



CAMP GERONIMO

2025 Leader's Guide
for Summer Resident Camp



GRAND CANYON COUNCIL, BSA
Discover Your Path



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



Dear Campers and Leaders,

As we embark on another exciting year, we are thrilled to introduce our 2025 Leaders Guide. In this guide you will find information necessary to ensure a successful and enjoyable experience for your Scouts and leaders.

At Camp Geronimo, we pride ourselves on offering an exceptional program that utilizes the rich traditions of scouting to provide challenge, camaraderie, and opportunities for personal growth. Our curated programs are designed to offer experiences for everyone in your troop from first year campers, to thrill seeking teens, to adult leaders looking to grow their toolbox of outdoor skills.

The Grand Canyon Council is committed to making Camp Geronimo the best camping experience in the West. We have approached this lofty goal by setting goals in four areas:

1. Program Innovation—Each year we launch at least one new speciality program. In 2025 we are launching 3 new pilot programs! At Camp Geronimo we are offering a supported backpacking program called High-line Trail that is designed to introduce participants to the joys of backpacking. At Camp Raymond, we are offering the Eagle Nest program where scouts will earn experientially based Eagle required merit badges, learn what it means to be an Eagle Scout, and have an awesome camping experience. Finally, we have a developed a physically challenging high adventure program for your oldest scouts (15+) called Four Peaks and a Ditch. Participants in this program will base out of Raymond and summit four successively higher peaks daily before descending into the Grand Canyon.

2. Food—We are committed to providing nutritious, high quality food at Geronimo and have continued to improve food quality for the past 3 years.

3. Facilities—Construction is underway to provide facilities that support the needs of multigender, modern campers. In 2025, you will see improvements to restroom and shower facilities and improved campsites. The property committee is working on a comprehensive master plan that include many improvements from infrastructure to program facilities in the future. If you would like to support the Camp Geronimo endowment, please see the link below.

4. Staff—The men and women who serve each summer are the heart and soul of Camp Geronimo. Please encourage your best and brightest to apply:

In this guide, you will find detailed information about our camp policies, program schedules, merit badge offerings, and other essential resources. We encourage you to review this guide thoroughly and share it with your troop leadership. Proper preparation is key to maximizing your camp experience, and we are here to support you every step of the way.

As you plan your troop's adventure to Camp Geronimo, please do not hesitate to reach out with any questions or concerns. Our team is committed to ensuring that your time at camp is safe, rewarding, and filled with the spirit of Scouting. We can always be reached at gcc.program@grandcanyonbsa.org

Thank you for choosing Camp Geronimo for your summer adventure. We look forward to welcoming you and your Scouts to the high pines of Northern Arizona for an unforgettable 2025 camping season!

Greg Harmon, Camp Director
Carsen Wisniewski, Assistant Camp Director
Jack McLellan, Program Director
Gary Vaughan, Head Commissioner



Camp Geronimo
Endowment Fund

www.grandcanyonbsa.org/gef



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CAMP GERONIMO | 2025 Camping & Payment Information

\$495

for Scout MB Program
incl. Scouts from in-council and out-of-council units



Spade Ranch Adventure \$595 per Scout
Ages 14+ Weeks 1, 2, 3, 4, 5, 6



DIY Program \$545 per Scout
Ages 14+ Weeks 1, 2, 3, 4, 5, 6



CIT Program \$495 per Scout
Ages 14+ Weeks 1, 3, 5



Eagles Nest \$495 per Scout
Ages 14+ Week 4

\$295

for Adults
incl. Adults from in-council and out-of-council units



Fish Camp Program \$595 per Scout
Ages 13+ Weeks 1, 2, 3



Highline Trail Program \$545 per Scout
Ages 13+ Weeks 1, 2, 3, 4



National Youth Leadership Training \$350 per Scout
Ages 13+ May 26 - May 31, July 14 - July 19



Four Peaks & Ditch \$595 per Scout
Ages 15+ Week 4

2025 CAMPING DATES

Session 1 June 1-7

Session 2 June 8-14

Session 3 June 15-21

Session 4 June 22-28

Session 5 June 29-July 5

Session 6 July 6-12

Important The Grand Canyon Council requires all units to follow the payment schedule. Any changes to your registration must be submitted to GCC as soon as possible. Failure to pay required fees may result in a reservation cancellation. See our council policies on the next page for more information.

2025 PAYMENT SCHEDULE

Save-A-Spot Reservation

\$250/ Unit

A non-refundable site deposit is due at the time of reservation until December 31, 2024. If you sign up by November 1, 2024, your unit will qualify for one free Adult Leader. This will save your unit's spot. The fee will be applied to the balance due on February 5, 2025.

February 5, 2025

\$175/ Scout
\$75/ Adult

All units must submit a nonrefundable deposit for each registered participant. Everyone who makes their payment by this date will receive a \$15/person discount.

April 2, 2025

\$175/ Scout
\$75/ Adult

All units must submit a nonrefundable deposit for each registered participant. Any unit who's payment is not received by April 2, 2025 is subject to cancellation.

May 7, 2025

Remaining Balance

Total balance of all camp fees is due by May 7, 2025. A \$50 late fee will be charged per participant for any fees paid after May 7, 2025. This payment is nonrefundable.

Important Any changes to a unit's registration must be made directly to GCC-approved personnel. If you wish to make changes to your registration, please have your units Point of Contact (POC) reach out to us directly.

Camping Department
Grand Canyon Council, BSA
(602) 955-7747 ext. 247
gcc.program@grandcanyonbsa.org

Register Today:
www.campgeronimo.org



Don't worry, more to come soon.

We're hard at work making sure every aspect of your summer adventure is ready to go. We'll have more to share with you at a later date.

Three New Programs. One Great Adventure.

Highline Trail. Embark on the ultimate 5-day, 4-night adventure as you trek from Camp Geronimo to R-C Scout Ranch along the iconic Highline Trail, where you'll conquer natural rock climbing, explore hidden caves and tackle exhilarating canoeing challenges.

Four Peaks & Ditch. Challenge yourself at Camp Raymond, where you'll conquer Arizona's most iconic summits - Bill Williams, Sitgreaves, Kendrick, and the towering San Francisco Peaks - Culminating in a breathtaking trek through the Grand Canyon National Park for an unforgettable high-adventure experience!

Eagles Nest. Soar to new heights at Camp Raymond's newest program, designed for older Scouts aiming to earn essential Eagle-required merit badges, where you'll gain the skills, leadership, and knowledge to achieve Scouting's highest rank while enjoying the ultimate camp experience.



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. 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. 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.**

Camperships

Going to summer camp is a privilege and we believe campers should earn money for camp by doing odd jobs or participating in troop or council fundraisers; however, we understand that some families need additional assistance. A limited number of camperships are available and can be applied for at this link: www.support.grandcanyonbsa.org/forms-resources/

The first round of campership applications must be submitted by February 5, 2025 and processed by March 5, 2025. The second round of campership applications must be submitted by April 2, 2025 and processed by April 30, 2025.

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 he or she will forfeit their personal contributions up to the minimum non-refundable amount. Additionally, camperships are awarded for a specific Scouts and cannot be transferred to other Scouts without completing a new campership request.

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 official wristband. Vehicles will not be allowed in camp Monday – Friday, so please plan accordingly.

Registered Scouts and Leaders Only

All Grand Canyon Council properties are nationally accredited and must follow Scouting America guidelines. All staff and participants, including scouts and adult leaders, must be registered and have completed all mandatory trainings such as youth protection. Geronimo's programs are only open for those registered in Scouts BSA, Venturing, Exploring, and Sea Scouts.

Visitors in Camp

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

Linked Units Policy

Campsites must be arranged to separate genders adequately. This separation could be achieved through natural barriers, physical distance, or by the campsite being divided, so long as the separation achieves privacy for both adults and youth, as well as by gender. Adult leaders are responsible for establishing the barriers and reminding Scouts that members of one gender must not enter the tent/housing of another.



Preparing for Camp

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 unit committee in pre-camp planning.

Timeline

From Point A to Z, and everything in-between, here is an easy to reference timeline of what to expect before coming to camp.

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 units to fundraise through Popcorn and Camp Card sales.
- Begin promoting camp to your Arrow of Light (new Scout) patrols and talk with parents about how important the summer camp experiences is in Scouting.
- Share camp promotional materials with your Scouts and Adult Leaders.
- Select a unit Point of Contact (POC) to work with the Camp Registrar. Only your unit's POC may contact the Camp Registrar.
- Secure your Save-A-Spot Reservation with a \$250 camp deposit.
- Encourage your Scouts to apply to work at Camp Geronimo! Applicants can apply online at: www.campgeronimo.org/staff.

December 2024 - January 2025

- Hold a Parent's Night to promote camp to your unit. When you do so, keep a few things in mind:
 - a. Invite your Arrow of Light (new Scout) patrols. Explain why camp is an essential part of the Scouting program and encourage all Scouts to attend.
 - b. The first payment is due February 5, 2025. Encourage parents to make fundraising a priority and share information about Camperships. The first round of Campership decisions will be made on March 5, 2025 via email.
 - c. Talk about the exciting opportunities available to your older Scouts. NYLT is the gateway for training your next SPL, Spade Ranch is perfect for Scouts looking for a thrill. DIY offers hands on experiences in the trades and Fish Camp is great for the fisher in your troop.

February 2025

- The first payment for each participant is due February 5, 2025
 - a. \$175 per Scout
 - b. \$75 per Adult Leader
- If any Scouts are not signed up for camp, determine why and encourage attendance.
- Schedule Order of the Arrow elections at www.oa.grandcanyonbsa.org. Elections will not be offered at camp.

April 2025

- The second payment for each participant is due April 2, 2025.
 - a. \$175 per Scout
 - b. \$75 per Adult Leader
- Round two of camperships are due April 2, 2025, to be processed by April 30, 2025.
- Merit Badge registration opens on April 9, 2025 at 10:00 AM (Mountain Standard Time).
- Issue each Scout and Adult a personal equipment list and a BSA Annual Health and Medical Record (parts A, B, & C).



May 2025

- The balance off all camp fees are due May 7, 2025. A \$50 late fee will be charged per participant for anyone with outstanding fees after May 7, 2025.
- Custom T-Shirt orders are due May 7, 2025. These are to be ordered by your troops POC only.
- If anyone in your unit has Food Allergies or Dietary Restrictions, please submit that request through our Food Service partners digital form.
- Select a Troop Health Officer.
- Make sure all participants are on track to have their BSA Annual Health & Medical Record (parts A, B, & C) for camp. Attach a copy of their insurance card to the medical form.
- Dedicate a troop meeting for the Scoutmaster and Senior Patrol Meeting to discuss camp with those youth attending.
- Distribute a Parent's Letter that includes departure and return information, health and safety information, camp rules and the camp packing list.

Day of Departure for Camp

- The BSA Pre-Event Medical Screening Checklist is required for every vehicle. Each driver must ask all passengers the listed questions before leaving and be prepared to hand the signed form to a staff member upon entry into camp.
- Make sure each Scout and Adult brings the following:
 - a. All required forms.
 - b. Personal and unit gear.
 - c. Any prescribed medication.

Arriving at Camp

Your week begins with arriving at camp. Here, you'll learn about how Camp Geronimo's check-in process works, including our Pre-Camp Swim and Paperwork Checks. You can also find information here on how to get to Camp Geronimo and Early Check-Ins.

Getting to Camp

Camp Geronimo is located approximately 20 miles north of Payson, Arizona. Camp's physical address is **2599 W. Webber Creek Rd. Payson, AZ 85541**. Camp Geronimo highly recommends that your unit arrives at camp as a group. Should you become separated during your travels, we recommend regrouping in Pine, AZ or Payson, AZ. Payson is the larger of the two, and has more options for gasoline and familiar storefronts. Pine is closer to the main turn-off from the highway you'll need to take to get to camp.

Saturday Arrival

We offer Saturday Check-In to a limited number of units each week at camp. Any unit that signs-up for this option is required to arrive between 1:00pm and 4:00pm, as close to the specific time they signed up for in Black Pug as possible. Units that opt in for Early Check-In will be charged a \$15 fee per camper to help compensate the staff who will be working during their weekend. Please note that the dining hall will not serve any meals until Sunday Dinner - units must plan their own meals before then. If your unit would like to check-in on Saturday, we recommend registering as soon as possible to secure a spot.

Sunday Arrival

All units arriving on Sunday are required to arrive as close to the specific time they signed up for in Black Pug. Any late arrivals must alert camp management ahead of time. Before departing, make sure all of your forms (if you did not turn them in ahead of time) and any medications listed in Part B2 of the BSA AHMR are easily accessible. You will need to quickly access them once arriving at camp.



Check-In Process

Arriving at the Front Gate

Once your unit arrives at the Front Gate of Camp Geronimo, a staff member will greet your unit and collect your Pre-Event Medical Checklist. When parking please back-in your vehicle and then send the Scoutmaster and SPL to the Gatehouse to begin your check-in process.

Gate House

Here, you'll start off by taking a contactless temperature check and reporting your Emergency numbers (quantity of vehicles staying on camp property and the number of seat belts). All participants will receive their wristband, get assigned a swim check time (if not done pre-camp) and be issued any applicable parking passes. If you are checking-in on Saturday this is also where you will turn in all required forms.

Camp Tour

Once your unit completes their medical screening, the Troop Guides will lead the Scouts on a tour of Camp Geronimo. The Adult Leader managing the paperwork will join the tour and be dropped off at the Masak Center. Meanwhile, the other Leaders can start driving gear up to the campsite, where they will meet the Troop to unload and set up camp. To reduce congestion on the narrow roads, only one Troop vehicle is allowed to drive up to the campsite at a time. **All vehicles must be brought back to the parking lot by 6 PM.**

Tours are not available during Saturday check-in. If you need to meet with the Camp Director or Program Director, they will be available at the Masak Center, Sunday from 1:00pm - 4:00pm.

Fish Camp Participants

After your unit has completed their medical screening, participants in Camp Geronimo's Fish Camp program will separate from their unit to board a 4:30pm shuttle to R-C Scout Ranch, where their program will take place. In order to ensure no interruptions to this schedule, please make sure all participants in Camp Geronimo's Fish Camp program have their personal paperwork, personal gear, and any medications with them before they separate from your unit.

Spade Ranch Adventure Participants

After your unit has completed their medical screening, participants in Camp Geronimo's Spade Ranch Adventure program will separate from their unit to and head to the Spade Ranch Headquarters. Please make sure all participants in Camp Geronimo's Spade Ranch Adventure program have their personal gear, and any medications with them before they separate from your unit.

Required Paperwork

In order to facilitate a smooth and easy check-in process, we ask all units to bring the following forms to camp. You can find these forms online at www.campgeronimo.org.

- **BSA Pre-Event Medical Screening Checklist**, one for each vehicle driving scouts to camp. Please complete this form prior to your unit leaving for camp.
- **Troop Health Officer Medication Waiver**.
- A copy of each participants **BSA Annual Health and Medical Record**, placed in alphabetical order.
- **Equestrian Release of Liability Form** for any participant in the Horsemanship or Spade Ranch Adventure programs, and those looking to participate in trail rides.
- **BSA Swim Classification Record** for any participant taking any water focused Merit Badges or anyone looking to participate in lake or pool open programs. (If your unit completed swim checks prior to camp)
- Kandle **Dietary Needs Request Form** filled out digitally.



Campsites at Geronimo

Camp Geronimo has 30 campsites available, each located in different parts of the canyon. All sites are equipped with standard A-frame canvas tents on raised platforms, a full size cot, an adirondack shelter, an in-site latrine, wash station, and drinking spigot. Campsites are assigned by the camp administration, and units will be informed of their campsite location upon checking into camp. If a unit requires additional, reasonable accommodations - such as ADA access, please contact the Camping Department prior to camp.

Campsite Policies

- **Camp Geronimo does not allow units to pre-select their campsites.** This is done to ensure that every camper has adequate housing while at camp. Units may list a preferred campsite in their Black Pug registration, but that campsite is not guaranteed to the unit.
- **Camp Geronimo does not guarantee that each unit will have their own campsite.** Due to the number of campers we have at any given time, we are not always able to place units in their own campsite. It is possible that units will be sharing a campsite with another unit.
- **Camp Geronimo does not guarantee that every Adult Leader will have their own tent.** Due to campsite capacities, we will not be able to place every adult in their own tent. If a unit wishes to do so, they are able to bring their own tent. If you are traveling by plane and unable to bring a tent please contact the Camping Department so we may better assist you.

Campsite Courtesy

- Do not enter other campsites or tents unless invited.
- Control noise and respect the camps quiet hours, 10:00pm - 6:00am.
- Leave other's personal property alone.
- If sharing a site with another unit, please set up a meeting with both troop's Scoutmaster and SPL to discuss sharing common facilities and cleaning schedules. Our Commissioner staff is available to help.

Campsite Tidiness

Tents and Personal Gear

- Tent platforms are fully swept.
- Personal equipment and extra clothing placed out of sight in backpacks/luggage.
- Scout uniforms may be laid on packs or be neatly folded on cots or sleeping pads.
- No clothes hangers attached to tent poles.
- Air out sleeping bags daily, when weather permits.
- All tent flaps must be rolled up in good weather.
- Camp tents must be uniform in appearance.

Health and Safety

- Do not leave garbage in campsite or food on ground and take trash to the dumpster daily.
- Throw leftover food in trash. Do not use sink to rinse food out as it can clog the drains.
- Rinse bottles and cans to remove food residue, place in trash receptacle.
- Ashes should be soaked, dried and disposed of as directed by your Camp Commissioner.
- 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.
- Food must be stored in animal proof containers.
- Toilet seats down, toilet paper stoked and water for rinsing urinal conveniently placed.
- Hose down urinal, toilets and floors daily.

Campfires and Liquid Fuels

Due to our camp's location, Camp Geronimo is often under strict fire restrictions. However, we do allow propane for stoves, lanterns and fires as long as they are operated under close adult supervision.



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.

- Tears and rips on tents or rainflys: \$50 per inch.
- Destroying or writing on canvas: \$400 per panel.
- Damaged platform/decking: \$100 per panel.
- Camp Tent replacement: \$1,500
- Cot replacements: \$100
- Aluminum Uprights: \$75
- Broken Windows: \$200+
- Fire Extinguisher Refill: \$50
- Garden Hose: \$50
- Tools Replacement: TBD
- Miscellaneous Damage: TBD
- Damage to Trees: TBD

Vehicles, Trailers and Parking

- 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, and does not block any entrances to campsites, roadways, or other camp facilities.
- 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.
- No vehicles are allowed in camp after check-in without an official camp pass from the Head Commissioner.

Wildlife & Ecology

Camp Geronimo is located in the beautiful Tonto National Forest, and is home to many native animals, trees and plants. Both scouts and adult leaders are encouraged to consistently follow Leave No Trace principles to preserve the natural beauty of the camp's surroundings.

Animal 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. 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. More information is available in the GCC Wildlife Guide.

Plant Safety

The forest's vegetation is a delicate ecosystem. Please stay on designated trails and avoid using living, natural materials for shelters or projects. The trees at Camp Geronimo are especially important to us, so please refrain from climbing, carving, hanging items from, or otherwise damaging them.

Camp Safety

Ensuring the well-being of all campers is crucial to a successful week. Our staff are ready to address immediate medical needs. However, units should be prepared by following our health and safety policies.

Emergency Procedures

During opening campfires all campers will take part in an Emergency Drill in which the emergency alarm(s) will sound. Any other alarms during the week will signify an actual emergency. Please reference all other procedures outlined in the "Scoutmaster Guidebook" given to each unit upon arrival.

The Health Lodge

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



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 on www.campgeronimo.org.

Medication Policy

The Grand Canyon Council and Camp Geronimo 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, 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.

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. Dosing forms must be turned in at the end of the week.

BSA 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 the Boy Scouts of America— sport, military, or other medical records may not be substituted. 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.

Role of the Adult Leader

Camp Geronimo requires a minimum of two 21+ adults registered with the Boy Scouts of America to be present the entire week. Every adult staying overnight must have current Youth Protection Training. Female troops must have a minimum of one 21+ Female leader.

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. 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.

Adult Leaders Are...

- Responsible for maintaining unit safety and discipline at all times, this includes travel to and from camp.
- To be aware of each youth's personal goals and objectives in order to promote Scouting's advancement.
- Encouraged to participate in camp activities 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 campwide events including Emergency Drills and Campfires.



Check-Out Process

Friday Pre-Check Out

All units should send one leader to the Health Lodge at 5:00 pm for their Friday Evening Pre-Check Out. Here, you will retrieve your medical forms, turn in your Scoutmaster Notebook and Medical Dosing Form. Our Director team will also be on hand to field any advancement questions you may have.

Check Out

The final Check-Out process starts at 6:00 am. Since Saturday is the only day our staff have off we ask that all units are off the property by 9:00 am. Please complete the following to insure a smooth departure.

- Continental Breakfast will be served in the Dining Hall from 6:00 am to 8:00 am.
- Turn in any tools to the Commissioners Shack.
- Complete a campsite inspection with your Camp Commissioner.
- Make your final stop at the Trading Post for any patches or last minute snacks.
- Stop by Headquarters to check for any lost and found.

Lost Property

Prior to arriving to 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 weeks at the Council Service Center in Phoenix and then donated to local charities.

Camp Mailing & Contact Information

In order to ensure your Scout receives their letter or package on time, please send mail at least five days prior to the start of camp. We recommend sending mail with your Troop Leaders to distribute throughout the week. You may also want to label when you want them to receive it (Monday, Tuesday, Wednesday, ect.) All mail sent postage due will be returned to sender.

Camp Geronimo

Scout's First & Last Name
Unit #, Site #, & Session #
Camp Geronimo
2599 W. Webber Creek Rd.
Payson, AZ 85541

Camp Geronimo Emergency Number
(928) 719-4448
gcc.program@grandcanyonbsa.org

R-C Scout Ranch (Fish Camp)

Scout's First & Last Name
Fish Camp, & Session #
R-C Scout Ranch
19887 AZ-260
Payson, AZ 85541

R-C Scout Ranch (Fish Camp) Emergency Number
(928) 719-8700
gcc.program@grandcanyonbsa.org



Camp Geronimo Programs

Camp Geronimo has something for every Scout, whether you're pursuing merit badges, learning the trades or seeking the thrill of Spade Ranch High Adventure. Explore our premier programs offered during the 2025 season at the best camp in the southwest!

Base Camp

The classic Scout Camp experience. Merit Badges, afternoon adventures and more.

Page 14

Spade Ranch Adventure

Explore the Adventure of Northern AZ in Spade Ranch. Challenging Scouts to push their limits with rugged treks, rock climbing, canyon exploration and more

Page 31

Geronimo DIY

Learn hands-on trades in no better place. Valuable skills such as welding, carpentry and automotive repair are taught giving them practical experiences like no other.

Page 33

Fish Camp

Geronimo's Fish Camp immerses Scouts in the art of fishing, teaching them advanced angling techniques, aquatics ecology and conservation while exploring the diverse lakes and streams of Northern Arizona.

Page 28

Brownsea Island

Designed for your first year Scouts, Brownsea Island is the perfect option to knock out primary rank requirements and start your Scouting career strong.

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Your Week at a Glance

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
9:00 AM Swim Checks for Saturday Arrivals		5:30 AM Polar Bear Swim	5:30 AM Tenderfoot Run	5:30 AM Polar Bear Swim		
	6:45 AM - 7:25 AM Breakfast Meal Shift 1					6:00 AM Breakfast
	7:25 AM - 7:40 AM Flags					
	7:40 AM - 8:20 AM Breakfast Meal Shift 2					
	8:30 AM - 9:20 AM Merit Badge Class 1					
	9:30 AM - 10:20 AM Merit Badge Class 2					
	10:30 AM - 11:20 AM Merit Badge Class 3					
1:00 PM Check-In Begins	11:30 AM - 12:20 PM Merit Badge Class 4					All Units Check-Out By 9:00 AM
	12:30 PM - 1:10 PM Lunch Shift 1					
	1:10 PM - 1:50 PM Lunch Shift 2					
	2:00 - 5:00 PM Open Program				2:00 - 4:00 PM Mighty Mogi	
5:25 PM - 6:05 PM Dinner Shift 1						
	6:05 PM - 6:20 PM Flags					
6:20 PM - 7:00 PM Dinner Shift 2						
7:15 PM Leader's Meeting	7:30 PM Scouts Own	7:30 PM OA Fellowship	8:00 PM Commissioner Campfire	7:30 PM OA Brotherhood	7:15 PM Want to be a Staffer	
8:00 PM Opening Campfire	8:00 PM Troop Night	8:00 PM Troop Night		8:00 PM Mogollon Monster Story	8:00 PM Closing Campfire	
10:00 PM Quiet Time	10:00 PM Quiet Time	10:00 PM Quiet Time	10:00 PM Quiet Time	10:00 PM Quiet Time	10:00 PM Quiet Time	

Camp Geronimo Daily Program

From morning to night there is always something to look forward to at Camp Geronimo. The following is the day to day program that we offer.

Flag Ceremonies

Camp Geronimo will hold two flag ceremonies daily, each before/after your Breakfast and Dinner meal shifts. All units are expected to wear their Field Uniforms for evening flags. In addition to the flag ceremony, the staff will host a general assembly where you can learn more about the day's events.



Premiere Programs

Everyday, Camp Geronimo will provide a unique one-day-only experience for your Scouts, in addition to:

Sunday

- 7:50pm - *Opening Campfire* will be held at the Camp amphitheater. Campsites 1-15 will line up at the Trading Post and sites 16-29 will line up in front of the Outdoor Skills building.

Monday

- 2:00pm - 5:00pm - *Blackpowder Muzzleloading* will be offered at the Shotgun Range.
- 2:00pm - *The Cut-Throat Cookoff* Put your cooking skills to the test at Outdoor Skills.
- 2:00pm - 5:00pm - *Levi Young Nature-ish Hike* Meet at the Nature Lodge, starting at the top of every hour.
- 2:00pm - 5:00pm - *Paracord & Beeding Crafts* at the Handicraft Lodge.
- 7:00pm - 9:00pm - *Open Branding*. Put the Geronimo logos and icons on your favorite Hats, Boots, Hiking Sticks and more at the Trading Post.
- 7:30pm - *Scouts Own* service. Join our staff at the chapel to celebrate the 12th point of the Scout Law led by the Camp Geronimo Counselor In Training Patrol.

Tuesday

- 5:30am - *Polar Bear Swim* at the Geronimo pool, join us for a wonderful morning splash at the pool!
- 2:00pm - 5:00pm - *Tie-Dye Tuesday* will be held at the Handicraft Lodge. Bring your favorite shirt.
- 2:00pm - 5:00pm - All new *Geocaching Course* at Outdoor Skills.
- 4:00pm - *Snake Feeding & The Tortoise and the Hair Race* at our Nature Lodge.
- 7:30pm - *OA Fellowship*, join us at the Old Nature Lodge for snacks and a good time.
- 7:00pm - 9:00pm - *Open Branding*. Put the Geronimo logos and icons on your favorite Hats, Boots, Hiking Sticks and more at the Trading Post.

Wednesday

- 5:30am - *Tenderfoot Run* starts at the Dining hall and will loop the camp.
- 2:00pm - *Tallest Pottery Competition* at the Handicraft Lodge
- 2:00pm - 5:00pm - *Pioneering Day*, build and launch things at Outdoor Skills.
- 2:00pm - 5:00pm - *Gold Panning* at the Nature Lodge.
- 2:00pm - 5:00pm - *Top Shot Competition* at the Archery Range.
- 8:00pm - *Commissioners Campfire* with your fellow troops and your favorite staff.

Thursday

- 5:30am - *Polar Bear Swim*, whats better than one swim, two! At the Geronimo Pool.
- 2:00pm - *"The Deadliest Crawdad Catch"* at the Nature Lodge.
- 2:00pm - 5:00pm - *"Ace of Spades" Challenge* at the Rifle Range.
- 2:00pm - 5:00pm - *Gameday & Chess Tournament* at the Handicraft Lodge.
- 2:00pm - 5:00pm - *"Pastries With Pierre"* at Outdoor Skills.
- 7:30pm - *OA Brotherhood Ceremony*, please speak to the Camp Chief for more details.
- 8:00pm - *Mogollon Monster Story* at the Original Spade Ranch House.

Friday

- 11:30am - *Brownsea Island Graduation Ceremony* at the amphitheater.
- 2:00pm - 4:00pm - *Mighty Mogi Challenge*
- 7:15pm - *Want to Be a Staffer Meeting* behind the Commissioners Shack. Join the Camp Geronimo team!
- 7:50pm - *Closing Campfire* at the amphitheater as we celebrate a great week and recognize those that went above and beyond during their time at Camp Geronimo. Order of the Arrow candidates may be called out by Wipala Wiki Lodge.



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 Camp Geronimo that go into more detail about important topics. These badges are designed to take no more than thirty minutes and will be offered throughout the week at different program areas. No sign up is necessary.



Invasive Species

This badge teaches Scouts about the identification, impact, and management of non-native plants and animals that threaten local ecosystems. Scouts will learn practical methods to prevent the spread of invasive species and contribute to conservation efforts.



Over-the-Counter Medicine

Scouts will be educated on the safe use risks and proper dosage of common non-prescription medications. Scouts will also explore how to read labels, understand side effects and make informed decisions about self care.



Safe Food Handling

In this badge Scouts will acquire knowledge of proper food storage, preparation, and hygiene practices to prevent food born illnesses. Scouts will learn about safe cooking temperatures, cross-contamination prevention, and maintaining a clean kitchen.



Trail Maintenance

Scouts will learn the skills needed to preserve and restore hiking trails, ensuring safe and sustainable outdoor experiences. Scouts will learn techniques for erosion control, clearing debris, and building durable trails all while minimizing their impact on the environment.

**COMING
SOON**

Sportsmanship

The sportsmanship badge emphasizes the importance of fairness, respect, and positive attitude in competitive and recreational activities. Scouts will explore the principles of teamwork, handling victory and defeat gracefully and promoting a culture of respect.

Merit Badges

All badges will be taught based on the requirements found in the most recent edition of the BSA's requirement book. Units seeking to take a merit badge must preregister through the online 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.



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

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

While working with leather, Scouts will learn about making leather and techniques to create items from leather. This will be offered in the afternoon only, no registration is required. *No prerequisites.*



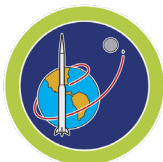
Metalwork

Scouts will learn about metals and make a project in their preferred technique. Requires physical strength and endurance. Must be 13+ older to participate. *No prerequisites.*



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

This merit badge is not recommended for first year scouts due to safety concerns. This class will be offered in the afternoon only, no registration is required. *Prerequisites: Bring Totin' Chip Card and a small pocket knife (1½ - 2 inches) with a lock blade.*



Outdoor Skills



Archaeology

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



Camping

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

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.*



Signs, Signals and Codes

Scouts will learn how to communicate using various methods such as Morse code, semaphore, American Signs Language (ASL), trail signs and signaling devices for effective communication in the outdoors and emergency situations. **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.*



Orienteering

Set up and run an orienteering courses 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. Survival kits are also available at the Trading Post for purchase.*



Health Lodge



Emergency Preparedness

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.*



Search & Rescue

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

Shooting Sports



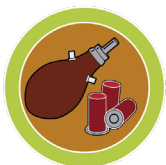
Archery

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, physically demanding and challenging badge. Scouts may need time outside of class to qualify. Participation is at the discretion of the Shotgun Director, as needed must be 13+. This class is taught in a two-hour block. **No prerequisites.**

Tower



Climbing

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). This class is taught in a two-hour block. **No prerequisites.**



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 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 and have an extra pair of closed toed shoes that can get wet.*



Lifesaving

This challenging program is physically demanding and recommended for very strong swimmers who wish to learn aquatic lifesaving skills.

Prerequisites: *Swimming Merit Badge required; bring 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.*



Swimming

This program is physically demanding and requires strength and endurance.

Prerequisites: *Must complete BSA swimmer test.*

Corrals



HorsemanSHIP & Animal Science

Scouts will learn about horses and their required care. They will also work with and ride horses. Requires physical strength and endurance. Scouts must wear jeans and closed toed shoes. No steel toed boots. All 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. The corals have a strict 225lbs weight limit. **No prerequisites.**





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.



Reptile & Amphibian Study

Scouts have always been interested in the different reptiles and amphibians found at camp. Developing knowledge about these captivating creatures leads to an appreciation for all native wildlife. *Prerequisites: Requirement #8: Bring a note from your Scoutmaster or other proof of completion.*



Chemistry

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



Environmental Science

This is a difficult badge that requires several hours of observing, writing, and experimenting. Maturity and a high-level of concentration is required. 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.*



Mammal Study

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



Nature

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



Soil & Water Conservation

This badge teaches Scouts about the importance of preserving soil health and water resources, covering topics like erosion control, watershed management, and sustainable practices to protect the environment.. *No prerequisites.*



Weather

Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe. *No prerequisites.*



CAMP GERONIMO | Merit Badges Schedule

Time	Aquatics	Handicraft	Health Lodge	Nature	Outdoor Skills	Shooting Sports	Tower/ Corrals
Breakfast							
8:30 - 9:20	<ul style="list-style-type: none">• Swimming• Canoeing• Kayaking• Lifesaving• Rowing	<ul style="list-style-type: none">• Metalworking• Pottery• Leatherwork• Basketry• Chess	<ul style="list-style-type: none">• Emergency Preparedness• First Aid• Search & Rescue	<ul style="list-style-type: none">• Chemistry• Environmental Science Pt. 1• Soil & Water Conservation• Nature• Forestry	<ul style="list-style-type: none">• Signs, Signals and Codes• Cooking Pt. 1• Geocaching• Wilderness Survival	<ul style="list-style-type: none">• Archery• Rifle• Shotgun Pt. 1	<ul style="list-style-type: none">• Climbing• Animal Science / Horsemanship
9:30 - 10:20	<ul style="list-style-type: none">• Swimming• Canoeing• Kayaking• Lifesaving• Rowing	<ul style="list-style-type: none">• Metalworking• Pottery• Leatherwork• Wood Carving• Game Design	<ul style="list-style-type: none">• Emergency Preparedness• First Aid• Search & Rescue	<ul style="list-style-type: none">• Forestry• Environmental Science Pt. 2• Space Exploration• Reptile & Amphibian Study• Weather	<ul style="list-style-type: none">• Archaeology• Camping• Cooking Pt. 2• Pioneering	<ul style="list-style-type: none">• Archery• Rifle• Shotgun Pt. 2	
10:30 - 11:20	<ul style="list-style-type: none">• Beginner Swimming• Swimming• Canoeing• Kayaking• Lifesaving• Rowing	<ul style="list-style-type: none">• Metalworking• Pottery• Art• Basketry• Chess	<ul style="list-style-type: none">• Emergency Preparedness• First Aid• Search & Rescue	<ul style="list-style-type: none">• Chemistry• Environmental Science Pt. 1• Soil & Water Conservation• Nature• Astronomy	<ul style="list-style-type: none">• Archaeology• Cooking Pt. 1• Orienteering• Wilderness Survival	<ul style="list-style-type: none">• Archery• Rifle• Shotgun Pt. 1	<ul style="list-style-type: none">• Climbing• Animal Science / Horsemanship
11:30 - 12:20	<ul style="list-style-type: none">• Beginner Swimming• Swimming• Canoeing• Kayaking• Lifesaving• Rowing	<ul style="list-style-type: none">• Wood Carving• Pottery• Leatherwork• Art• Game Design	<ul style="list-style-type: none">• Emergency Preparedness• First Aid• Search & Rescue	<ul style="list-style-type: none">• Environmental Science Pt. 2• Space Exploration• Reptile & Amphibian Study• Weather• Mammal Study	<ul style="list-style-type: none">• Camping• Cooking Pt. 2• Geocaching• Signs, Signals and Codes• Engineering	<ul style="list-style-type: none">• Archery• Rifle• Shotgun Pt. 2	
Lunch							
2:00 - 5:00	Open Program	Open Program	Open Program	Open Program	Open Program	Open Program	Open Program
Dinner							
Evening Program							



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.



OA Callout

The OA Callout at the Friday night campfire 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.

Out-of-Council Units

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.

Camp OA Day

Tuesdays are the designated Order of the Arrow day at Camp Geronimo. Members from all lodges are encouraged to wear their OA sash throughout the day.

Brotherhood Opportunity

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, and can be paid at Headquarters with a Credit Card, through Black Pug or a Check. No cash will be accepted.





Camp Geronimo's Scoutmaster Program

Welcome to Camp Geronimo's Scoutmaster Program! At Camp Geronimo, we believe that Scouting is not just a summer activity, but a transformative experience that shapes young minds and builds character. Our Scoutmaster Program is designed to provide adult leaders with the tools, resources, and support they need to lead their troops effectively during their stay at our summer camp. We are committed to fostering leadership, camaraderie, and personal growth in both scouts and scoutmasters alike.



This Program Will Feature

- Competitions across camp featuring some of our best open programs.
- Social opportunities with adult leaders from all over the country.
- Flexibility so that you can jump in and out of the program on your own schedule.

Program Philosophy

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 effectively prepares your leaders for anything your year-round program may throw at them. All of our classes are free and you do not need to sign-up to attend them ahead of time. The only exception is CPR/AED/First Aid, which is \$40 per participant. You must purchase your ticket from Headquarters prior to the course starting.



Scoutmaster Program Course Overview

Event	Days and Time	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.
Scout Executive Lunch	Tuesday 12:20 PM - 2:00 PM (1.5 hours)	Two adult leaders from each unit are invited to join the SE for lunch and learn more about important topics happening in GCC and the Boy Scouts of America.
Adult Leaders Social	Tuesday 8:00 PM - 9:00 PM (1 hour)	You don't want to miss our first-ever Scout Master Social on Tuesday at 8:00 PM in the Dining hall.
Scoutmaster Splash	Tuesday 2:00 PM - 3:00 PM (1 hour)	Come down and take a legendary splash and compete with your fellow leaders.
Scoutmaster Meetings	Sunday - 7:15 PM Friday - 11:30 AM	Learn about your upcoming week on Sunday and how to check out on Fridays meeting.



Camp Geronimo's Brownsea Island

Our First year camper program, Brownsea Island (BSI) is for Scouts who have just joined a troop or have just graduated from Arrow of Light, Cub Scouts. The program helps complete most requirements for Tenderfoot and Second Class ranks, while also accomplishing many requirements for First Class. This is a traditional program to help Scouts understand the patrol method, learn basic Scout Skills and experience many of the programs available at Camp Geronimo.



Program Goals

- To provide a well organized program based on the Patrol Method lead by qualified instructors.
- To maintain a ratio of one instructor to twelve Scouts.
- To teach the basic skills necessary to succeed in Scouts and the outdoor program as a whole.

How to Prepare for Brownsea Island

- 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 four 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.

A 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. During this ceremony, Scouts will be grouped into patrols and meet their 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 stave 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).

Time	Activity
8:30am - 8:45am	Opeining Ceremony at the Parade Grounds
9:00am - 11:30am	Patrol Time with your BSI Guide
11:45am - 12:15pm	Troop Competition
12:30pm - 1:30pm	Lunch with individual Troops
2:00pm - 5:00pm	Open Program for Camp Activities / Free-Time with Troops



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.

Maximizing 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.



Camp Geronimo's Fish Camp

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 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 unique scouting adventure.



Fish Camp FAQ's

Below are our most asked questions regarding our Fish Camp program. Please review and let us know if there is any further information we can provide.

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 have already passed the BSA Swimmer's Test before arriving at camp. (form required)

Can Adult Leaders Participate?

Due to the high demand for this program, Fish Camp is only available to youth participants. Because of this, provisional leadership is provided by the camp staff and Trout Unlimited volunteers.

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 daily. Upon return to Camp Geronimo, you will be with your unit.

How Do We Travel?

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

What Should I Bring?

Most anglers are comfortable with their own gear and we encourage you to bring your own; 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 will receive a free Arizona Hunting and Fishing License. Please make sure to fill out all the required information in the Black Pug registration page, failure to complete may result in no license being issued by Grand Canyon Council and independent purchase will be necessary.

Can I Participate in Programs at Camp 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 your campsite at Geronimo is full on 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.



A Week in Fish Camp

From start to finish, we taking your fishing to an entirely new level. Make sure you fully review the detail below to ensure a excellent trip.

Pre-Camp Orientation

All participants should plan on attending the virtual pre-camp orientation with the Fish Camp team. This will be help in early May. All participants will be contacted via email with more information in the Spring.

Arrival on Sunday

All participants should arrive at R-C Scout Ranch by 3:00pm for check-in. If you need a shuttle from Camp Geronimo, you must arrive before 2:00pm.

Remember to Bring

- A copy of each participants **BSA Annual Health and Medical Record**, placed in alphabetical order.
- **BSA Swim Classification Record** for every participant.
- **Dietary Needs Request** filled out digitally through Black Pug.
- AZ Trout Unlimited **Consent Form**
- AZ Trout Unlimited **Photo Waiver**

Fish Camp Basics

- Knot tying
- Casting
- Entomology and using a seine to capture aquatic invertebrates
- Visit to the Tonto Creek Fish Hatchery
- Water and soil conservation including Leave No Trace
- Fishing First Aid
- Fishing Woods, 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

Please bring the following that may differ from the standard Base Camp packing list. All items will be vital to insure you have a successful week at Camp Geronimo's Fish Camp.

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, Blanket, & Pillow
- Day Pack
- Flashlight
- 2 Water Bottles

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



Camp Geronimo's Spade Ranch Adventure

Camp Geronimo's Spade Ranch Adventure Program offers an unforgettable experience in Arizona's scenic Rim Country, tailored for older youth and adults seeking high-adrenaline challenges. Participants can engage in thrilling outdoor activities, from hiking and climbing to wilderness survival skills, all while exploring the area's rugged beauty. This program is perfect for adventurers looking to push their limits and create lasting memories in the heart of nature.



Spade Ranch Adventure FAQ's

Below are our most asked questions regarding our Spade Ranch Adventure program. Please review and let us know if there is any further information we can provide.

Who Can Attend Spade Ranch?

Any registered Scout who is at least 14 years old by their arrival to camp. Participants must be able to pass the BSA swimmers 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 any adult wanting to participate to do so.

What Activities Will We Get to Participate in?

A list of our most common adventure can be found on the next page, however the specific activities offered will be based on weather conditions and the preference of that weeks participants.

How Do We Travel?

The Spade Ranch Adventure team will provide all transportation to and from all activities in either camp buses or vans. No personal vehicles will be required.

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 a rain fly. 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.

With Whom Will We Participate?

Participants will be combined into groups of ten to twelve 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 Type 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 42) that helps to ensure your safety and enjoyment. We also recommend a medium (20-40L) backpack with a waist strap to help carry your gear to and from programs.

Arrival to Camp

Spade Ranch participants will separate from their troop upon check-in and head to the Spade Ranch Headquarters with their staff guide. In arriving individually please check-in at the gate house.



Spade Ranch Adventure Specific Gear

Activity	Gear
Horseback Ride	<ul style="list-style-type: none"> Pants (snug or cowboy fitting are best, baggy pants will cause skin irritation problems) 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>
Natural Rock Climbing	<ul style="list-style-type: none"> Closed-toe shoes Daypack Water bottle
Canoeing	<ul style="list-style-type: none"> Closed-toed or water shoes Swimsuit Hat Sunscreen Water bottle Sunglasses Dry clothes and towel for ride home
Canyoneering	<p>The water in the canyon can be very cold so we have purchased wet suits and splash tops to supplement participant gear. Please bring the following clothing items if you would like to use our wet suits:</p> <ul style="list-style-type: none"> Males: Swim Briefs or Biker Shorts Females: Bikini Top/Bottom and/or Sports Bra and/or Bike Shorts <p>Otherwise, it is recommended that all participants bring polypro (or similar non-cotton) long underwear to wear in addition to their swimsuit. Participants should also bring:</p> <ul style="list-style-type: none"> Backpack with waste strap Dry bag that can fit inside the backpack 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). Fleece pullover recommended. \$20 to buy dinner in Payson, AZ (if time permits)



Camp Geronimo's DIY Program

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. This program is perfect for older youth who want a unique experience. 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. Merit Badges offered may include Automotive Maintenance, Electricity, Painting and Woodwork.



Geronimo DIY FAQ's

Below are our most asked questions regarding our Geronimo DIY program. Please review and let us know if there is any further information we can provide.

Who Can Attend Geronimo DIY?

Any registered Scout who is at least 14 years old by their arrival to camp. 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 an entire week in camp.

Where Do We Stay and Eat?

Geronimo DIY participants will camp and eat with their respected unit they arrived at camp with. If you are participating provisionally, we will assign you with a unit that week.

What Should I Bring?

The equipment list in the back of this guide is the most complete packing list for this program. Although you should make sure you bring long pants, long sleeve shirts and a pair of heavy boots.

What Will We Wear?

Every participant will be given a pair of custom Camp Geronimo maintenance overalls to wear for the week. The best part is 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 8:30am and 2:00pm daily. From there you will travel around the camp and get to work!



Camp Geronimo's CIT Program

Scouts ages 14-15 who have an interest in serving Camp Geronimo as a staff member should join our Counselor-in-Training program! This experience is designed to develop your youth's leadership, customer service, and teaching skills. There will be three 2-week sessions for Counselors in Training held in the 2024 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. Camp Geronimo will only employ 15+ who have completed our Counselor In Training Program.



CAMP STAFF

Program Highlights

- An introduction to multiple program areas.
- A week of specialized training in the different program areas.
- Team building and leadership development inspired by NYLT and Wood Badge.
- Teaching and training modules designed specifically for Camp Geronimo and its programs.
- 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 season.

2025 Season Dates

Session 1, Sunday June 1 - Saturday June 14

Session 2, Sunday June 15 - Saturday June 28

Session 3, Sunday June 29 - Saturday July 12



Required Documents

All documents can be found on www.campgeronimo.org

- ☐ BSA Annual Health & Medical Record (parts A, B & C)
 - ☐ Copy of Insurance Card
 - ☐ Medications-Please follow procedure listed on page 13
 - ☐ BSA Pre-Event Medical Screening Checklist
 - ☐ Any other required documents (Equestrian Release of Liability, etc.)
 - ☐ Please label everything with your Scout's name and troop number
-
- | | |
|---|---|
| <input type="checkbox"/> Sleeping Bag with liner or sheet inside | <input type="checkbox"/> Old Towel for Pool/showers |
| <input type="checkbox"/> Ground cloth | <input type="checkbox"/> Toiletries (Soap, Toothbrush & Toothpaste, Deodorant, Shampoo) |
| <input type="checkbox"/> Field Uniform (shirt, shorts or pants, belt and socks) | <input type="checkbox"/> Sunscreen, Chapstick |
| <input type="checkbox"/> Activity Uniform (Troop T-shirt, Camp T-shirt) | <input type="checkbox"/> Bug Spray |
| <input type="checkbox"/> Rain Jacket or Poncho | <input type="checkbox"/> Water Bottle and/or Camelback |
| <input type="checkbox"/> Warm Jacket (fleece or sweater) | <input type="checkbox"/> Spending Money |
| <input type="checkbox"/> Hat (ball cap and stocking cap) | <input type="checkbox"/> Flashlight or Head Lamp & Extra Batteries |
| <input type="checkbox"/> Socks | <input type="checkbox"/> Scout Handbook |
| <input type="checkbox"/> Underwear | <input type="checkbox"/> Paper and Writing Items |
| <input type="checkbox"/> Scout appropriate T-Shirts | <input type="checkbox"/> Backpack or Duffle Bag |
| <input type="checkbox"/> Swimsuit | <input type="checkbox"/> One-week supply of personal hand sanitizer |
| <input type="checkbox"/> Long Pants (jeans or Scout pants) | <input type="checkbox"/> One-week supply of disinfectant wipes |
| <input type="checkbox"/> Long Sleeve Shirt | <input type="checkbox"/> Personal, reusable face mask and gloves (if desired) |
| <input type="checkbox"/> Pair Tennis Shoes | <input type="checkbox"/> Camp chair |
| <input type="checkbox"/> Pair Boots | |
| <input type="checkbox"/> Pair Sandals (for shower only) | |

Optional Items

- | | |
|---|--|
| <input type="checkbox"/> Musical Instrument | <input type="checkbox"/> Mess Kit or Bowl w/ spoon |
| <input type="checkbox"/> Day Pack | <input type="checkbox"/> Disposable Camera |
| <input type="checkbox"/> Folding pocket knife (must have Totin' Chip) | <input type="checkbox"/> Card Games |
| <input type="checkbox"/> Compass | <input type="checkbox"/> Small Pillow |
| <input type="checkbox"/> Spending Money (the typical Scout spends \$80 at the trading post) | <input type="checkbox"/> Spare Rope or Cordage |

Leave at Home

- | | |
|---|---|
| <ul style="list-style-type: none">• Cell phones• Radios, iPods, etc.• Matches, Lighters, Hot Sparks• Sheath Knives | <ul style="list-style-type: none">• Laser Pointers• Bicycles• Personal archery/shooting sports equipment• Any questionable items |
|---|---|



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 Leader's Guide
- ☐ Emergency Numbers for all Parents (home & vacation)
- ☐ Cash box
- ☐ 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
- ☐ 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 carries apparel, patches, souvenirs, merit badge pamphlets, craft supply materials, snacks, soft drinks, candy, and a wide selection of outdoor supplies. We will offer a select amount of Jackery portable batteries for rent. The typical Scout will spend \$80-\$120 at the Trading Post



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.

CAMP GERONIMO ENDOWMENT FUND



**ENSURE HIGH QUALITY CAMPING
FACILITIES & OUTDOOR ADVENTURES**

CAMP MAINTENANCE ENDOWMENT FUND

The Grand Canyon Council has a strong commitment to ensure high quality camping facilities and outdoor adventures are available to all Scouts and desires to continue the operation of Camp Geronimo long into the future. Through the establishment of a permanently-restricted camp maintenance endowment fund, stakeholders can help cover the annual operating costs related to the operation of Camp Geronimo without ever decreasing permanent gifts made to this fund.

CONTACT US

Chief Development Officer,
Andrew Dilliner
Andrew.Dilliner@grandcanyonbsa.org
602-955-7747, ext.232.

Scouting  **Arizona**
Discover Your Path

RECOGNITION

- Donors who contribute \$250 or more will receive a GEF council shoulder patch
- Donors who contribute \$1,000 or more will be invited to an annual picnic at Camp Geronimo

MAKE A GIFT

