

Camp Pigott

Chief Seattle Council

Boy Scout Summer Camp

Leader and Parent Guide



Boy Scouting is designed to take place outdoors. It is in the outdoor setting that Scouts share responsibilities, and learn to live with one another. The skills and activities practiced at troop meetings come alive with purpose. Being close to nature helps Boy Scouts gain an appreciation for the beauty of the world around us.

TRUSTWORTHY LOYAL HELPFUL FRIENDLY COURTEOUS KIND

words to live by

OBEDIENT CHEERFUL THRIFTY BRAVE CLEAN REVERENT

WELCOME TO CAMP PIGOTT!



Summer camp can be one of the great experiences in the life of a Scout. Each program, merit badge and evening campfire will linger in memory for years to come. Our newest Boy Scout camp, Camp Pigott offers you and your scouts a memorable camping program that will provide the opportunity to test outdoor skills, work together, and make lifelong friends. There is much to experience, learn, and enjoy on your summer camp adventure at Camp Pigott.

This guide is designed to answer many of your questions about camp. Should you need additional information, contact the Chief Seattle Council Camping Department at **206-725-0361** or **campingdept@seattlebsa.org**. You can also visit our website, seattlebsa.org.

We look forward to seeing you and your scouts at summer camp this year!

Chief Seattle Council

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TROOP & PROVISIONAL SCOUT RESERVATION INFORMATION

2012 Camp Dates

Session 1	July 8-14
Session 2	July 15-21
Session 3	July 22-28
Session 4	July 29-Aug. 4
Session 5	Aug. 5-11
Session 6	Aug. 12-18

Camp Prices:

In-Council Unit	\$235/Scout	\$150/Adult with 2 Adults free per unit
Out of Council Units	\$285/Scout	\$160/Adult with 2 Adults free per unit
Provisional Troop	\$250/Scout	

Making Reservations

Troops

Reservations for 2012 are on a first come, first served basis.

Campsite Size: Choose a campsite which fits a realistic projection of your camp attendance. The site sizes are listed on the reservation form. Due to changes in troop size and the need to maximize usage of camp, you may find your troop in a site other than the one you chose. **The camp director makes the final decision on camp site assignments.**

Provisional Scouts

Scouts can go to camp even if their troop is not attending! A provisional camper is a Boy Scout who goes to camp as an individual because he cannot attend with his troop, or perhaps wishes to have an additional week of camp. The Provisional Troop is organized under the direction of trained adult leadership provided by the camp. Provisional Troop members are encouraged to participate fully in the camp program. The Scout only needs to bring his personal gear and a desire to work and cooperate with the other provisional scouts.

Transportation

The camp does not provide transportation to or from camp. For information on charter services, you can visit gonorthwest.com.

Work Parties and T-shirts

During the off-season, troops who do a service project at any of our council camps will be recognized with a camp t-shirt for those Scouts attending camp. Simply let the director/ranger at the work party know what week you will be attending camp.

Contact Information:

FOR RESERVATIONS: 206-725-0361 or email at campingdept@seattlebsa.org

TO CONTACT CAMP PIGOTT: 360-568-2065 email at camppigott@earthlink.net

FEE\$ & PAYMENT \$CHEDULE

Chief Seattle Council Troop\$

Total Fee: \$235/Scout and \$150/paying Adult (first two adult\$ free)

Deposit: \$125 Due upon reservation

January 27 \$100/Scout and \$75/paying Adult

May 18 \$135/Scout and \$75/paying Adult

Out of Council Troop\$

Total Fee: \$285/Scout and \$160/paying Adult (first two adult\$ free)

Deposit: \$125 Due upon reservation

January 27 \$120/Scout and \$80/paying Adult

May 18 \$165/Scout and \$80/paying Adult

Provisional Troop

Total Fee: \$250/Scout

Deposit: \$75/Scout Due upon reservation

June 8 \$175/Scout

ALL PAYMENT\$ MUST BE PAID ON OR PRIOR TO ARRIVAL AT CAMP

Refund Policy

Deposits are nonrefundable unless a unit cannot be placed in the camp or dates chosen. In the event of accident, illness or extreme extenuating circumstances, refunds of up to 50% of camp fees may be made within 15 days prior to camp. All refunds must be requested in writing and received no later than 30 days after the date of camp. Include unit number, reason for the withdrawal and name and address to send the check to. Refunds will not be made at camp.

Refund requests should be directed to:

Camping Dept.

Chief Seattle Council

PO Box 440408

Seattle, WA 98114

Or

Campingdept@seattlebsa.org

Insurance

Chief Seattle Council provides accident insurance for its units. Out-of-council units must provide their own insurance. For information you can contact Health Special Risk, Inc. at 1-866-726-8870 or bsaenrollment@hsri.com

Campership\$

Camp scholarships (Camperships) are available for those Scouts in the Chief Seattle Council who may otherwise be unable to attend one of our council camps. Full camperships are rarely given. Troops and requesting Scouts are asked to contribute toward the camp fee. Campership applications are available on our website, seattlebsa.org or call **206-725-0361**.

WHAT TO EXPECT AT CAMP

FIRST DAY PROCEDURES

Arrival Times: Please arrive at 1:00 pm on Sunday. A guide will welcome you. Please try not to arrive early since the staff is just coming back from their day off and need to prepare for your arrival.

Monday Arrival: Plan to arrive at 7:00 am. If your troop needs to arrive Monday for a regular camp session, they must notify the Council office ahead of time to make arrangements for swim checks, medical screening and merit badge class registration.

Check-In: As your scouts unload the vehicles, the leader checks in with the completed roster form at the camp office. If all fees have been prepaid, you won't be there long. Make sure you have an accurate count of Scouts and leaders at check-in. **ANY UNPAID FEES MUST BE TAKEN CARE OF AT CHECK IN.**

Move In: As your troop leader checks in at the camp office, your unit will be shown to your campsite. Remember, all equipment is carried—no private vehicles allowed past the parking lot. After the gear is stowed prepare to go through the medical screening.

Medical Screening: Your guide will then take you to the health lodge or designated location where our medical officer will look over the health histories and spend a moment with each Scout and leader.

Swim Checks: We use the Eight Point Safe Swim Defense Plan. This means everyone using any of the aquatic facilities must have a health history and take a simple swim test to determine ability.

Orientation: During this first day, time will also be spent on informing everyone what goes on at summer camp and answering questions. A camp tour will also be provided.

Program: Scouts will have the chance to sign up for merit badges on this first day. That evening after dinner and vespers, the opening campfire will be staged by the staff.

Departure Times: Camping sessions will end each week on Saturday at 9:00 am.

Camp Closed: Camp Pigott is open from 1:00 pm Sunday to 10:00 am Saturday. **The time between closing and opening is staff time off. Camp facilities are closed during that time.**

VISITORS

PARENTS, PARKING & PETS

ALL VISITORS MUST CHECK IN AT CAMP OFFICE AND BE APPROVED BY CAMP DIRECTOR

Parents and other family visitors are always welcome at camp and especially invited to the campfires on Friday night. Here are some guidelines:

1. A parking lot is located at the entrance to camp. Only camp vehicles are permitted beyond the lot.
2. Meals: Those wishing to eat meals at camp must purchase meal tickets. Another adult leader from the troop can purchase these meal tickets in advance or they can be purchased on arrival to camp. Since the Scouts are preassigned to tables with their troop, the likelihood of a parent sitting next to their son is slim. Visitors usually eat at the tables reserved for staff families.
3. There are no provisions or facilities to allow parents to camp in the parking lot or stay overnight.
4. **LEAVE PETS AT HOME.** Camp abounds with natural wildlife. For this reason pets are not allowed, not even if they can be carried. *NO EXCEPTIONS.*
5. Only registered Scouts are allowed to stay overnight in camp.

CAMP SERVICES

EMERGENCY PHONE NUMBER: 360-568-2065

Commissioners: Each troop will be assigned a commissioner who is either a member of the staff or a visiting volunteer Scouter. This person will be available to answer your questions, relay messages, help get facilities repaired, make sure you know about camp programs and handle the daily inspections of your campsite.

Troop Issue or Quartermaster: Equipment is available for camp beautification and conservation projects, campsite repairs and improvements, pioneering projects, cookouts, outpost campouts and more. We have everything from cook kits and Dutch ovens to axes, picks, shovels and saws.

Camp Office: If you can't find who or what you want, try here! We answer questions and have a staff ready to be challenged.

Cell Phone Service: There is good coverage from Verizon, Sprint and ATT. T-Mobile has no coverage. Regular WiFi service is available at the Lodge.

FOOD

Our camps feature family style meals in the dining hall. Cooks are employed to prepare meals. Scouts should be clean, wearing appropriate shirts and pants (not swim trunks) at all meals. Full uniform is expected at the dinner meal.

Each unit will assign one Scout "waiter" for each dining table to participate in serving and clean up. Scouts rotate this duty so all have a chance to help.

One day each week, units will be cooking the meals in their campsite. Camp provides the food and troop leaders organize their boys for a good team-building experience. Each Scout should bring his own mess kit and the troop should bring cooking equipment (see What to Bring, page 9-10 for more details)

Special Dietary or Physical Needs: The camp kitchen staff serves warm and nutritious meals for all participants. They will also attempt to meet common dietary medical needs.

Meals are available for vegetarian, gluten-free and peanut-free diets. No peanut oil or other products with peanuts are used. Specific dietary or physical requirements must be requested by completing and sending in the **Special Needs Form** (located on our website, seattlebsa.org) at least 2 weeks prior to camp. For questions about the menu or dietary concerns, you can contact the camp directly at 360-568-2065 or camp-pigott@earthlink.net.

MAIL

A letter from home can be one of the greatest cures for homesickness. Send mail to the address below, giving unit number, camp name, and Scout's name. Since it takes from 2 to 4 days for mail to arrive, try to aim your letters and packages for a window 3 days before the scheduled start.

Name
Unit Number
Camp Pigott
25600-A Monroe Camp Rd.
Snohomish, WA 98290

CAMP SERVICES continued

TRADING POST

The camp trading post provides a good selection of souvenir and comfort items for sale to Scouts and Scouters during the week. Plan on bringing about \$35-\$50 per Scout for souvenirs and other needs such as merit badge material costs. While the actual selection varies from year to year, here is a list of what is likely to be available:

Souvenirs, camp mugs, t-shirts
Patches
Neckerchiefs and slides

Personal items & toiletries
Flashlights & batteries
Postcards & stamps
Scout equipment
First Aid kits

Food items such as potato chips, ice cream, soft drinks and other snacks

Advancement Items
Leather and basket kits
Rifle targets
Woodcarving kits
Craftstrip
Merit badge books
Compasses

Miscellaneous
Rifle/Archery awards
Scout literature
Scout knives
Fire starters
Sharpening stones.

An adult should serve as the “banker” during the week, checking money in and out for the Scouts. This prevents “sticky fingers” and “butter fingers” alike.

SCOUTS AND LEADERS ARE NOT ALLOWED TO SELL ITEMS TO ANY OTHER SCOUTS AT CAMP.

LOST & FOUND

Lost and found items are collected during regular camp sessions and off-season camp use. While at camp, lost items can be claimed at the Trading Post. They are not kept at the Council service center. After the week, call camp at 360-568-2065. If you attended the final session, call the Camp Ranger at 425-220-3982. After 30 days unclaimed items are contributed to Goodwill or other worthy agencies.

PARENT FACT SHEET

Camp Pigott Fact Sheet for Troop _____

We will meet at _____ We will leave at _____

It is about _____ hrs. ride to camp.

Cost: \$ _____ per Scout \$ _____ per paying Adult

Troop Contact: _____ Phone#: _____

Camp Emergency Number: 360-568-2065

Chief Seattle Council Camping Dept. Number: 206-725-0361

Make sure you have everything you need packed, including medicines and your Annual Health & Medical form signed by a doctor and parent/guardian. Packing list is on page 6.

Bring about **\$35-\$50** in spending money for the trading post and some advancements. Sack lunch is suggested for Sunday arrival. First camp meal served is Sunday dinner at 6:00 pm.

Arrival: Please check in at 1:00 pm on Sunday or 7:00 am for Monday start. Camp gates do not open before 1 pm.

Visiting: Visitors are always welcome to come and enjoy camp for the day, but only registered members of the Boy Scouts of America can stay overnight.

Eating at the dining hall: If you are visiting and would like to eat at the dining hall, you can purchase a meal ticket from the Trading Post once you arrive. If need be, have your Scoutmaster purchase your meal tickets in advance. Note: You will likely eat in a visitors section (and not with your troop). *Breakfast \$4; Lunch \$5; Dinner \$6*

Visiting for Friday Campfire: Visitors are welcome; please assemble with your troop at 8:45 pm on the parade field.

Saturday Departure: Please arrive to pick up Scouts by 9:00 am (Closing Ceremonies). Camp closes at 10:00 am.

Sending Mail

Address mail to the address below, giving unit number, camp name, and Scout's name. Since it takes from 2 to 4 days for mail to arrive, try to aim your letters and packages for a window 3 days before the scheduled start.

Camper's Name
Troop
Camp Pigott
25600-A Monroe Camp Road
Snohomish, WA 98290

Parent Fact Sheet: What to Bring to Camp

***Very Important**

Signed Annual Health & Medical Form Parts A,B & C (Scouts & adults)
Sack lunch (Sunday)
Spending money (about \$35-50)
Mess Kit for cookout day-plate,cup, knife,fork, spoon

Clothing Items

Scout Uniform	Pajamas
Sweater or jacket	Tennis shoes or moccasins with proper socks
Poncho or rain gear	Swim suit and towel
Hat or visor	Sandals
Jeans	T-Shirts
Hiking boots with proper Socks	

Camping Gear

Sleeping bag	Pack or duffel bag
Ground cloth	Sleeping pad

Toilet Kit

Handkerchiefs	Soap for body
Toothbrush/toothpaste	Deodorant
Towel/washcloth	Emergency toilet paper
Comb	

Merit Badge Items

Merit badge books
Scout Handbook
Writing items: paper, pen, pencil

Camp Necessities

Flashlights/batteries
Clothes line
Personal First Aid Kit
Drinking Cup
Pocketknife (no fixed blade knives)
Compass

Optional

Day pack	Camera/film
Sunglasses	Musical instrument
Fishing gear	

DO NOT BRING

Unmarked prescription drugs, Radios, i-pods or MP3 players, electronic games, portable TVs, Scout cell phones

PREPARE YOUR SCOUT FOR THE FOLLOWING...

Adult leaders are volunteering their time and want to help the kids have fun and grow. They are not babysitters. Be sure to prepare your Scout and communicate any concerns or special needs with your adult leaders in advance of camp.

Personal Management: While at camp your Scout will enjoy a higher degree of freedom and responsibility than he is probably accustomed to while at home. He will have to get to merit badge sessions and other activities on time, perform various duties within the campsite (including doing dishes, taking out trash, etc.), and be responsible for his behavior with limited adult supervision. It is important for him to recognize that that camp is meant to be fun and also build character. He will have many opportunities to demonstrate leadership within the Troop and should be actively participate and volunteer.

First time away from home? For younger Scouts, being away from home for an extended period of time can be hard. Please prepare your son by letting him know how proud you are that he is spending a full week away from home , working towards Eagle and having fun. Tell him that the first few days might be hard as he gets used to being away from home, but that by finding activities he enjoys, he will have a good time.

Finances: It is recommended that an adult from your troop serve as a 'banker,' giving your Scout his spending money in small sums at a time. If your Scout is not used to spending money without supervision, please prepare him so he does not eat too much candy and instead spends his money on things like merit badge supplies.

TROOPS - WHAT TO BRING TO CAMP

Troop Equipment

Alarm clock
Troop flag
Battery or propane lantern
Troop religious materials (prayer books, Bibles, etc.)
Additional rope/binder (some provided), pushpins for bulletin board
Program reference materials
Troop merit badge library
Clipboard
First Aid Kit
Cooking Equipment for Cookout-Cook kit, utensils, patrol frying pan, grill, liquid soap, etc.
(Food for cookout day will be provided by camp)
Troop accident insurance policy and Annual Health and Medical forms for each participant

Patrol Equipment

Patrol Flag
Skits, props and songs for campfires
Advancement materials and books

Uniforming

At camp the official Scout uniform is appropriate dress at any time. We encourage units to wear their uniforms during chapel services and ask that all Scouts be in uniform for evening meals and evening flag retreat. Demonstrate your troop spirit and Scouting pride by being the best uniformed troop in camp!

MEDICAL INFORMATION

MEDICAL FORMS

All camp participants (Scouts & adults) must complete Part; A, B & C of the Annual Health & Medical Record. A physical examination by a licensed medical practitioner within 12 months of camp is required. Adults who stay less than 72 hours are required to complete Parts A & B of the Annual Health and Medical Record.

All necessary forms are available on the Council website, seattlebsa.org or at the Council service center. Christian Scientist faith members must have a written statement from their practitioner attesting to their health.

Physical requirements must be requested by completing and sending in the **Special Needs Form** (located on our website, seattlebsa.org) at least 2 weeks prior to camp.

AT CAMP

Upon arrival at camp, health history forms will be completed and screened by the camp medical personnel. A fully equipped medical lodge is provided at camp. A doctor or trained first aid professional is on duty at all times. Those sustaining serious injuries or illness requiring hospitalization will be transported to the nearest hospital, where we have a standing agreement for treatment. Parents will be notified in the event of any serious injury or illness.

Medications: The troop is responsible for all their medications. Each person who has medications is given a lock box to put them in. Refrigeration at the medic's lodge is also available if needed. The troop's leader is responsible for giving Scouts their medications. Any injections that need to be given at camp if other than the Scout himself will need to be administered by the medic, with written permission given by the parent to do so.

All campsites can accommodate CPAP machines if necessary.

IMPORTANT!

Scouts who do not have a health history signed by a parent/guardian may not stay at camp. All Scouts and leaders planning to stay at camp more than 72 hours must have a health history signed by a doctor.

The name and policy number of your health and accident insurance carrier are required on your health forms. The Annual Health and Medical Form includes an authorization for emergency treatment and *must be signed by a parent within 12 months of date of camp.* Double check to see that the required signature and information is included.

Physical exams will not be given at camp.

A TYPICAL DAY AT CAMP

Morning: Troops gather for the morning flag ceremony and meal at the dining hall. After breakfast, sessions are scheduled for advancement or merit badge work. Adults may attend leader meetings, special training, and other activities.

Afternoon: Lunch is followed by scheduled “troop time” and free time. Activity areas are open including programs for older Scouts.

Evening: After the evening assembly and dinner, there is a chapel service. Afterward, troops can schedule to visit their favorite program area for troop time.

Campfire Programs: Campfires are held nightly, either camp-wide at the campfire bowl or in a troop site as a “friendship campfire”. With good planning, good participation and creativity, campfires can be fun and inspirational. Take some ideas home and use them for your troop campfire programs year round.

CAMP LEADERSHIP

Your Scoutmaster and other carefully selected adult leaders should accompany your boys for their week at camp. At least two adult leaders are required for each troop at camp at all times.

The camp staff will work with your leaders to help your troop meet their camp goals. Day-to-day supervision and discipline is the job of the troop. At no time may a unit be in camp without two-deep leadership.

Every year the camp program changes slightly and in some years it might get a whole new face! Staff talents change, new programs and facilities are developed, etc. so expect to see some differences.

POLICY FOR ADULTS AT CAMP

1. Only Registered Boy Scouts or adult leaders can stay overnight at camp. Cub Scouts, Webelos or small children cannot.
2. Each campsite can handle only a set number of adults, but more importantly the dining hall can only handle a certain number. We cannot exceed that number unless the adults cook in their campsite. There is no reduction in camp fees for part-time adults, even if they eat meals in the campsite.
3. We only offer summer camping programs for troops spending the week in camp; we do not allow Scouts to trade off.
Adult leaders can trade off during the week, but we need to know the absolute number of adults prior to arrival at camp. For example, if a troop comes to camp with 2 adults but plans to add 3 more later in the week, then the troop registers for 5 adults. Otherwise we will not have space for them in the camp dining hall.

SCOUTMASTER EVENTS

Leader's Meeting:

Once a day our staff meets with the adult leaders in camp. These informal gatherings give the troop leaders a chance to review the daily schedule and make meaningful comments and suggestions to permit prompt attention by the staff.

Leader Activities:

Throughout the week, troop leaders have a choice of how to use time to their best advantage and enjoyment:

1. **Special Programs:** Many camp areas offer activities during the week just for adult troop leaders. These vary from year to year so be sure to check with the camp staff at the leaders' meeting or upon arrival at camp. Popular activities of the past have included a troop leaders' shoot at the rifle range and nature conservation hikes.
2. **Advancements:** Adults at camp bring special skills! Let us know if you are available to assist the staff with instructional work.
3. **Service:** If you are a carpenter, electrician, plumber or handyman, camp can use your skills! Bring your tools if you can help.

CAMP RULES

The Scout Law is the Law of the Camp

Camp rules follow the Scout Law and common sense.

1. No Scout is allowed to leave camp after check-in without a release from his parents or Scout leader. He must be accompanied by a staff member or authorized adult while out of camp, and must sign out at the camp office before departing. When releasing a boy into someone else's custody, you must be sure that person is authorized to do so.
2. Cut no trees without the approval of the camp director or ranger.
3. Scouts must stay out of other troops' campsites/cabins unless invited. Off-limit areas include maintenance areas and staff quarters.
4. All fires must be tended, troop fireguard chart must be posted and followed.
5. No flames of any kind in tents.
6. All liquid fuels must be stored in the camp fuel locker. Liquid fuels must be used under adult supervision only.
7. **No FIREWORKS may be kept or used in camp.** Those with fireworks will be sent home.
8. No personal firearms or ammo allowed.
9. No intoxicating beverages or illegal drugs are allowed on Scouting property.
10. **No dish washing in the washstands or latrines. It clogs the drain fields!**
11. Please leave your campsite/cabin/latrine area better than you found it.
12. Improper nudity in camp is unacceptable.

Fire Prevention

Smoking: Because it is a bad example for our Scouts and a fire hazard, smoking is discouraged among leaders while in camp. If leaders must smoke, they are asked **not** to smoke in the woods, on the trails or in front of the Scouts. Each camp has designated smoking areas.

Campfires: Water buckets and fire tools must be conveniently placed near any troop campfire site. At times you will not be allowed to have fires at camp because of extreme forest fire danger.

Lanterns: It is best to use battery powered lanterns, not the liquid fueled variety. This is common sense in fire prevention. Remember, no flames of any kinds in tents.

Fireworks: None are permitted in camp. Anyone possessing or using fireworks will be sent home immediately.

Fire Drills: Fire drills are held at summer camp each week. Troops are encouraged to hold their own drills at other camping experiences whether on or off Scout property.

CAMP ACTIVITIES

Archery

The archery range is available to all campers for recreational and merit badge work. In the Archery Merit Badge classes, Scouts not only concentrate on their target scores and proper use of the bow, but also on learning to make bow strings and arrow fletchings. Extra money should be brought to camp to pay for supplies.

Rifle and Shotgun

Safety comes first at our rifle range. We use .22 caliber, single shot, bolt action rifles. Scouts and Scouters can shoot only when our trained adult supervision is present. The director of the rifle range is certified in the use of rifles and their safe instruction.

The Rifle Shooting and Shotgun Shooting merit badges are offered at Camp Pigott. The cost for these merit badges varies with the experience of the Scout, as Scouts must purchase ammunition tickets from the camp trading post for their practice shooting. A minimum of \$7.50 for Rifle Shooting Merit Badge and a minimum of \$35 for Shotgun Shooting Merit Badge should be brought to camp to pay for the necessary target practice. Some Scouts may need additional practice to successfully complete the badges. Interested Scouts can qualify for various NRA marksmanship medals if they so desire.

Do not bring personal weapons or ammunition of any kind to camp.

Aquatics

Camp Pigott's aquatics program takes place at the camp's large private lake. Plenty of time is allowed for free swimming and boating, and nearly all of the aquatics merit badges, awards and certifications are available. A fishing dock is available for those who want to do some fishing while at camp.

Advancement Opportunities: Swimming, rowing, canoeing, small boat sailing, and life-saving are a few of the merit badges that Scouts can earn.

Awards, etc.: Mile Swim, swimming instruction, and BSA Lifeguard are offered. BSA Lifeguard is available to Scouts age 15 and up, and can also be earned by skilled and knowledgeable adults, *if they can be spared from troop supervisory responsibilities*. BSA Lifeguard is extremely time-intensive and anyone participating should plan to spend a lot of extra time at the waterfront.

Certifications: Safe Swim Defense and Safety Afloat certifications required for all troop outings in or on the water are available at camp every week for adult leaders.

The Craftlodge

More Scouts earn the handicraft merit badges than any other in camp.

Advancement Opportunities include Leatherwork, Basketry, Art, Woodcarving merit badge, among others, depending on staff availability. Some merit badges, such as Fingerprinting, can even be earned during troop or free time.

The material cost varies for these merit badges, and some require purchasing supplies from the trading post. Scouts should bring extra spending money for kits and materials.

CAMP ACTIVITIES continued

Scoutcraft

Totin' Chip Certification: Scouts can learn the proper way to handle an axe, bow saw, knife and other wood tools. Use, maintenance, care, sharpening and storage of these tools are reviewed.

Cooking Area: Demonstrations cover a variety of skills and menus. Learn to use and care for a Dutch oven, and fill it with an appealing meal. See the cookout demonstration, learn utensil-less cooking and wilderness gourmet cooking.

Lashing/Pioneering: Troops have the opportunity to learn the skills needed to construct pioneering projects. Instruction is given on lashings, knots and structures.

Orienteering: Instruction can be given on map reading and orientation. Use a compass and apply these skills on the camp compass course.

Merit Badges: Orienteering, Pioneering, Cooking, Wilderness Survival, and Camping merit badges are offered. Most Scoutcraft badges require work outside class sessions and your Scouts should be prepared to set aside time for them.

CAMP FEATURES

C.O.P.E. Courses: C.O.P.E. (Challenging Outdoor Personal Experience) incorporates high ropes elements 35 ft. in the air, as well as an obstacle course-style element (low C.O.P.E.). Individuals and patrols can walk a suspended balance beam, climb the vertical playground, and overcome group challenges. The high course is for ages 13 and up only, but Scouts of all ages can enjoy the challenges of initiative games and some low course challenges.

Climbing/Rappelling Tower: This 44-ft. tower has five routes for climbers of all experience levels. Two rappelling surfaces reward the successful climber with an exciting and memorable descent. For ages 13 and up. A bouldering wall is available for Scouts of all ages and ability levels, under qualified supervision.

Shooting Sports: .22 caliber rifle shooting, archery, and shotgun shooting are features of this camp program. An accredited director and trained staff administer these excellent programs. Shotgun- ages 13 and up; Rifle and Archery - all ages.

Blacksmith Shop: Fire up the coal forge and learn the skills of old blacksmiths. Make several projects using techniques from the early smithy. A belt buckle, tent stake, Dutch oven lid lifter, and many other projects are possible. Adults welcome.

Mountain Bike Skills Course: Newly developed in 2010, this popular activity can help Scouts hone their mountain biking skills with challenges along a specially-designed trail. Equipment is provided. All ages.

Program Highlights

Rendezvous Run: A troop relay race covering most of camp. Participants run, speed walk, canoe, row, and swim. Each team should have about ten members.

Charlie's Challenge: Using the patrol method and Scouting skills, patrols compete to do their best in this camp-wide competition. "Be Prepared" and bring your patrol flag, patrol yell, and lots of spirit!

Omahe Marathon: An individual athletic competition for all who have what it takes to follow in the footsteps of a great explorer. The route takes you by land and water on a grueling race for the best time. Open to adults as well.

Scoutmaster Fun: Adult leaders are invited to participate in activities such as aquatics training, Scoutmaster golf, shotgun shooting, Dutch oven cookout, COPE and climbing events, and other daily challenges.

ADVANCEMENTS

First Class Emphasis Program

Our First Class Emphasis program is designed to help support your summer camp program with opportunities for Scouts working on the Tenderfoot through First Class requirements. We provide experiences and activities that will enable Scouts to develop their outdoor skills.

The First Class Emphasis program is optional. Some units prefer to have their own adult leaders and older boys help with the skill development of new Scouts within their own campsite. Let us know how we can help.

1. Using the patrol method, Scouts will be organized into small groups for skill instruction and practice. We strive for smaller class sizes with more individualized instruction and hands-on practice.
2. This program is not intended to have Scouts advance to First Class rank during one week at camp. It is intended to supplement a troop's advancement program.
3. At the end of the week, this program's camp staff will evaluate and sign off the Scout's advancement requirements for any of the activities. This report consists of a check sheet that will be presented to the Scoutmaster or Assistant Scoutmaster for new Scouts. Depending on the Scout's level of performance and comprehension, the leader should date and initial appropriate requirements in the Scout's *Boy Scout Handbook*.

Camp Merit Badge Program

A successful experience in the merit badge program will require your Scouts to plan ahead. We offer the following suggestions which you can include in your planning:

1. Don't over-schedule. Experience tells us the young first-year camper should not plan on more than two merit badges (and one of those should be a handicraft badge). First Class emphasis is a good choice for first-year Scouts. For older, more experienced campers, normal is 4 merit badges per week. Scouts are in camp for a lot of things other than merit badges. Guide them in setting attainable goals.
2. Whenever possible, have Scouts complete the time-intensive portion of the requirements prior to camp (especially reading the merit badge pamphlet and doing any required writing) and make sure they have documentation with them.
3. **Supply each Scout with his merit badge application form ("blue card").** Complete all required information, including your signature, to give to the instructor at the first session on Monday.
4. A partial completion certificate will be given to Scouts who are unable to complete the full badge requirements while in camp.
5. Ensure that each Scout has prepared himself by studying the requirements for each of his badges before arriving at camp.

HELPFUL HINTS ON MERIT BADGES

Below is a SUGGESTED list of merit badges we plan to offer at camp. Actual offerings will depend on individual staff talents.

Merit Badge	Prerequisites	Comments
Archery (C)\$	Some experience with previous range time and skill	
Art (A)		For all Scouts
Astronomy (B)	Requirements 5b, 6, 7b	Depends on weather. Cloudy skies may interfere
Basketry (A)\$		Fun for all Scouts. Cost for kit/materials. Takes individual Time for projects and instructions.
Bird Study (C)	Requirements 7, 8	A difficult badge. By appointment with nature staff
Camping (B)	Requirements 8d, 9a, 9b	
Canoeing (B)	Must be "swimmer" classification	Physical strength required.
Cooking (C)	Requirements 6, 7d	Extra time required for cookouts.
Emergency Preparedness (B)	Requirements 1,8c	Eagle required
Environmental Science (C)	Study M.B. pamphlet	Much paperwork, some can be done at home. Difficult for younger Scouts. Plan for 30 min. per day for field study
Fingerprinting (A)		For all Scouts. A fun troop time activity!
First Aid (B)	Requirement 2b	Helpful to review first aid requirements for ranks through First Class
Fish & Wildlife Management (A)	Requirements 5a-c, 6c, 7	For all Scouts
Fishing (A)	Practice and equipment	
Forestry(B)	Requirement 5	
Geology (B)	Study M.B. pamphlet	Outstanding opportunity for all Scouts
Indian Lore (B)\$	Read M.B. pamphlet	Small cost for materials; need time for projects
Leatherwork (A)\$		Small cost for materials; need time for projects

Merit Badge	Prerequisites	Comments
Lifesaving (C)	Requirement 1a	Very difficult; physical strength required Requires 6+ hours practicing lifesaving skills
Mammal Study (A)	Requirement 3a	Great introduction to Ecology badges
Nature (A)	Read M.B. pamphlet	Ideal for camp environment
Orienteering (B)	Read M.B. pamphlet	Extra time may be needed to plan orienteering course
Pioneering (B)		For all Scouts
Reptile & Amphibian Study (B)	Requirement 8	Helpful to have an interest in reptiles
Rifle Shooting (C)\$	Previous experience	Suggested for 12 and older
Rowing (B)	Must be "swimmer" classification	Need physical strength and coordination; will need practice time
Shotgun Shooting (C)\$	Previous experience	Suggested for 13 and older
Small Boat Sailing (C)	Must be "swimmer" classification	Requires experience, practice and proper weather conditions
Soil & Water Conservation (A)	Read M.B. pamphlet Requirements 7a-d	Fun for Scouts of all ages
Swimming (A)	Must be "swimmer" classification	For all Scouts; bring long sleeve shirt and long pants (cotton)
Weather (B)	Read M.B. pamphlet	Interesting and challenging
Wilderness Survival (B)	Requirement 5	Overnight campout
Woodcarving (A)\$	Study M.B. pamphlet. Have whittling knife	Small cost for materials

Code: (A) Beginning Scouts; (B) Advancing Scouts; (C) Experienced Scouts; \$ Extra Cost Involved

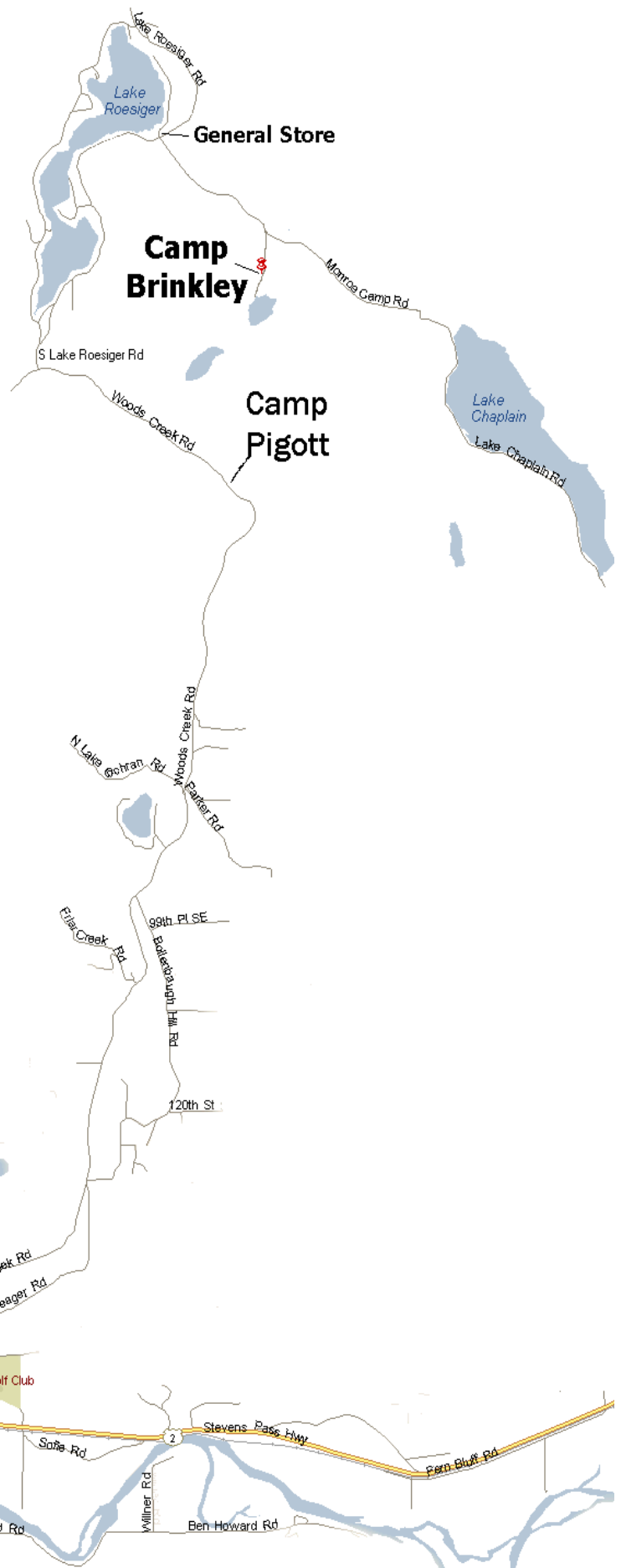
DIRECTIONS TO CAMP PIGOTT

- 1) From Seattle take I-405 North to Highway 522.
- 2) Take Highway 522 East to its end at the stoplight where it intersects with Highway 2 in Monroe.
- 3) Turn LEFT onto Highway 2 and drive approximately .75 miles East. A Safeway and McDonalds will be on your left as you drive.
- 4) Turn LEFT onto Woods Creek Road. A red barn style gas station and deli is on the left corner as you make the turn.
- 5) Continue approximately 10.3 miles on Woods Creek Road. Every time there is a fork in the road KEEP RIGHT.
- 6) Turn RIGHT at the Camp Pigott sign and follow signs around the lake to the parking lot on the right.

On the Camp Pigott Road, please respect our neighbors and drive within the speed limit.

For GPS driving directions, use Camp Pigott's physical address:

24225 Woods Creek Road
Snohomish, WA 98290
360-568-2065



To Everett



To Seattle