

EXPERIENCE TELLS US . . .

This is the collection of what experience has taught us regarding merit badges, advancement, and other items:

1. Summer camp is not a merit badge mill where you pay a fee and get badges automatically. Instead, camp offers merit badges as one portion of the overall program.
2. The first year Scout camper should try not more than two merit badges.
3. No Scout should plan to earn more than three merit badges in one week, unless he has completed most of the work required prior to camp.
4. The most difficult merit badges to earn are those requiring a great deal of physical skill, coordination and stamina. They are - - lifesaving, rifle, and archery.
5. Complete advance written work at home. Camp is not an ideal classroom for written work and the prepared Scout comes to camp with all written work already done.
6. Boys should try doing something new at camp and get a well-rounded experience. Try a handicraft badge and an aquatic or scoutcraft badge combination.
7. Plan time for your Scouts and yourself to enjoy being in the outdoors – fishing, hiking, watching the clouds.
8. **You should come to camp prepared!** Have patrols already organized. Work on ideas as patrols and have the patrol leaders represent the group at camp. Have a Senior Patrol Leader for the camp program if your regular SPL cannot attend. Come with some of your own activities planned.
9. Your campsite is your home for the week, so work at making it comfortable by bringing banners and flags to dress it up.
10. You should schedule time for rest. That's right. Too often you don't take time to sit and enjoy the beauty of camp around you. Don't keep such a pace that you miss the trees, the nature, and the clean fresh air.
11. **Top troops show spirit!** The troop that comes to camp with ideas, spirit, and challenges makes the rest of camp come alive.
12. Be flexible. Each week, more than 100 Scouts attend camp, and while the staff is here to meet everyone's needs, we all must practice the Scout Law in camp when dealing with others.
13. Communicate: If you have a special need or want to do something spectacular, tell us about it and we'll give it our best shot.
14. Advise Scouts to leave valuables with a leader. Watches, spending money, etc., should not be left in the shower room or in an unattended campsite.
15. Scoutmasters should bring a footlocker or other lockable container to protect both Scout and leader valuables.
16. One last thing . . . we want to make this the best camp in the area. If you have any suggestions, we'll gladly listen to you and your ideas.