



Summer Camp Information

DAY OF ARRIVAL

Wear "Class A" uniform – shirt along with your swim suit.

Medical Forms and a copy Insurance Card (in case it has not already been turned in)

Medication Administration Permission form. Please designate what and when

One of the very first things we will be doing is our Swim Test – probably even before we unload gear for the campsite. So, place into a small daypack (i.e. school backpack or smaller):

- Towel
- Reusable water bottle/Canteen

If you have access to a pool, it will be to your advantage to be practicing the Swim Test leading up to our arrival. Here are the different levels and what the Scout must do for each:

Swimmer

- Jump feet first into water over the head level off and begin swimming
- Swim 75 yards in a strong manner using one or more of the following strokes side breast
- trudgen or crawl
- Swim 25 yards using an easy resting backstroke
- The 100 yards must be completed without stops and must include at least one sharp turn
- Rest by floating long enough to demonstrate ability to rest when exhausted

Beginner

- Jump feet first into water over the head level off and begin swimming
- Swim 25 feet on the surface
- Stop turn and resume swimming back to the starting place

Non Swimmer

- Did not complete either of the swimming tests

The Swim Test will determine what aquatic activities in which you will be permitted to participate during the week.

GENERAL PACK LIST

Scouts should pack their own gear – it is a learning experience and will be helpful to them in finding their stuff when needed. Boys should make use of a large backpack or large duffel bag for packing gear for the week at camp. Using plastic trash bags to pack gear is strongly discouraged.

PLEASE BE SURE TO PUT YOUR NAME OR INITIALS ON ALL YOUR GEAR

clothes, equipment, backpack, water bottle, Handbook, etc.

CLOTHES

- Official Scout Uniform (e.g. “Class A”) - In addition to our day of arrival, all Scouts must wear “Class A” for dinner each day
- Order of the Arrow Sash and Attire
- 6 pair of underwear, more if space allows
- 10 pair of socks, more if space allows
- 6 pair of regular shorts, more if space allows
- 8 t-shirts, more if space allows - these should be Scout-related (e.g. “Class B”) or plain solid colors
- Sweatshirt or light jacket
- Comfortable shoes – at least 2 pair (hiking boots, sneakers)
 - NO OPEN TOED SANDALS/FLIP-FLOPS/SHOES PERMITTED EXCEPT AT POOL AND SHOWER
- Hat – a ball cap or boonie will be helpful with being out in the sun
- **Poncho or other rain gear**
- **Swimsuit**
- Belt - if needed

GEAR

- Boy Scout Handbook
- Battery powered fan (optional) – being summer in Ohio, the air is usually not moving at night
- Battery powered tent light – separate from a flashlight, this is a helpful option
- Bungee cords (optional) – great for small in-tent clothes line or hanger for tent light
- Flashlight with extra batteries
- Folding pocket knife (optional – only Scouts who have earned their Totin’ Chip may carry a knife during ANY Troop event
- **Insect repellent** (mosquito netting is optional)
- Laundry bag for soiled clothes – trash bags work just fine (parents can take them home with them on parents’ night.
- **Merit Badge Books and completed pre-work and any requirements for those badges**
- Pen or Pencil
- Personal first-aid kit – small cuts and blisters WILL HAPPEN
- Sandwich or Quart sized ZIPLOC bag for helping to keep gear dry
- Sleeping bag (a 40F rated or higher bag will be enough) OR a sheet and blanket
- Small pillow & case
- **Sunscreen**
- Twine or paracord (optional) – generally helpful for myriad uses
- Watch
- Writing Materials – most classes will likely have handouts, but Scouts should Be Prepared

EATING GEAR

Though meals are prepared and provided throughout the day, Scout should still bring the following for Troop evening cracker barrel. Scouts attending Brown Sea, or Camping or Cooking merit badges may also need it

- Mess kit – plate, bowl, utensils, cup
- **Water bottle/Canteen** - It will be important to ALWAYS have water with you throughout the entire week. It should be with you AT ALL TIMES and should only be filled with water.

TOILETRIES

- 2 Bath/beach towels, more if space allows
- Washcloth
- Shampoo & Soap (a combo body/hair wash is efficient to pack)
- Comb or brush
- Toothbrush and toothpaste
- Mouthwash
- Deodorant
- Fingernail clippers
- Small container of talcum powder to help keep feet dry
- Lip balm

OPTIONAL GEAR

- Book(s) – perhaps you have some summer reading assignments that you can work on, or a book on birds, tree identification, or something else camp related
- Camp chair – campsites have picnic tables and benches, but a camp chair is a good alternative
- Compass
- Disposable Camera - do not bring a nice camera to camp it can get damaged
- Ground cloth/tarp to cover tent
- Money – Scouts will have access to a small camp store for miscellaneous snacks, beverages, and camp souvenirs (no knives).
- Portable hammock
- Pre-addressed envelopes & stamps for sending mail home
- Sewing kit
- Small quantity of laundry soap – meal time & other accidents do happen
- Small metal mirror
- Sunglasses
- Wet wipes – while no substitute for bathing, these can be helpful for quick clean ups
- Wire hanger - definitely an option, but does help keep Class A looking decent for dinner
- Work Gloves - for projects

WHAT NOT TO BRING

- Any electronic items – games, MP3 players, phones, etc. – except, perhaps, a disposable camera
- Bicycles
- Martial Arts equipment
- Fireworks Matches and Lighters
- Personal archery equipment
- Personal firearms and ammunition
- Pets

General Information

CAMP FALLING ROCK INFORMATION

The phone number for Camp Falling Rock is (740) 745-5327 and should only be used for emergencies. Incoming emergency phone messages will be delivered as soon as possible. All other messages will be delivered at the next meal. Scouts should not use the phones unless absolutely necessary and, then, should be accompanied by an adult leader. Calls may not be charged to camp phones.

Mail is picked-up and delivered each day. Incoming mail will be distributed to your unit by a staff member, or can be picked up in the camp office. All outgoing mail should be placed in the camp mailbox. Mail received after a unit has left camp will be returned to sender, so be sure that there is a return address. Do not mail anything after Wednesday to ensure that your scout gets it while at camp. Mail should be addressed as follows:

Scout's Name
Troop 392, Pinegrove A
C/O Camp Falling Rock
12637 Houdeshell Rd. NE
Newark, OH 43055

FAMILY NIGHT

Wednesday evenings at Falling Rock are Family Night. A special meal will be served beginning at 6:00 p.m. following a 5:45 p.m. assembly. Troops and/or families are also welcome to bring their own picnic fixin's and eat outside (no outside food in the dining room, please). The Family Night Campfire will begin at 8:00 p.m. and should conclude around 10:00 p.m. All Scouts should plan to remain in camp until Saturday morning, and not go home on Family Night. Unless picnicking, visitor meal tickets must still be purchased in the Trading Post for \$6.00 per meal for visitors.

MISCELLANEOUS INFORMATION

I personally recommend that each camper get a haircut just before leaving for camp. It makes the camper feel more comfortable and make getting ready each day a little easier.

All campers must respect camp property and treat as if it is their own. Any damage to camp property by a Scout or Scouter will result in financial penalties levied against the Troop. If a Scout or Scouter is responsible for any penalty, the Troop will apply that penalty to the Scout or Scouter for final repayment.

Scouts will be expected to learn and follow their schedules each day – this is part of the personal growth that Scouting develops in a boy. Failure to attend classes will result in not only a partial merit badge card (where work will need to be made up later), but may also subject the Scout to Troop discipline. The scouts are strongly encouraged to make the most of all Summer Camp opportunities.

The scouts will have some, but not much, downtime during the day. This time can be spent however the scout wishes. Studying, reading, or other class homework is encouraged to be done during these periods. But recreational games are OK. Also, doing a “camp craft” – something useful made while at camp for the benefit of the Scout or Troop - is an interesting and creative way to pass the time.

As usual, Scouts are expected to respect all other people and their property. Bullying or otherwise harming a fellow Scout – whether in Troop 392 or another – will not be tolerated whatsoever. There is simply no room for such nonsense in Scouting.

CAMP MAP



Camp Falling Rock General Location Map

