

FIRE MOUNTAIN BOY SCOUT CAMP



LEADER'S GUIDE 2017



Table of Contents

2017 Summer Camp Schedule	2
Letter from The Scout Executive and Camp Director.....	3
About Fire Mountain Scout Camp, How to get to Fire Mountain Scout Camp.....	4
2017 Summer Camp Fees, Deposits and Refunds, Visitor Meals and Famous Chicken BBQ.....	5
Pre-Camp Meetings, Planning for Camp	6
Sending Mail to Camp, Special Needs What to Bring to Camp.....	7
When You Arrive at Camp, Required Paperwork About Your Campsite	8
General Camp Information: Departure Rules of Camp, Visitors Day, Homesick Scouts Scouts Leaving Camp Early.....	9
Meetings, Activities, Ceremonies, Uniforms and Meals.....	10
Trading Post, The Order of the Arrow, Outpost Experience, Patrol Cooking C.O.P.E. Course and 1,080 Foot Zip Line	11
Advancement in Camp, Pathfinders.....	12
White Water Rafting, Senior Mountaineers Adult Program, Mountain Eagle, Honor Troop, Special Programs Registration.....	13
Merit Badge Opportunities.....	14
Merit Badge Registration.....	15
Aquatics, Outdoor Skills.....	15
Crafts, Shooting Sports	16
Nature, Special Programs	17
Employment Opportunities	18
Map.....	20

(All information subject to change)

2017 Summer Camp Schedule

Week 1: July 2 – 8*

Week 2: July 9 - 15

Week 3: July 16 - 22

Week 4: July 24 – July 29 (Monday start)

Week 5: July 30 – August 5

Week 6: August 6 – 12

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



Pre-Camp Leader Webinars

The pre-camp leader webinars will be hosted
May 9 at 7 p.m. and **May 20 at 11 a.m.**

Login instructions will be emailed
to reservation form contacts.



Dear Scouters,

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

Yours in Scouting,

Duane Rhodes

Duane Rhodes

Scout Executive, Mount Baker Council

Dear Scouters,

From the day I began Scouting with my boys, outdoor adventures have been the experiences I've looked forward to the most. My fondest memories with my sons come from those excursions with our troops. As we relocated across the country, my family learned to accept the changes that were presented to us, and to look for the positive outcomes, even in the most trying of circumstances.

In 2017, your Fire Mountain Scout Camp Staff is embracing change, as we reorganize merit badge opportunities, enhance programs for older Scouts, and repair our dining hall adventure. Still available for your enjoyment and enthusiasm are our 1,040 ft dual zip line, 40 ft climbing and rappelling tower, sandy swim beach, and Sea Dog Marina.

We look forward to hosting your troop and sharing the summer camp experience with you.

Yours in Scouting,

Colleen Weeks

Colleen Weeks

Camp Director, Fire Mountain Scout Camp

Email: ccrabfam@yahoo.com

EMERGENCY PHONE: (360) 422-6542



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

About Fire Mountain Scout Camp

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

WHY IS IT CALLED “FIRE MOUNTAIN”?

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



QUALITY ASSURANCE

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

HOW DO YOU GET TO FIRE MOUNTAIN SCOUT CAMP?

From the south:

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

From the north:

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

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

2017 SUMMER CAMP FEES	Mount Baker Council Scouts	Out-of-Council Scouts
All fees (adult and youth) paid in full by May 15	\$325 per scout	\$340 per scout
If paid after May 15	\$345 per scout	\$360 per scout
Fees paid at camp check-in	\$365 per scout	\$380 per scout
<i>Provisional Scout fee is same as above fee structure. (FOS discounts do not apply.)</i>		

FOS DISCOUNTS

(For Mount Baker Council Troops Only)

We offer a 5%, 8% or 10% discount off summer camp fees for in-council troops qualifying for an FOS discount based on their troop's FOS status as of April 30, 2017.

ADULT FEES

Adults attending camp all week will pay a nominal fee of \$80 to cover the cost of food. For adults attending camp one or more days, but not the full week, the cost is \$20 per day.

DEPOSITS AND FEES

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

Opportunity Fund

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

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

Opportunity Fund scholarships are available for Scouts registered in the Mount Baker Council. Contact the service centers for more information and applications.

Application deadline for camp grants is May 1.

Scouts applying for scholarships should have participated in the council-wide popcorn sales, and have good attendance with their troop.

REFUNDS

The \$250 campsite deposit is non-refundable after December 31, 2016. For reservation changes made prior to May 15th, fees are transferable (to new scouts or toward the balance due). After May 15th, a service charge of 25% of fees paid, plus any non-refundable deposits, will be assessed on all refunds. **Requests for refunds must be made in writing to the Mount Baker Council Service Center, 1715 – 100th PI SE, Suite B, Everett, Washington 98208 at least 30 days prior to the start of camp.**

No refunds are granted for requests made less than 30 days prior to camp, unless there is a medically documented illness/injury, death in the family or the family moves out of the area. To receive consideration for these cases, our refund request form must be submitted before or on the date of arrival at camp. Summer camp forms are located on the Fire Mountain Scout Camp page at www.mountbakerbsa.org.

VISITOR MEALS

If additional guests of your troop will be present at meal-times, please inform the camp director prior to the meal. Visitors will pay at the camp trading post prior to their meal.

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

THE "FAMOUS" FIRE MOUNTAIN CHICKEN BBQ

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

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

PRE-CAMP MEETINGS

Please attend a pre-camp webinar before your arrival at camp (page 2). Attend whichever leaders' meeting works best for your schedule. Your troop leader and Senior Patrol Leader should both attend the pre-camp meeting to discuss any changes, new information, programs, merit badges and procedures, as well as any dietary needs. Once finalized, the camp daily schedule and menu will be posted in Camp Forms at www.mountbakerbsa.org.

Planning For Camp

Five months before camp

- Secure leadership. Minimum of two adults required, but recommend one adult per eight youth – At least one leader must be a registered adult, 21 or older
- Promote camp at troop meetings
- Collect fees from families in accordance with council payment dates
- Collect updated medical forms from each participant, including physical exams (Part C)

Four months before camp

- Talk about program dates and times with parents
- Collect updated medical forms from each participant, including physical exams (Part C)

Three months before camp

- Review leader's guide with camp leadership, troop committee, and SPL
- Obtain final commitments from adult camp leaders
- Supply Scouts with camp packing list
- Plan for transportation to and from camp

Two months before camp

- Have Scouts make merit badge choices
- Reconfirm number of Scouts attending camp – Collect fees and make full payment to council by May 15
- Preorder camper t-shirts
- Share camp guidebook with Scouts and parents

One month before camp

- Attend pre-camp meeting
- Reconfirm adult leadership for camp and review adult leader responsibilities, rules and procedures
- Meet with youth to discuss camp expectation, rules, and procedures
- Secure transportation to and from camp
- Collect all BSA medical forms from each participant. Forms must have parent signature. School or sports physical forms will NOT be accepted
- Confirm with Everett Service Center that all camp fees are paid
- Submit out-of-council tour permit
- Inventory troop and patrol equipment
- Submit special needs form to Everett Service Center

Two days before departure

- Confirm transportation to and from camp
- Recheck all medical forms for signatures
- Hold inspection of personal packs and patrol gear
- Double check troop roster and make 2 copies to turn in to camp
- Contact camp director regarding patrol site cooking, if desired

Departure day

- Inspect youth personal packs, bags, and gear
- Verify and bring troop roster (2 copies), receipts, and all paperwork to camp
- Collect any medical forms that have not been turned in. Note: any Scout with a medical form without a current parent and doctor signature will be asked to leave camp
- Determine reasons for unexpected absences of youth and prepare a refund request form to be given to business manager at check-in. All refund requests must be made upon arrival at camp

SENDING MAIL TO CAMP

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

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

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

SPECIAL NEEDS

The Fire Mountain Scout Camp staff does its best to address the needs of our visiting Scouts, leaders, and parents. However, there are times when either lack of prior communication or severity of needs provides challenges that are difficult to overcome with the limited resources available at camp. Special needs forms need to be submitted by June 15. Late notification may affect our ability to meet the requested needs. The special needs form is located in Camp Forms at www.mountbaker.bsa.org.

MOBILITY ISSUES

Most program areas and several campsites are accessible using motorized or push wheelchairs. Turn in a special needs form as early as possible so we can do our best to accommodate your troop's needs.

CPAP MACHINES

None of our campsites are equipped with electricity. CPAP machines at camp have to be run off a portable battery system, such as a 12-volt automotive-type battery, using an inverter available at most electronics supply stores. You will also need a charger to charge your battery during the day. We recommend bringing a cart or some other means of transporting the battery and charger to the nearest power supply each morning. Use of extension cords are not allowed, so all charging must be done in designated locations. Ask the staff which recharging location is closest to your campsite.

DIETARY NEEDS

Special dietary needs should be notated on our special needs form and turned into the Everett Service Center as soon as possible. In the case of extreme allergies or multiple allergies, it may be necessary for a Scout or adult leader to bring their own food to camp to supplement the menu.

What to Bring to Camp

Some items below might have to be worn to camp; Scout uniform SHOULD be worn to camp. Put your name and troop number on everything, so lost items can be returned.

Troop/Patrol Gear

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

Personal Gear

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

Toiletries

- Comb/brush
- Toothbrush/toothpaste
- Deodorant
- Soap/shampoo
- Second towel for showering
- Shower shoes/flip flops (optional)

Optional

- Mountain bicycle and helmet

Please Leave At Home

Weapons, fireworks, pets, valuable items, and all electronic devices including: radios, CD's, MP3 players, PSPs, tablets, etc. (unless needed for a merit badge class)

WHEN YOU ARRIVE AT FIRE MOUNTAIN SCOUT CAMP

Check-in begins at 1 p.m. on Sunday. Camp staff will greet your troop in the parking lot and guide you to your site and through the check-in process. Please do not arrive any earlier than 1 p.m., as the staff needs to prepare for your arrival. Camp is closed on Saturday and the staff is off during that time. Campers should arrive at one time and as a unit. Troops will be checked in as a single unit, not by individual camper. While you are waiting, you should consolidate troop and personal equipment into one vehicle, as one vehicle from each unit will be allowed to make one trip into the campsites. All other vehicles must unload in the parking lots.

Monday arrival check-in time is 6:30 a.m., with the goal to have your troop ready for flags and breakfast. Please wait in the parking lot for your troop guide. The Scoutmaster or designated adult leader will complete the troop's check in paperwork by meeting with the camp business manager upon arrival.

In order for swim checks and camp tours to begin on time, it is imperative that the check-in process be completed expeditiously. To assist this process, have your paperwork completed before your arrival.

REQUIRED PAPERWORK FOR CHECK-IN

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

YOUR CAMPSITE...IS YOUR HOME!

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

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

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

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

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

SHOWER HOUSE CLEANING ROSTER

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

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

General Camp Information

RULES OF CAMP

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

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

VISITORS DAY

Parents and friends are welcome to attend the Friday night BBQ, campfire and awards presentation at camp. Visiting Scouts at camp disrupts the patrol and focus of the troop and may also contribute to homesickness. Please limit your visit to visitor's day.

DEPARTURE HOME

Shortly after breakfast on Saturday, your troop guide will meet you in your campsite. The troop guide will complete a final campsite inspection and inventory report with a unit leader to ensure there are no damages or issues. If any damage is found that is not regular wear and tear, the camp director and ranger will assess the damages and the unit may be charged. Please try to be checked out and ready to head home by 10:30 Saturday morning. Camp is closed on Saturday, and the staff is off duty.

Before departing, the unit leader should:

- Ensure the campsite is clean and in better condition than you found it
- Return a completed camp evaluation form to camp office
- Pay any outstanding fees to the business manager
- Make reservations for next year
- Trade final campsite inspection form for blue card packet

HOMESICK SCOUTS

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

SCOUTS LEAVING CAMP EARLY

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

SENIOR PATROL LEADERS MEETINGS

The most important meeting in camp happens daily - the Senior Patrol Leader meeting. Here Senior Patrol Leaders will be receiving vital information to guide their troop to a successful week at Fire Mountain Scout Camp. Don't miss this important meeting.



SCOUTMASTER/ADULT LEADER MEETINGS

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

DAILY ACTIVITIES

Each afternoon has several hours of open program time, where Scouts can enjoy activities without the need to sign up for a class. A variety of merit badges will be offered during free time at the crafts shelter and at Fort Boeing. Also open during free time are the climbing tower, shooting sports, swim beach, marina, mountain biking, mountain boarding, fishing, and more. Low COPE requires advanced sign-up, and has a maximum capacity of 8 people per session. Patrols are encouraged to sign up for an afternoon low COPE session in the admin building.

FLAG CEREMONIES

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



UNIFORMS

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

MEALS

All meals except the "cook in campsite" dinner will be eaten at the dining hall. Each troop will have an assigned area for each meal to fit the number of Scouts and adults



that are registered in camp. You will be directed to your assigned tables by your troop waiters. As Scouts are helpful, we ask that your troop assign a number of Scouts to serve as waiters for your tables for the week. We hope the work is shared amongst the entire troop. The number of waiters required is one per seven (7) Scouts. We have taken adult leadership into account, so keep with this ratio. Waiters will report 15 minutes early before each assembly (breakfast, lunch, and dinner).

After the flag ceremony or assembly, grace will be said, and a troop guide or staff will bring the troops into the dining hall in an orderly fashion. We ask that you remove all head gear when entering the dining hall (a Scout is courteous). The "seconds call" will occur roughly about 5-8 minutes after the first serving. **DO NOT RETURN TO THE KITCHEN FOR SECONDS UNTIL THE CALL IS MADE.** If there is an issue with the initial service, please send one of the adults to come up and talk with the kitchen staff. All Scouts, staff members and adults will be appropriately attired (shirts, shoes, no swim-suits) in the dining hall when food is served. Once seated, all Scouts should remain seated until dismissed by their adult leadership, unless they are serving as a waiter or using the rest room.

One day each week, troops will be cooking meals in their campsite. Camp provides the food and troop leaders organize their boys for a good team-building experience. Each Scout should bring his own mess kit, and the troop should bring cooking equipment (see What to Bring, page 7)

TRADING POST

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



THE ORDER OF THE ARROW

Wednesday is OA day at camp. OA members are encouraged to show their lodge spirit by wearing OA t-shirts throughout the day and displaying their OA sash with their field uniform. Sikhs Mox Lamonti lodge hosts an ice cream social and OA trading post open to all OA members on Wednesday night. There will also be an opportunity for Sikhs Mox members to walk the Brotherhood Trail. All OA members are encouraged to participate in the service project and ceremonies.

OUTPOST EXPERIENCE

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

PATROL COOKING

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

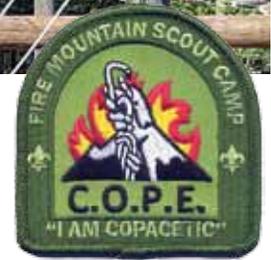
BIKING IN CAMP

Fire Mountain Scout Camp allows the use of bicycles within camp. Safety is a must. Helmets and proper attire must be worn at all times when riding. The buddy system is still in effect when riding. Bikes are only to be used on marked trails. Fire Mountain Scout Camp is not responsible for damage to bikes. Please enforce safe biking and courtesy to pedestrians when riding bikes in camp.



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

Challenging Outdoor Personal Experience



The low and high ropes challenge courses are the place where team building and confidence is learned, practiced and developed. The low course is a patrol time activity where the patrol method is enhanced and patrols learn how to work together more effectively. This is not something you will want to miss out on! Step up to the challenge! Class location: Camas Lodge

Troop Zip

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

Night Zip

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



ADVANCEMENT IN CAMP

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



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

Experience shows that camp is not an ideal classroom for written work. Some merit badges have advanced preparation work which should be done at home and not at camp. The smart Scout comes to camp prepared for the merit badges he plans to take. Leaders should develop a master list of each Scout's advancement schedule and review the program area tracking sheets posted daily in the Scoutmaster's Lounge. By reviewing and tracking your Scouts' progress, problems can be detected and resolved early which will help your Scouts have the best opportunity to complete their merit badges.

On Friday night, the staff diligently goes over the blue cards and puts them into envelopes marked with your troop number. Your troop's blue cards will be available for review in the admin building on Saturday, immediately after breakfast. Every area director will be in the admin building to answer questions and help resolve any issues with your blue cards. A Scoutmaster will receive the envelope of blue cards to take home once the final campsite inspection is complete and the check-out form is brought to the admin building. Please take the time to review all blue cards prior to leaving camp at the end of the week. No changes to tracking sheets will be made once summer camp closes.

PATHFINDERS PROGRAM

Class Location: Webelos Shelter

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

- Patrol method
- Scout spirit
- Physical fitness
- Aquatics
- Cooking
- Tools
- Citizenship
- Leadership
- Camping and outdoor ethics
- First aid skills



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

Scouts participating in the Pathfinders program will be able to select up to three merit badges. Fire Mountain Scout Camp recommends first year Scouts carefully select their merit badges. We recommend they choose any of the basic badges in handi-crafts, ecology/conservation, or aquatics.

Sign up for Pathfinders just as you would a merit badge session. Pathfinders will be listed as: Pathfinder-Tenderfoot, Pathfinder-2nd Class, Pathfinder-1st Class. Pick one, two, or any combination of Pathfinders classes based upon the Scout's interests. The Pathfinders area will be available during "open program" time after dinner where any Scout may return to work on whatever requirements needed.

WHITE WATER RAFTING (TUESDAYS ONLY)

Spend a day on the river with the Chinook Expeditions river guides. Cost is \$65 per person, with checks payable to Chinook Expeditions. Lunch is provided by Chinook. A minimum of 6 people must sign up in order to maintain our weekly reserved spot on the river. Scoutmasters are responsible for maintaining two-deep leadership at camp when they participate with the Scouts on this outing. Participants are responsible for their own transportation to and from the river, which is about an hour from camp. Please sign up via email with the program director, George, at dgoxborrow@outlook.com. The required youth and adult waiver forms are available at www.mountbakerbsa.org in Camp Forms.



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

SENIOR MOUNTAINEERS ADULT PROGRAM

We know that Scout leaders bring unique talents and skills with them when they come to camp. If you would like to volunteer your time and abilities to improve camp facilities or provide instruction to scouts please talk to the camp director or program director.

A variety of training opportunities will be available for adult leaders at camp. More information will be available at the Sunday Scoutmasters' meeting.

FIRE MOUNTAIN CHALLENGE

Unit leaders at Fire Mountain Scout Camp may complete the Fire Mountain Challenge while at camp. Pick up the challenge form at the admin building and return it by Friday.

CHILI COOKOFF

Prepare your best chili recipe on Wednesday. A Dutch oven, charcoal, and basic ingredients: ground beef, canned beans, stewed tomatoes, onion, and chili powder, will be available for you to pick up at 10 a.m. at Skagit Shelter. Tasting will be at 4 p.m. at Skagit Shelter, with the cook-off winner being announced at the Friday campfire. Bring your own additional and/or secret ingredients to make your chili the best.

MOUNTAIN EAGLE

A program geared for Scouts 14 and older, Mountain Eagle offers a variety of experiences not found in merit badge classes. These opportunities are in lieu of regular merit badge classes. Sign up on the merit badge registration program. Complete 12 of the 14 adventures during the week and earn a special recognition. List of requirements can be found at www.mountbakerbsa.org in Camp Forms.

HONOR TROOP

Troops can earn the honor troop designation by spending the week living in accordance to the Scout Law. Pick up the honor troop requirement check list at the admin building.

SPECIAL PROGRAMS REGISTRATION

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

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

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

MERIT BADGE OPPORTUNITIES

Bring paper and pencil/pen to every merit badge class. Nothing is needed from the trading post for any Monday classes; wait until after your first class to purchase kits, bracelets, etc., so you know exactly what is expected of you and you are sure you will stay in the class. The trading post does not grant refunds. Below is a suggested list of merit badges we plan to offer at camp. Actual offerings will depend on individual staff talents and equipment availability.

AREA	MERIT BADGE/PROGRAM	PRE-REQUISITES	COST	DIFFICULTY	MIN. AGE	NOTES
Crafts Location: Handicraft Shelter	Animation			Moderate		
	Art			Basic		Free time
	Basketry		\$10	Basic		Free time, estimated cost of kit/materials
	Chess (STEM)			Basic		Free time
	Communication	Requirements 4, 5, 8		Challenging		
	Finger Printing			Basic		Free time
	Game Design			Moderate		
	Music	Requirement 3		Moderate		Bring sheet music and instrument for req. 1
	Leatherwork		\$6	Basic		Estimated cost of kit/materials
	Photography	Bring digital camera		Basic		
	Woodcarving	Bring a whittling knife	\$6	Basic		Estimated cost of kit/materials
Ecology / Conservation Location: Fort Boeing	Archeology/Indian Lore		\$16	Moderate		Estimated cost of kit/materials
	Astronomy (STEM)	Requirements 5b & 6b		Moderate		Free time
	Citizenship in the World***			Basic		
	Environmental Science***			Challenging		
	Forestry			Moderate		
	Geology			Basic		Free time
	Mammal Study / Nature	2 merit badges offered together		Basic		
	Oceanography			Moderate		
	Robotics (STEM)			Challenging		2 Block class
		Soil & Water Conservation***		Moderate		
	Space Exploration (STEM)		\$12	Basic		Estimated cost of kit/materials
Aquatics Location: Sea-Dog Marina and Chinook Beach	Canoeing (STEM)	Must be a swimmer		Moderate		
	Instructional Swim	Not a Merit Badge		Basic		Not a merit badge
	Kayaking	Must be a swimmer		Challenging		
	Lifesaving	Must be a swimmer		Challenging	13+	
	Motor Boating (STEM)	Must be a swimmer	\$5	Challenging	13+	
	Rowing	Must be a swimmer		Challenging		
	Small Boat Sailing (STEM)	Must be a swimmer		Challenging		
	Swimming	Must be a swimmer		Moderate		
Shooting Sports Location: Ranges	Archery (STEM)	Previous range time & skill	\$5	Challenging		
	Rifle Shooting – Small Bore (STEM)		\$9	Challenging		
	Shotgun Shooting – Modern (STEM)		\$30	Challenging	13+	
Outdoor Skills Location: Outdoor Skills Shelter and Mountain Sports Shed	Camping	Requirement 4b, 7, 8d, 9		Moderate		
	Cycling/Mountain Biking			Challenging		Partial
	First Aid			Challenging		
	Fishing			Moderate		
	Geocaching			Basic		
	Orienteering (STEM)			Moderate		
	Pioneering	Practice knots		Moderate		
	Signs, Signals & Codes			Moderate		
	Wilderness Survival			Challenging		
Special Merit Badges/ Programs	Climbing		\$10	Challenging	13+	
	C.O.P.E.		\$10	Challenging	13+	Not a merit badge/2 block class
	White Water Rafting* (Tuesday only)		\$65			Not a merit badge
	BSA Lifeguard	CPR Certification			15+	Not a merit badge
	Pathfinders - Tenderfoot			Basic		
	Pathfinders - 2nd Class			Basic		
	Pathfinders - 1st Class			Basic		
	Mountain Boarding			Moderate		Not a merit badge

Bold = Eagle Required.

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

MERIT BADGE REGISTRATION!

Each Scout can sign up for four merit badges, except new Scouts who are fully participating in Pathfinders. Pathfinders will use three of the merit badge sessions. Scouts may choose to return during the 4th session to work on Pathfinders skills or choose a merit badge. We recommend taking any of the basic badges in crafts, ecology/conservation, or aquatics. The troop should make a list of four to six merit badges each youth would like to work on, prioritized by preference for each Scout.

In June, the primary contact leader will receive log-in information and instructions for merit badge registration. It is the responsibility of the troop leadership to ensure your Scouts' choices are entered.

Remember, each Scout's merit badges should be listed in order of preference. We will make every effort to meet everyone's needs; however, some classes are limited by logistics. Schedules will be printed and ready for pick-up at check-in. No matter how hard we try, there are times when not every Scout gets their top choices. The merit badge shuffle is where we can address these issues. Scouts will have the opportunity to adjust their schedules as space allows. Merit badge shuffle happens at camp on Sunday night after dinner, or Monday morning after breakfast for Monday check-ins. Scouts who were unable to register for merit badges with the troop will be able to select badges where space is available.

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

AQUATICS Class Location: Chinook Beach and Sea Dog Marina

Canoeing

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

Kayaking

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

Lifesaving

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

Motor Boating

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

Rowing

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

Small-Boat Sailing

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

Swimming

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

Instructional Swim is not a merit badge but is available to help Scouts with swimming skills.

OUTDOOR SKILLS Class Locations: Outdoor Skills Area/Fishing Dock

Camping

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

Cycling/Mountain Biking

Whether you just got your first bicycle or have been cycling for years, you will learn more about your bike and what it can do by working on the requirements for this badge.

First Aid

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

Fishing

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

Geocaching

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

Orienteering

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

Pioneering

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

Signs, Signals, Codes

Learn various forms of communication.

Wilderness Survival

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

CRAFTS Class Location: Handicraft Shelter

Animation

Computer or traditional animation tasks that will test a Scout's creativity, artistic skills, and storytelling abilities.

Art

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

Basketry

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

Chess

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

Communication

Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication.

Fingerprinting

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

Game Design

In addition to creating and testing an actual, playable game, Scouts will also learn how to think critically, what makes games fun, important game terms, how to design and implement rules, problem solving, and more.

Music

The history of music is rich and exciting. Through the ages, new music has been created by people who learned from tradition, then explored and innovated. All the great music has not yet been written. Today, the possibilities for creating new music are limitless.

Leatherwork

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

Wood Carving

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

Photography

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

SHOOTING SPORTS

Class Location: Gene White Rifle Range & Archery Range

Archery

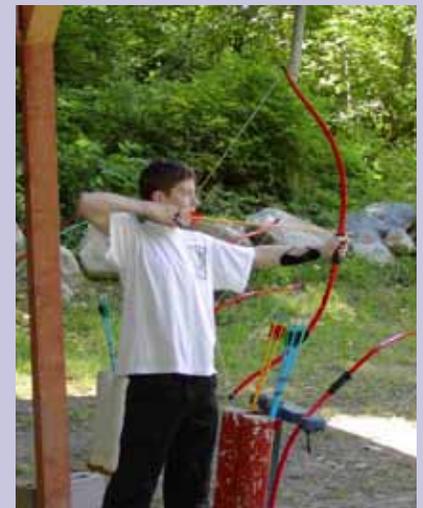
Archery is a fun way for Scouts to exercise minds and well as bodies. Develop steady hands, a good eye, and a disciplined mind.

Rifle Shooting Small Bore

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

Shotgun Shooting

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



NATURE Class Location: Fort Boeing

Archeology

Archaeologists are detectives who study how people lived in the past.

Indian Lore

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

Astronomy

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

Citizenship in the World

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

Environmental Science

This Eagle required will give Scouts a taste of what it is like to be an environmental scientist.

Forestry

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

Geology

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

Mammal Study / Nature

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

Oceanography

Wherever you live, the oceans influence the weather, the soil, the air, and the geography of your community. To study the oceans is to study Earth itself.

Robotics

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

Soil & Water Conservation

Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.

Space Exploration

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

SPECIAL PROGRAMS

Climbing

Class Location: Climbing Tower

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

COPE

Class location: Camas Lodge

The low and high ropes challenge courses are the place where team building and confidence is learned, practiced and developed.

BSA Lifeguard

Class location: Chinook Beach

The primary purpose of the BSA Lifeguard training program is to provide professional lifeguards for BSA operated facilities, council aquatics committees, and year-round aquatics programming. In addition, this training is intended to meet the requirements of government agencies for operations at a regulated swimming venue.

Mountain Boarding

Class location: Mountain Sports

Mountainboarding, also known as Dirtboarding, Offroad Boarding, and All-Terrain Boarding (ATB), is a well established if little-known action sport, derived from snowboarding.

EMPLOYMENT OPPORTUNITIES

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

Apply for a Camp Staff Job Now!

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

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

