



SCOUTS BSA RESIDENT CAMP PROGRAM GUIDE





Greetings from the Program Director

Our gate opened for the first time July 22, 1972. The camp has grown and has entertained over 60,000 Scouts through the years. This year at camp, you will see us acknowledging our past and celebrating the future.

You will meet several staffers who we call legacy staffers. Second generation staffers whose parents were here in the first 25 years. The spirit of Scouting is strong here and we look forward to showing off our beautiful camp.

The Program Guide is the first look at what we have in store for you and your Scouts. After you look through the guide, if you still have any questions, feel free to reach out to us. We will be happy to help you.

Yours in Scouting,
JoLynn Garrett
FMSC Program Director

Pre-Camp Leader Webinars

The pre-camp leader webinars will be hosted Thursday June 21st at 7 p.m. and Wednesday June 28th at 7 p.m. Both sessions will have identical information shared, so there is no need to attend both. All information will be shared after June 30th on our website.

This meeting will allow us to ensure that all leaders have the most accurate, up-to-date information, and to answer any questions you may have about your week at camp.

Please do your best to have your unit represented at this meeting. If you are unable to attend one of the sessions, please contact the camp director.

Registration for these webinars will be sent out to every unit and will also be available via our website.

Day 1 - Check In Schedule

1 PM	Check-in begins. Staff meets troops in parking lot.
1-5 PM	Move gear into campsite/camp tour/swim checks
5:25 PM	All vehicles/trailers back to parking lot
5:30 PM	Waiters report to dining hall
5:45 PM	Flags
6:00 PM	Dinner
7:00 PM	SM/SPL meeting
7:30 PM	MB shuffle/ice cream social
8:00 PM	Opening campfire
10:00 PM	Lights out

Plan for Staggered Check In

In an effort to make the best of a busy day and hopefully keep troops from being bottle necked to much during the check in process we will be working with unit leadership to set up staggered check in times on Sunday.

The staggered time will be when your troop will begin the process of entering camp, it doesn't need to be the time you arrive in the parking lot. Plan on pulling into the parking lot a little early to unload gear and get your troop squared away. Camp staff will be in the parking lot to help coordinate parking as units pull in.

We are hoping that by knowing when your troop will start their march into camp we can avoid bottle necks in areas like medical re-check, and swim checks at the Beach.

We will be allowing ONE vehicle into camp to unload troop gear into your campsite to stream line the process meeting up before arrival to pool gear to this single vehicle is ideal.

Check-In

Unit roster – 2 copies (one for medic, one for admin) Please include all youth, adults, and visitors you expect during the week.

BSA annual health and medical record – completed 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

Youth Protection training report for all adults in camp – print from my.scouting (training manager) or ScoutBook.

Unit membership list – a list of all people currently registered with your unit. Print this from ScoutBook or my.scouting, or you can contact your local District Executive or council office.

Refund request form – for last minute cancellations or no shows.

Receipts for recent payments/camp statement – in case of discrepancies with camp's payment report.

Method of payment for outstanding fees – check, cash or credit card accepted.



Camp Tour

A Few Reminders

- Check in begins at 1 p.m. for Sunday check-in. Please wait in the parking lot until staff arrives to escort you into camp and begin your tour.
- After dropping off personal gear in your campsite, the Scoutmaster or other designated adult should head to Skagit Shelter with all check-in paperwork and medical forms. All other adults should accompany the troop on the camp tour.
- One vehicle per unit will be allowed in camp to drop off troop gear. Please consolidate gear into one vehicle per troop. All vehicles and trailers must be returned to the parking lot after unloading.
- Swim checks will take place as soon as your troop's medical forms have been processed and buddy tags are issued.
- All swim checks must be administered at Fire Mountain by our staff. Pre-camp swim checks are not accepted. Campers who do not pass or complete their swim check during check-in may retake the swim test during any open program.
- If a Scout is registered in an aquatics merit badge and does not achieve swimmer classification by the end of open program on Monday, he will need to see the program director to transfer to a non-aquatics merit badge.
- Any adults who are going to check out boats or be spotters for the mile swim must take the swim test at camp and be classified as a swimmer.

Troop Guides and Commissioners

A troop guide will be assigned to your campsite for the duration of your stay. The troop guide will lead your Scouts on a tour of camp upon arrival, visit your Scouts throughout the week, bring the troop's mail, and support your SPL's leadership.

The commissioner will work primarily with the adult leaders and is responsible for multiple campsites and troops. They serve as a resource for adult leaders and help facilitate the patrol method and youth leadership within units. They also keep track of possible service projects, help plan camp-wide activities, and assist in camp maintenance.

Commissioners can be found...wandering camp. If you need assistance, come to admin and a staffer will locate your commissioner.

Adult Requirements

Troops must maintain 2-deep leadership in camp, even when sharing a campsite, unless prior arrangements are made with the camp director. Two adults must be at least 21 years old, BSA registered and trained. All additional adults must be at least 18 and have Youth Protection training.

BSA national policy requires that any adult present 72 hours (not necessarily consecutive) must be registered in BSA with a completed criminal background check (CBC) and current Youth Protection Training (YPT). In Mount Baker Council, YPT must be taken within the last 12 months to be considered current. Note that a CBC may take up to 2 weeks to come back, so plan accordingly.

Troops must provide documentation at check-in showing current BSA registration for all adult staying 72 hours or more and current YPT for **ALL** adults who will be in camp during the week.

It is preferable to maintain consistency in adult leadership while at camp. However, we understand that work schedules sometimes necessitate rotating leadership during the week. When rotation is necessary, schedule arrivals/departures so that there are always 2 unit adults present in compliance with BSA Youth Protection policy.

Adult leaders who arrive or depart mid-session must check in and check out at admin.

Under no circumstances may a troop be left without adult leadership at camp.

Medical forms must be completed for each adult regardless of the duration of their stay at camp. See page 12 of the leader's guide for details on medical form requirements.

Pre-Camp Swim Tests

Troops may have their swim tests done before arriving at camp as long as the test is performed in accordance with BSA Swimming test standards. The test must be performed by a certified Lifeguard. (BSA or American Red Cross) and the test must have been completed within 90 days of unit's arrival to Fire Mountain.

Uniforms

Show you are proud to be in Scouting as you wear the official Scout uniform. All Scouts are expected to properly wear (**buttoned and tucked**) the official field 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. Swimsuits 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 houses.**



Scoutmaster Meetings

A leaders' orientation meeting will be held Sunday evening and repeated Monday morning for Monday arrivals. This meeting will give you the week at a glance, camp rules, and the various trainings and activities scheduled for adult leaders.

A second meeting will be held Friday morning with the information your troop will need as your week at camp comes to a close. Information shared at the Friday meeting will include blue card and checkout procedures. Enjoy daily informal "coffee" chats under Janicki Shelter with one or more members of the admin team. Pick up the daily newsletter on your breakfast table or at the admin front desk for the following 24 hours of program updates.

Senior Patrol Leaders Meetings

Your senior patrol leader will play an important role in your troop's daily camp life as the troop is led from check-in to flag ceremonies, campfires, and intertroop activities. The most important meeting in camp happens daily – the senior patrol leader meeting. At this meeting, SPLs will receive important information for the next 24 hours of program and help other SPLs with leadership issues.

Admin

The James E. West Administrative Building or "Admin" is located on the main road into camp, north of the climbing tower. This is where the camp director and program director offices are located. Staff here can assist you with questions and concerns, troop paperwork, and signing in and out of camp.



WIFI

Wireless internet is available upon request for adult and staff use only. Adults must bring their own devices.

Please limit use to 20 minutes per day for email only. Camp wifi has limited bandwidth and overall capacity. It may not be sufficient to support streaming, file sharing (BitTorrent) or cloud applications. Improper use will impact our ability to conduct administrative and program functions necessary for successful day-to-day camp operations.

Hollander Hall

FAMILY STYLE DINING

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 the dining hall steward during your camp tour. Each table supplies one waiter for each meal. We have taken adult leadership into account, so please keep with this ratio. If

multiple troops share a table, please work out an equitable rotation for waiter duty. Waiters will



report 30 minutes early before each assembly (breakfast, lunch, and dinner) and stay 30 minutes after to clear and clean on and under their table.

After the flag ceremony or assembly, a staff member will dismiss the troops into the dining hall in an orderly fashion and grace will be said. Please remove all head gear when entering the dining hall.

The "seconds call" will occur shortly after each table has received 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 an adult leader to talk to the steward. All Scouts, staff members, and adults will be appropriately attired (shirts, shoes, no swimsuits) in the dining hall when food is served. Once seated, all Scouts should remain seated until dismissed by the dining hall staff, unless they are serving as a waiter or using the restroom.

Program announcements will be made in the dining hall prior to dismissal.

Hollander Hall is closed except during mealtimes.

On Wednesday, troops will be cooking dinner in their campsite. Camp provides the food and troop leaders organize their youth for a good team- building experience. Scouts should bring their own mess kits, and the troop should bring basic cooking equipment (see "What to Bring", page 10 of the leaders' guide). If travel restrictions prohibit transportation of cooking equipment, please notify us in advance so we can accommodate your needs.



Flag Ceremonies

Each morning and evening, campers raise or retrieve the colors. Every troop is expected to attend the camp-wide flag ceremonies wearing the field uniform. 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.

The Turner General Store

The General Store 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 \$75 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 General Store will be closed during mealtimes and flags. An adult "banker" for your younger Scouts will reduce the likelihood of misplaced, dropped or stolen money.

The Order of the Arrow

Thursday 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.



Lost and Found

- If you are missing items, please check the area(s) where you think you may have last had them as well as the green wooden lost and found box located outside the health lodge.
- Valuable items (sunglasses, watches, wallets, cash, knives, etc.) will be kept safe in the admin building.
- Please check back often as your items may turn up throughout the week. If you find an item, please turn it in to any staff member, or bring it to admin.
- At the end of camp, items are taken to the Everett Service Center.
- After November 1, all unclaimed items will be donated.

Health Lodge

The health lodge is located under the museum on the northeast side of the building. A medic is available 24 hours a day. Campers with health concerns, injuries or medical emergencies should report to the camp medic. If the medic is not in the office, go to admin where someone will radio the medic. If there is an emergency at night, there is an emergency phone roster posted on the health lodge door.

Illness
One of the greatest health concerns at camp is the introduction and spread of viral infections. If a Scout or adult leader exhibits fever, vomiting, diarrhea, chills, sweats, etc. or other health concerns (especially contagious issues like pink eye or staph infections) bring them to the health lodge as quickly as possible to be assessed by the camp medic. If the situation warrants it, the patient will be sent home so the illness/condition doesn't spread. The unit is expected to arrange prompt transportation for the Scout or adult leader. If a Scout or adult leader has been sick within 48 hours prior to their expected camp arrival, do not bring that individual to camp. They are still considered contagious. If a Scout or adult leader is unable to come to camp the first day or is sent home after their arrival, they can come/return to camp 48 hours after the last flu-like or contagious symptom

ceases. If a member of your troop misses some or all of camp due to illness, a partial or full refund can be requested. See the business manager for a refund request form and turn it in prior to departing camp.

Hand Washing

The primary means by which disease is spread is improper or lack of hand washing. The SPL and adults are responsible for ensuring a proper hand washing routine is followed in their troop, especially before each meal. There is a hand-washing station on either side of the dining hall. Wash properly with soap and running water throughout your stay, particularly before meals, after handling ammunition at the ranges, and after using the bathroom or KYBOs.

Medication

Adult leaders may retain possession of all medication for their Scouts provided they are kept in a secure location. Refrigeration is available in the health lodge for medication that needs to be kept cool. EpiPens and rescue inhalers must be kept with their owner. Special needs forms need to be submitted by June 15 for all mobility and medical issues and dietary needs. Electricity is not available in any of the campsites. CPAP users will need to bring a portable battery system. See the leaders' guide for details. The special needs form is located in camp forms at www.mountbakerbsa.org and on the troop's camp reservation page on Black Pug.



The Fire Mountaineer Program

Washington State is home to some of the greatest mountains in the world. Those who seek to reach the summit of these peaks are known as Mountaineers.

The most majestic and iconic peaks in Washington State are its volcanos, or Fire Mountains.

At Fire Mountain, we know that every week at camp is a new adventure to experience – a new mountain to climb. Our new program recognizes the Fire Mountaineers that return to camp year after year.

This veteran camper program recognizes the Scouts and Leaders who reach the summit of adventure year after year, climbing ever higher on the Scouting trail.

1st Year: Mount Saint Helens (8,363 feet)

2nd Year: Glacier Peak (10,541 feet)

3rd Year: Mount Baker (10,781 feet)

4th Year: Mount Adams (12,277 feet)

5th Year: Mount Rainier (14,411 feet)



Every Scout and Leader who completes the annual requirements will receive a Fire Mountaineer pin noting their level of achievement. In the first year, they will also receive a pocket patch on which they can display their pins. See the attached requirements list to see how you'll earn your first pin this summer!

Cultus Games

Friday after lunch, patrols will compete in round-robin patrol activities focusing on Scout knowledge, skills and patrol yells. Cooperation and spirit are keys to the game. Patrols will also present their skits and songs to the program director for approval for the Friday night campfire. The patrol who wins the games will earn the honor of leaving their mark on the coveted Cultus chicken. The camp SPL's will organize these games during their SPL meetings each day. The camp staff will help guide game development and provide materials as needed to help facilitate the games but it will be planned by the SPL's. Assistant Scoutmasters should be prepared to lead the games organized by their scouts as patrols round robin around to other game .

Lake Challenge Challenge

On Friday afternoon, teams will step up for the breathtaking (literally!) Lake Challenge Challenge. Teams compete in a relay race around Lake Challenge. There are six legs in the course – a long-distance run, canoeing, swimming, biking, bouldering, and a final sprint. Teams typically consist of 7 members, but smaller teams can participate if Scouts run multiple legs. Teams stagger start to prevent congestion.

Brave adult leaders are welcome to band together to form their own teams to accept the challenge.

Adult Adventures

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 provided at the opening Scoutmaster meeting.

Chili Cookoff

Leaders prepare their secret recipes. Pick up ingredients Tuesday at 1 p.m. Judging will be at Skagit Shelter at 4 p.m. Dutch oven, onions, ground beef, canned beans, tomato sauce and chili powder will be provided. Bring your own additional ingredients to make yours the best. Chili can be prepared at the fire pit under Skagit Shelter or in the privacy of your own campsite and brought to Skagit Shelter for judging.

Scoutmaster vs. Staff Shoot

Archery and rifle challenge takes place during open program on Wednesday.

Mile Swim

Also open to adults. Daily requirements. See details in the aquatics section.

COPE Course and 1,080-ft Zip Line Challenging Outdoor Personal Experience

Class location: Camas Lodge

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 activity available during afternoon open program, 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. SPLs will sign up their patrols during the SPL meeting for the open-program low COPE experience. Max capacity is 8 people per session.

Troop Zip

Race your buddy down the longest dual zip line in the Northwest. All campers and registered adult leaders will have an opportunity to ride the zip line during this evening activity.

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.

Restrictions

In accordance with national policies, Fire Mountain Scout Camp will strictly enforce height/weight restrictions. Participants (youth, adults and staff) who do not meet height and weight thresholds for their age will be subject to restrictions on certain activities. For safety reasons, the minimum weight is 65 pounds, and the maximum allowable weight for zip is 275 pounds.



Advancement at Fire Mountain

Scouts should be familiar with the requirements of each merit badge they want to complete at camp. Scouts who have registered for merit badges with prerequisites should have those requirements completed before arriving at camp. 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. Merit badge books may be purchased at the trading post. Merit badge worksheets are not provided by camp.

Leaders should develop a master list of each Scout's final schedule once they've finished making adjustments at camp and review the program area tracking sheets daily.

The program areas will post merit badge progress records in the Scoutmaster lounge. These tracking sheets will indicate attendance and requirements completed each day and will be updated daily by the end of the evening. Tracking sheets are considered official copies of the merit badge progress and are turned into the council office at the end of the camp season. For this reason, we ask that no one write on the tracking sheets except the class instructor. If you have a question regarding a tracking sheet, speak with the instructor, area director, program director or commissioners.

By reviewing and tracking your Scouts' progress, any issues can be detected and resolved early, which will give your Scouts the best opportunity to succeed with 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 after breakfast. Every area director will be in the admin building to answer questions. A Scoutmaster will receive the blue cards, Pathfinders advancement sheets and your medical forms, once your final campsite inspection checkout form is complete and brought to the admin building. Please take the time to review all blue cards prior to leaving camp. No changes to tracking sheets will be made once summer camp closes.

Partial merit badges

Scouts are welcome to bring partially completed merit badges to camp. If the Scout brings the partial blue card to camp, the merit badge instructor will initial the requirements completed at camp on that same card. If, by week's end, the instructor determines that all the requirements have been completed, the blue card will be signed as a complete.

If the Scout does not bring the partially-completed blue card to camp, there are two options:

1. A new blue card can be issued and the incomplete requirements can be worked on at camp. Only the requirements that are completed at camp will be signed off on this card. The Scout will then have two partial blue cards that will need to be reconciled after camp by either a unit leader or a merit badge counselor.

2. A new blue card can be issued, with the Scout repeating the requirements previously completed (if offered at camp), and continue to work on the remaining requirements.

Merit Badge Signups

There are four merit badge sessions in a block schedule: two in the mornings and two in the afternoons. Scouts can schedule up to 4 merit badges, except new Scouts fully participating in Pathfinders. Pathfinders will use three of the merit badge sessions. We recommend the other badge be any of the basic badges in crafts, nature, or aquatics. Once full payment has been made via BlackPug, the primary contact leader will receive log-in information for merit badge signups. Follow the specific instructions for summer camp merit badge registration. The troop leadership is responsible for Scout merit badge registration. Based on anticipated demand, some merit badges may have a lottery system for class selection implemented. Any lottery class rosters will be announced at the Sunday evening campfire. We will make every effort to meet everyone's needs; however, some classes are limited by logistics and safety requirements. Please print out each Scout's schedule and bring it to camp with you. Occasionally, holes or minor adjustments in schedules may need to be filled and fixed. These adjustments can be made at camp at the merit badge shuffle on Sunday night after dinner, or Monday morning after breakfast. Scouts who were unable to preregister for merit badges with the troop will be able to select badges where space is available.

Pathfinder Program

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 designed with this in mind. It teaches basic Scouting skills, while introducing the Scouts BSA program and Fire Mountain Scout Camp.

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

Per the *Guide to Advancement*, only the unit leader may determine who can test and pass a Scout on rank requirements. For this reason Fire Mountain camp staff will teach skills for rank advancement but will not sign off requirements in the Scout's handbook. Each unit should determine who in the unit can test the Scouts on their skills and sign off their requirements. The Pathfinders staff requests the assistance of unit leaders when the unit chooses to send Scouts to Pathfinders. Each unit should send one adult leader to assist teaching their young Scouts the skills they need for advancement.

Scouts should sign up for Pathfinders just like a merit badge session. The Pathfinders area will be available during open program time where any Scout may return to work on whatever requirements are needed.

Advancement summary sheets for Pathfinders participants will be in each troop folder with all the blue cards for the week.



Special Programs

In addition to all the merit badges and other rank advancement opportunities offered in our program areas we also have a number of “special” programs to have some fun around camp.



Open Swim

Available each afternoon and early evening open program session Monday, Tuesday and Thursday, and all day Wednesday (Tuesday, Thursday and all day Wednesday on Monday start week).

Polar Bear Plunge

Brave the morning chill for an

exhilarating dunk in the lake and earn the honor to purchase the polar bear patch. Open to all campers on Tuesday at 6:30 at the Chinook Beach.

Mountain Boarding

Class location: Mountain Sports
Mountain boarding, a sport derived from snowboarding, is available during open program time.

Astronomy Star Party

The Astronomy MB requires a stargazing experience. It is open to anyone who would like to learn about the night sky. Telescope and binoculars are provided; you may also bring your own. Scheduled for Tuesday night, but may change dependent on weather.

Open Shoot

Scouts and adult leaders have the opportunity to practice their marksmanship at the rifle, shotgun and archery ranges. Tickets for shooting during open program are sold in the trading post. Tickets are good all week long, but note that they are NOT refundable. We recommend buying tickets in daily quantities to avoid having a handful left over at the end of the week.

Cowboy Action

Scouts (ages 14+) and adult leaders can participate in a shooting experience with single-action .22-caliber pistols, lever-action .22-caliber rifles, and 20-gauge shotguns. Choose your cowboy name and play the “good guy” while proving your shooting accuracy. The cowboy action range will be open on Wednesday and Thursday afternoons during open program.

Underwater Basket Weaving

Proof that this exists outside of a college campus! Offered during basketry merit badge sessions, the merit badge class may meet at the Chinook swim beach to complete basketry projects.

Paper Airplanes

Show off your engineering and origami skills by having the paper airplane even Boeing would be jealous of. During afternoon program, day TBD based on weather.

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 that nearly anything that can be done in a program area can be brought into your own campsite.

Adirondacks, Stents, and Tents: All shelters are in great condition and must 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 ranger if you have any problems with your campsite.

Toilet Buildings and Wash Racks: Each campsite has its own toilet facility, which must 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 checked out from camp staff at the dining hall.

After each use of the facilities, make sure the toilet lid is shut and the door is closed. Although the camp staff will add odor control agents, it will be up to the Scouts to perform daily cleaning. Scouts are also responsible for maintaining the supply of toilet paper. Toilet paper can be acquired at the commissary. 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 their stay at camp. There are three shower facilities. There must be separate showers for Scouts and Adults. Under no circumstances are adults to shower with the Scouts.

Fire Tools: Each campsite is to have one set of fire tools in the campsite. These tools include a shovel, rake, water barrel and a hose. A broom is also provided to help the Scouts keep their tents 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.





FIRE MOUNTAIN SCOUT BSA RESIDENT CAMP PROGRAM GUIDE

Merit Badge Opportunities

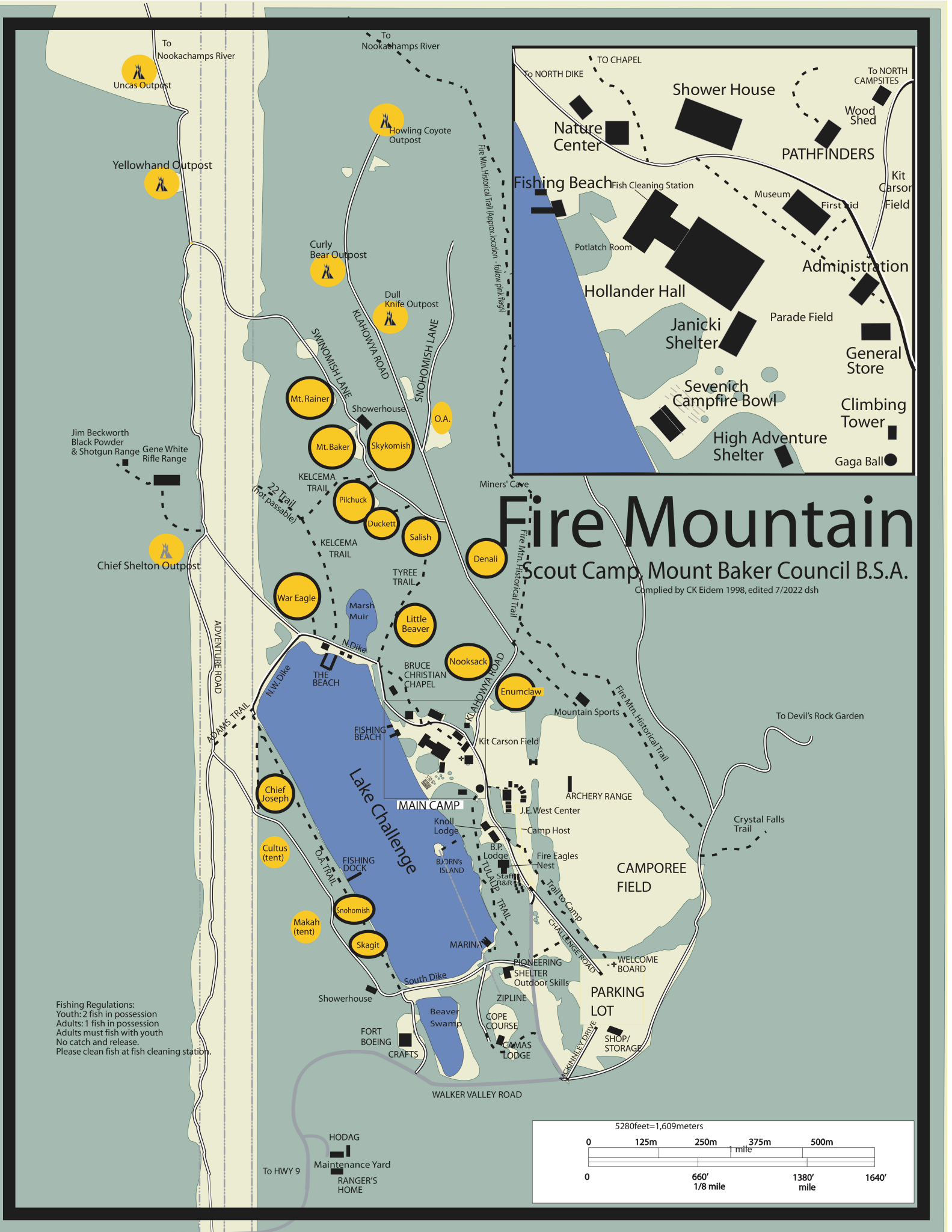
Bring paper and pencil/pen to every merit badge class. The trading post does not grant refunds. Below is a suggested list of merit badges we plan to offer at camp. Actual offerings will depend on individual staff talents and equipment availability. Actual cost will depend on prices from suppliers.

Area	Merit Badge/ Program	Prerequisites for completion	Estimated Cost	Difficulty	Ideal Age	Notes
Aquatics	Canoeing	Must be a swimmer		Moderate		
	Intro to Swimming	Must be a learner (white) or beginner (red) swim tag		Basic		
	Kayaking	Must be a swimmer		Challenging		
	Lifesaving	Must be a swimmer		Challenging	13+	
	Small Boat Sailing	Must be a swimmer		Challenging	13+	
	Swimming	Must be a swimmer		Moderate		
Handicraft	Basketry		\$15	Basic		Cost Depends on desired "kit"
	Leatherwork		\$10	Basic		
	Wood Carving	Req 2a	\$8	Basic		
Nature	Astronomy			Moderate		
	Environmental Science			Challenging	13+	
	Fish and Wildlife Management			Basic		
	Fishing			Moderate		
	Forestry			Moderate		
	Mammal Study and Nature			Basic		
	Soil and Water Conservation			Basic		
	Space Exploration		\$15	Basic		Rocket Kit ticket from Genral Store
Outdoor Skills	Emergency Preparedness	Req 1, 2c, 6c, 8b, 9		Challenging	13+	
	First Aid			Challenging		
	Geocaching	Req 7		Moderate		
	Orienteering	Req 7 and 10		Moderate		
	Pioneering			Moderate		
	Search and Rescue			Challenging	12+	
	Wilderness Survival	Req 5		Challenging		
Pathfinders	Pathfinders - Tenderfoot			Basic		
	Pathfinders - Second Class			Basic		
	Pathfinders - First Class			Basic		
	Scouting Heritage	Req 6		Basic		
Shooting Sports	Archery		\$8	Challenging		
	Rifle		\$10	Challenging		Cost is estimated as some students will need more shots
	Shotgun		\$30	Challenging	13+	Cost is estimated as some students will need more shots
Special Programs	Climbing			Challenging	14+	
	COPE	Not a MB		Challenging	14+	
	Intro to Mountain Biking	Not a MB		Challenging		



DRAFT - Scout BSA Weekly Schedule

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	
			SM Chili Cookoff Day		OA Day	Family Day Troop Adventure Day		
6:30 AM			Polar Bear Plunge					6:30 AM
7:00 AM		Reveille						7:00 AM
7:30 AM		Steward's Call					Camp Awards	7:30 AM
7:45 AM		Flag Ceremony						7:45 AM
8:00 AM		Breakfast					Breakfast-go to	8:00 AM
9:15 AM		MB Session 1 9:15-11:30	MB Session 1 9:15-11:30 - SM Chili ingredient pick-up	MB Session 3 9:15-11:30	MB Session 3 9:15-11:30	Pick up Blue Cards in Office Troop Led Cultis Games/ Merit Badge Makeup	Check out & departure --- Sign out of campsite	9:15 AM
10:30 AM							Camp Closes	10:30 AM
11:30 AM		Steward's Call						11:30 AM
12:00 PM		Lunch						12:00 PM
1:00 PM	Camp Opens	Siesta/				SPL Meeting		1:00 PM
1:30 PM		MB Session 2 1:30-3:45	MB Session 2 1:30-3:45	MB Session 4 1:30-3:45	MB Session 4 1:30-3:45	Fire Mountain Adventure Activities/Mile Swim		1:30 PM
2:00 PM	Arrival & Check-in Activities							2:00 PM
2:45 PM								2:45 PM
3:45 PM								3:45 PM
4:15 PM		Open Program 3:45-5:15/ Mile Swim prerequisites	Open Program 3:45-5:15/ Mile Swim Prerequisites/ SM Chili Tasting 4:00	Open Program 3:45-5:15 Mile Swim prerequisites	Open Program 3:45-5:15/ Mile Swim 4:00/ OA Brotherhood Walk 4:45	Lake Challenge Challenge 4-5:45		4:15 PM
5:30 PM		Steward's Call		Chapel	Steward's Call			5:30 PM
5:45 PM		Flag Ceremony				Flag Ceremony		5:45 PM
6:00 PM		Dinner		Troop Dinner in camp sites	Dinner			6:00 PM
7:00 PM	SM/SPL Meeting					Fire Mountain BBQ Chicken Dinner		7:00 PM
7:30 PM	MB Shuffle/ Ice cream social	Open Program Zipline by campsite 7-9	Open Program Zipline by campsite 7-9	Troop time Program areas closed. Maps available for Hikes or sign up for other troop led activities	Open program Zipline by campsite 7-9			7:30 PM
8:00 PM								
8:30 PM	Opening campfire				OA Campfire	Closing campfire		8:30 PM
9:00 PM		Troop time in campsite						9:00 PM
9:30 PM		Troop time in campsite					Night zip	9:30 PM
10:00 PM		Taps						10:00 PM



Fire Mountain

Scout Camp, Mount Baker Council B.S.A.

Compiled by CK Eidem 1998, edited 7/2022 dsh

Fishing Regulations:
 Youth: 2 fish in possession
 Adults: 1 fish in possession
 Adults must fish with youth
 No catch and release.
 Please clean fish at fish cleaning station.

