



NEW FOR 2012

- EASY ON LINE REGISTRATION**
- MOUNTIAN BIKINGPROGRAM**
- 4TH OF JULY CELEBRATION WITH FIREWORKS**
- TRAIL TO EAGLE PROGRAM**
- PROVISIONAL TROOP**
- NEW MERIT BADGES**
 - CHES**
 - CITIZENSHIP IN THE NATION AND WORLD**
 - FIRE SAFETY**
 - GEOCACHING**
 - ROBOTICS**

TECUMSEH COUNCIL AND CAMP BIRCH INFORMATION

Our Mission Statement

“We provide a quality program that promotes scouting **values** through **fun** and **adventure**.”

Equal Admissions

No registered member shall be denied admission to our camps or to the benefits of our U.S. Department of Agriculture Child Nutrition Program because of race, color, creed, national origin, handicap, or age.

Camp Hugh Taylor Birch programs are available to persons with disabilities. We will make every reasonable effort to meet the needs of all those who wish to apply. If your child has a disability and you have questions or concerns, please call our Scout Executive at 937-325-6449.

2012 Camp Dates

April 15, 2012: Scoutmasters' Lunch, 1:00pm Turner Building

March 31, 2012: Last day to turn in campership applications to the Scout

May 5, 2012: Deadline for early bird registration discount (includes a free 80th anniversary hat)

June 7, June 14, June 21, 2012: 10-day-out meeting for Boy Scout Summer Camps – Key staff and Troop leaders meet to discuss last minute planning details for camp. 7:30pm in the Irwin Pavilion.

June 11-16, 2012: Camp Staff Development Week

June 17-23, 2012: Boy Scout Summer Camp Week 1

June 24-30, 2012: Boy Scout Summer Camp Week 2

July 1-7, 2012: Boy Scout Summer Camp Week 3

July 8-14, 2012: Venturing Camp

Contact Us

Tecumseh Council, BSA	Camp Hugh Taylor Birch
326 S. Thompson Avenue	4057 Swimming Pool Road
Springfield, Ohio 45506	Yellow Springs, OH 45387
Phone 937-325-6449	Camp Office:
Fax 937-325-6574	
www.tecumsehCouncilbsa.org	Phone 937-767-7126
email tecumseh@bsamail.org	Email rspark@bsamail.org

WHY CHOOSE CAMP BIRCH

Whether you are new to Camp Birch or have been coming for years, consider this:

- Camp Birch is a traditional Boy Scout Summer Camp with modern amenities. While we offer tent camping without platforms, we do have clean, modern restroom and shower facilities, a modern (but not air-conditioned) dining hall and well-supplied program areas.
- Since 1979, Camp Birch has offered an excellent 1st year camper program. We were among the first Scout camps in America to focus on helping Scouts reach First Class rank.
- We offer a well-rounded outdoor program which in 2012 will be continuing Flexible Scheduling for several of our program areas. We will feature over 40 merit badges and 9 special awards. We also stress patrol and troop centered activities.
- Our well-trained, enthusiastic staff is focused on you and your Scouts. Our staff training has a special focus on quality programming and excellent customer service. We want your week to be great.
- We manage over 300 acres, but our program and activity areas are located close enough together that you won't spend all your time walking from place to place.
- Family Style Dining. Meals are served family style in tables of 8. No long cafeteria lines!
- Camp Birch hosts both Low and High COPE Courses. These features are hugely popular with older Scouts and are a great way to build teamwork in your unit. Courses are available almost year round, weather permitting.
- We are bordered by 2,000 acres of park and preserve including Clifton Gorge State Nature Preserve, John Bryan State Park and Glen Helen Preserve. These wonderful natural areas serve to extend our boundaries to include almost 2,500 acres for adventure!
- We are less than 30-minutes from the United States Air Force Museum, the Wright Brothers Aviation Heritage sites and Glen Helen Raptor Center. We are the closest Scout camp to these great historical treasures. Consider a side trip before, during or after camp.

CAMP BIRCH HISTORY

In the summer of 1932, Tecumseh Council opened Camp Miami on the property that is now John Bryan State Park. In 1936, a local businessman, Hugh Taylor Birch, donated the original 25-acre parcel that was the beginning of Camp Birch. By 1941, camping activities had moved out of John Bryan and were centered on the parcel donated by Hugh Taylor Birch.

Three of the original campsites; Blue Jacket, Daniel Boone and Kit Carson, are still in use today. The Kiwanis Lodge was the original Dining Hall, and was moved to its present location from a spot along the edge of Clifton Gorge in the late 1930s. Other original buildings still in use include Carmony Lodge and the Quartermaster Building. The original gateway for Camp Birch was reconstructed in 2005 in its original location at the top of Chapel Hill.

In 1953 a major capital campaign raised funds to construct a new Dining Hall, a council ring, swimming pool, latrines and a camp office building. All of these facilities have been renovated over the years and are still in use. Mystic Lake, now called Bud Martin Lake, was also constructed at about the same time. Several family campsites were added in the 1950s including Cornstalk, Red Hawk, Black Hoof and Wyandot. Pine Tree and Cedar Lodges and the Thompson Training Lodge were also completed in this era.

By the early 1960s, Tecumseh Council had outgrown the 25-acre parcel donated by Birch. Land was purchased west of the swimming pool and several new campsites were added. In addition, the rifle and archery ranges were re-located, several cabins and the First Aid Lodge were constructed.

In the 1970s, more land, including Fallen Timbers, was added to camp. The Adams Building was constructed to support overnight training. Renovations to the pool, dining hall and maintenance compound were completed.

The 1980s saw the construction of Low and High COPE courses, the Climbing Tower and the renovation of the McMillan Building.

The period since 1995 has seen some impressive improvements and expansions to Camp Birch. More land was acquired so that Fallen Timbers is contiguous with the rest of camp. The camp now spans much of the area between Swimming Pool Road and State Route 370; the entrance road to John Bryan State Park. Four modern cabins have been built, the dining hall kitchen was renovated, a new shower and restroom facility added to the dining hall complex, the Fletcher Boathouse was built. Additionally, the Turner Building and two large picnic pavilions were constructed.

Since 2004, state-of-the-art Low and High COPE courses were finished and renovations began on Pine Tree Lodge. Tecumseh Council has a 75-year commitment to serving the changing needs of area youth while preserving our rich history. If you would like to learn more or have information about the history of this tremendous scouting resource, please contact the Camp Ranger at Camp Birch.

FEES AND DATES

Basic Camping Fee	\$260.00
Discounted fee if paid by May 5, 2012	\$235.00
Additional Scout from Same Family	\$225.00 (no early bird discount)
Fee for a second week of camp	\$215.00 (no early bird discount)
Extra Adult	\$90
Ammunition Fee	\$25 for each of rifle shooting, shot gun shooting and black powder (muzzleloader) shooting. Note: Age restrictions apply.
Horsemanship	\$65 – must be 13 or older
River Trek	\$15 – must be a swimmer, 14 or older
Mad River Trace Program	No additional fee, but expect to pay \$45-60 on supplies at the Trading Post (must be First Class and age 13 or older – limited to first 25 to register)
C.O.P.E.	\$20.00 (First Class and age 13 or older)

September 2011- December 2011

- Select a week and a campsite through the Service Center
- Submit a \$100.00 online deposit to hold a campsite
(This deposit will apply in full to your overall camp fees and is not refundable)

December 2011 – March 2012

- Inform parents about dates of camp and fees
- Have scouts review Merit Badge prerequisites and begin work on them
- Have scouts submit applications to SM
- Pre-register campers Camp using Online registration

March - April 2012

- Schedule a parent meeting for camp details; distribute medical forms and youth flyers
- Collect Summer Camp Fees

Sunday, April 15, 2012

- Scoutmasters Luncheon at Camp Birch in the Turner Building at 1pm

March 31,

- Last Day to Submit Campership applications with registrations

Saturday, May 5, 2012

- Last day to submit full early bird camp fees
- Submit online merit badge and special program registrations
- Sites with deposits, but no registrations will be released after this date

PLANNING FOR CAMP

Scoutmasters' Luncheon

This relaxed gathering is a great chance for you to gather more information about summer camp. Our key staff will be on hand to answer questions and provide detailed explanations about how the program will run. It is also a great place to make suggestions for improvements that have not yet been offered. The luncheon will be held in the Turner Building at 1pm on Sunday, April 15, 2012.

10-Day-Out Meeting

Senior Patrol Leaders and Adult Leaders should make every effort to attend this meeting. The 10-Day-Out Meeting is held on Thursday evening ten days before your arrival at Camp Birch. We want your camp experience to be a great one. Help us by attending.

Week 1 10-Day Out Meeting Thursday, June 7, 2012 at 7:30 pm, Irwin Pavilion
Week 2 10-Day Out Meeting Thursday, June 14, 2012 at 7:30 pm, Irwin Pavilion
Week 3 10-Day Out Meeting Thursday, June 21, 2012 at 7:30 pm, Irwin Pavilion

At this meeting, please submit:

Tecumseh Island requirement sheets
Notice of special mobility or equipment needs
Any special information about what you expect from us during your stay.

At the meeting you will receive:

Program & schedules for your scouts
Any final instructions about your stay.
Overview of this year's camp events.
Q & A with key staff

Camp Check-in 2pm

Pick-up Early Bird hats
Turn in medical forms
Make any registration adjustments
Receive Extra Mile Tokens
Troop Photos and Camp-site check-in

Leadership at Camp (BSA Youth Protection Guidelines)

A teacher, a listener, a motivator, a disciplinarian, these are just a few roles of a Scout leader. Each unit is required to have at least two adult leaders in camp during the entire week. One of these adults must be at least 21-years old. Leaders may rotate, as needed, as long as this "two-deep" leadership requirement is maintained 24-hours a day. *There is no charge for Adult Leaders, up to the number required for your unit. Additional adults are \$90 each for the week.*

Adult Leadership Requirements

# Youth	# of Adults
1 – 10	2
11 – 20	3
More ...	1 Adult to 10 Scouts ratio

Experience shows that having at least one of the unit's Leaders stay at camp for the entire week provides the most effective leadership. This provides an important continuity of supervision and organization

The Senior Patrol Leader and Unit Leader are in charge of the troop at all times. The camp staff will work with you as advisors and will provide an environment in which the troop can grow.

Campership Program

A summer camping experience is the highlight of the Scout's year. To ensure that every boy can attend camp regardless of financial resources, Camperships are available to scouts registered in Tecumseh Council for up to two thirds of the cost of Boy Scout or Webelos Resident Camp at Camp Birch. In order to qualify for a 2012 Campership, the Scout and his parents should complete the application form and return it to the Council Service Center no later than March 31, 2012. Applicants will be notified of acceptance by May 1st, 2012. Full Camperships are available to scouts with severe need. The application form is available online.

PREPARING FOR CAMP

Flexible Scheduling

For 2012 we are continuing to offer flexible scheduling for several of our program areas. We introduced flexible scheduling in 2010 and it has been very successful. It results in more merit badges attempted and completed, plus a higher overall percentage of completions than with a fixed schedule. Not all scouts work at the same pace. One needs more time to get through the requirements, while another flies through them and is ready to work on another badge. Flexible scheduling tends to reduce class size and allows for more individual instruction where it is needed.

The way flexible scheduling works is this: a Scout arrives at an open program area and registers for whichever merit badge he is there to work on during any open session. He can work on one requirement or several until he is ready to move on to his next program area. Staff is there to provide the resources, the skills instruction, and direction that he needs. Scouts can begin work on badges mid-week if they finish the ones they sign up for on Monday.

Flexible program areas will include: Nature/Ecology, Outdoor Skills, and Handicraft.

Flexible scheduling works very well for Scouts who prefer to work at their own pace. It allows those who need more help to spend extra time working on a given Merit Badge and to receive extra instructions where it is needed. It also works well for Scouts who do better with a fixed schedule because it still allows for you to create a fixed schedule where one is needed.

Flexible scheduling will allow us to offer more Merit Badges and keep your older Scouts more interested in the program we can offer at Camp Birch.

Our Promise

Our open merit badge sessions should provide every opportunity for Scouts to earn requirements towards several merit badges during their week at camp. For closed-session merit badges and activities, we will make every effort to match each eligible Scout with their choices. The earlier a troop registers their Scouts, the more likely they will be able to do all of the activities they sign-up for. The more your troop helps us plan, the more prepared we will be for your troop! Pre-camp planning with each scout is important.

Program Planning

Unit Leaders should work with Scouts to determine what merit badges and special activities each Scout will work on at camp. A Scout's weekly program should include time for personal development, camaraderie with friends, patrol activities, troop activities, campwide activities, aquatic activities, conservation work, and, of course, merit badges and rank advancement. For example, new Scouts doing Tecumseh Island often work on the First Aid and Swimming merit badges.

The 3rd Week of Boy Scout Camp Continues with a 4th of July Celebration!

This year once again the 3rd week of Boy Scout camp will run through the 4th of July, but there is no need to miss the holiday. Celebrate your 4th of July at Camp Birch: old fashioned games, Dutch oven apple pie contests, live music and 4th of July fireworks concludes our afternoon of American pride. This is an excellent week to schedule your troop and has the advantage of a very experienced staff, lighter attendance and is NOT our last week of camp, so all programs are functioning at their prime.

Registration

New for 2012, registration is completely electronic using our web site any time prior to camp.

The earlier registrations are turned in, the better it is for us to plan for summer camp and to deliver a quality program for your unit. Of course, minor adjustments to a camper's schedule can be made at camp, but the bulk of work should be completed before campers arrive. Payment can be submitted using either a credit card or a check. When paying at the council office please download the summary sheet from the council website

Blue Cards

At Camp Birch we use an excel spreadsheet for tracking merit badge advancement. An official copy is provided to every troop at the end of each week and also kept on file at the council office. Blue cards are not needed, but we will honor them for those that prefer to use them (e.g., out of council troops, transferring Scouts). Those using blue cards should submit them, filled out (printing must be legible and include, merit badge, scout name, address and unit, requirements, scoutmaster approval signature, and the counselor designated as "Camp Birch Summer Camp" or "CBSC") with their registration packet. Any additional blue cards can be turned into the merit badge counselors any time at camp. Additional blue cards, merit badge pamphlets, and materials are available for purchase in the Trading Post.

Prerequisites

Scouts should pay special attention to the requirements of each merit badge that cannot be completed at camp (a.k.a. prerequisites). If they expect to complete the badge during the week, they must show evidence that they have completed requirements under the guidance of another counselor or take home a partial for the badge. **Most prerequisites can be shown to the counselor in the form of a written report, photographs, journal or scrapbook, or a note from the Scoutmaster.**

Also, special attention should be paid to *double session* activities like Tecumseh Island and COPE. Be sure to point out *age requirements* for special activities like Black Powder Shooting, High COPE and BSA Lifeguard.

Fulfilling Requirements

A Scout is trustworthy, but we need more than a Scout's word for requirements for merit badges. Where requirements state things like "Show", "Do", or "Tell", we believe that the Scout should fulfill the requirement as it is written, while we are there. A Scout telling that he has done something somewhere else is not enough. If a Scout has completed requirements before arriving at camp, they should have their original counselor sign off those requirements on their blue card. The outing requirement for Camping Merit Badge is a good example of one that cannot be completed at camp, but may already be done. If you or your Scouts have questions about these standards, please contact us. Bring your concerns to the 10- Day-Out Meeting.

Uniforms

Why do Scouts have a uniform? For the same reason any sports team does; to show that every member is equal and to give a sense of unity. At camp, the uniform does just that. During the day, your troop may have its own distinctive T-shirt or a Camp Birch T-shirt (these are referred to as Class B uniforms). Setting the example is the most important step you can make toward having a uniformed troop. Unless otherwise announced at camp, the Class A uniform is worn for the evening meal and evening flag ceremony, and also for campfires. The Class B uniform is the worn most of the rest of the time.

Special Dietary Needs

If Scouts or Leaders need special meal substitutes because of dietary restrictions, please notify us ASAP but no later than the 10-Day Out Meeting. Most situations can be accommodated. For extreme needs it is not unusual for the Scout's family to assist us in providing the proper dietary items. To inform us of special dining needs, please contact our Food Service Manager through the link on our website.

LIFE AT CAMP

Your Campsite

The heart of your camp experience, your home, is your campsite. All sites have a latrine and washstand with potable water. Regardless of whether you will bring your own tents or use the camp's tents, your campsite will be equipped with the following:

- 1 Flagpole
- 1 Trashcan
- 1 Shovel, Rake & Broom
- 1 Bulletin Board
- 1 Campfire Ring
- 1 Picnic table for each patrol site
- 1 Dining fly for each patrol
- 1 Fire extinguisher or bucket
- 1 Cot for each camper (if using a camp tent)

If any of these items are missing, or if you have other special needs, please contact the Ranger staff. Please take good care of camp equipment. Remind your Scouts that this equipment will be used by many other troops during the summers to come. We're proud that some of our tents are older than your Scouts and are still in excellent condition!

During the week, your campsite belongs to you. Please encourage your Scouts to respect other unit's campsites and avoid going through without asking and receiving permission to do so.

Check-in

Check-in begins at **2:00** pm on Sunday. Please plan to arrive no later than 4:00 pm. During check-in the staff will collect any last minute fees and any outstanding medical forms or other program related information. Please do not arrive earlier without specific permission from the Camp Director or Ranger to do so.

Camp Tour and Staff Guide

A Staff Guide will be assigned to assist your unit for the week. Your guide will provide a camp tour to the various program areas and points of interest, dining hall briefing and swim checks (as needed). The guide will check your campsite for equipment and/or needed items and see to it that you have everything you need for your stay. The guide will check back with you from time to time to make sure you have the necessary items. You should also feel free to contact your guide, the Quartermaster or the Camp Director if you have any needs during camp.

Senior Patrol Leader & Adult Leader Meetings

These short meetings, held daily at 10am for adult leaders and directly before lunch for SPLs, provide the information you need to run your unit at camp. These meetings focus on daily activities, special events and unit needs. There will also be a posted schedule and a daily newsletter to assist in keeping the camp informed.

Order of the Arrow Recognition

Tarhe Lodge will host a reception or special event for all OA members each week of camp. This is a good chance for fellowship, fun and recognition.

SPL & Leader Cracker Barrel

As a way to have a mid-week check and to say, "Thank you" to the youth leaders who come to camp, we host an evening cracker barrel for Senior Patrol Leaders on Wednesday.

Scoutmaster Steak Dinner

Each troop will receive 2 tickets to our Wednesday night Scoutmaster Steak dinner which is held at 6pm on the back porch of the Turner Building.

Troop Photographs

Troops will have the opportunity to take home a troop photo for each Scout attending Camp. Troops are encouraged to bring troop and patrol flags to make their Camp photo complete. Photos will be taken Sunday prior to flag retreat or later in the week.

Extra Mile Tokens

The greatest strength of Camp Birch's program is the young men and women who serve on camp staff. They have been coached in our tradition of excellence in programming and customer service and are here to make sure that your scouts have the best time possible during their week in camp. A simple thank-you will go a long way in rewarding them for all their hard work and efforts! Extra mile tokens will be given to your troop at the 10-day Out Meeting. Distribute these as you see fit to your scouts. When you see a staff member go the extra mile for your troop, reward them with a token!

Camp Commissary, Quartermaster & Special Services

The camp quartermaster operates out of the Dining Hall Commissary, located at the loading dock on the northeast corner of the Dining Hall. Hours will be announced at Senior Patrol Leader & Adult Leader Meetings. Most supplies will be issued or requested from there.

Dining Hall & Food Service

The Dining Hall at Camp Birch serves family-style. In order to serve up to 300 scouts, Leaders and Staff efficiently, we will begin serving as soon as mealtime begins. Seconds and Thirds are commonplace. Here are a few "House Rules":

Enter the Dining Hall quietly;

Demonstrate manners consistent with the Scout Oath and Law while dining;

Make sure everyone has firsts before seconds are taken;

Alert the Steward immediately if there is a shortage of any item;

Leave plastic-wrap on serving containers until everyone is seated at the table and ready to serve (this helps keep food hot);

Seat 8 to a table: 6 scouts, 1 Leader and 1 Staff member;

No shirt, No shoes, No service;

Clean up after ourselves; (everyone should help the waiters as much as possible)

Walk indoors (a.k.a. no running);

Individuals, Patrols or Troops who wish to help with meals are welcome and appreciated!

Trading Post

The Trading Post is conveniently stocked with handicraft projects, Scouting literature and materials, ~~snacks~~, camp souvenirs, along with a wide assortment of B.S.A. and camping supplies. The Trading Post accepts cash, checks and credit/debit cards. The average Scout spends \$25 to \$50 each week in the Trading Post.

Flag Ceremonies

Flag raising is held at 8:00 am on the Parade Field. Retreat is at 6:00 pm.

Leaders with Special Skills & Talents

Every Scouter has special abilities. Many of them also have some free time at camp. All Scouters are encouraged to use their talents to better Camp Birch. At the 10-day out meeting, a list of potential projects will be available to help willing scouters apply their special talents during their weeklong stay. We always welcome extra help in program areas.

Telephone & Mail

The camp emergency phone number is 937-767-7126. Parents and others should remember that this is a camp and it is not possible to locate campers or leaders at a moment's notice.

Mail is delivered daily (excluding Sunday and Holidays) to Camp and should be addressed as follows:

Scout's Name
Troop Number
Camp Birch
4057 Swimming Pool Road
Yellow Springs OH 45387

Campfires

Our campfire activities include the Welcome campfire on Sunday evening and the Family Night campfire on Friday evening. The Welcome campfire is presented by the camp staff. The Family Night campfire is planned and presented by the Senior Patrol Leaders and their troops. Your troop should plan campfires in your campsite as you see fit. Enjoying a summer evening with friends around a campfire is something every Scout remembers.

Campwide Activities

Throughout the week we have campwide activities planned to broaden the daily program. Evening programs are planned and presented by the staff in the program areas or as announced

Parent's Night

Parent's Night is held on Friday evening. What better way to recognize Scouts for their achievements during the week than to do it with their families and friends around? This is the culmination of a productive week for you and your Scouts. Conveniently, this could mean one less trip to camp for the adults who will be driving you home. Invite them to stay the night and please explain to parents the teamwork involved in packing up Saturday morning. Discourage parents from taking their Scout home Friday night, thereby leaving all the work to those left behind. Immediate recognition of Scouts who have completed rank advancement during the week is offered.

Open Program for Family Night

Scouts love to show their family members what they have accomplished during their week at camp and which program areas are most important to them. Families are welcome to attend our open program Friday afternoon. Age restrictions may apply to some activities.

Health Lodge, Medical Forms, Medications

The camp has an on-site health officer, trained in first aid and emergency response. The health officer provides routine medical treatment and handles minor medical problems. An adult leader should accompany any Scout who requires assistance at the Health Lodge.

Every camper, whether adult or youth, must submit a current BSA medical form (Annual Health and Medical Record, form Medical_34605.pdf) with all parts A, B and C completed and signed. This must be on the new BSA form; older versions are no longer considered valid. Please note that all adults should have a physician signed health form, even if they are staying for less than 72 hours.

Any camper who will be taking maintenance medication during the week should plan to turn their medications in to the medical officer. Medications will be provided at the times prescribed (generally at mealtime). Medications that, by doctor's order, must be carried at all times (like Epinephrine or Nitroglycerin) will not be collected like maintenance medication. Those campers should carry their medications as ordered.

Emergency Notification

If emergencies should arise at camp during the week, a public address and siren system may be used to make notification.

In the event an emergency situation is discovered at camp, please notify the staff immediately. If word of an emergency from outside of camp is received, our staff will make immediate notification. The telephone number for camp is 937-767-7126

One-on-One Contact / Privacy Statement / Photographs

Consistent with BSA policy, private, one-on-one contact between adults and youth members is not permitted. In situations that require a personal conference, the meeting is to be conducted in view of others.

Adult leaders must respect the privacy of youth members in situations such as changing into swimming suits or taking showers at camp and intrude only to the extent that health and safety require. No youth is permitted to sleep in the tent of any adult other than that of his parent or guardian.

With the advent of cellular phones that include cameras, it is hereby prohibited to use a camera in any of the following areas: restrooms, changing areas, showers, inside tents or any area that would call the motivations of the camera user into question.

Vehicles & Parking

All personal vehicles must be kept in the camp parking lot. Camp Birch strives to preserve the natural beauty of camp and keep the property looking like a scout camp. Please do not drive your vehicle in camp.

Visitors in Camp / Leaving Camp

Parents and friends are welcome to visit camp. The Friday schedule of activities and the Family Night Campfire make that an especially nice day to visit. Meals are available at the Dining Halls for a nominal fee. All visitors should plan to arrive at camp between 8:00 am and 9:00 pm.

Visitors must sign in at the camp office upon arrival. Anyone who leaves the camp must checkout at the camp office. If a Scout leaves camp, his unit Leader or his parent or guardian must check him out.

Wildlife & Nature's Hazards

Camp Hugh Taylor Birch is blessed with a wide variety of flora and fauna. Every Scout should be able to recognize poison ivy. Wild animals are important to camp, but can be dangerous if cornered or threatened. We should remember that the camp is the animals' home 12 months of the year and we are here for only a short

WHAT TO BRING TO CAMP

Unit Equipment

While most camp equipment is provided, your unit may want to bring other items to make your stay more comfortable. Suggested unit items include lanterns, propane, flags, axe yard equipment, first aid kit, rope, gateway equipment, alarm clock, games, merit badge pamphlets, paper, pens and pencils, etc. Units are also expected to bring a lot of scout spirit. If you plan to cook in your campsite during the week, a patrol box with cooking equipment is also recommended.

Personal Equipment

In general, campers should bring the following equipment to summer camp:

Formal attire

BSA uniform shirt
BSA uniform shorts or slacks
BSA uniform socks
BSA uniform belt

Informal attire

Scouting troop or event T-shirts
Underwear
Sneakers or boots or both
Shorts
Socks
Belt
Jacket or sweater
Sleep attire

Camping, hiking, activity attire

Pack or duffel bag
Pocket knife
Flashlight
Rain coat or poncho
Bath towels
Hat or cap
Long pants (needed for aquatics merit badges)
Long sleeve shirt (button-top shirt is best for aquatics merit badges)

Swimsuit
Sun block
Insect repellent
Personal hygiene gear - toothbrush, toothpaste, comb, soap, shampoo, etc.
Talcum powder
Paper, pen, pencil
Canteen or water bottle
Sleeping gear (sleeping bag, pillow)
Coat hangers
Scout Handbook

Optional

Spending money (\$25 - \$50)
Camera with film
Watch
Bible or religious books
Compass
Merit Badge books
Evidence of requirements you've finished before camp
Special supplies you might need for your merit badges
OA sash
Sewing kit

What NOT to Bring to Camp

The following items are not allowed in camp: electronic games and devices, bicycles, sheath knives, bows, arrows, firearms, ammunition, fireworks, drugs, alcohol, pets or tobacco. And anything not listed that is not consistent with the Scout Oath, Scout Law and Ohio law

Programs and Activities

AQUATICS

In the pool:

Swimming MB:

Scouts must be a Swimmer

Bring: Long pants, socks and shoes, belt and long sleeve buttoned shirt with a collar for req. 4

Lifesaving MB:

Scouts must be in at least their 2nd year and a Swimmer

Bring: Towel

Instructional Swim:

Open to any Scout wanting to improve their swimming abilities

Snorkeling BSA Award:

Scouts must be a Swimmer

BSA Lifeguard:

Scouts must be at least 15 years old and a Swimmer
Participants will train during 2 consecutive sessions (morning or afternoon) and serve as a lifeguard for evening programs at the pool or lake

Mile Swim:

Scouts must be a Swimmer and attend 4 daily practices at camp prior to completing the mile swim

At the Lake:

Canoeing MB:

Scouts must be a Swimmer

Motor Boating MB:

Scouts must be at least 13yrs old and a Swimmer
Prereq: 6a and 6b – bring a letter from your scoutmaster as proof.

Small Boat Sailing MB:

Scouts must be in at least their 2nd year and a Swimmer

Rowing MB:

Must be a Swimmer

BSA Kayak:

Scouts must be a Swimmer
EVENING PROGRAM



Merit Badges

Swimming

Lifesaving

Rowing

Canoeing

Small Boat Sailing



Awards

BSA Lifeguard Award

Snorkeling BSA

BSA Kayak



Other Activities

Instructional Swim

Mile Swim

Safety Afloat

Safe Swim Defense

Aquatics

Supervision/Paddlecraft

Aquatics Supervision/

Swimming and Rescue

Water Polo

Scoutmaster Challenge

ALL MERIT BADGES AND AWARDS AT AQUATICS MUST BE SCHEDULED AND HAVE A MAX NUMBER OF PARTICIPANTS PER SESSION*

C.O.P.E AND CLIMBING

C.O.P.E. (Challenging Outdoor Personal Experience)

Scouts must be at least 13 and First Class

\$20 additional fee per Scout

C.O.P.E. is a challenge course emphasizing learning by doing

Great for a patrol, small troop or crew

Participants of all sizes, shapes, and physical abilities are guided through initiative problems and low and HIGH ropes course challenges.



Climbing

Climbing MB:

Scouts must be in at least their 2nd year for merit badge

Camp Birch has a 40 foot climbing and rappelling tower, plus a low rappelling training platform

MB participants will hike next door to John Bryan State Park to utilize the public climbing area with native limestone cliffs ranging from 15' to 30' in height

Open climbs are available for Scouts not in the merit badge during our evening program

Leadership Skills

See your Scouts develop:

Communication Skills

Problem Solving Ability

Confidence

Goal Setting Skills

Decision Making Skills

Teamwork

Self Esteem

Trust

Merit Badges

Climbing



Other Activities

Open Climb

ALL MERIT BADGES AND AWARDS AT C.O.P.E. AND CLIMBING MUST BE SCHEDULED AND HAVE A MAX NUMBER OF PARTICIPANTS PER SESSION

HANDICRAFT

Art MB:

Prereq: 4 Bring a letter from a parent

Basketry MB:

All can be done at camp. Basket Kits can be purchased at the Trading Post

Electricity MB:

Scouts must be in at least their 2nd year
Prereq: 2-Bring your completed checklist and be prepared to discuss it; 8-Bring your completed diagram; 9a-Bring the written results of your findings.

Fingerprinting MB

All may be done at camp, though Scouts may choose to do their written history (req. 1) ahead of time and bring it to camp.

Leatherwork MB:

Prereq: 5d Bring a written report of your visit

Plumbing MB:

Prereq: 2a and 2b Bring your completed drawings.

Woodcarving MB:

Prereq: 2a Bring your Totin“ Chip or a letter from your Scoutmaster



Merit Badges

Art

Basketry

Electricity

Fingerprinting

Leatherwork

Plumbing

Woodcarving



Project Kits are available
in the Trading Post

ALL MERIT BADGES IN
HANDICRAFT ARE OPEN AND DO
NOT NEED TO BE SCHEDULED

NATURE

Astronomy MB:

Prereq: 4a-b - It takes time to learn the constellations. Scouts should work on this in the weeks preceding camp; 4c – bring your sketches to camp; 5b-bring your chart; 6b –bring your sketch; 8a or b – bring your written report

Bird Study MB:

Bring: Binoculars, bird field guide, field notebook
Prereq: 5 Bring a started field notebook, 8 Bring photographs or buy a bird feeder kit at camp

Environmental Science MB:

Scouts must be in at least their 2nd year or older
Prereq: 4b Although this can be done at camp, due to the time it takes it would be best to have this done before camp. Bring your written report and be prepared to discuss it.

5 Bring a written proposal of a hypothetical construction project and environmental impact statement

This is a VERY demanding MB and NOT recommended for younger Scouts. The requirements are time consuming. It is recommended that scouts begin work on their own prior to camp and bring photographic and written evidence of any requirements completed.

Fish and Wildlife Management MB:

Scouts must in at least their 2nd year or older
Prereq: 5 Bring a written report and photographs, 6a can be done in camp – 6b or 6c Bring written list or scrapbook, 7b Bring a written report plus a letter of evidence from a naturalist or ranger, 7c or d Bring a written report with photographs 8 Bring your report.

Merit Badges

Astronomy

Bird Study

Environmental Science

Fish and Wildlife
Management

Forestry

Geology

Insect Study

Mammal Study

Nature

Reptile and Amphibian
Study

Soil and Water
Conservation

Weather



Other Activities

Dawn Hike

ALL MERIT BADGES AND
AWARDS AT NATURE AND
ECOLOGY ARE OPEN AND DO NOT
NEED TO BE SCHEDULED

Forestry MB:

Prereq: 1 Bring your field notebook, 5 & 7 Bring written report

Geology MB:

This badge can be completed at camp but only option 5a will be offered.

Insect Study MB:

Prereq: 4 Bring a completed scrapbook, 7 Bring a report including photographs

Mammal Study MB:

All can be done at camp

Nature MB:

Prereq: 4. If you elect to do 4a2. Bring a photograph of your birdhouse, feeding station, or birdbath and your written list of birds. Include dates; if you elect to do 4d1, bring your collection; if you elect to do 4d2, bring photographic and written evidence of having completed this requirement. Include dates in you written report; if you elect to do 4f2, bring your collection; if you elect to do 4h1&2, bring your collections.

Reptile and Amphibian Study MB

1 can be done in camp, but best to bring sketches and/or photographs.
8a or b. Bring photographic and written evidence of having completed this requirement. Include dates in you written report.

Weather MB

8. If you elect to do 8a, bring your weather instrument, or photographs of it, and your 7 day log.
If you elect to do 8b, bring a written report plus a letter of evidence from the meteorologist, officer, weathercaster, or instructor you visited
9. Bring the outline of your talk, plus a letter of evidence from the group leader.

Soil and Water Conservation MB:

All can be done at camp, but if you elect to do:
7a1-9. Bring your written report.
7b or c. Bring a letter of evidence from your scoutmaster or conservation project leader

OUTDOOR SKILLS

Backpacking MB:

Scouts must be in at least their 3rd year

Prereq: 6b-bring a letter from your scoutmaster confirming this has been done

8c-bring a letter from your Scoutmaster plus the menu and shopping list that you used

9a -can be done at camp or bring your written plan. 9b-e- bring a backpack to complete these at camp or a letter from your scoutmaster confirming these have been done

10-bring a written report of your three treks plus a letter from your Scoutmaster confirming they have been completed

11a-bring your written plan

11b-c Bring the daily journal you kept for these requirements plus a letter from your Scoutmaster confirming this has been completed

Camping MB:

Scouts must be in at least their 2nd year

Prereq: 5e & 7b-bring a backpack to complete these at camp or a letter from your scoutmaster confirming these have been done.

8c. Bring menu, recipes, and food list and be prepared to discuss them.

4b, 8d, 9a, 9b Bring a letter from your scoutmaster confirming these have been done.

Cooking MB:

Scouts should be 1st class or above

Prereq: 3 & 5. Bring your menu plans, food and utensil list, weight of foods (for 5d), and be prepared to discuss them.

7. Bring your menu plan, food and utensil list and a note from your parent confirming the meals you cooked at home.

Emergency Preparedness MB:

Scouts should be in at least their 2nd year

Prereqs: 1. Must have already earned First Aid MB. Bring a copy of your MB card or a letter of proof from your scoutmaster.

2b. Bring in your completed chart.

2c. Bring your written family plan and a letter of proof from a parent confirming you have completed your family meeting.

6c. Bring a written report of your findings.

7. Bring a letter of evidence that you participated in an emergency service project. Be prepared to discuss your project.

8a. Bring your written troop mobilization plan that you prepared.

8b. Bring a letter from your scoutmaster that you participated in a troop mobilization. Be

prepared to discuss the mobilization.

8c. Bring your emergency pack and the family emergency kit that YOU prepared.

9a. Bring your safety check list with the results of your home safety inspection.

9b. Bring your family fire escape plan.

9c. Bring your accident prevention plans for five family activities outside the home.

Fire Safety MB:

Prereq: 6 – bring your drawing of a home fire-escape plan and a letter from your parent confirming completion of a home fire drill

First Aid MB:

Bring your Boy Scout Handbook to show you have completed req. 1

Prereq: 2d Bring a personal first aid kit that you have put together yourself (*not* a store-bought kit), and be prepared to discuss its contents with your counselor

Fishing MB:

You may bring your own fishing rod or use the camps

Indian Lore MB:

1. Bring your written history (can be done at camp, but BEST if done ahead of time).

Orienteering MB:

All can be done at camp

Pioneering MB:

All can be done at camp, but learning the 7 basic knots and the five additional knots before camp will allow more time for splicing and project construction.

Merit Badges

Backpacking

Camping

Cooking

Emergency Preparedness

Fire Safety

First Aid

Fishing

Indian Lore

Orienteering

Pioneering

Wilderness Survival



Other Activities

Paul Bunyan Woodsman



ALL MERIT BADGES AND AWARDS IN OUTDOOR SKILLS ARE OPEN AND DO NOT NEED TO BE SCHEDULED EXCEPT COOKING MB

Wilderness Survival MB:

Scouts must be in at least their 2nd year

Prereq: 5 Bring a personal survival kit, tarp and blanket

Paul Bunyan Woodsman Award:

Scouts must be in at least their 3rd year, also open to leaders

Prereq: Totin" Chip

SHOOTING SPORTS

Archery MB:

Arrow and bowstring kits can be purchased in the Trading Post



Rifle Shooting MB:

\$25 Ammunition Fee

Shotgun Shooting MB:

\$25 Ammunition Fee

2nd year Scouts and above

Scouts should have the upper body strength to hold and fire the shotgun repeatedly.

Black Powder Program : (a.k.a. Muzzle loader)

Scouts must be at least 13 years old

Ammunition tickets can be purchased in the Trading Post at \$5 for 5 shots

Scouts must have earned their Rifle or Shotgun Shooting MB

Adult assistance is required

This is an EVENING Program

Merit Badges

Archery

Rifle Shooting

Shotgun Shooting



Other Activities

Black Powder

*ALL MERIT BADGES AND ACTIVITIES IN THE SHOOTING SPORTS AREA MUST BE SCHEDULED AND HAVE A MAX NUMBER OF PARTICIPANTS PER SESSOIN

TRAIL TO EAGLE – NEW FOR 2012!

These are very demanding merit badges and, as Eagle Required, important ones. We will be holding the Scouts to a high standard in completing these merit badges. Some badges require extensive prerequisite work, and this work has to be done before camp. The counselor reserves the right to refuse entry to these classes to any Scout who has not completed the work adequately. These classes are not for someone hoping to “knock out a merit badge at summer camp”, but only for those who are serious about achieving quality work while completing these merit badges.

Citizenship in the World:

All will be completed at camp.

Citizenship in the Nation:

Prereqs: 2A-D (complete 2): for A-C, bring a letter signed by a parent that you visited two places and be prepared to discuss the visit with your counselor; for requirement D, be prepared to discuss.

Communications:

If you wish to choose the collage option in requirement 2a, bring photographs and pictures to camp.

Prereqs: 5 bring your report, 8 bring a letter of proof from your Scoutmaster

Personal Management:

Prereqs: 1A-B – bring a copy of your plan and a letter from your parent stating that you have discussed this plan with your family, 1C – bring a copy of reviews and prices, 2A – bring your written budget, 8A-C – bring your to-do list, calendar, and journal.

Merit Badges

Citizenship in the World

Citizenship in the Nation

Communications

Personal Management



Other Activities

Trail to Eagle workshop: learn all the steps necessary to travel the trail from Life to Eagle

HORSEMANSHIP

Horsemanship MB:

Participants will carpool with adults from troops who are participating in this MB to a horse farm. Horses are not kept at Camp Birch. This gives us the best opportunity to offer a safe, fun program for our Scouts.



Scouts must be at least 13 years old

Bring long pants (preferably jeans) and boots with a heel

Helmets will be provided by the horse farm

Prereq: Be prepared to demonstrate or explain #1-8

MOUNTAIN BIKING PROGRAM – NEW FOR 2012!

Participants can participate in the Mountain Biking program at Camp Birch by scheduling the activity. Mountain Biking will be a two session program, either mornings or afternoons.

Scouts will travel to John Bryan State Park to utilize the paths in the park with Camp Birch counselors.

Scouts must be at least 14 years old

Bring a bike helmet and a bicycle water bottle

SPECIAL PROGRAMS & AWARDS

Tecumseh Island

Tecumseh Island is Camp Birch's program for new Scouts. This excellent program is in its 32nd year and was one of the first of its kind in the area! It is designed to provide instruction for first year Scouts to help them advance. It is possible that a Scout who joined your unit in the spring could leave Camp Birch with only a few requirements remaining toward First Class Rank as well as two merit badges. There's no better boost to a Scout than to succeed early!

The Troop Guide(s) or ASPL(s) should have new Scouts complete a worksheet that shows which requirements are completed prior to coming to camp. An inventory of requirements and worksheet are available on line. This inventory will help the TI staff streamline the program by focusing on the requirements that more scouts need while offering more individual instruction for Scouts who need an odd requirement or two.

River Trek – New for 2012!

Friday afternoon, contingent on the weather, we will have a river trek for Scouts 14 and older. Must be a swimmer

Snorkeling BSA Award

There aren't many better ways to spend a hot summer day than being in the pool doing something fun. The BSA Snorkeling Award is offered as a regular session through the Aquatics Area. Scouts learn the fundamentals of using mask & snorkel in our pool. Have fun! Learn a Skill! Get Wet!

Mile Swim

This great pool event is a milestone that many Scouts will never forget. Because the requirements for this award are rigid, it must be a structured program. Scouts who wish to earn the mile swim award must begin on Monday morning at 6:30 am with the training program for the mile. The "Mile Swim" is conducted on Friday morning at 6:00 am.

Paul Bunyan Woodsman

This rare award is offered cooperatively through the Outdoor Skills area and Tecumseh Island. By teaching Totin" Chip skills to younger scouts and completing a woods-related project, Scouts and adults may earn this prestigious award. It is earned, never given!

Dawn Hike

Few activities carry as strong a message as an early morning hike. The Dawn Hike is one. This hike, (planned to be about 2 miles) is a great opportunity to see John Bryan State Park and Clifton Gorge while the day is still cool. Wildlife and native plants are the focus. A special patch will again be given for those who complete the hike. The Hike begins from the Parade Ground at Flag Poles at 6:00 am on Tuesday morning.

Scoutmaster's Merit Badge

This is a great award to help you enjoy your week. Adult Leaders may choose their requirements from a list of fun and rewarding tasks ranging from taking a ½ hour nap to taking responsibility for a camp improvement project.

Area Awards

These are special awards given out by program staff for outstanding performance in their program areas.

Gateway Award

Show off your Troop's Pioneering Skills by building a gateway with pizzazz! A prize will be given to the Troop with the best gateway.

Mad River Trace

Mad River Trace is a program designed for Scouts 14 and older and adults. Participants in MRT will learn traditional primitive living skills, the history of early Ohio, advanced wilderness survival, and leadership. Mad River Trace is an open program, scouts can work at their own pace on requirements, but the program requires attendance at late afternoon and evening activities, including at least one outpost. MRT is divided into three levels, Apprentice, Pathfinder, and Factor. All levels reinforce core scout skills and develop leadership and teamwork.

Highlights of the Apprentice level include: making a possible pouch and shirt, fire making with flint and steel, wild edible identification, primitive archery and tomahawk throwing.

Pathfinders will develop and teach the skills they learned as Apprentices as well as learn some new ones like black powder shooting, direction finding without a compass, advanced leatherworking, and knife throwing. Pathfinders will also make their own candle lanterns.

Factors will demonstrate proficiency in skills they learned as Apprentices and Pathfinders as well as make their own horn handled knife and shooting bag.

ADULT PROGRAMS AND TRAINING

Activities

- Adult High COPE – Fri.. morning
- Adult Shoot – Rifles - TBA
- Adult Climb - TBA
- Lap Swimming 6.30am M-F
- MRT
- Scoutmaster MB
- BSA Lifeguard
- Scoutmaster Roundtable with our Scout Executive
- Scoutmaster Steak Dinner

Training

- Climb on Safely
- Safe Swim Defense
- Safety Afloat
- Trek Safely
- Introduction to Leave No Trace
- Scoutmaster Specific Training
- Nap on Safely
- Wilderness First Aid Training – this is an intensive course that will take 4 hours a day M-Th

Scoutmasters' Lounge

Adult leaders may also choose to relax in the largest Scoutmaster lounge in Central Region, with 24 hour coffee, AC, and wireless internet access.