

2023





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WELCOME TO CAMP GERONIMO!

Welcome to Camp Geronimo! Tucked into the base of the historic Mogollon Rim, surrounded by one of the world's largest Ponderosa Pine forests, and filled with over 65 years of camping tradition, Camp Geronimo is the perfect summer camp destination for your unit.

Thank you for taking the opportunity to read over the official 2023 Camp Geronimo Leader's Guide. This document provides important information that you will need to plan and prepare for your summer camp experience, and therefore should be read in its entirety by your unit's Point of Contact (POC) and adult leadership. You can always find the most up-to-date version of this document at www.campgeronimo.org.

This summer, we are excited to continue offering a wide variety of programs designed to fit the needs of every Scout in your unit. From **Brownsea Island**, our premiere first-year camping experience; to **Spade Ranch Adventure**, an exciting high-adventure program for your older youth – there is something for everybody at Camp Geronimo! In addition to these and our standard Merit Badge Program, we will also be holding several specialty programs during select weeks of camp:

- **Drone Flight School:** A unique STEM program offered Weeks 1, 2
- **Fish Camp:** Supported by Trout Unlimited at R-C Scout Ranch offered Weeks 1 & 2
- **Geronimo DIY:** A hands-on vo-tech program for older youth offered Weeks 2, 3, 4, 5, 6

You can learn more about these opportunities and everything else that is going to make Camp Geronimo 2023 special in the pages to follow. Happy reading, and see you soon!

Brendan Switts – Camp Director

Andrew Knudsen – Program Director

Aaron Greenfield – Head Commissioner

BSA MISSION STATEMENT

The mission of Scouts BSA is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Law.

GRAND CANYON COUNCIL MISSION STATEMENT

The mission of the Grand Canyon Council camping program is to provide each Scout with a memorable and challenging outdoor experience. The Grand Canyon Council enriches the fundamentals of Scouting through unique opportunities for leadership and educational growth. All programs and activities will be guided by the principles of the Scout Oath and Law.

The Grand Canyon Council is an equal opportunity organization that does not discriminate on the basis of sex, color, race, creed, or religion.



ADMIN - FEE SCHEDULE & SITE RESERVATION

CAMP GERONIMO DATES

- **Week #1:** June 04—June 10
- **Week #2:** June 11—June 17
- **Week #3:** June 18—June 24
- **Week #4:** June 25—July 01
- **Week #5:** July 02—July 08
- **Week #6:** July 09—July 15

CAMP REGISTRAR

602-955-7747

gcc.program@scouting.org

REGISTER AT www.campgeronimo.org

- **MERIT BADGE PROGRAM: \$450 PER SCOUT**
\$350 per Scout for Patrol Cooking option
- **BROWNSEA ISLAND PROGRAM: \$450 PER SCOUT**
\$350 per Scout for Patrol Cooking option
- **FAST TRACK (PROVISIONAL): \$475 PER SCOUT**
- **FISH CAMP: \$500 PER SCOUT** Ages 13+
Weeks 1, 2, 3
- **DRONE FLIGHT SCHOOL: \$675 PER SCOUT**
Ages 13+, Weeks 1 & 2
- **SPADE RANCH ADVENTURE: \$550 PER PARTICIPANT** Ages 14+
- **GERONIMO DIY: \$475 PER SCOUT** Ages 14+
Weeks 2, 3, 4, 5, 6
- **COUNSELOR IN TRAINING (CIT): \$375 PER SCOUT**
Session 1 (Weeks 1 & 2), Session 2 (Weeks 3 & 4)
Session 3 (Weeks 5 & 6)
- **LEADER FEES**
FULL WEEK: \$225 per adult
\$125 per adult for Patrol Cooking option
PART-TIME: \$125 Sunday - Wednesday
\$75 per adult for Patrol Cooking option
PART-TIME: \$125 Wednesday - Sunday
\$75 per adult for Patrol Cooking option

SAVE A SPOT RESERVATION

A \$200 site deposit is due at the time of reservation. The deposit is fully refundable until December 31, 2022. It is not refundable if your unit cancels after this date. Otherwise, the fee is applied to the balance due on February 1st.

FEBRUARY 1, 2023

All units must submit a nonrefundable deposit of \$150 for each youth (\$175 for Spade Ranch) and \$75 for each full or part-time adult leader attending camp by February 1st. Any reservations whose payment is not received by February 1st are subject to cancellation.

APRIL 5, 2023

Units must submit an additional \$150 for each youth (\$175 for Spade Ranch) and \$75 for each full or part-time Adult Leader attending camp by April 5th. This payment is nonrefundable. Any reservations whose payment is not received by April 5th are subject to cancellation.

APRIL 12, 2023

Merit Badge registration opens at 10:00 AM.

MAY 3, 2023

The balance of all camp fees is due by May 3rd. A \$50 late fee will be charged per participant after May 3rd. Though fees are nonrefundable at each payment stage, units are eligible to make some changes without penalty. A youth can replace a youth, and an adult can replace an adult. This is not interchangeable. All other registration changes will be granted on a case-by-case basis at the discretion of the registrar. Please refer to our refund policy regarding cancellations after this date.



ADMIN - REFUND POLICY & LEADER CHANGE

REFUND POLICY

It is important to remember that all camp fees are nonrefundable at each payment stage. In the case of the death of an immediate family member, sickness, or injury prior to attending camp, or military transfer, we will give a partial refund when verified by a physician, military commander, or such official. Reasons such as vacation schedule, summer school, and last-minute changes of mind are not acceptable reasons for refunds. Participants that leave camp during the session, for any reason, will not receive a refund. This is to help our council camps provide the very best program, since we sign contracts with our staff and vendors long before your unit arrives on property. **All refund requests must go through the camp registrar. The staff at camp are not authorized to make refund decisions.**

LEADER CHANGE IN CAMP

We understand that taking an entire week off to come to camp can be difficult for some of our adult leaders and we welcome adults to sign-up for half the week as part-time leaders. If you choose to use this option, please make sure to check-in or sign-out at the health lodge so that you can pick up or turn in your colored wristband.

REGISTERED SCOUTS AND LEADERS ONLY

The Grand Canyon Council Camps are accredited by the BSA's National Camp Accreditation Program. All staff and participants, including Scouts and adult leaders, must be currently registered as Scouts BSA members. Additionally, due to liability considerations and the lack of appropriate facilities, the Grand Canyon Council must enforce the policy that only registered Scouts attend related functions at any council camp. Children and/or siblings of those registered for a specific program, including Cub Scouts, are not to attend unless the program has been specifically designed with adequate facilities to handle them.

VISITORS IN CAMP

Authorized visitors must check-in at the health lodge immediately after arriving at camp to receive a colored wristband. Visitors are not allowed to eat in the Dining Hall unless they purchase a meal ticket at the Trading Post. Visitors are never allowed to stay overnight.

ADMINISTRATION - CAMPERSHIPS

CAMPERSHIPS APPLICATIONS - NEW 2023 UPDATE

A limited number of camperships are available to help all Scouts in need of financial assistance to attend Geronimo and other Grand Canyon Council BSA programs such as NYLT, Cub Scout Resident Camp, and Day Camp. **NEW IN 2023: Camperships for Camp Geronimo are now available for out-of-council youth.**

The campership form is available at: www.grandcanyonbsa.org/forms/

The deadline to apply for camperships is March 31. Camperships will be applied to the registration balance once approved. Please note, if a Scout does not attend the program a campership was awarded for, then they will forfeit their personal contributions up to the minimum non-refundable amount. Additionally, camperships are awarded for a specific program and cannot be transferred to other programs.



ADMIN - TIMETABLE

Preparing for camp is an easy process, but it does require planning ahead. As a unit Leader, you are the most important link in this preparation. The following check list is designed to guide you and your troop committee in pre-camp planning.

IMMEDIATE ACTION REQUIRED

- Meet with your unit committee to discuss summer camp plans.
- Develop a camp attendance and budget plan to assist Scouts and their families with summer camp fees. We encourage Popcorn and Camp Card sales to fund each Scout's ideal year.
- Begin promoting camp to your Arrow of Light Scout patrols and talk with parents about how important it is to sign up for summer camp.
- Share camp promotional materials with your Scouts and adults.
- Select a unit Point of Contact (POC) to work with the Camp Registrar. Only the POC may contact the Camp Registrar!
- Secure a Save a Spot Reservation.
- Encourage your Scouts to apply for summer camp staff by using the online application found at www.campgeronimo.org/staff.

DECEMBER - JANUARY

Hold a parent's night to promote camp.

1. Invite your Arrow of Light Scout patrols. Explain why camp is an essential part of the Scouting program and encourage all Scouts to attend.
2. The first payment is due February 1st. Encourage parents to make fundraising a priority and share information about camperships.
3. Talk about the exciting opportunities available to older-Scouts, like Spade Ranch Adventure or Geronimo DIY.

FEBRUARY

- February 1 –First payment due - \$150 per Scout (\$175 for Spade Ranch) and \$75 per Adult Leader is due.
- If any Scouts are not signed up for camp, determine why and encourage their attendance.
- Schedule Order of the Arrow elections at oa.grandcanyonbsa.org. Elections will not be offered at camp.

MARCH

- March 31 campership applications are due. Please submit these as soon as possible as they will be approved on a rolling basis starting January 15.

APRIL

- April 5 – Second payment due - \$150 per Scout (\$175 for Spade Ranch) and \$50 per Adult Leader is due.
- April 5 – Custom t-shirt orders due in order to be available for pickup at Downhill.
- Begin planning transportation to and from camp.
- Issue each Scout a personal equipment list and an BSA Annual Health and Medical Record. Find the most up-to-date version at www.scouting.org/health-and-safety/ahmr/
- April 12 – Merit Badge Registration Opens



ADMIN - TIMETABLE

MAY

- May 3 – Balance of ALL camp fees due.
- April 5 – Custom t-shirt orders due in order to be available for pickup at the Trading Post at camp.
- May 3 – If someone in your unit has Food Allergies or Dietary Restrictions, please submit that request on Black Pug. Please contact gcc.program@scouting.org with any other special needs requests.
- Select a Troop Health Officer
- Make sure all participants are on track to have completed medical form parts A, B, and C for camp. Copy of insurance card must be attached.
- Dedicate a Troop Meeting for the Camp Leader and SPL to discuss camp with those youth attending.
 1. Share the packing list for camp.
 2. Discuss camp rules. Ask if all present have a signed medical form. Distribute a Parent's Letter that includes departure and return information, as well as health and safety information (including "A Healthy Camp Begins and Ends at Home").

RESIDENT CAMP DOWNHILL

All local units are encouraged to attend Downhill at the Grand Canyon Council Spring Homecoming on May 6, 2023. This event will be held at the Heard Scout Pueblo in Phoenix, Arizona. At Downhill we will:

- Introduce the Camp Geronimo leadership team.
- Update unit leaders on any changes made to the camp program.
- Go through "BSA Pre-Check" so your unit can skip the lines when they arrive at camp. To do this, you will need to bring everything listed in the check-in process (page 8).
- Pickup unit shirts ordered by the deadline.
- And more!

This is not an event to miss if you are able to attend. For those who cannot, be on the lookout for resources and recordings from this event to make sure your unit is prepared for camp.

TWO WEEKS PRIOR TO DEPARTURE FOR CAMP

- Please contact gcc.program@scouting.org with any special needs requests not made by the final payment.
- Secure information regarding the location of parents and emergency numbers while Scouts are in camp.
- Check on final transportation arrangements. Please plan to arrive at camp and complete check-in as a group.
- Collect all required forms for camp if you did not complete BSA Pre-Check at the Downhill at the Heard.
- Make sure all Scouts and Adults are registered with your council (including new crossovers).
- Ensure all camp fees are paid.
- Camp Registrar will confirm your Troop's campsite via email.
- Double check www.campgeronimo.org for the most recent information and bring any required forms with you to camp.



ADMIN - TIMETABLE

DAY OF DEPARTURE - BEFORE LEAVING HOME

Make sure each youth and adult brings:

- All required forms that were not turned in at the Downhill at the Heard.
- If taking medications, the Scout's parents and the adult leaders attending should follow the procedures enclosed in this publication.
- Any allergies or dietary restrictions are noted and supplemental food is packed (if needed).
- All personal gear.

ADMIN - CHECK-IN

SATURDAY AND SUNDAY CHECK-IN

Units who are checking in on Sunday should arrive between 1:00 PM and 4:00 PM, as close to the specific time they signed up for in Black Pug as possible.

We also offer Saturday check-in to a limited number of units. Any units who sign-up for this option are required to arrive between 1:00 PM and 4:00 PM, as close to the specific time they signed up for in Black Pug as possible. Since we will be offering the full check-in process on Saturday this year, there is also a \$100 fee per unit for this option. This is to help compensate the staff who will be working during their weekend. If your unit would like to check-in on Saturday, we recommend they register as soon as possible to secure one of the limited spots.

All swim checks will be completed on Sunday during your unit's assigned time.





ADMIN - CHECK-IN

CHECK-IN PROCESS

- Once your unit arrives at the front gate, you will be greeted by a staff member who will give you the following:
 - A Welcome Letter with Check-In Instructions
 - A vehicle permit (only one vehicle per unit will be allowed at camp at a time)
 - A staff member who will guide your unit through the entire check-in process.
- After you have gathered your unit together, you will be greeted by one of our staff members who will give a brief talk before performing a temperature check and health evaluation.
- Once that process is complete, you will be taken on a tour of camp towards your unit's campsite. We encourage you to drive your gear up to your campsite at this time.
- Fish Camp participants will not follow their unit into camp, but instead stay with a staff guide who will take them to complete their swim check. At 4:30, they will take a shuttle to R-C Scout Ranch. Please make sure your Scouts have all their personal paperwork with them during this process.
- Spade Ranch Adventure and Drone Flight School participants will not follow their unit into camp, but instead go with their leader to the Masak Center Porch where they will meet their staff.
- One adult leader will be asked to stop at the Masak Center Porch on the way to their campsite. Please make sure that this adult leader has all the unit's paperwork that was brought to camp.
- After you have arrived at your campsite, your unit is free until Sunday evening flags at 6:00 PM and encouraged to pack their gear and setup camp.
- Spade Ranch Adventure participants should head straight to headquarters to meet their staff leadership and move into the high adventure campsite.
- The Scoutmaster and SPL attend the 5:00 PM Leader's Meeting behind the Commissioner's Shack.

REQUIRED PAPERWORK

To ensure a successful check-in, units are asked to bring the following items with them to camp:

- One three-ringed binder for the health lodge to keep until your unit checks out of camp. This binder should include the following:
 - A troop roster
 - Your Troop Health Officer Medication Waiver
 - A copy of the current Annual Health and Medical Record for every youth and adult participant, organized by last name.
 - Please do not keep your AHMR's in plastic sheet protectors, this will slow down the check-in process for your unit.
 - Another troop roster to turn into our headquarters staff.
 - Equestrian Release of Liability Forms for any individual participating in Horsemanship Merit Badge, a Trail Ride, or Spade Ranch Adventure. Please keep these separate from other documents so you can easily turn it into the wranglers director.
- Any other required documents, organized by individual.

SPECIAL DIETARY NEEDS

All dietary needs must be listed in the dietary restrictions field for each participant on Black Pug. Any Scouts or adults with special dietary needs should also visit with the dining hall staff during their camp tour on Sunday during check-in to discuss specific accommodations for their diet. The unit is responsible for the management of participant allergies. If a Scout or adult in your unit has an intolerance or allergy that requires special food items, please provide those items to our kitchen staff on Sunday.



ADMIN - CHECKOUT

FRIDAY NIGHT ADVANCEMENT MEETING

All units should send at least one adult leader to the Dining Hall immediately after the Friday night campfire. This is where your unit will be able to pick up their advancement reports and work out any discrepancies with their Scouts' records before leaving camp. All our area directors will be available to answer any questions and address any concerns.

CHECKOUT

- The checkout process begins at 7:00 AM Saturday morning. All units are asked to leave the camp property by 10:00 AM.
- A continental breakfast is served in the dining hall from 6:30 AM – 7:30 AM.
- If your unit needs to leave before 7:00 AM, please let your camp commissioner know as early in the week as possible.
- You will receive more detailed instructions regarding checkout from the camp staff during the week.

ADMIN - LINKED TROOPS POLICY

LINKED TROOPS POLICY

We understand that many units will choose to go to camp the same week as the other unit they share a charter organization with. While we are excited that so many of you are choosing to send both your “boy troop” and your “girl troop” to Camp Geronimo, we cannot allow you to share a campsite with your linked troop per BSA policy. Even with this policy, your Scouts will still have plenty of time to interact throughout the week, from taking merit badge classes together to maybe even hosting a joint-troop campfire! We appreciate your understanding and hard work to mitigate any challenges this policy may create.

ADMIN - COTS

NEW IN 2023!

We are very excited to offer a limited number of cots for rent this summer! Cots can be reserved on a first come, first served basis in Black Pug using the registrant contact information function.

- **RENTAL FEE: \$10 per cot**



ADMIN - VEHICLES

VEHICLES, TRAILERS, AND PARKING

- Riding outside of a vehicle's enclosed passenger compartments is never allowed. This means no rides in the bed of a truck, on hoods, trunks, fenders, tailgates, or in/on trailers.
- Seatbelts must be worn at all times.
- The speed limit is 10 mph while in camp, and 5 mph when Scouts are near.
- Only one vehicle per unit (with or without a trailer) will be allowed in camp during check-in or check-out.
- One troop trailer may be left at a campsite during the week, provided it is parked properly, secured, and does not block any entrances to campsites, roadways, or other camp facilities. The commissioner staff is responsible for determining if these requirements have been met.
- Please do not drive into the campsites, remain on roads and in parking areas.
- Once you are done unloading at your campsite, return your vehicle to the parking lot.
- All vehicles must be backed in, facing outward. This is in case of an emergency or evacuation.
- No vehicles are allowed in camp after check-in without a special pass from the Camp Commissioner.
- Do not block roads.

ADMIN - PARENT INFORMATION

CAMP MAILING ADDRESS:

Always place a return address and correct postage on your letter.

FOR ALL MAIL - Camp Geronimo, Brownsea Island, Spade Ranch Adventure, Drone Camp, Geronimo DIY:

Scout's Name
Unit #, Camp Site #, Session #
CAMP GERONIMO
2599 W WEBBER CREEK RD
PAYSON, AZ 85541

FOR ALL MAIL - Fish Camp:

Scout's Name
Unit #, Fish Camp, Session #
R-C SCOUT RANCH
19887 AZ-260
PAYSON, AZ 85541

***For express mail, DO NOT check the box for signature. This will delay delivery by at least one day.
All mail sent Postage Due will be returned to sender.***

In order to save postage and ensure that your Scout receives their letter or package, we recommend sending their mail their unit leadership and having them distribute at the appropriate time. All you need to do is label it Day 1, Day 2, etc.

GERONIMO EMERGENCY NUMBER:

928-474-4688

FISH CAMP EMERGENCY NUMBER:

928-478-4500



ADMIN - ROLE OF THE ADULT LEADER

THE ROLE OF THE ADULT LEADER AT CAMP

Two 21+ registered adults with current YPT training are required for any unit attending Camp.

LEADERS ARE...

- Responsible for maintaining unit safety and discipline at all times. This includes safe travel to and from camp.
- To be aware of each youth's personal goals and objectives in order to promote Scouting's advancement program.
- Encouraged to participate in camp activities on a daily basis and help support the overall Scout program.
- To provide constructive feedback to camp leadership and complete the camp evaluation.
- Expected to serve as a positive role model for Scouts. This includes language, attitude, and behavior.
- To be an active participant in all camp-wide events including Emergency Drills and Campfires.
- Knowledgeable of all Camp Rules and Policies.
- Expected to have Fun!

GENERAL DISCIPLINE

Discipline and conduct of all Scouts and leaders is the responsibility of the unit leaders in camp. The Camp Leadership Team is ready and willing to assist at any time with problems that might arise. Unit Committees should ensure that adult leaders are trained, and they understand their responsibilities while at summer camp.

While most disciplinary issues should be handled at the unit level, sometimes the camp leadership team needs to intervene for the safety of the greater camp. If infractions and misbehavior rise to the level as to warrant removal from camp, the decision of the Camp Director is final.

YOUTH EARLY RELEASE POLICY

1. Verification must be made to assure that the person requesting release is acting as the legal parent or guardian, or under the direction of the legal parent or guardian. The person in question must present proper identification matched with the name listed as the legal parent or guardian, or as an "adult authorized to take youth to and from events," on the youth's Annual Health and Medical Record.
2. It is understood that any person who requests the early release of a Scout will abide by the policy set forth above.
3. It is understood that a Scout will never be released to another adult under 21 years of age.



ADMIN - HEALTH SERVICES

THE HEALTH LODGE

The Camp Health Lodge is staffed 24 hours a day by qualified medical personnel. For insurance purposes and for the health and safety of all participants, all accidents and illnesses, no matter how minor, must be reported to the Health Lodge and recorded. Arrangements have been made with the local rescue squads and hospitals to handle any medical emergencies.

ANNUAL HEALTH AND MEDICAL RECORD

Any person staying overnight must submit a Personal Annual Health and Medical Record upon arrival at Camp. Late arrivals should report to the Health Lodge. Please understand that the BSA Annual Health and Medical Record is the only medical form recognized by Scouting— sport, military, or other medical records may not be substituted. Find the current Annual Health and Medical Record by visiting:

www.scouting.org/health-and-safety/ahmr/. This record is provided as a fillable PDF, and members are encouraged to fill it out on their computer, then print the record (rather than printing the record and filling it out by hand). Doing this will improve the readability and accuracy of each member's medical information.

MEDICATION POLICY

Grand Canyon Council Requires that all prescription and over the counter (OTC) medications be stored under lock and key, except when in the controlled presence of health care staff or adult leader responsible for the administration and /or dispensing of medications.

- Emergency medications such as inhalers, EpiPen's, and nitro should be maintained on the patient's person.
- Refrigerated medications may be stored at the Health Lodge or in the campsite if secured under lock and key.
- All medication should be in a container issued by a pharmacist with the medication name and strength, the dose and dose frequency clearly marked on the container.

UNIT HEALTH OFFICER

Each unit must make a decision to either maintain control of its medications or turn them over to our health officers for administration. If your unit chooses to maintain control of its medications, one Adult Leader must be designated as the unit health officer and sign the waiver. Please see the Troop Health Officer Job Description and Medication Waiver Form in the appendix.

PRESCRIPTION MEDICATION DOSING FORM

All participants taking medications must fill out the Prescription Medication Dosing Form prior to arrival at camp (we recommend that the unit health officer perform this task so that he or she is familiar with the medications). Please use one form for each participant and list the medication, dosage, and dosage schedule shown on the prescription.

Each unit should be prepared to show these completed forms at check-in to the Camp Health Officer, and then keep them updated throughout your unit's week at camp as medications are used. We will ask that you leave these completed forms (a copy will do) at camp when you depart. We will maintain them safely in the permanent camp medical files.



ADMIN - PERSONAL RESPONSIBILITY

Everyone at Camp is expected to live by the Scout Oath and Law!

UNIFORMS

The official Scout uniform is appropriate dress at any time during the week. A full field uniform, properly worn, is required for all evening flag ceremonies, evening meals, chapel services, and campfires. The full field uniform consists of: Scout shirt with appropriate patches, Scout belt and pants or shorts with Scout socks. Neckerchiefs and hats are up to the discretion of the troop, but must be uniformly present or absent.

THE FOLLOWING ARE NOT ALLOWED:

- Fireworks
- Alcoholic beverages or illegal drugs
- Flames in tents
- Sheath Knives
- Personal Firearms or projectile items like wrist rockets
- Pets
- Bicycles (Spade Ranch Adventure participants may bring a mountain bike and helmet)
- Use or possession of tobacco products by anyone under the age of 21 is illegal in Arizona. All camp buildings are smoke and vaping free. The only authorized location for smoking or vaping is behind the dining hall.

CHARGES FOR DAMAGE TO CAMP EQUIPMENT

Normal usage and wear will result in some breakage of equipment; however, the cost of malicious damage or breakage due to horseplay will be charged to the unit. These fees must be paid before leaving camp.

- Tents and Fly's: Rips and tears (per inch): \$25.00
- Writing on canvas or destroying waterproofing (per panel): \$10.00
- Camp Tent replacements: \$600.00
- Aluminum Uprights: \$12.00
- Fire Extinguisher Refill: \$30.00
- Garden Hose: \$30.00
- Broken Windows: \$50.00+
- Miscellaneous Damage: TBD
- Various Tools Replacement :TBD
- Damage to Trees Fine :TBD

Any damage to trees (carving, wood burning, bending, cutting or breaking of limbs) is prohibited and taken very seriously. Hammocks are forbidden unless a proper straps are used to shield trees from abrasion. Troops will be fined for damage and/or replacement cost and possibly requested to leave camp.

CAMPFIRES AND LIQUID FUELS

Due to our camp locations, quite often we are under strict fire restrictions. Unfortunately, this could last, in some cases, all summer. We understand that a campfire is an integral part of the overall experience, and therefore allow propane to be used, and only propane. We ask that tanks be stored properly and all operation of stoves, propane fires, and lanterns be done under the close supervision of an adult.

EMERGENCY PROCEDURES

All emergency procedures will be outlined in the "Scoutmaster Guidebook" given to each unit on arrival.

- During check-in, we will be asking for the total number of youth/adults, vehicles, and seatbelts. Please have those numbers ready when you arrive.

LOST PROPERTY

Prior to arriving at camp, encourage Scouts to clearly mark all personal items with their name and unit number. This will help us return items to their owners prior to your unit's departure. Lost and found is located at HQ. Any items left at camp will be kept for two more weeks and then donated to local charities.



ADMIN - CAMPSITE GUIDELINES

POST YOUR UNIT FIRE GUARD CHART AND CAMPSITE INSPECTION FORM ON BULLETIN BOARD.

NEATNESS OF CAMPSITE

Campsite Equipment

- Equipment in use (shovels, rakes, etc.) Stored and hung on the side of the Adirondack.
- Equipment not in use maintained in a neat and orderly way and protected from bad weather.

Grounds

- Litter cleaned up over whole campsite.
- Ground cover (pine needles and leaves) removed only around fire areas.
- Axe yard laid out for safety in chopping.
- No evidence that Scouts have caused damage to standing timber during the week.

Tents and Personal Gear

- Platforms are swept.
- Personal equipment and extra clothing placed out of sight in packs.
- Uniforms may be laid on packs or be neatly folded on bunks or sleeping pads.
- No clothes hangers on tent poles.
- Air out sleeping bags, weather permitting.
- Flaps must be rolled up in good weather.
- All tents must be uniform in appearance.
- **NO FOOD IN TENTS.**

HEALTH AND SAFETY

Garbage Disposal

- Do not leave garbage in campsite or food on ground.
- Rinse bottles and cans to remove food residue, place in trash receptacle.
- Throw leftover food in trash. Do not use the sink to rinse food out as it can clog the drains.
- Take trash to dumpsters daily.
- Ashes should be soaked, dried as much as possible, and disposed of as directed by your Camp Commissioner.

Cooking Gear

- Cooking gear, pots, and pans should be clean with no food particles or grease on them.
- Dutch ovens clean and lightly greased with lids on.
- Cutlery and paper products stored in animal proof containers.
- Food must be stored in animal proof containers.

Latrine

- Toilet seats down, toilet paper stocked and water for rinsing urinal conveniently placed.
- Hose down urinal and floor daily

Fire Buckets

- Consult inspection checklist



WILDLIFE SAFETY

Scouts have an opportunity to observe many types of wildlife that includes deer, bats, raccoons, birds, skunks, turkey, snakes, coyotes, amphibians, and bears. It is wise to remember that these animals are the permanent residents of the backcountry. Therefore, treat all animals with respect and observe from a distance. Store all food in a secure place. Do not follow, feed, tease, or handle wildlife. If you discover a snake or an animal that is behaving strangely, please notify the camp staff immediately

- Please ask your Scouts to leave food and sodas at home!
- Do not eat food and drinks in tents.
- Please **DO NOT** mail food to camp.
- All food and drinks must be stored a secure location such as:
 1. Troop trailer
 2. Bear Proof Storage Container
 3. Coolers that are strapped shut **OR** 5-gallon buckets with screw on lids
- If you cook in your campsite, clean up immediately after the meal and pour your grey water (strained to remove food particles) into a nearby sink and rinse the sink with clean water. Please do not scatter your grey water near camp or dump it in a latrine.
- Keep your campsite clean! All trash should be removed from your campsite or secured each time leadership plans to leave the site unattended.
- Before leaving camp for the day:
 1. Have your scouts police the site to pick up trash or dropped food (micro-garbage).
 2. Make sure all food and smellables are secured as noted above.
- Before going to bed at night:
 1. Make sure all food, trash, and smellables (if necessary) are stored in a secure location, generally more than 100 feet from tenting areas.
 2. If dirty, wipe down your picnic tables to reduce food smells.
 3. Make sure your scouts keep their sleeping bags free of food smells by changing their clothes before going to bed and washing hands and faces.
 4. Please haul all bagged trash to designated dumpsters behind the Dining Hall or designated area.



CAMP GERONIMO - DAILY PROGRAM

OPEN PROGRAMS

Summer Camp has always been about more than advancement, and many of our Scouts' best memories come from experiences outside of merit badge classes. Because of that, we are excited to bring back open programming in the afternoon. Every day, Scouts will have the opportunity to participate in:

- Open Boating
- Open Handicraft
- Open Shooting
- Open Climbing
- Open Nature
- Open Swimming

PREMIERE PROGRAMS

Every afternoon, each of our program areas will provide a unique one-day-only experience for your Scouts, in addition to our standard open programs. Some examples of premier programs we may offer include:

- Tie-Dye Tuesday at Handicraft
- Geocaching Scavenger Hunt at Outdoor Skills
- Muzzleloading at Shooting Sports

AFTERNOON MERIT BADGES

Even with a multitude of exciting open and premiere programs, we know that some Scouts show up to camp hoping to knock out as many merit badges as possible. Because of that, we offer a few merit badge opportunities in the afternoon.

Basketry, Leatherworking, and Wood Carving at Handicraft: Scouts who are interested in these badges will attend a Monday afternoon safety/instructional session, and then return to Handicraft on Tuesday to pick-up their project kit. From there, they will work on their projects at their own pace with the support of our merit badge counselors in the handicraft area or on their own in their campsites. While we ask that Scouts only work on one badge at a time, we can make accommodations for those who finish their projects early in the week. There are no participant caps for these merit badges, and you do not need to register for them before arriving at camp.

Mammal Study at Nature: Scouts who are interested in this badge will attend an instructional period on Monday afternoon which will get them started on the requirements and working on their conservation project. From there, they will work on this self-guided merit badge at their own pace and return to the Nature Area by Thursday afternoon with their completed workbook to earn the badge.

Environmental Science and Cooking Merit Badges:

Second, we will also be offering a single afternoon session of both Environmental Science and Cooking merit badges. These class periods are designed for older-Scouts who are close to Eagle. While we will place no restrictions on who can sign up for these badges (outside of typical class size restrictions), we ask that you encourage your younger Scouts to experience everything else camp has to offer before taking these badges.

TRAIL RIDES

Want to experience our Horsemanship program as a unit? Sign-up in Black Pug to take your troop on an afternoon trail ride. This program costs \$20 per participant for a half-hour ride.



CAMP GERONIMO - DAILY PROGRAM

GERONIBADGES

Even with more than 135 different merit badges, there are still a few things that we think your Scouts need to learn to be prepared for life. Because of this, we have created a few awards unique to Geronimo that go into a little more detail about topics we as a staff think are important. This year's Geronibadge offerings will include:

- Invasive Species
- Over-The-Counter Medicine
- Safe Food Handling
- Trail Maintenance
- Leave No Trace
- Sportsmanship
- 5 Not-So-Basic Knots
- Night Eye Trailmaster

These badges are designed to take no more than 30 minutes to earn and will be offered throughout the week at different program areas. We hope you choose to learn some new skills!

MERIT BADGES

All badges will be taught based on the requirements found in the most recent edition of the BSA's requirement book. Please check to make sure your merit badge books contain the same requirements. Units seeking to take a merit badge must preregister online through the registration system for our morning merit badge classes.

It is the responsibility of each Scout to choose and prepare for each merit badge that they wish to take in advance of their week at camp. Prerequisites exist for many of the badges and are outlined in this guide. To prevent partials, please make sure your Scouts come to camp with these prerequisites completed and appropriate proof of completion (i.e. examples of their work or a note from their Scoutmaster). To ensure quality and safe instruction, class sizes are limited according to the number of instructors, equipment, and other factors.

Our merit badges are tracked online through the registration system. You do not need to bring blue cards with you. You will receive an electronic printout of the merit badges your Scouts have completed or not completed when you check out. You will receive instructions in your checkout packet prior to leaving camp regarding how to print your blue cards and upload the data into Scoutbook.

ARE THERE ANY MORNING CLASSES THAT ARE NOT MERIT BADGES?

Yes, Beginner Swimming are skill/experience based and are not merit badges.

BREAKFAST	
6:00	Reveille
6:45 - 7:15	Staff/High Adventure Breakfast
7:15 - 7:30	Morning Flags
7:30 - 8:15	Breakfast
MORNING	
8:30 - 9:20	Merit Badge Block 1
9:30 - 10:20	Merit Badge Block 2
10:30 - 11:20	Merit Badge Block 3
11:30 - 12:20	Merit Badge Block 4
LUNCH	
12:30 - 1:30	Open Lunch
AFTERNOON	
2:00 - 5:00	Open Program
5:00 - 5:30	Leader's Meeting
DINNER	
6:00 - 6:15	Flags
6:15 - 7:00	Dinner
EVENING	
7:30 - 8:30	Evening Program
9:00	Taps



CAMP GERONIMO - MERIT BADGES

ARE THERE ANY MERIT BADGE COSTS?

No, all additional costs associated with merit badges are included in your regular camp fees.

ADVANCEMENT PAPERWORK

Scoutmasters are encouraged to visit with MB counselors throughout the week to check on their Scout's progress. Friday night, units will receive a packet containing a MB report indicating merit badge completion and merit badge partial information for each scout.

MERIT BADGE PREREQUISITES

Some merit badges have requirements that are difficult to complete at camp. These Merit Badges have prerequisites, which means that some of the requirements need to be done at home in order to earn a completion. Listed on the next few pages are the merit badges by area of instruction, along with any prerequisites, possible rank/age requirements, and other information that will create a more successful experience when followed. Please note that aquatic Merit Badges and aquatic activities require a swim test at camp with our aquatics staff. Scouts must wear closed-toed shoes at camp and to all Merit Badge classes including all aquatic badges.

AQUATICS



BEGINNER SWIMMING

Focused on passing the Beginner and Swimmer swim tests. This course involves one-on-one instruction to help Scouts become comfortable with the water. This is not a merit badge! No prerequisites.



CANOEING

Requires physical strength and endurance. **Prerequisites: Must complete BSA swimmer test at camp and have an extra pair of closed toed shoes that can get wet.**



KAYAKING

Requires physical strength and endurance. **Prerequisites: Must complete BSA swimmer test at camp and have an extra pair of closed toed shoes that can get wet.**



LIFESAVING - EAGLE REQUIRED

This challenging program is physically demanding and recommended for very strong swimmers who wish to learn aquatic lifesaving skills. Requires physical strength and endurance. **Prerequisites: Swimming Merit Badge required; bring copy of merit badge card or note from Scoutmaster.**



ROWING

This is a physically demanding program. It is more difficult to master than canoeing or kayaking. Have an extra pair of closed toed shoes that can get wet. **Prerequisites: Must complete BSA swimmer test at camp.**



CAMP GERONIMO - MERIT BADGES

AQUATICS (CONTINUED)



SWIMMING - EAGLE REQUIRED

This program is physically demanding and requires strength and endurance. **Prerequisites:** *Must complete BSA swimmer test at camp.*

HANDICRAFT



ART

Drawing or artistic experience recommended. Scouts will learn how to express their ideas and tell a story using pictures. **Prerequisites:** *Requirement #6: Visit a museum, art exhibit, art gallery, artists' coop, or artist's workshop. Bring documentation of visit.*



BASKETRY - AFTERNOON OPEN PROGRAM MERIT BADGE

This is an excellent badge for young Scouts. Scouts will use weaving skills to make two baskets and a wooden stool. No prerequisites.



CHESS

Learn the basics of Chess and how you can improve as a player even after you leave camp. No prerequisites.



GAME DESIGN

Design your very own board, card, or role-playing game and put it to the test with your fellow Scouts! No prerequisites.



LEATHERWORK - AFTERNOON OPEN PROGRAM MERIT BADGE

While working with leather, Scouts will learn about making leather and techniques to create items from leather. No prerequisites.



METALWORK - AGES 13+

Scouts will learn about metals and make a project in their preferred technique. Requires physical strength and endurance. No prerequisites.



CAMP GERONIMO - MERIT BADGES

HANDICRAFT (CONTINUED)



POTTERY

Working with clay, scouts will create pots, figurines or sculptures. Scouts will work on a potter's wheel and learn about using a kiln. No prerequisites.



SPACE EXPLORATION

Learn all about space exploration, and then build and launch your very own model rocket! No prerequisites.



WOOD CARVING - AFTERNOON OPEN PROGRAM MERIT BADGE

This merit badge is not recommended for first year scouts due to safety concerns.

Prerequisites: *Bring Totin' Chip Card and a small pocket knife (1½ - 2 inches) with a lock blade.*

HEALTH LODGE



EMERGENCY PREPAREDNESS - EAGLE REQUIRED

This program requires Scouts to complete written materials and master many skills.

Prerequisites: *Requirement #1: Bring a copy of the First Aid MB card or a note from your Scoutmaster; Requirement #2c: Complete with your family. Will require an understanding of requirements #2a and #2b; Requirement #6c: Will require an understanding of requirement #6b; Requirement #8b: Bring a photo of your kit.*



FIRST AID

Improve your first aid knowledge in this Eagle-required merit badge. **Prerequisites:**

Requirement #1: *Be prepared to demonstrate to your counselor that you have current knowledge of all first-aid requirements for Tenderfoot, Second Class, and First Class ranks. Requirement #5a: Prepare a first-aid kit for your home. Bring the kit or a letter from your guardian. Requirement #5b: Inspect your troop's first-aid kit. Bring a letter from your unit leader.*



PUBLIC HEALTH

Learn about public health and disease control and get a behind-the-scenes view at how Camp Geronimo keeps its campers safe. No prerequisites.



SEARCH AND RESCUE

Learn how to plan and execute a search and rescue operations before practicing a hasty search scenario. No prerequisites.



CAMP GERONIMO - MERIT BADGES

NATURE



ASTRONOMY

Take advantage of Camp Geronimo's dark skies and use our state of the art telescope. This merit badge will hold some extra class sessions in the evening. No prerequisites.



BIRD STUDY

Break out your binoculars and identify local birds in this fun and engaging merit badge class. This merit badge will hold some extra class sessions in the morning. No prerequisites.



CHEMISTRY

Learn the basics of chemistry in this exciting, hands-on badge! No prerequisites.



ENVIRONMENTAL SCIENCE - EAGLE REQUIRED

This is a difficult badge that requires several hours of observing, writing, and experimenting. Maturity and a high-level of concentration is required. Recommended for older Scouts (ages 13+). This is a two-hour class. No prerequisites.



FORESTRY

Scouts will identify trees and plants and explore the roles they play in a forest's life cycle. They will discover the resources forests provide to humans and understand why forest sustainability is important. No prerequisites.



GEOLOGY

Scouts will learn about rock formations and natural resources. No prerequisites.



INSECT STUDY

Explore camp while searching for different types of insects. This badge may require some work outside of class time. **Prerequisites: Requirement #9: Raise an insect through complete metamorphosis from its larval stage to its adult stage. Bring documentation or a letter from your unit leader.**



MAMMAL STUDY - AFTERNOON OPEN PROGRAM MERIT BADGE

An opportunity to learn more about a chosen mammal or mammals and work on a conservation project. No prerequisites.



CAMP GERONIMO - MERIT BADGES

NATURE (CONTINUED)



NATURE

An excellent introduction badge to nature that includes the study of plants, animals and soil. No prerequisites.

OUTDOOR SKILLS



ARCHAEOLOGY

Survey the skills and tool used by archaeologists and take part in hands-on activities to find out what we can learn from the past. No prerequisites.



CAMPING - EAGLE REQUIRED

Scouts learn camping skills and how to prepare for a campout. Requires a lot of written work and previous camping experience.

Prerequisites: *Requirement #4b: Help a patrol or den prepare for a campout. Requirement #5e: Scoutmaster pack inspection. Requirement #7b: Pack your own gear. Requirement #8d: Cook in the outdoors. Requirement #9a: Camp a total of at least 20 nights. Requirement #9b: Do two of the following. Bring note from parent or Scoutmaster regarding completion of these requirements.*



COOKING - EAGLE REQUIRED

Scouts learn about nutrition and hone their cooking skills. This is a two hour class.

Prerequisites: *Requirement #4: Home cooking. Bring note from parent or Scoutmaster regarding completion.*



GEOCACHING

A treasure-hunting game using a GPS unit to hide and seek caches. **Prerequisites:** *Requirement #7: Locate three public geocaches in your area. Pick one and find the cache. Bring a letter from your guardian regarding completion.*



INDIAN LORE

Scouts will learn about Native American life, games, and crafts. No prerequisites.



PIONEERING

Scouts will work on a project and splicings. **Prerequisites:** *Know the knots required for Tenderfoot through First Class. Please bring a pair of leather work gloves.*



CAMP GERONIMO - MERIT BADGES

OUTDOOR SKILLS (CONTINUED)



ORIENTEERING

Set up and run an orienteering course and Scouts utilize their map and compass skills. Recommended to bring an orienteering compass. Scouts will need to teach some basic orienteering skills to their troop. No prerequisites.



WILDERNESS SURVIVAL

Scouts will build a shelter during camp and sleep in it one night. Scouts should bring a backpack and sleeping bag. Recommended for Scouts First Class or above. **Prerequisites: Requirement #5: Prepare and bring a small survival kit. DO NOT INCLUDE any matches or other fire starting devices/materials. Survival kits are available at the Trading Post for purchase.**

SHOOTING SPORTS



ARCHERY

This is a difficult badge to master. Participants should plan on spending a large portion of their free time at the range to qualify. Requires physical strength and endurance. Extra time may be required at range to achieve a passing score. Recommended for older Scouts (ages 13+). No prerequisites.



RIFLE SHOOTING

A challenging merit badge. Required to shoot qualifying scores with a .22 caliber single shot, bolt action rifle. Extra time may be needed at range to achieve required scores. No prerequisites.



SHOTGUN SHOOTING

This is a time consuming and challenging badge. Scouts will likely need time outside of class to qualify. Recommended for older Scouts (ages 13+) that are at least 100 pounds. Participation is at the discretion of the range safety officer, as needed. No prerequisites.

TOWER



CLIMBING - AGES 13+

This program is physically challenging and requires a strong knowledge of knots, first aid, and safety. Bring clean/dry non-loose fitting clothing and preferably tennis shoes (as it may be difficult to climb in boots). No prerequisites.



CAMP GERONIMO - MERIT BADGES

CORRALS



HORSEMANSHIP / ANIMAL SCIENCE

Scouts will learn about horses and their required care. They will also work with and ride horses. Required physical strength and endurance. Scouts must wear jeans and closed toed shoes. No steel toed boots. Youth must bring a Horse Activity Release form signed by their parent or guardian. This class is taught in a vigorous two-hour block where Scouts will earn two merit badges. No prerequisites.



TRADING POST



SALESMANSHIP

By studying salesmanship, Scouts can learn self-confidence, motivation, friendliness, and the persistence necessary to overcome obstacles and solve problems. Sales can offer a challenging and rewarding career for those who enjoy interacting with people from all walks of life. No prerequisites.





CAMP GERONIMO - MERIT BADGES

TIME	AQUATICS	HANDI-CRAFT	HEALTH LODGE	NATURE	OUTDOOR SKILLS	SHOOTING SPORTS	TOWER / CORRALS	TRADING POST
BREAKFAST								
8:30 - 9:20	<ul style="list-style-type: none"> Swimming - cap 20 Canoeing Kayaking Lifesaving Rowing 	<ul style="list-style-type: none"> Chess Metalworking Pottery Space Exploration 	<ul style="list-style-type: none"> Emergency Preparedness First Aid 	<ul style="list-style-type: none"> Bird Study Environmental Science Pt. 1 Geology Nature 	<ul style="list-style-type: none"> Camping Cooking Pt. 1 Geocaching Wilderness Survival 	<ul style="list-style-type: none"> Archery Rifle Shotgun 	<ul style="list-style-type: none"> Climbing Animal Science / Horsemanship 	
9:30 - 10:20	<ul style="list-style-type: none"> Swimming - cap 20 Canoeing Kayaking Lifesaving Rowing 	<ul style="list-style-type: none"> Chess Metalworking Pottery Space Exploration 	<ul style="list-style-type: none"> Emergency Preparedness First Aid 	<ul style="list-style-type: none"> Astronomy Environmental Science Pt. 2 Geology Nature 	<ul style="list-style-type: none"> Archaeology Camping Cooking Pt. 2 Pioneering 	<ul style="list-style-type: none"> Archery Rifle Shotgun 		<ul style="list-style-type: none"> Salesmanship
10:30 - 11:20	<ul style="list-style-type: none"> Beginner Swimming* Swimming - cap 10 Canoeing Kayaking Lifesaving Rowing 	<ul style="list-style-type: none"> Art Game Design Metalworking Space Exploration 	<ul style="list-style-type: none"> Emergency Preparedness Public Health 	<ul style="list-style-type: none"> Chemistry Environmental Science Pt. 1 Forestry Insect Study 	<ul style="list-style-type: none"> Archaeology Cooking Pt. 1 Orienteering Wilderness Survival 	<ul style="list-style-type: none"> Archery Rifle Shotgun 	<ul style="list-style-type: none"> Climbing Animal Science / Horsemanship 	<ul style="list-style-type: none"> Salesmanship
11:30 - 12:20	<ul style="list-style-type: none"> Beginner Swimming* Swimming - cap 10 Canoeing Kayaking Lifesaving Rowing 	<ul style="list-style-type: none"> Art Chess Game Design Metalworking 	<ul style="list-style-type: none"> First Aid Search & Rescue 	<ul style="list-style-type: none"> Chemistry Environmental Science Pt. 2 Forestry Insect Study 	<ul style="list-style-type: none"> Camping Cooking Pt. 2 Geocaching Indian Lore 	<ul style="list-style-type: none"> Archery Rifle Shotgun 		
LUNCH								
2:00 - 5:00	<ul style="list-style-type: none"> OPEN PROGRAM 	<ul style="list-style-type: none"> Basketry Leatherwork Wood Carving Open Program 	<ul style="list-style-type: none"> OPEN PROGRAM 	<ul style="list-style-type: none"> Environmental Science Mammal Study Open Program 	<ul style="list-style-type: none"> Cooking Open Program 	<ul style="list-style-type: none"> OPEN PROGRAM 	<ul style="list-style-type: none"> Open Climbing* Trail Rides* 	
DINNER								
EVENING PROGRAM								

*Indicates classes that are not a merit badge.



CAMP GERONIMO - CAMP ACTIVITIES

EVENING PROGRAMS

Evening program will be held every night from 7:30 PM to 8:30 PM.

SUNDAY — OPENING CAMPFIRE

Welcome to camp! The opening campfire will be held at the amphitheater above the swimming pool. Please line up at your assigned area by 7:20 PM.

Campsites 1 – 15 line up at the Trading Post. Campsites 16 – 29 line up at the Outdoor Skills area. Both groups will be led to the campfire site by the Order of the Arrow.

MONDAY — CUT-THROAT COOKOFF

Put your cooking skills to the test in the Cut-Throat Cookoff! This is one of our most exciting programs of the week, so make sure to attend!

TUESDAY — OA CALLOUT CEREMONY

Join us as Wipala Wiki Lodge honors those chosen by their peers to join the Order of the Arrow. If you would like your unit's candidates to be called out, please make sure to follow the directions on page 25.

WEDNESDAY — COMMISSIONER CAMPFIRES

Are we halfway through the week already? Take some time to bring your unit together and celebrate another great summer at Geronimo. Want to make the evening more memorable? Invite some other units or even your favorite staff to join you!

THURSDAY — MOGOLLON BASH

Join us at the Spade Ranch House for the Mogollon Bash, featuring a telling of the classic Mogollon Monster story.

FRIDAY — CLOSING CAMPFIRE

Return to the amphitheater as we celebrate a great week and recognize those that went above and beyond during their time at Camp Geronimo.

MORNING ACTIVITIES

POLAR BEAR SWIM

The Polar Bear Swim will be held on Thursday morning at 6:00 AM .

TENDERFOOT RUN

The Tenderfoot Run is a self-led activity that occurs Tuesday morning. Ask the staff about their recommended routes for your unit!

LEADER MEETINGS

Leader Meetings will be held daily at 5:00 PM. While units are only required to send one adult representative to each meeting, we encourage the SPL and any other interested adult leaders to attend. They are an important source for more detailed information than is given at the camp general assemblies and are a great opportunity to ask questions of our senior staff members. These will be held at the commissioner shack.

GENERAL ASSEMBLIES / FLAG CEREMONIES

Flag ceremonies will be held twice a day, before your breakfast/dinner meal shift, at the parade field. The morning flag ceremony will be held at 7:15 AM and the evening flag ceremony will be held at 6:00 PM. Units are encouraged to sign up to raise or lower the flags at Headquarters.

In addition to the flag ceremony, the staff will host a general assembly where you can learn more about the day's events.

LUNCH WITH SCOUT EXECUTIVE

Join the SE for lunch on Tuesday and learn more about the important things happening in Grand Canyon Council and the Boy Scouts of America.



CAMP GERONIMO - ORDER OF THE ARROW

WIPALA WIKI LODGE

For over 100 years, the Order of the Arrow (OA) has recognized Scouts and Scouters who best exemplify the Scout Oath and Law in their daily lives. Arrowmen are known for maintaining camping traditions and spirit, promoting year-round and long term resident camping, and providing cheerful service.

The OA Callout on Tuesday night is a great opportunity to provide your unit with an experience they will never forget. If you would like any of your Scouts to be recognized at this ceremony, it is essential that you complete an OA election in your unit prior to arriving at camp. More information on how to schedule an election can be found at oa.grandcanyonbsa.org.



If your unit is not from Grand Canyon Council, you are still welcome to take part in Wipala Wiki Lodge's Callout Ceremony. **To do so, please bring a letter from your local lodge chief and lodge adviser giving permission for Wipala Wiki Lodge to call out your youth. The letter must list the names of those nominated or be accompanied by a unit election report.** Not sure what lodge your unit is a part of? Here's a link to the national lodge locator: oa-bsa.org/about/organization-structure/lodge-locator.

There will also be an opportunity for eligible and active (dues must be current) members of Wipala Wiki Lodge to complete their Brotherhood at camp. The cost is \$20.00, and can be paid at Headquarters with cash or a check.

Tuesday is the designated OA day at camp. Members from all lodges are encouraged to wear their OA sash.





CAMP GERONIMO - SCOUTMASTER PROGRAM

DESCRIPTION

Why should your Scouts have all the fun? Camp Geronimo's Troop 1 program is coming back in 2023, and is the best way for you to experience everything that camp has to offer our adult leaders. This program will feature:

- Adult leader "patrols" led by our volunteer commissioner corps
- Competitions across camp featuring some of our best open programs
- Social opportunities with adult leaders from all over the Southwest
- Flexibility so that you can jump in and out of the program on your own schedule

It's not all just fun and games, though. All Scouts deserve well-trained leaders, and here at Camp Geronimo we are proud to deliver a training curriculum that well prepares your leaders for anything your year-round program may throw at them. All our courses (excluding CPR/AED/First Aid) are free, and you do not need to sign-up for them in Black Pug.





CAMP GERONIMO - SCOUTMASTER PROGRAM

COURSE OVERVIEW *(Schedule is subject to change)*

COURSE	DAYS AND TIMES	DESCRIPTION
Scoutmaster/ Assistant Scoutmaster Specific Training	Thursday 8:30 AM – 12:20 AM (4 Hours)	BSA's first official course required for new leaders to become fully trained in running troop meetings and learning your role as a SM/ASM.
Introduction to Outdoor Leadership Skills (IOLS)	Monday, Tuesday & Wednesday 8:30 AM – 12:20 PM (12 hours)	BSA's second official course required for new leaders to become fully trained in leading troop outings and overnight activities.
Climb on Safely	Thursday 4:00 PM – 5:00 PM (1 hour)	BSA's official course on safe practices for units interested in climbing activities.
Leave No Trace 101	Friday 9:00 AM – 12:00 PM (3 hours)	This class is designed to help adult leaders understand the general principles of Leave No Trace and how to apply them in the BSA outdoor program. This course is taught by a certified Leave No Trace Trainer.
CPR/AED/First Aid	Tuesday 2:00 PM – 5:00 PM (3 hours)	CPR & First Aid are required for virtually any scout activity. Why not knock it out at camp?
Swim & Water Rescue	Tuesday, Wednesday, Thursday, Friday 8:30 - 10:20 (8 hours)	Complete the training to qualify as a Unit level qualified personnel for water activities at a pool or lake.
Paddle Craft Safety	Tuesday, Wednesday, Thursday, Friday 10:30 - 12:20 (8 hours)	Complete this training to qualify as a unit level qualified personnel for water-based activities such as canoeing, kayaking and row-boating.



BROWNSEA ISLAND - PROGRAM INFO

Brownsea Island Adventure (BSI) is designed for Scouts who have just joined a troop or have just graduated from Webelos. The program completes most requirements for Tenderfoot and Second Class, and many requirements for First Class. This is a transitional program to help Scouts understand the patrol method, learn basic Scout skills, and experience many of the programs available at Summer Camp.

PROGRAM GOALS

- To provide a well-organized program based upon the Patrol Method lead by qualified instructors.
- To maintain a ratio of 1 instructor to 12 Scouts.
- To teach the basic skills necessary to succeed in Scouting and the outdoor program.



BEFORE SENDING SCOUTS THROUGH BROWNSEA ISLAND ADVENTURE:

- Help the Scouts earn the Scout rank prior to summer camp.
- Ask the Troop Guide or an older Scout to show the new Scouts how to use and update their information in the Scout Handbook.
- If your troop has more than three Scouts participating in the program, we ask that you provide an adult leader to assist the Patrol Guides throughout the week. This is an excellent opportunity for the new leader in your troop to learn about Scouting. Troops may rotate the leader through the week as needed.
- Host a shakedown at a troop meeting prior to camp to make sure that the Scouts have all the equipment they will need for the week. Refer to the equipment list in the appendix. Required items: rain gear, flashlight, water bottle, and backpack. Items needed daily: water bottle, pen and paper, and BSI passport. Optional Items: compass, pocket knife, and camera.

YOUR WEEK IN BROWNSEA ISLAND

The Brownsea program kicks off at 8:30AM on Monday morning with an opening Ceremony in the Brownsea Island Program Area (near the Commissioner Shack). During this ceremony Scouts will be grouped into patrols and meet their Brownsea Island Guide—an experienced Scout who will work with them through the week as an instructor and mentor. Scouts will be matched with other Scouts who are similar in rank and experience to increase program flexibility and allow the patrols to work on appropriate material for their skill level. We will attempt to place troop members in the same patrol. Scouts will be presented with a passport and walking stove to keep with them at all times during the week. The passport will chart their progress towards the advancement requirements of Tenderfoot through First Class. Below is a sample day for Scouts in Brownsea. (Schedule will vary from day to day).

8:30 AM – 8:45 AM: Opening Ceremony

9:00 AM – 11:30 AM: Patrol Time – Specific time at a secluded site to work with the BSI Guide on rank requirements and prepare for the troop competition.

11:45 AM – 12:15 PM: Troop Competition

12:30 PM – 1:45 PM: Lunch and Free Time

2:00 PM – 3:00 PM: Swimming/First Aid Merit Badge Time

3:00 PM – 5:00 PM: Open Program with their Guide



BROWNSEA ISLAND - PROGRAM INFO

OPEN PROGRAM

Your BSI Scouts will also be able to participate in Open Program in the afternoon! Led by their BSI Guide, your Scouts' patrol will be able to experience everything Camp Geronimo has to offer (with a few special BSI surprises along the way). Want your Scouts to work on more rank requirements or spend more time with your unit instead? No worries. Talk to your BSI Guide and they will be happy to work with you and meet your unit's goals.

SCHEDULE FLEXIBILITY

While Brownsea Island always has a busy week scheduled, our BSI Guides are trained to be as flexible as possible to meet your unit's needs. Going on a hike and want your first-year Scouts to tag along? Scheduled a horsemanship trail ride for the same afternoon they were going to go shooting? You are always welcome to talk with your BSI Guide, or even the BSI Director, to work out a solution.

GETTING THE MOST FROM THE PROGRAM

In order for your Scouts to truly take advantage of the Brownsea Program, there must be a leader committed to working with the Scouts throughout the week. For example, leaders should ask to see the Scout's passports each night and test them on what they have learned. If you, as a leader, are satisfied with the Scout's knowledge, then sign off the requirement in the handbook. Though there will be informational meetings throughout the week, we encourage you to seek out the Brownsea Director if you have any questions or concerns.





FISH CAMP - PROGRAM INFO

Fish Camp is a hands-on, immersive program offered by Trout Unlimited and the Grand Canyon Council, BSA. This is not your grandfather's cane pole fishing experience—participants will learn the ecology necessary to select proper fly or bait, understand where to cast, and master the art of provoking fish to attack your fly or lure. Interested scouts will earn and learn both Fishing and Fly-Fishing Merit badges as they become proficient in technical skills like casting and fly tying. Join our expert staff and fish the beautiful streams and lakes of Northern Arizona in this unique scouting adventure.



BEFORE CAMP

Who can attend Fish Camp?

Any registered Scout who is at least 13 years old* and completed 8th grade by camp. Also, those who attend must be able to pass the BSA Swimmer's Test. Girls under 18 are encouraged to participate in this program, but they may need to provide a female adult leader, please contact the Camp Register to inquire.

Can leaders attend?

Absolutely! Fish Camp provides the primary leadership, but other adult leaders are encouraged to attend along with their Scouts.

Where do we stay and eat?

Participants will be housed in cabins at R-C Scout Ranch and will use the R-C Dining Hall. All participants should check in on Sunday at Camp Geronimo in order to turn in the medical form and take the BSA Swimmer Test.

How do we travel?

Fish Camp will provide a 15-Passenger Van to transport participants to the various fishing locations and learning experiences.

What do I bring?

Most anglers are comfortable with their own gear and we encourage you to bring your own gear; however, the camp will have rods and equipment necessary to support those without gear. All participants will be receiving some awesome fishing swag. Please see the attached packing list in order to be prepared for the week.

How do I get a fishing license?

All participants 18 and under will receive a free AZ Hunting and Fishing License. Adults should go to the AZGF website (fishaz.azgfd.com/license-info/) and purchase a license. Bring the license with you to camp.

Can I still participate in the Friday Night Campfire at Geronimo?

Yes, participants traveling with a troop will be returned to Geronimo on Friday night after dinner. Please make sure you bring a tent in case the campsite at Geronimo is full Friday night. Participants who are participating without their unit can be picked up at R-C Scout Ranch after 6:00 PM on Friday or Saturday morning at 8:00 AM.



FISH CAMP - PROGRAM INFO

ARRIVAL ON SUNDAY

All participants should arrive at Geronimo by 1:00 pm to go through check-in, medical check, and take the BSA Swimmer Test. Fish Camp participants will meet their program director in the dining hall and he or she will give additional information about the week. The shuttle to R-C will leave around 4:30 so please arrive at camp around 1:00 to give time for the check-in process. If an adult is participating and drove to camp, he or she is more than welcome to drive their vehicle to R-C.

REMEMBER TO BRING

- BSA Medical Form: www.scouting.org/scoutsource/HealthandSafety/ahmr.aspx
- TU Consent Form
- TU Photo Waiver
- Proof of Insurance (Out of Council Only)
- AZ Fishing License (Adult Participants Only)

A WEEK AT FISH CAMP

Here is a sample of some things we will be doing throughout the week:

- Knot tying
- Casting
- Entomology and using a seine to capture aquatic invertebrates
- Visit to Tonto Creek Fish Hatchery
- Water and soil conservation, including Leave No Trace
- Fishing First Aid
- Fishing Woods Canyon, Willow Spring, Christopher Creek, Tonto Creek, and Green Valley Lakes
- Fish anatomy and dissection
- Night fishing experience
- Enjoying meals of fresh fish

ADVANCED OPPORTUNITIES

The purpose of Fish Camp is not to sit in class and earn merit badges; we want our participants to be in the field fishing. That said, all participants should earn both Fishing Merit Badge and Fly Fishing Merit Badge.

FRIDAY NIGHT

The program will conclude Friday afternoon with a brief graduation ceremony. Participants may either head home, spend the night at R-C, or head back to Geronimo and join their troop for the closing campfire. Please let the staff know your plans during Sunday check-in.



FISH CAMP - EQUIPMENT LIST

CLOTHING

- Scout Uniform (for travel and campfire)
- 2 shorts
- Swimsuit
- 5 tee shirts
- Wicking long underwear (optional)
- Fleece or wool vest or jacket
- One pair long pants
- Rain jacket
- Socks and underwear
- Wide brimmed hat*
- Water shoes (Due to sharp rocks, we recommend closed toe shoes, not sandals; no flip-flops)
- A pair of shoes to wear around camp

PERSONAL ITEMS

- Bandana
- Towel and wash cloth
- Pocketknife
- Lip balm
- Sunscreen
- Toothbrush and toothpaste
- Sunglasses—Polarized*
- Waterproof watch
- Whistle*
- Sleeping Bag or Twin-Size Sheet and Blanket
- Day Pack
- Flashlight
- 2 Water Bottles
- Pillow

****These items are required when outdoors and fishing***

FISHING GEAR

The Grand Canyon Council and Arizona Council of Trout Unlimited are furnishing all fishing equipment needed. You may bring your own fishing gear if you wish. Fish Camp is not responsible for the loss or damage of personal equipment

- Fishing equipment #
- Fly-Rod, reel, line, leaders, tippet #
- Spinning gear #
- Fishing License *
- Fly box & flies *
- Fly-tying vice & equipment #
- Fishing vest or sling pack (Fish Camp is furnishing packs) *
- Hemostat, nippers, flies, tippet, leaders *
- A year's membership in Trout Unlimited*



****Through the generous donations of Trout Unlimited, each scout will receive these items as a part of their registration.***





FISH CAMP - TU CONSENT FORM



Personal Injury Consent Form:

I, _____, am at least eighteen years of age and have prepared myself to participate in the **AZTU-BSA Fish Camp** project of the **Arizona Council of Trout Unlimited** by familiarizing myself with the physical demands involved in participating in the project. I am in good physical condition and am capable of meeting those physical demands. I understand that projects like this one can involve the risk of death or serious physical injury and agree to assume that risk. I also agree to release and indemnify Trout Unlimited, its officers, trustees, directors, employees, and agents, from and against any and all claims, demands, and judgments arising from injuries or damages in connection with my participation in the project.

_____(Signature)

Date: _____



Parental Consent Form:

I _____, am the parent/legal guardian of _____.

I hereby consent to his/her participation in the **AZTU-BSA Fish Camp** of the **Arizona Council of Trout Unlimited**. In determining whether to allow _____ to participate, I recognize that Trout Unlimited cannot be responsible for him/her in the event of injury while participating. I also realize that participation can involve the risk of serious physical injury or death and agree, on his/her behalf, to assume those risks.

I agree to release and indemnify Trout Unlimited, its officers, trustees, directors, employees, and agents, from and against any and all claims, demands, and judgments arising from injuries or damages in connection with his/her participation.

_____(Signature of parent or legal guardian)

Date: _____



FISH CAMP - TU PHOTO WAIVER FORM



*Expanding and Improving
Arizona's Native and Wild
Trout Fisheries*

www.az-tu.org

Photo Waiver Form

I hereby give **Arizona Council of Trout Unlimited** the right to use photographs taken of me this date for publishing, illustration, advertising, trade and promotion, or any other use in any medium for any purpose.

I release Trout Unlimited from any claims and demands arising out of the use of the photographs. This release also covers legal representatives and any licensees of these photographs. I understand that photographs will be copyrighted in the name of Trout Unlimited and may be used in conjunction with other photographs, as part of a composite, or in any form whatsoever.

I am 18 years old or older. Yes No

Model name (please print): _____

Signature of Model: _____

Address: _____

Address: _____

Witness (please print): _____

Signature of Witness: _____

Date: _____

If the model is under 18 years of age, consent should be given by parent or guardian as follows:

I hereby certify that I am the parent or guardian of (please print model name)_____.

For the model named above, and for value received, I do give my consent without reservations to the foregoing on behalf of him or her or them.

Signature of Parent or Guardian: _____ Date: _____

Witness (please print): _____

Signature of Witness: _____

Please return this completed form to: (enter your chapter information here)

Shirt Size: _____

Do you fish left handed or right handed? _____



DRONE FLIGHT SCHOOL - PROGRAM INFO

Drone Flight School is an overnight program designed for gifted students aged 14 years and older. Led by students from Embry-Riddle Aeronautical University, campers will experience an immersive program that focuses on math, physics, career exploration, and mastering drone flight technology. They will then go on “missions” across camp that put their skills to the test.

This is not your traditional summer camp experience— participants will learn real-world STEM applications, explore the business and industry of drones, and master technology unavailable to most youth today. Interested participants will become proficient in technical skills such as racing drones, but most importantly, your Scouts will have an incredible opportunity to learn and grow in a community of fellow adventurers.



DRONE FLIGHT SCHOOL OBJECTIVES

- Real-world STEM application for the next generation of engineers, scientists, makers, and hobbyists
- Education of the industry and the future of drones
- Exploration of the business and capability of drones
- The entrepreneur’s mindset behind drone technology
- Flight control, coding and agility racing and challenges
- Low Instructor to student ratio
- Adult-led instructors with experience and passion working with students and STEM
- Lesson plans encourage students to work with- in small teams to achieve common goals
 - Drone safety and the social responsibilities of flying drones
- Curriculum specifically designed for both the novice and experienced drone enthusiasts

BEFORE CAMP

Who can attend Drone Flight School?

Any registered Scout who is at least 13 years old.

What merit badges will I earn?

Scouts who attend Drone Flight School will have the chance to work on their Aviation Merit Badge.

Where will we be camping?

Drone Flight School is a provisional program, which means Scouts will not be staying with their troops. Instead, the participants will camp together under the leadership of the staff. If you are registering without a unit, please go through the check-in process with your guardian. A member of the Drone Flight School staff will be at check-in to greet you and provide more instructions for the day.

FORMS TO BRING

- BSA National Medical Form
- Pre-Event Medical Screening Checklist



SPADE RANCH ADVENTURE - PROGRAM INFO

Conquer your fears and face the challenge of a lifetime in this exciting a la carte program designed older youth and adults.

PREPARE FOR ADVENTURE

Who can participate?

Scouts who are at least 14 years old by their arrival at camp. Participants must be able to pass the BSA Swimmer's Test in order to participate in the water activities.

What kind of leadership do we need?

Our program staff provides the primary adult leadership for Spade Ranch Adventure Groups during activity and travel; however, we encourage adults to participate (why should the scouts have all the fun?).

How do we get to all the activities?

The Spade Ranch Staff will provide transportation to and from all activities in either buses or vans.

Where will we stay?

Participants will stay at Geronimo in a provisional site dedicated to Spade Ranch Adventure. The program may have an overnight trip so please bring a tent or "LNT" qualified hammocks with rainfly. Arrive at camp and go through the designated check in procedure with your unit. If you are registering without a unit, please go through the check-in process with your guardian. A member of the Spade Ranch Staff will be at check-in to greet you and provide more instructions for the day. Please keep a bathing suit accessible as all Spade Ranch participants will take the BSA Swimmer Test on Sunday. After settling in, participants will be given an overview of the week and participate in teambuilding initiative games.

With whom will we participate?

Participants will be combined into groups of 10-12 scouts and adult leaders. We may combine groups for some events. When possible, depending on size, we will group the participants from your unit together.

What kind of special gear do I need?

Spade Ranch Adventure provides certified, high-quality gear for all of its activities. However, each program requires specific personal gear (see page 2) that helps to ensure your safety and enjoyment of the program: (A medium (20-40L) backpack with a waist strap will be helpful for carrying gear to and from programs).

FORMS TO BRING

- BSA National Medical Form
- Pre-Event Medical Screening Checklist





SPADE RANCH - PROGRAM INFO

SUNDAY

Arrive at camp and go through the normal check in procedure with your troop. All Spade Ranch participants should stop by the Headquarters to meet the Spade Ranch Director and receive an overview of the week's activities. All participants must take the swimmer test on Sunday.

MONDAY – FRIDAY

Your schedule will depend upon which activity your group will be doing that day. All the activities will start after breakfast, so be prepared and bring all the items necessary for that day's activity. There will be at least one out-of-camp experience.

FRIDAY NIGHT AFTER CLOSING CAMPFIRE

- Pack all belongings and prepare for Saturday morning checkout.
- Check to make sure you received any patches and/or merit badge documentation for the week's accomplishments.
- Complete the camp evaluation.

SPECIFIC GEAR NEEDED FOR SPADE RANCH ADVENTURE:

ACTIVITY	GEAR
Horseback Ride	<ul style="list-style-type: none"> • Pants (snug or cowboy fitting are best, baggy pants will cause skin irritation problems) • Personal overnight gear (sleeping bag, headlamp, etc) • Boots or closed toe shoes
Caving	<ul style="list-style-type: none"> • Long pants • Long-sleeve shirt • Change of clothes & shoes for ride back • Closed-toe shoes • Water bottle • 1 headlamp • Trash bag <p>NOTE: Cave mud will permanently stain clothing!</p>
Mountain Biking	<ul style="list-style-type: none"> • Pants • Closed-toed shoes • Sunscreen



SPADE RANCH - PROGRAM INFO

ACTIVITY	GEAR
Canoeing	<ul style="list-style-type: none">• Closed-toe or water shoes• Bathing suit• Hat• Sunscreen• Water bottle• Sunglasses• Dry clothes and towel for ride home
Canyoneering	<p>The water in the canyon is cold, please bring a swim suit and polypro (or similar non-cotton) long underwear.</p> <ul style="list-style-type: none">• Fleece pullover• Backpack with waste strap• Dry bag to keep gear in backpack dry• Closed-toe hiking water shoes or sport shoes that can get wet• Change of clothes and shoes to dry hike in (minimum change of socks and shoes)• \$20 to buy dinner in Payson, AZ (if time permits)

Participants may bring personal gear for any of the activities listed, but cannot be used until & unless it passes staff inspection.





GERONIMO DIY - PROGRAM INFO

Geronimo DIY is a vocational-focused program where Scouts will learn valuable life skills through fun and engaging hands-on activities led by our staff and assisted by our camp rangers. Scouts will have the opportunity to earn their Welding, Plumbing, and Home Repair badges, and work on requirements from a multitude of other badges, based on the needs of the camp at the time of their session. That's right, participants in this program will have a real positive affect on this camp's facilities, every week. Examples of other badges they may work on include:

- Automotive Maintenance
- Electricity
- Painting
- Woodwork



FREQUENTLY ASKED QUESTIONS

Who can attend Geronimo DIY?

Any Scout who is at least 14 years old. This program is designed for older youth who have been to camp for several summers already and are looking for something new, but still want to spend the week in camp.

Where do we stay and eat?

Geronimo DIY participants will camp and eat with the unit they arrived at camp with. If you are participating provisionally, we will assign you to the Fast-Track unit that week.

What do I bring?

The equipment list on page 45 is still a great packing list for this program, though you should make sure you bring some long pants, some long sleeve shirts, and some boots.

What will we wear?

Every participant will be given a pair of Camp Geronimo maintenance overalls to wear for the week. The best part, you get to keep them at the end!

DAILY SCHEDULE

While every week is a little different, you will always meet at the maintenance warehouse at 8:30 AM and 2:00 PM every day. From there, you will travel across camp and getting to work!



COUNSELOR-IN-TRAINING PROGRAM



JOIN THE CAMP GERONIMO TEAM!

Scouts aged 15 who have an interest in serving Camp Geronimo as a Counselor in Training will experience a new curriculum in the 2022 season that is aimed to develop their leadership, customer service, teaching and self.

There will be three 2-week sessions for Counselors in Training held in the 2022 season. Each session will utilize the Patrol Method in providing Counselors in Training with a true scouting experience. Every day will be different, filled with exciting and unique experiences designed to not only create great staff members at camp, but confident leaders in their daily lives. Over the course of the 2-week session, Counselors in Training will go from shadowing their counselor counterparts to instructing a portion of a lesson to delivering a full lesson in their program area that is engaging and compelling to campers.

PROGRAM HIGHLIGHTS

- An introduction to every program area.
- A week of specialized training in the program area of their choice.
- Teambuilding and leadership development inspired by NYLT and Wood Badge.
- Teaching and training models designed specifically for Camp Geronimo.
- Life skills training designed to prepare youth for resume building and job interviews.
- An outing into Payson led by the senior staff to celebrate the end of a great session.

You can register to be a Counselor-In-Training today by using the [Black Pug registration link](#).

Session 1:

Sunday June 5 – June 18, 2022

Session 2:

Sunday June 19 – July 2, 2022

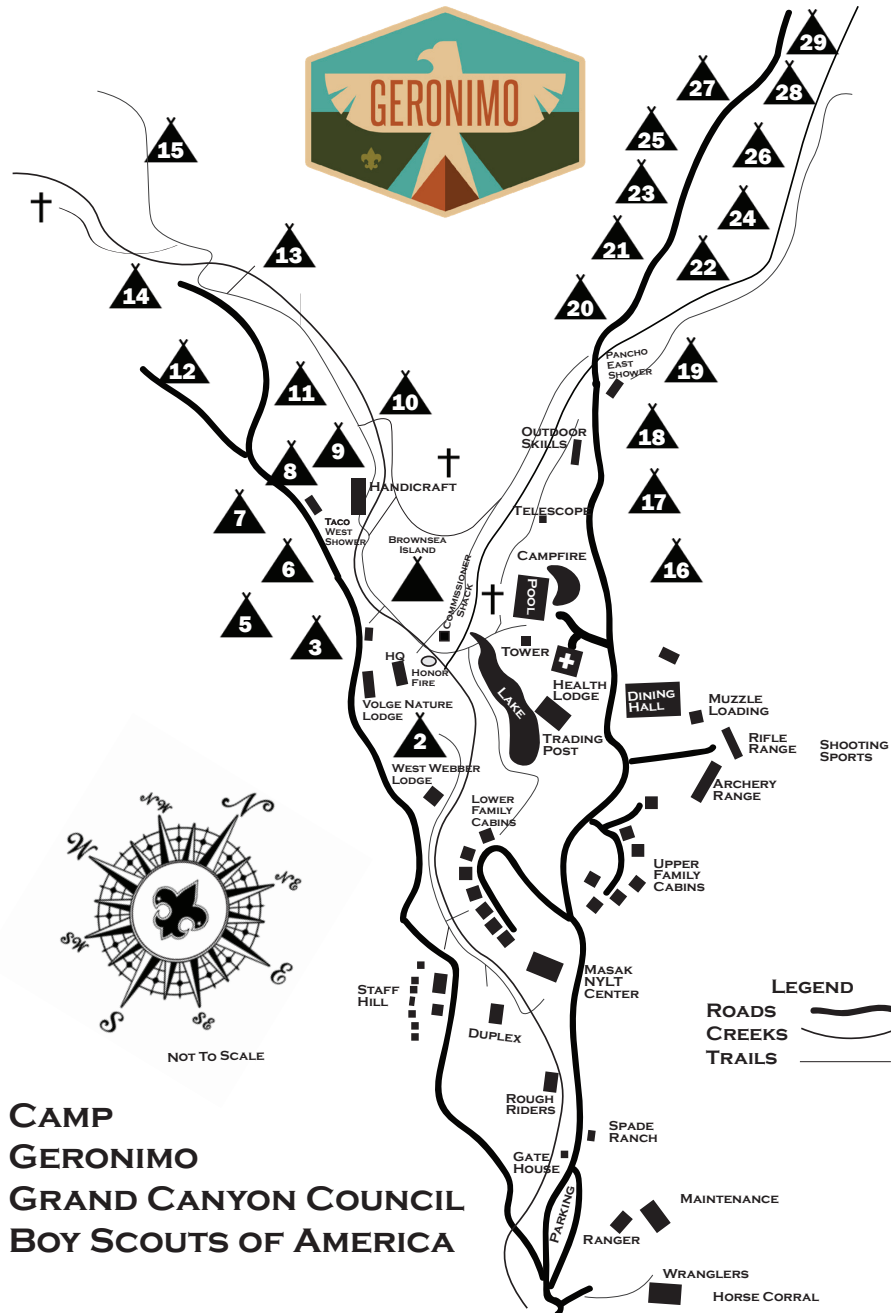
Session 3:

Sunday July 3 – July 16, 2022

The three CIT sessions are capped at 10 CITs for each session, and attendance of both weeks is required for the certificate of completion. Check in for the sessions will be on the first Sunday morning from 11:00 AM – 12:00 PM at the health lodge.



APPENDIX - CAMP MAP / DIRECTIONS



CAMP GERONIMO GRAND CANYON COUNCIL BOY SCOUTS OF AMERICA

HOW TO REACH CAMP GERONIMO:

Camp Geronimo is located approximately 20 miles north of Payson, Arizona and is at an elevation of 5,420 feet. The coordinates of the Camp are: 34° 24' 10.6" N 111° 22' 06.1" W

Leaving the Phoenix metropolitan area, take State Highway 87 north. After reaching Payson, continue on Highway 87 about 12 miles until you reach the Control Road turn-off marked by highway marker 265, turn right. Continue on the Control Road for about six miles, then turn left onto Webber Creek Road, follow this for about 2 miles into camp. Allow 2 to 2-1/2 hours driving time from Central Phoenix.

Leaving from Flagstaff, take Lake Mary Road to State Route 87 south past Pine to Control Road. Turn left on Control Road (dirt) for about six miles, then turn left onto the Webber Creek Road, follow this for about 2 miles into camp. Allow 2 to 2 1/2 hours driving time.



APPENDIX - TROOP HEALTH OFFICER DUTIES

Troop Health Officer Duties

All troops shall elect one youth and one adult to fill this role. Scouts may rotate through two-day shifts, but the adult needs to commit for the entire week.

PURPOSE: To ensure the Health and Safety of all Troop Members by overseeing the daily hygiene and actions of your Troop in camp.

DUTIES:

- On the first evening in camp, coordinate with the Senior Patrol Leader to familiarize everyone with:
 1. Camp Emergency Procedures
 2. Camp Boundaries
 3. Buddy System
 4. Fire Safety and Fire Guard Chart if no fire ban is in effect.
 5. Review camp wildlife plan and emphasize the importance of bear-proofing your campsite while encouraging the Scouts to observe animals from a distance.
 6. Review rules for social distancing.
 7. Offer time for Q&A regarding hygiene and camp in general.
- Develop a Cleaning Duty Roster for your campsite and ensure supplies are on hand
- Attend daily Troop Health Officer Meetings with the Camp Health Officer.
- Remind fellow Scouts and leaders to wash their hands before entering the Dining Hall
- Remind fellow Scouts and leaders to take medications as prescribed.
- Remind fellow Scouts and leaders to take daily showers, brush teeth, and maintain good hygiene.
- Encourage your unit to closely follow clean-up procedures in the dining hall.
- Encourage Scouts to drink plenty of water and wear sunscreen.
- Report any unsafe conditions to the unit leader, Camp Health Officer, or Camp Commissioner.
- Help enforce camp rules:
 1. Use utensils properly in the dining hall—do not use your hands to get food from community containers such as peanut butter or lettuce and tomatoes.
 2. No running in camp.
 3. Wear closed toe shoes whenever walking in camp.
 4. No low clothes lines near paths.
 5. Keep all food out of tents and secure all food and trash in your campsite before leaving or going to bed.
 6. No unattended fires
 7. Make sure your troop participates in Latrine/Shower cleaning duties
- Adult Health Officer should manage medications as described in the Leader Guide.

OTHER SUGGESTIONS:

- Incorporate Safety Merit Badge inspection requirements into program.



Troop Health Officer Medication Waiver Form

By signing below, I acknowledge that I am responsible for keeping my Troop's medications under safekeeping, as well as distributing said medications as noted by given instructions on the Prescription Medication Dosing Form. The Grand Canyon Council is not liable for the administration of medications not in our possession.

I also agree to document all given doses of medicine on the attached form. I agree to keep this form in an easily accessible location. I understand that this form must be turned into the Grand Canyon Council Health Officers on Friday night before leaving camp.

Additionally, I acknowledge that I attended a medication consultation with the Health Officers on staff.

I understand that the Grand Canyon Council is not liable nor responsible for any damages nor injury that arise from failing to comply with these instructions.

Print Name: _____ Date _____

Signature: _____ Date _____

Staff Member receiving waiver: _____

Updated: May 18, 2020



APPENDIX - MEDICATION DOSING FORM

Prescription Medication Dosing Form Grand Canyon Council – Boy Scouts of America

Name of Participant: _____ Age: _____ Unit Number: _____

Summer Camp Session/Date: _____ Campsite: _____

Instructions:

- Each participant taking medications should have a separate form
- Ideally, the form should be completed by the Adult planning to administer the medication.
- List each prescription medication the Scout is receiving separately.
- The unit health officer giving the medication should put their name or initials by the time at which the medication was given. If no medication is given, leave the space blank.

Medication Name and frequency of administration listed on the bottle		Medication given around Breakfast (7 - 8 AM)	Medication given around Lunch (12 - 1 PM)	Medication given around Supper (6 PM)	Medications given at bedtime
	Sunday				
	Monday				
	Tuesday				
	Wednesday				
	Thursday				
	Friday				
	Saturday				
	Sunday				
	Monday				
	Tuesday				
	Wednesday				
	Thursday				
	Friday				
	Saturday				
	Sunday				
	Monday				
	Tuesday				
	Wednesday				
	Thursday				
	Friday				
	Saturday				

NOTE: If a Scout is receiving more than three medications, use an additional form.



APPENDIX - EQUIPMENT CHECKLIST

Required Documents

- Medical Form – Parts A, B and C
- Copy of Family Insurance Card
- Medications—Please follow procedure listed in Administration Guide
- Please label everything with your Scout's name and troop number
- Waivers of Liability

Personal Equipment

- Sleeping Bag with liner or sheet inside
- Ground cloth
- Field Uniform (shirt, shorts or pants, belt and socks)
- Activity Uniform (Troop T-shirt, Camp T-shirt)
- Rain Jacket or Poncho
- Warm Jacket (fleece or sweater)
- Hat (ball cap and stocking cap)
- Socks
- Underwear
- Scout appropriate T-Shirts
- Swimsuit
- Long Pants (jeans or Scout pants)
- Long Sleeve Shirt
- Pair Tennis Shoes
- Pair Boots
- Pair Sandals (for shower only)
- Old Towel for Pool/Showers
- Toiletries (Soap, Toothbrush & Toothpaste, Deodorant, Shampoo)
- Sunscreen, Chapstick
- Bug Spray
- Water Bottle or Camelback
- Spending Money
- Flashlight or Head Lamp & Extra Batteries
- Sleeping Pad, Cot or Air Mattress
- Scout Handbook
- Paper and Writing Items
- Backpack or Duffle Bag
- One-week supply of personal hand sanitizer
- One-week supply of disinfectant wipes
- Personal, reusable face mask and gloves (if desired)
- Camp chair

Optional Items

- Musical Instrument
- Day Pack
- Folding pocket knife (must have Totin'Chip)
- Compass
- Spending Money
- Mess Kit or Bowl w/spoon
- Disposable Camera
- Card Games
- Small Pillow
- Spare Rope or Cordage

Leave at Home

- Cell phones
- Radios, iPods, etc.
- Matches, Lighters, Hot Sparks
- Sheath Knives
- Laser Pointers
- Bicycles
- Personal archery/shooting sports equipment
- Any questionable items



APPENDIX - EQUIPMENT CHECKLIST

Troop Equipment

- American Flag
- Troop Flag
- Clothing Marker Pens
- Stapler and Thumbtacks
- Black Sharpie Markers
- Extra Tarps
- Props for Favorite Stunts and Skits
- Assorted Hand Tools for Camp Projects
- Matches or Lighter (need to be secured)
- Knot Ropes
- Water Cooler
- Lantern
- Sewing Kit
- Troop First Aid Kit
- Outdoor cooking gear, etc.
- Propane Stoves
- 50' Clothesline
- Hand Sanitizer
- Hand Soap
- Liquid Laundry Detergent and 2 Buckets
- Animal Proof Storage Box
- Duct Tape (do not use on tents!)
- Cards and Board Games
- Camp Chairs
- Pop Up Awnings
- Clipboard

Suggested Items for Units to Bring

- Camp Leaders' Guide and Administration Guide
- Emergency Numbers for all Parents (home & vacation)
- Cash box
- Troop Leader Guidebook
- Alarm Clock and/or Battery-Operated Clock
- Method to secure food away from animals
- Lock box for Medications/Valuables

Recommended additions to Unit Equipment Checklist to augment cleaning supplies and materials at camp

- Spray bottles for bleach solution
- Bleach
- Rags and/or Clorox or Lysol Wipes to sanitize often touched surfaces
- Hand Sanitizer (recommended 1-gallon size for campsite)
- Paper towels
- Antibacterial hand soap
- Non-aerosol disinfectant spray
- Extra Camp Chairs

Trading Post

The Trading Post will be open at convenient hours every day during camp. The Trading Post will carry camp t-shirts, patches, souvenirs, merit badge pamphlets, craft supply materials, soft drinks, candy, and a wide selection of Scouting outdoor supplies.



APPENDIX - HIKING OPPORTUNITIES

CAMP GERONIMO RAINBOW TRAILS

With over 5,000 acres of surrounding National Forest, the possibilities of getting out and seeing the wilderness are almost limitless. Geronimo offers some of the greatest trails in the state to hike, when the forest is open. To recognize Scouts and leaders who take on the challenge of the Tonto National Forest, a Rainbow Trails program has been established and a patch is available for purchase. As you hike each trail, you may purchase the respective segment patch at the Trading Post.

In-Camp Trails

Hikers should take plenty of water. Permits are NOT required for in-camp trails.

Wet Webber	1.5 miles
Border Trail	2.5 miles
Totem to Totem Trail	1.1 miles
Fireside Trail	0.5 miles

Out-of-Camp Trails

Permits ARE required. All out-of-camp hikes require a hiking permit on file at Camp Headquarters. Troops must check in promptly following the hike at Headquarters or at the Health Lodge if Headquarters is closed. Failure to follow hiking guidelines and instructions may result in disciplinary action.

Highline Trail	2.9 miles
Lower Miller Trail	0.8 miles
East Webber Trail	2.0 miles
Turkey Springs Trail	2.3 miles
Milk Ranch Point Trail	1.4 miles
West Webber Trail	1.9 miles
Milk Ranch Point West Trail	1.3 miles
Old Spade Ranch Road	4.0 miles
Geronimo Trail	1.6 miles

Possible Day Hikes or Overnight Backpacking Trips

Rainbow Trails Loop 1 (3.3 mile trip)

Geronimo Trail to Turkey Springs Trail	1.6 miles
Geronimo (Turkey Springs) Trail to Continuation Junction	0.3 miles
Geronimo Trail Continuation to East Webber Trail	1.1 miles
East Webber Trail to Camp	0.3 miles

Rainbow Trails Loop 3

Turkey Springs Trail to Milk Ranch Point West Trail Junction	0.3 miles
Milk Ranch Point West Trail to West Webber Trail Junction	1.3 miles
West Webber Trail to Milk Ranch Point Trail Junction	0.6 miles
Milk Ranch Point Trail to Turkey Springs Trail	1.4 miles
Turkey Springs Trail to Camp	2.3 miles

CAMP GERONIMO ADHERES TO ANY RESTRICTIONS ISSUED BY THE NATIONAL FOREST SERVICE



APPENDIX - HIKING OPPORTUNITIES

SPECIAL TRAILS (WITH RESTRICTED AVAILABILITY)

LEVI YOUNG NATURE TRAIL

The Levi Young Nature Trail is available as part of the Nature Lodge program. Scouts can learn about the native foliage of Camp Geronimo. You can schedule a guided tour Tuesday through Thursday between 2:00pm and 4:00pm at the Nature Lodge or a map is available at the Nature Lodge or at Camp Headquarters to take a self-guided tour. The tour takes about 30 minutes to complete. The Levi Young Nature Trail is an excellent Sunday morning activity for troops that arrive on Saturday. Additionally, it is one of the requirements for the “I Did It All” segment and is part of the Big “G” requirements.

NIGHT EYE TRAILS

These evening compass courses are introductory hikes, designed to provide experience and adventure on the trail for Scouts who are new to Scouting and Camp Geronimo. A compass, flashlight, and determination make these night hikes fun for young and old alike. Start with the Cat Eye for the new Scouts and let them work their way up through these hikes of varying difficulty to give your Scouts a challenge. Camp Geronimo Night Eye Trails sign-up may be submitted at Camp Headquarters at any time during the week.

Recommended Practices:

- Take along flashlights with fresh batteries.
- Arrange your Scouts in patrols of no more than six people.
- Each patrol looks for and spots one set of eyes glowing in the distance.
- Each Scout leads the patrol to the next set of eyes and retires to the rear. This way, all Scouts get several turns.
- Watch for eyes of various colors. Many will be red, but others may be white, green, or yellow.
- Upon reaching a pair of eyes: Stop and take your next compass reading, and follow the bearing.
- If the trail seems to disappear, a few Scouts may be sent out to find where it picks up again. Remember, leave several Scouts at the last pair of eyes spotted.
- Verify previous bearing before continuing.
- Be considerate of other troops/patrols conducting Night Eye Trail Hikes, campsites, and adhere to posted trail times.