Challenge the competitive spirit in each of you and join the other Scoutmasters for a fun filled game of volleyball. This year the tournament will be played on Thursday afternoon beginning at 12:45 PM. Remember, this is a best 2 out of 3 tournament and if you can't play come support the scoutmasters as a cheering section. Scoutmasters should eat 1st lunch if you want to play.

SM Golf Tournament

A fun event awaits all scoutmasters who want to participate in the GCBSO (Greater Camp Bud Schiele Open). On Friday morning beginning at 10 am scoutmasters will enjoy a 9 hole course that is sure to test your driving and putting skills. Don't bring your *Taylor Made* clubs from home, you will have to make a club from natural materials found at camp. Tee off is at the leaders lodge beginning at 10 am.

Scoutmasters Steak Breakfast

On Thursday morning the Piedmont Council will recognize all leaders for their commitment to the Scouting program with a steak breakfast. All leaders in camp can attend the breakfast at no charge. This is our way of saying thank you for the time you give to Scouting. The breakfast will be held in the Handicraft Shelter. A leader from each troop should sign up all leaders who will be at the breakfast at the Sunday leaders meeting.

Scoutmasters Coffee Klutch

Every day except Thursday, leaders are invited to participate in the SM Coffee Klutch at Sonny's Place. Our camp commissioner will provide a variety of cobblers along with coffee. This is also a time for leaders to express constructive criticism to the Camp Staff or suggestions on improving areas of camp.

Leaders Lodge

This is a place for leaders only and is off limits to all Scouts. Leaders are welcome to spend time in the lodge relaxing. Located next to the camp office, the leaders lodge offers air conditioning, coffee, restrooms, FREE WiFi and the *USA Today* and *Charlotte Observer* for your reading pleasure.

Scoutmaster Merit Badge

Introduced several years ago, the Scoutmaster Merit Badge has been a welcomed part of a leaders week at Camp Bud Schiele. Designed as a way to get leaders involved in camp, the Scoutmaster Merit Badge has been tremendously beneficial to the camp program. Please pay special attention to the requirements to the right and don't forget that each year the patch design changes and is in limited supplies. Don't miss out, earn your Scoutmaster Merit Badge at CBS.

Advancement

Often, adults in camp bring with them special knowledge or skills that would benefit the camp program or specific merit badge sessions. If any leader would like to assist with a merit badge, or offer one not on the schedule, please see the Program Director at the Sunday Leaders Meeting.

Also, leaders will be needed to assist with several of the program areas at camp. Climbing Eagles is one area that can greatly benefit from adult assistance. Wilderness Survival will require adult assistance in order to conduct their campout. Please see the Outdoor Skills Director if you wish to assist with the campout.

SCOUTMASTER MERIT BADGE

Requirements

To earn the Scoutmaster Merit Badge, a unit leader must complete eight of the following twelve requirements.

- ☐ Help supervise the clean up of the Dining Hall for three meals
- ☐ Serve as an assistant Quartermaster for one full day
- ☐ Participate in one of the training programs during the week
- ☐ Assist with serving in the Dining Hall
- ☐ Attend 3 Coffee Klutch sessions.
- ☐ Complete and turn in a Camp Evaluation by 5pm on Friday
- ☐ Participate in the Scoutmaster Golf Tournament
- ☐ Participate or cheer in Scoutmaster/Staff Volleyball Game
- ☐ Purchase at least \$50.00 from the Trading Post
- ☐ Participate in the Mile Swim—Rowing Counts
- ☐ Participate in cobbler bake-off

OR a unit leader may complete one of the five following week long options:

- ☐ Instruct in the Climbing Eagles Areas for the week
- ☐ Teach a Merit Badge for the week
- ☐ Complete the BSA Lifeguard program
- ☐ Assist with the COPE area for the week
- ☐ Assist with one of the program areas for the week by teaching one of the offered merit badges or by teaching a merit badge not currently being offered.

The 2010 Leaders Guide was made available by:



Eswau Huppeday Lodge

Home of the 1994, 1996, 1998, 2000, 2002, and 2004
National Dance Team Champions