

**Summer Camp  
2014**

***Camp Cooper***

**July 27 - August 2**

GENERAL INFORMATION, PERSONAL  
PLANNING HELPS, LISTS, and  
NECESSARY TROOP FORMS

for  
**SCOUTS AND PARENTS**  
of

**TROOP 124**

Sunset Trail District  
Cascade Pacific Council  
B.S.A.

# TROOP 124

## Camp Cooper 2014

### July 27 - Aug. 2

**DEPARTURE:** Sunday July 27. Meet in the lower east parking lot behind St. Matthew at 9:30 a.m. Carry a sack lunch and drink **separate from the backpack**. Be in uniform. We will stop for lunch on the way. We need to arrive at the Cooper upper parking lot at 12:30 p.m.

**RETURN HOME:** If you are a scheduled return driver please arrive in the Cooper upper parking lot about 9:30 a.m. Saturday the 2nd. The whole camp is released about 10:00 a.m. and the road is narrow. The drive is approximately 2 hours from the Beaverton area.

**MAIL:** old fashioned mail is good. Mail early in the week.

Scout's Name  
Troop 124 July 27- Aug 2  
Camp Cooper BSA  
6000 Bald Mt. Road  
Willamina, OR 97396

Please do not send food items. The local vermin and much larger denizens of the forest will become a health and safety issue.

**PHONES:** Cell phones are not reliable in this site. Mine will be off most of the time.

For TRUE EMERGENCIES: Call the CPC Service Center at  
**503-226-3423**

Service hours are 8:30 a.m. - 5:30 p.m. After hours follow the answering service directions. All emergency messages will be relayed to us. We will contact you.

A BAD IDEA : a call to chat (with your son, me, etc.)

**EMERGENCIES AT CAMP:** For anything more than a minor cut or slight burn, we'll contact you. Home sickness doesn't count. (unless it's me)

It's going to be great!

Ken Mattson  
Scoutmaster

# TROOP 124

## SUMMER CAMP - INDIVIDUAL SCOUT EQUIPMENT LIST

ALL THE FOLLOWING ITEMS ARE TO BE CARRIED IN YOUR BACKPACK.

### CLOTHING

- \_\_\_ At least one full uniform. WEAR: Uniform shirt, pants, (or uniform shorts with **scout** socks), **scout** belt, and a **scout** hat.
- \_\_\_ Extra long pants, and shorts
- \_\_\_ Extra warm shirt or sweatshirt *SACK LUNCH AND DRINK FOR SUNDAY!*
- \_\_\_ AT LEAST 3 complete changes of underwear (DO NOT PLACE IN YOUR BACKPACK)
- \_\_\_ Hiking boots
- \_\_\_ Tennis shoes
- \_\_\_ Several sets of clean socks, wool and others
- \_\_\_ Handkerchiefs
- \_\_\_ SWIMSUIT - PACKED ON TOP OF GEAR
- \_\_\_ Rain gear
- \_\_\_ Warm hat \*\*\*\*\*
- \_\_\_ Sleeping wear NAME AND "TROOP 124" ON ALL
- \_\_\_ Dirty clothes bag ITEMS POSSIBLE.
- \_\_\_ Warm Jacket \*\*\*\*\*

### TOILET ARTICLES

- \_\_\_ Bar of soap in a container
- \_\_\_ Bath towel
- \_\_\_ Wash cloth
- \_\_\_ Toothpaste and brush
- \_\_\_ Comb
- \_\_\_ Deodorant

### CAMPING GEAR

- \_\_\_ Flashlight with extra bulb and batteries
- \_\_\_ Scout style **folding** knife or multi-tool. Any blades approx. 3" only.
- \_\_\_ Plate, cup, utensils
- \_\_\_ Sleeping bag
- \_\_\_ Sleeping pad or air mattress
- \_\_\_ backpack tent (partner up) Plastic ground cloth \*\*\*\*\* **NOTE: NO:** \*\*\*\*\*
- \_\_\_ 10' nylon cord Pets, Radios, Cell Phones, Portable music players,
- \_\_\_ Pack cover or equivalent Electronic games, sheath knives, hatchets,
- \_\_\_ Toilet paper in a zip-lock bag knives with blade over 3", fireworks,
- \_\_\_ Canteen or water bottle firearms, ammunition, bows & arrows, sling shots,
- \_\_\_ Compass tobacco, alcohol, illegal drugs. If scouts
- \_\_\_ Matches in a waterproof container wish to stretch these rules, we will
- be happy to stretch this list.

### OTHER

- \_\_\_ SCOUT HANDBOOK
- \_\_\_ Notepad and pen or pencils
- \_\_\_ Watch (with alarm if possible)
- \_\_\_ Wallet and money
- \_\_\_ Personal first aid kit
- \_\_\_ Merit Badge books
- \_\_\_ Personal medication (Note on medical form, Give adult leaders any medications for storage and dispensing. Exception: bee sting kits, inhalers, or similar immediate-need medications)
- MEDICATIONS MUST BE IN PRESCRIPTION BOTTLES/CONTAINERS**

### OPTIONAL

- \_\_\_ Envelope(s), stamps, paper
  - \_\_\_ Sunscreen
  - \_\_\_ Insect repellent
  - \_\_\_ O.A. sash
  - \_\_\_ Musical instrument
  - \_\_\_ extra batteries
  - \_\_\_ Sewing kit
  - \_\_\_ Cold water detergent
- You may add other appropriate optional items on the back.

# TROOP 124 - SUMMER CAMP GOALS OF:

\_\_\_\_\_ PATROL \_\_\_\_\_ DATE

DECIDE YOUR GOALS IN ONE OR MORE OF THE AREAS BELOW:

## RANK ADVANCEMENT

At the end of camp, I will:

\_\_\_\_\_ Advance at least one rank to \_\_\_\_\_

and / or

\_\_\_\_\_ Work on requirements for my next rank. (See my list below:)

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## MERIT BADGE(S)

At the end of camp I will have worked on or earned this, (these) merit badges:

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## SPECIAL AWARDS OR ACTIVITIES

I would like to earn one or more of these special awards:

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## JUST STUFF

Here are some things I'd really like to do or try while I'm at camp:

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Keep this form as a reminder but share the information with your Patrol Leader.

# EARLY OR RESTRICTED DEPARTURE TROOP 124

Camp Cooper, Sun. July 27 - Sat. August 2, 2014

**PARENTS - WITHOUT THIS FORM OR WRITTEN NOTIFICATION FROM YOU, all scouts will be driven home in vehicles listed on our troop transportation roster.** No scout will stay behind in camp due to family schedule or based on his own recollection that he is being picked up by you or someone else. He will also not be driven home with anyone other than you, an adult you designate, or one of our listed drivers. Departure from Camp Cooper is scheduled for **10:00 a.m.** Saturday August 2. All troop members and adults will leave camp at this time. Unfortunately, if you're late - we'll be gone.

**Deliver this form to Ken Mattson or Jill Niehus on or prior to July 21.**

\_\_\_\_\_ will be leaving camp at an  
Scout's Name(s)  
earlier time from the troop's scheduled departure.

Scout's proposed departure: day \_\_\_\_\_ date \_\_\_\_\_

Time of departure: \_\_\_\_\_ a.m. / p.m.

Person authorized to pick up son(s): \_\_\_\_\_

Relationship: \_\_\_\_\_

*Note: Scouts will only be released to the above named parent or individual.*

\*\*\*\*\*

Parent / Guardian signature: \_\_\_\_\_

Date: \_\_\_\_\_

Phone: \_\_\_\_\_ Cell: \_\_\_\_\_

\*\*\*\*\*

**Son(s) MAY NOT depart camp with:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_ **Please contact me about this matter.**

**Phone:** \_\_\_\_\_

# THE ADULT ROLE AT SUMMER CAMP

From Ken Mattson - Scoutmaster

The Council and Troop 124 welcome adults to camp for all week, a few days, or overnight. As you involve yourself in camp life a few guidelines will help you to have the best experience for yourself and your son, as well as the rest of the troop.

## What are adults' specific duties?

There aren't many. The persons who run the troop are the Sr. Patrol Leader, the Patrol Leaders' Council, and the Scoutmaster. The camp staff runs the program.

### However, adults often:

- \* Assist scouts learning new skills. Remember Youth Protection Guidelines.
- \* Take part in some of the camp program. There are special programs for adults.
- \* Enjoy your son's activities - USUALLY FROM A DISTANCE. Leave him alone. Don't interfere or hover. Let him use the camp experience to become more independent and make decisions on his own. Wait to be invited.
- \* Assist in Boards of Review for rank advancement. Help with record keeping.
- \* Read, nap, relax throughout the day. (The camp and scouts will still operate.)
- \* Watch the campsite for security.
- \* Watch for safety violations. You are to stop any violent, or immediate hazardous situations involving the safety of boys. Otherwise, talk to me or the Acting Scoutmaster who will then work with the youth leaders or handle the matter himself.

PLEASE DO NOT START GIVING ORDERS TO SCOUTS UNLESS YOU'RE IN AN EMERGENCY SITUATION WHERE AN ADULT MAY NEED TO TAKE CONTROL. It's a youth led program. The boys don't need 5 or 6 adults telling them what to do as that often causes confusion, misunderstanding, and hard feelings. Funnel observations, etc. through the Scoutmaster. Most concerns at camp can be dealt with through the Sr. Patrol Leader and the Patrol Leaders' Council. Use the same procedure for harassment or hazing.

- \* Allow the youth leaders or the Scoutmaster to discipline the troop and your son. If things get beyond us, we'll partner up with you for advice and / or assistance.
- \* Be the Scoutmaster's eyes and ears. Lot's of stuff goes on.
- \* Allow boys to be boys. Clean hands at meals and during cooking are important. Clean faces and clothes aren't necessarily vital. There are showers, and the lake to keep a scout clean. Most will choose to utilize them. Let the Scoutmaster deal with the "crusted" ones.

## Some warnings based on personal experience and observations:

- \* A parent "rescuing" a son from his own decisions at camp does not help him. It's a safe place to make errors as long as they're not immoral or physically injurious.
- \* Summer camp is not school. Let the scout make decisions as to how many Merit Badges, etc. to work on. "Wasting time" might not be.
- \* Homesickness is not fatal. We'll handle it. Boys "rescued" by parents from homesickness generally quit scouting. Key - keep them busy.
- \* Summer camp is NOT the time to allow a boy to go off his meds. Quite the opposite.
- \* Troop routine does not always run like clockwork. Don't worry, deficiencies will be worked out. Let the boys lead.
- \* Don't feel hurt if you're counseled to "back off and let the boys handle it." Oh yes, it's happened to me.
- \* There's probably more. We'll deal with them when they arise. Have fun!

# TROOP 124

## TROOP VISITORS' and ADULT LEADERS' INFORMATION FOR CAMP COOPER

Please fill in the following information and turn in to Ken Mattson on or before July 21.

YOUR NAME \_\_\_\_\_

SCOUT'S NAME \_\_\_\_\_

# OF PERSONS VISITING \_\_\_\_\_

Please indicate on the chart your arrival and departure dates - time. \*

\_\_\_\_\_ I'M STAYING ALL WEEK (Skip below and then see Mr. Mattson for information and sanity check)

	SUN. 7/27	MON. 7/28	TUES. 7/29	WED. 7/30	THUR. 7/31	FRI. 8/1	SAT. 8/2
Troop Arrival	12:30 PM						
Troop Departure							10:00 AM
* Example:		10 a.m ----->	----->	----->	8 a.m.		
YOUR SCHEDULE							

***Cascade Pacific Council directs that siblings and pets remain out of camp.***

*Bring a tent and sleeping gear if you're planning to remain overnight.*

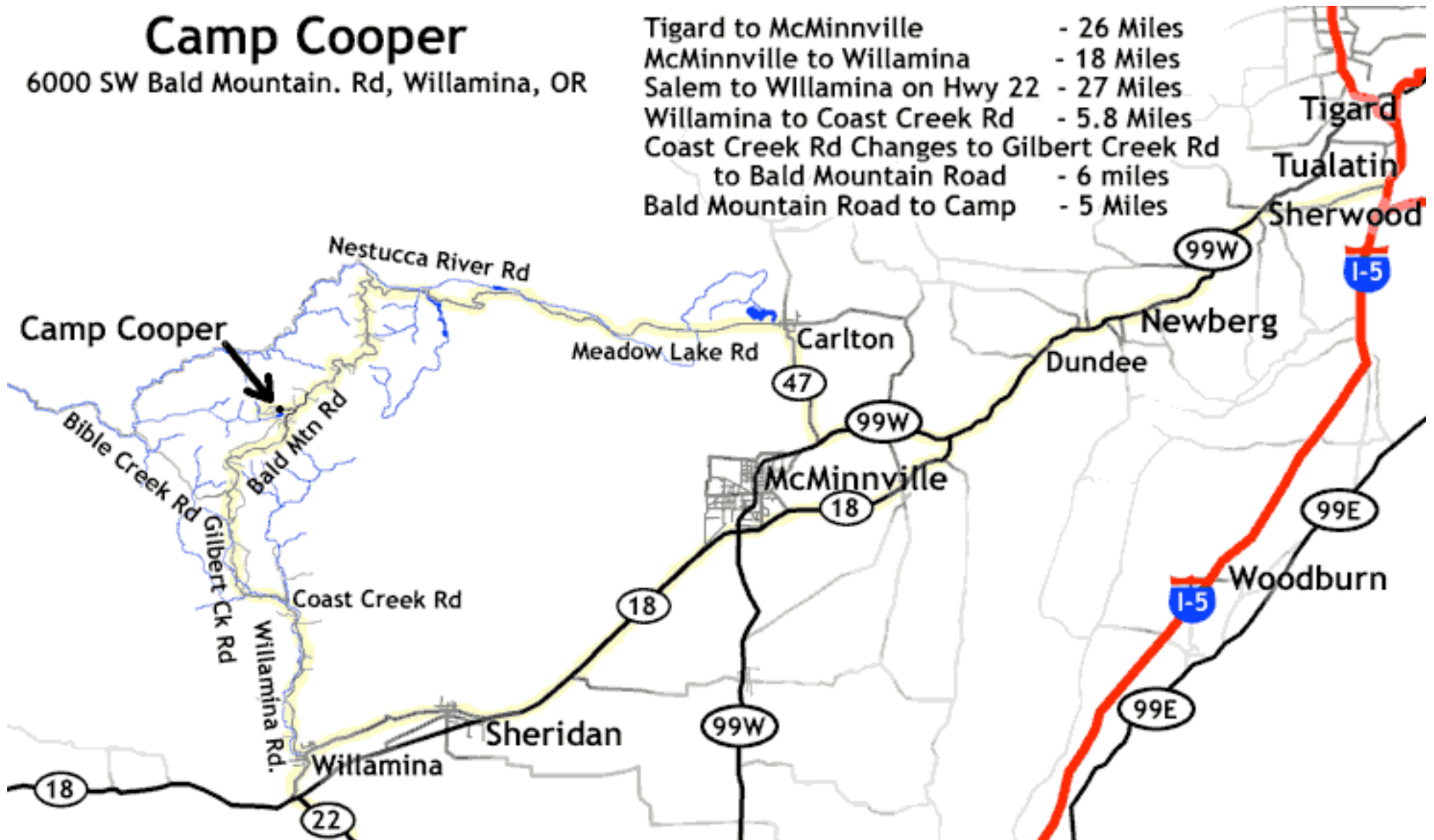
*MEALS: For those not staying all week, individual meal prices, payable at camp are:*

*Breakfast: \$5   Lunch: \$6   Dinner: \$7*

# Camp Cooper

6000 SW Bald Mountain. Rd, Willamina, OR

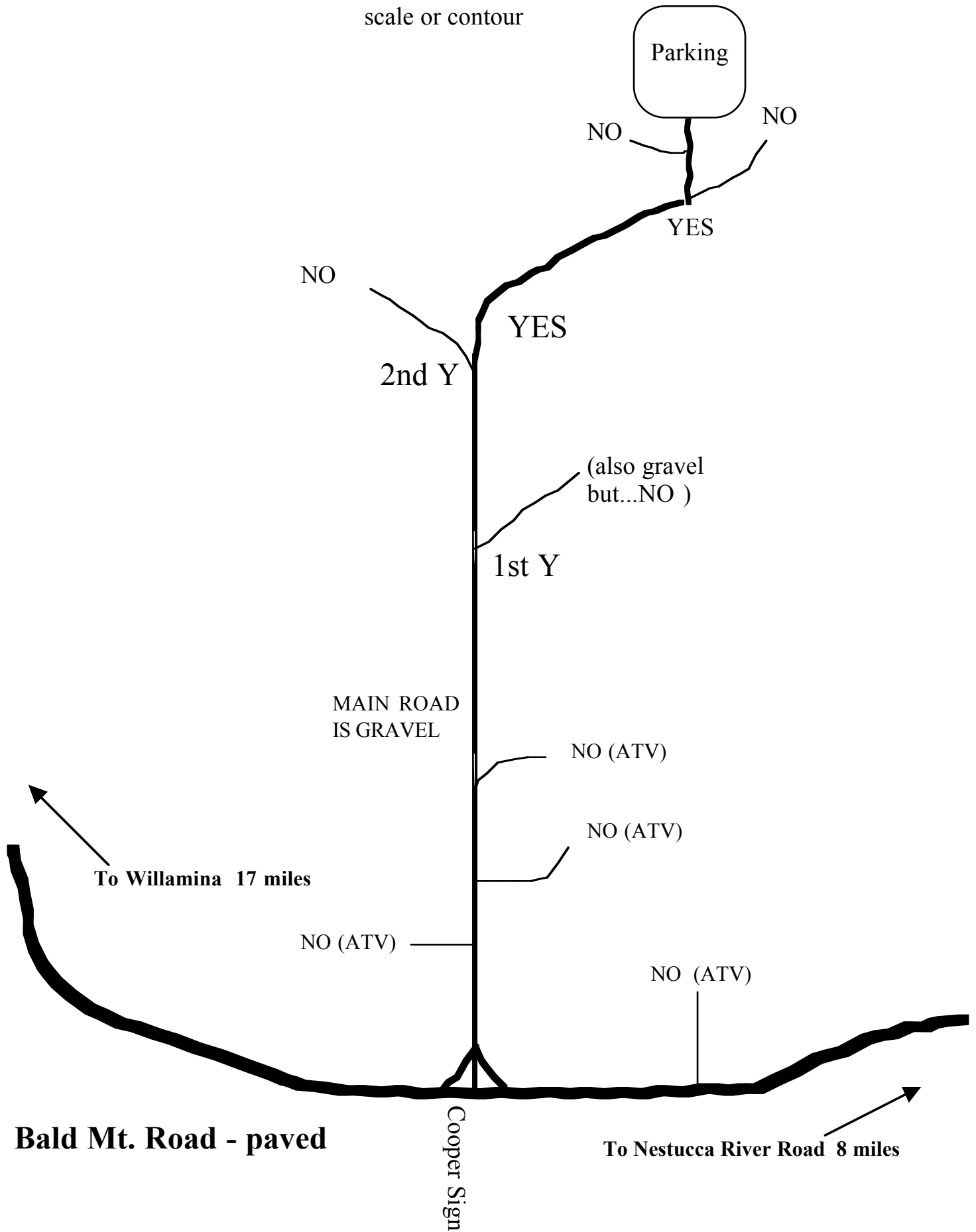
- Tigard to McMinnville - 26 Miles
- McMinnville to Willamina - 18 Miles
- Salem to Willamina on Hwy 22 - 27 Miles
- Willamina to Coast Creek Rd - 5.8 Miles
- Coast Creek Rd Changes to Gilbert Creek Rd to Bald Mountain Road - 6 miles
- Bald Mountain Road to Camp - 5 Miles





# Road into Camp Cooper

Most curves not shown. Not drawn to scale or contour



## MEDICAL FORMS AND MEDICATION

Every precaution is taken to ensure a healthy and safe camping experience for all campers attending Cascade Pacific Council summer camps. All camps operate a well- equipped health lodge that is administered by a qualified camp health officer for any accidents or medical problems that may arise. In the event of a medical emergency, the camp health officer is available 24 hours a day. Special arrangements have been made with local hospitals for the treatment of more serious cases. If such treatment is required, every effort will be made to help the unit leader notify the camper’s parents.

In the unlikely event of a very serious injury or illness requiring immediate specialized medical attention, the care of your youth

will be turned over to the local emergency medical service that may require the use of ground or air ambulance service at their discretion.

Youth and leaders needing additional medical attention on or off property will be billed (by the medical office or hospital) for services rendered at their expense. All expenses associated with this additional treatment become the responsibility of the youth’s parents (or guardians), preferably handled through their personal health insurance or supplemental unit accident insurance. All medical services provided by the camp health officer are at no cost.

**Medical Examination and Medical Form— to download form and for more information go to [www.cpcbsa.org/medical](http://www.cpcbsa.org/medical)**

<b>Camp</b>	<b>Cub World and Gilbert Ranch</b>	<b>Adventure Cove &amp; Boy Scout Camps Baldwin, Meriwether, Pioneer</b>
<b>ALL PERSONS (All Ages)</b>	<b>Medical Form—parts A &amp; B completed Download form at <a href="http://www.cpcbsa.org/medical">www.cpcbsa.org/medical</a></b>	<b>Medical Form— parts A, B, &amp; C completed Download form at <a href="http://www.cpcbsa.org/medical">www.cpcbsa.org/medical</a></b>

### Medical Forms

Medical forms are needed for both youth and adults at camp and readily available at the Volunteer Service Centers, as well as on the council website at [www.cpcbsa.org/medical](http://www.cpcbsa.org/medical).

### Medications at Camp

The Oregon State Health Department and BSA National Camping Standards requires that **all internal medication for persons under 18 years of age is to be locked in the camp health lodge** and dispensed by the camp health officer. Prescription medications for persons age 18 and over must be kept in locked storage and may be locked by the owner in their campsite OR by camp health staff in the health lodge. Emergency bee sting medication, inhalers, an insulin syringe or other medication or device used in the event of life-threatening situations may be (and should be) carried by the camper or staff member.

It is important to have at least one adult leader accompany youth to the health lodge to receive medication so that the health officer and the unit adult can together confirm that the youth is receiving the correct medication in the correct dosage. One adult from each unit must keep track of each Scouts’ medication schedule and make sure each Scout takes the correct doses as prescribed.

Camp health officers cannot administer immunizations, prescriptions or over the counter medicines, or recommend any medications. Their role is one of preparation for emergencies and to secure medications stored in the health lodge.

## EMERGENCY CARE PROCEDURES

### The following procedures will be followed if emergency care is necessary

- ⇒ Parents or guardians will be notified of any serious illness or injury as soon as possible, by the unit leader whenever possible. If parents will be away from home during the week of camp, unit leaders must know where to reach them; current phone numbers should be noted on the medical form of every Scout and adult leader.
- ⇒ In the case of a severe accident, parents will be contacted as soon as possible after administering proper emergency care.
- ⇒ In the event the parents or guardians are unavailable, the unit leader will be asked to make decisions on their behalf.
- ⇒ It is the responsibility of unit leadership to provide transportation for unit members requiring non-emergency medical services off camp property.
- ⇒ Two adult leaders will accompany a Scout requiring non-emergency medical services. The leaders must obtain the youth's medical form from the health lodge before leaving the camp; it will be needed by the hospital or medical center. Be sure to also have the unit insurance policy information and claim form with you when leaving the camp. Directions to the doctor's office will be provided at the health lodge. Two adults must also stay with the unit; the camp director will assist in helping with temporary leadership when needed in an emergency.
- ⇒ On your first day in camp, emergency procedures are explained to the leaders as well as to youth. In the event of any emergency, notify the camp staff immediately. If you feel that you are able to deal effectively with the situation, do so and then send word to the staff. If the situation seems dangerous, the priority is to vacate all youth and leaders from the area.

### Prohibited and Restricted Items

**Tobacco:** The use of tobacco products by anyone under the age of 18 will not be tolerated. Adults may use tobacco products only in designated areas and away from all participants. Council properties are tobacco-free zones, including all buildings, campsites, trails and program areas. Smoking in tents and campsites, or in view of any Scout is strictly prohibited.

**Chemical Fuels:** Gas-fueled lanterns and stoves (canister type fuels are recommended over liquid) may be used for outdoor lighting and cooking. The use of gas-fueled lanterns and stoves in any tent or Adirondack is strictly prohibited. All fuel containers not in use must be stored in the camp gas shack. A responsible adult, who is knowledgeable in safety precautions, must do lighting and refueling; fuel is never handled by youth. The use of liquid fuels as a fire-starter is strictly prohibited.

**Alcohol and Drugs:** It is the policy of the Boy Scouts of America that the use of alcoholic beverages and controlled substances are not permitted on property owned and/or operated by the Boy Scouts of America, or at any activity involving participation of youth members.

**Weapons:** No weapons of any kind are permitted at camp. This includes personal archery and rifle equipment; personal equipment is not permitted on camp ranges during summer camp. Weapons are not permitted to be stored in vehicles in camp parking lots.

**Chainsaws:** Chainsaws are not permitted at any council property.

**Pets:** Pets are not permitted at any camp at any time. Please advise all parents to leave pets at home.

### Rest

Sleep, or lack thereof, can be one of the greatest causes of a fantastic or poor week. The unit leader should see that from 10:00 pm until 6:00 am each night the campsite is quiet.

### Weather

Daytime temperatures can range from the low 40's to the 90's depending on current weather patterns. Nighttime can drop to the upper 30's during the beginning and end of the camping season. It rains in Oregon, but the program will continue, so quality rain gear is a must. Be Prepared!

### Transportation & Parking

All vehicles transporting youth must be operated in accordance with local and state laws. Vehicles must be in good mechanical condition. Travel should be done in daylight hours whenever possible. **No one is allowed to ride in truck beds, under canopies, in campers, hatchbacks, or with any non-standard seat or seat belt arrangement. Transportation in RVs is NOT advised.** All passengers must use a seat belt in accordance with state law. The appropriate tour permit must be filed with the council service center.

While the camp will provide adequate **parking** areas for all personal vehicles, the council will not accept any responsibility for vehicles or their contents parked on camp property or damaged by driving over camp roads. In some camps, vehicles may be permitted by the camp director to deliver equipment to the campsite on arrival and departure days, but such vehicles must be promptly returned to the parking lot. **Cooperation with your camp director on vehicle use will help ensure that it does not become a safety concern, and that such access can be permitted in the future.**

**RV Parking** is not available at any camp. Adults are not permitted to stay in RVs in any camp parking lot—adults' purpose in camp is to chaperone and provide safety for youth; this cannot be fulfilled from the parking lot or RV.

**ATVs** are not permitted to be used on any Cascade Pacific Council Scout property at any time.

**Tour Plans** (formerly Tour Permit) are required for all units traveling to and from camp. Download the form at [www.cpcbsa.org/tourplan](http://www.cpcbsa.org/tourplan)

# Camp Cooper

*jfillo@cpcbsa.org*

The Camp Cooper Staff is intensely excited to meet you and your scouts. We are dedicated to providing the best possible experience for everyone that comes to Camp Cooper.

## **Welcome**

Camp Cooper is located towards the crest of the beautiful Coastal Mountain Range of Oregon. It's 240 acres of pristine rainforest set 17 miles Northwest of Willamina, OR. Testament Creek Falls is our own 80ft waterfall, the tallest for any scout camp.

Cooper is small and compact, making it perfect for young campers. Yet it has many unique programs that allow the opportunity for older scouts and Venturers to experience something new.

## **Arrival**

Plan to arrive between 11:30am and 12:30pm on Sunday or 6:30-7am on Monday Start Weeks. You will be greeted by our smiling faces at the clearly marked check in area (not the parking lot) to commence the check-in process and to start your camp tour. Please have with you: Roster, Tour Permit, & Medical forms.

## **Vehicles in Camp**

Roads inside of Cooper serve as main arteries for pedestrian traffic. No private vehicles will be allowed outside of the parking lots. The exception to this will be on arrival and departure days. Vehicles will be permitted to drive to campsites to unload gear. The camp director will make the determination on when this will occur.

**All vehicles must stay on the roadway and must not enter the campsites.**

## **Facilities**

### **Campsites**

All sleeping quarters at Camp Cooper are 7'6" x 9'6" canvas tents on wooden platforms.

In addition to tents, you can expect the following:

- Fire Pit
- Bulletin Board
- Flagpole
- Communal Shelter
- Picnic Tables

Our campsites may not precisely match up with the size of your unit. To be sure we accommodate everyone, it may be necessary for different units to share campsites. It is recommended that each unit bring a few extra tents to accommodate overflow.

### **Shower house**

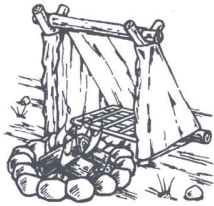


There are age appropriate shower facilities for youth and adult males. The youth/adult schedule for the female shower facilities will be posted on site. Be sure to bring toiletries to properly utilize the facilities. Units may be asked to help in keeping the shower house clean.

### **Dining Hall**

Meals in the dining hall are served cafeteria-style. Units will be asked to send two people to the dining hall 30 minutes early to help set up for the meal.

### **In-Campsite Cooking**



All meals on Wednesday will be cooked using the patrol method within your campsite. Come to camp prepared with the equipment you need to prep, cook, eat, and clean up after your meals. Don't hesitate to bring your favorite spices too. Scouts need to bring a mess kit with them.

### **Trading Post**

The Camp Cooper trading post will be your stop for all your camp items. Inside you will find items you left at home, items you thought you'd never need and collectable items only found at Camp Cooper. The trading post will be open throughout the day, with the times posted outside of it. Please bring small bills.

### **Outside Communications**

Communications is limited while at Camp Cooper. There is no cell phone signal at camp. Internet is provided by a satellite network, and access, speed and bandwidth is very limited. There will be opportunities to access the internet on a limited basis. Please come prepared for the possibility of no outside communications while at camp.

## **Camp Program**

Camp Cooper strives to provide innovative activities and programs for Scouts of all ages and abilities.

To help Scouts and Scouters navigate our camp programs, and plan their perfect summer at Camp Cooper, the following guide is based on the age and ability of Scouts. This guide is a tool to help Scouts plan their activities and does not represent the prerequisite age for participation in the activities mentioned.

Scouting Level	Recommended Programs
1 <sup>st</sup> year campers Tenderfoot – 1 <sup>st</sup> Class	Cooper Cadets  Trail to 1 <sup>st</sup> class  Eagle Required Merit Badges
1 <sup>st</sup> class and above	Eagle Required Merit Badges  S.T.E.A.M. Merit Badge Program  Shooting Sports
Older boys	Outbound Activities -Bikes -Hikes -Overnighters -Field Archery  Capstone Merit Badges  C.O.P.E.

(Sign-ups for activities will occur during the first day of camp.)

## 1<sup>st</sup> Year Campers

### Cooper Cadets

The Cooper Cadets is a structured (a schedule of these requirements will be posted on-site) morning program for First Year Campers.

Campers will have the opportunity to work on TTFC requirements, as well as Woodcarving, Camping, and First Aid Merit Badges, and explore camp. The perfect program to introduce new scouts to camp life! Cooper Cadets is held Mon-Fri 9-11 am.

### Trail to First Class

Additionally The Trail to First Class program will be offered in the afternoon on a walk-in basis.

### Eagle Required Merit Badges

Eagle required merit badges are taught throughout camp and are available to Scouts seeking to work on advancement during their week at Camp Cooper. The merit badges available at camp represent those best suited to the camping environment. For information regarding where and when these Merit Badges are offered please consult the Program Schedule.

## Merit Badge Programs

### Scoutcraft

Merit Badge	Additional Cost
Woodcarving	\$4 & up
Leatherwork	\$10 & up

Camping: Requirement # 9a cannot be completed at summer camp. A note from the Scoutmaster attesting to the completion of this requirement is not sufficient. If your scouts want to leave camp with a completed Camping Merit Badge, he will need to bring a partial with requirement #9a already signed off by a Camping Merit Badge counselor.

Search and Rescue: This is one of the newest merit badges in existence. Scouts intending on completing the Merit Badge should plan to have completed Requirement 5 before coming to camp.

### Bikes

The Bike Maintenance classes will provide a partial in the Cycling Merit Badge. (Requirement #'s 1-5)

### Shooting Sports

Merit Badge	Additional Cost
Archery	\$8
Rifle	\$20

Shooting sports require a great deal of time and dedication. It may require additional time in open shoot to fulfill the requirements of these merit badges.

### Waterfront

All Waterfront Merit Badges require successful completion of the BSA Swim Test in Lake Hurl. Camp Cooper will offer plenty of opportunities for participation in aquatics activities including Swimming, Canoeing, Rowing, and Lifesaving Merit Badges. And for those that aren't taking Aquatics Merit Badges, Open Swim will be offered in the afternoon.

## S.T.E.A.M. Merit Badges

Starting in 2014 Camp Cooper is S.T.E.A.M. powered! What is S.T.E.A.M.? S.T.E.A.M. is Science, Technology, Engineering, and Mathematics, with an added emphasis on Art and Design.

S.T.E.M. + Art = S.T.E.A.M

Camp Cooper has expanded our Innovative S.T.E.M. program to include merit badges that challenge Scouts to think outside the box, explore their creativity, and develop problem-solving skills. In S.T.E.A.M. Scouts are encouraged to create their own project during the week and showcase their work at the end of Camp.

Scouts interested in the S.T.E.A.M. program are encouraged to choose a single capstone Merit Badge and balance their time between open program and Science/Art Merit Badges in order to complete their project.

### **Nature**

Camp Cooper is incredibly lucky to host one of the most unique ecosystems in the entire world. Due to the unfortunate environmental impact of a devastating Forest Fire, Camp Cooper is home to many endangered plant species that can be found nowhere else in the world. A complete list of Merit Badges offered in the Nature Area is included in the Program Schedule.

All Nature Merit Badges require notebook paper and a writing utensil.

### **Mammal Study/Fish & Wildlife Management:**

These two Merit Badges are offered concurrently in one class.

**Forestry/Pulp & Paper:** Opportunities to explore Oregon's Timber industry, these two Merit Badges are offered concurrently in one class.

## **Spacecraft**

<b>Merit Badge</b>	<b>Additional Cost</b>
Space Exploration	\$3

This is an exciting time. With all the advances in technology today, it would be foolish of us not to celebrate these accomplishments. This is the area where we will be taking a hard look at the present and future of our world and of worlds beyond.

**Astronomy:** It is recommended that scouts planning to take this Merit Badge bring a pair of binoculars and warm clothes for the astronomy overnighiter. Completion of this Merit Badge is contingent upon the weather and phase of the moon.

**Space Exploration:** Come prepared to get wet! Water rockets will reign supreme over the skies of Camp Cooper! Be prepared to learn about the science that makes exploring space possible!

**Radio:** Here is where you will learn about how wireless communications work; from baby monitors to the International Space Station and everything in between.

**Robotics:** Explore the exciting science of robotics. No longer science fiction, robots are a part of our modern world. Scouts will have the opportunity to explore the exciting field of robotics, build their very own LEGO Robots, and fight them with others at a Battle Bot style event. Limit 12 per class due to limited resources. Participation will be determined through lottery.

## **Artcraft/Handicraft**

<b>Merit Badge</b>	<b>Additional Cost</b>
Textile	\$3
Art	\$3
Sculpture	\$3
Model/Engineer/Game Design	\$3

Handicraft at Camp Cooper has been expanded into a complete Artcraft area. Traditional Handicraft Merit Badges, such as Woodcarving and Leatherwork are offered on a walk-in Basis during the afternoon.

### **Mindcraft**

Sorry Scouts, this isn't a video game. Mindcraft offers Merit Badges that explore conceptual ideas regarding science, design and game theory.

## **Capstone Merit Badges**

Capstone Merit Badges are design to offer a greater challenge to Scouts, and culminate in a project that will be showcased at Camp at the end of the week.

Scouts interested in the S.T.E.A.M. program are encouraged to choose a single capstone Merit Badge and balance their time between open program and Science/Art Merit Badges in order to complete their project.

**Engineering:** Explore basic engineering principles. Learn about careers in engineering and participate in a Camp-Wide Engineering Competition.

**Inventing:** Want to change the world? Create gadgets that change the way we live and work, learn about famous inventors in American History, and build a project to be featured in the Camp Cooper Invention Convention.

**Model Design:** Learn how to transform your ideas in to reality. Create a 3D representation of real world and imagined objects.

**Game Design:** An opportunity to learn about game theory. Exploring how we make rules, and analyzing cause and effect relationships. Create your own game to share with patrols during Friday's Camp-Wide Games.

**Theater:** Build and develop communication skills, learn about set and costume design, and perform for the entire camp at Friday Night Campfire!

## **Older Boys**

### **Bikes**



People planning to ride bikes will need to bring a helmet and may bring their own bikes. Bikes will only be allowed on specified bike paths. Bikes must be inspected and approved by the bikes director prior to use in camp activities.

**Beginner Rides:** This course is designed to offer fun, leisurely rides. That being said, there will be hills and the rides will be on dirt paths.

**Advanced Rides:** This course is not for the faint of heart. There will be intense inclines and longer distances. This course is recommended for older youth and adults.

### **C.O.P.E.**



up.

The Challenging Outdoor Personal Experience has an emphasis on teaching teamwork. All participants must be at least 14 years old. There is a strict limit of 12 students per C.O.P.E. session. There will be a lottery if more than 12 people sign

### **Outbounds**

Daily hikes will be offered by Commissioner staff to explore the area around Camp Cooper.



Offering older boys an opportunity to see more of the unique ecosystems surrounding Camp. During the week, scouts are encouraged to spend a night out in the wilderness under the stars. We will have many different outbound sites to choose from.

## **Adults**

### **Adult Cookoffs**

All entries must be prepared in a dutch oven. We have loaners if you need one for the competitions

### **Other Programs**

#### **Trail to Brotherhood**

Youth and adults who have been Order of the Arrow members for at least 10 months will be eligible to earn their Brotherhood at camp. Those interested will attend a meeting, and participate in a service project to seal their membership in the Order.

#### **Chapel**

Religious education is a cornerstone of the Scouting program. Non-denominational Chapel services will be offered at the beginning and end of Camp. Denominational services will be offered by request and arrangement with the Camp Chaplain. Additional services will be outlined at Chapel during the first evening of Camp.

#### **In-Campsite Cooking**

All meals on Wednesday will be cooked in your campsite. Come to camp prepared with the equipment you need to prep, cook, eat, and clean up after your meals.

**Pizza Cookoff:** Dough, tomato paste, and cheese will be provided. It may be a good idea to supplement your entry with other ingredients.

**Dessert Cookoff:** Due to the wide variety of possible dessert combinations there will be no ingredients provided. Creativity is highly valued in this cookoff.

#### **Scoutmaster Nature Hike**

This hike takes a trip down our Herbert Rydell Nature Trail and is led by our Year-Round Ranger, Aaron Yoder. He literally wrote the book on the flora and fauna of the area. It's just another great way to spend an afternoon

#### **Meetings**

##### **Youth Leader Meeting**

The Senior Patrol Leader is the lifeblood of the Troop and should be the liaison of information from the camp staff to the unit. Each day at 1:30pm there will be a SPL/Presidents meeting so that information can be passed to your crew. Please plan on having your youth leadership attend this meeting.

##### **Adult Leader Meeting**

Every day we invite the Scoutmasters and Crew Advisors to join the camp director at 10am to learn what will be happening in the coming day and to provide feedback to the camp staff. This is also a great chance to mingle with other adult leaders and staff.

<b>Program Schedule</b>	<b>9am</b>	<b>10am</b>	<b>11am</b>	<b>2pm</b>	<b>3pm</b>	<b>4pm</b>
<b>Waterfront</b>						
Swimming*			X		Open Swim	
Lifesaving*		X				
Rowing	X					
Canoeing	X					
<b>Artcraft</b>						
Textile				X		
Theatre		X			X	
Sculpture			X		Leatherwork walk-in Woodcarving walk-in	
Art	X					
<b>Mindcraft</b>						
Model Design and Building				X		
Inventing				X		
Engineering				X		
Game Design	X		X			
Chess	X	X				
<b>Scoutcraft</b>						
Search & Rescue		X	X			
Geocaching			X			
Orienteering		X				
<b>Cooper Cadets</b>						
Camping*					X	
First Aid*						X
Cooper Cadets	1st Year Program				Drop-in	
Trail to 1st Class					Drop-in	
<b>Nature</b>						
Insect Study		X				
Forestry/Pulp and Paper	X		X			
Fish/Mammal		X	X			
Soil and Water			X			
Gardening/ Plant Science	X					
E Science*					X	X
<b>Spacecraft</b>						
Chem/Nuke Sci				X		
Astronomy					X	X
Robotics				X	X	
Space Exploration				X		X
Radio	X	X				
<b>Shooting Sports</b>						
Archery	X	X	X			
Rifle	X	X	X			
<b>Bikes</b>						
Bike Maintenance/Cycling	X			X		
Beginner Rides					X	X
Advanced Rides		X				
<b>C.O.P.E.</b>						
		X			X	

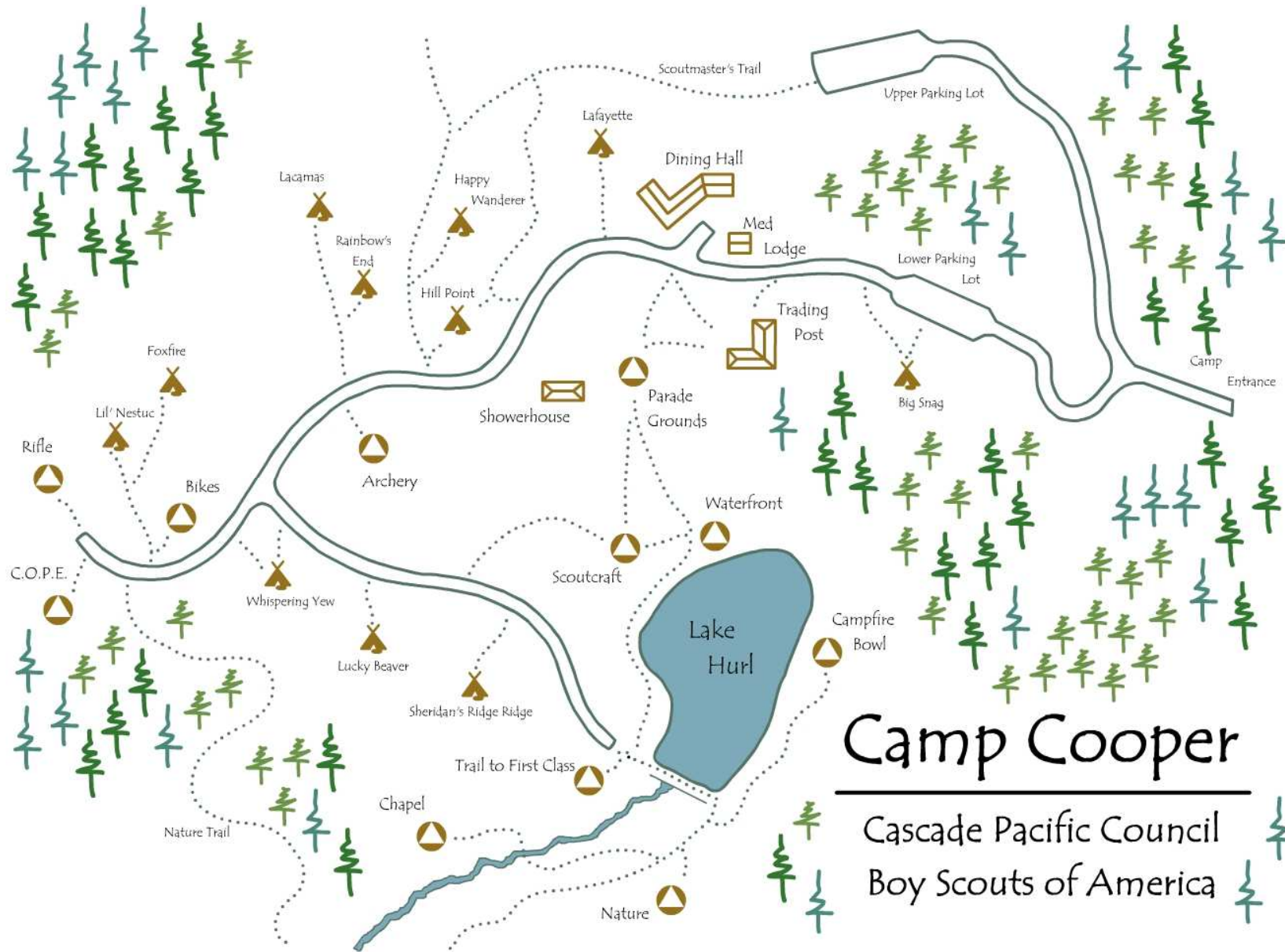
### Camp Cooper Weekly Schedule

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	
6:30 AM					Polar Bear Swim			
7:45 AM		Flag	Flag	Flag	Flag	Flag		
8:00 AM		Breakfast	Breakfast	Breakfast Pickup	Breakfast	Breakfast	Breakfast	
9AM- Noon		Merit Badges, 10AM- Adult Leader Mtg.	Merit Badges, 10AM- Adult Leader Mtg.	Merit Badges, 10AM- Adult Leader Mtg.	Merit Badges, 10AM- Adult Leader Mtg.	Merit Badges, 10AM- Adult Leader Mtg.	8:30AM- Awards/ Closing Ceremony	
							9AM- Departure	
		12:20- Assembly	12:20- Assembly	12PM- Food Picku	12:20- Assembly	12:20- Assembly		
12:30 PM		Lunch	Lunch	Lunch	Lunch	Lunch		
1:00 PM	Arrival	1:30- SPL Meeting	1:30- SPL Meeting	1:30- SPL Meeting	1:30- SPL Meeting	1:30- SPL Meeting		
2-5PM	Camp Tour, Health Checks Swim Check, 3PM- Adult Leader Mtg. 5:15- Merit Badge Midway	Merit Badges, Open Program, TTFC	Merit Badges, Open Program, TTFC, 2PM- SM Nature Hike	Merit Badges, Open Program, TTFC, 4PM- SM Dessert Cookoff, 4:30PM Dinner Pickup	Merit Badges, Open Program, TTFC, 4PM- SM Pizza Cookoff	Camp Wide Games		
5:45 PM	Flag	Flag	Flag	Flag	Flag	Flag		
6:00 PM	Dinner	Dinner	Dinner	Dinner	Dinner	Dinner		
7:00 PM		Evening Program	Evening Program, Adult COPE	Evening Program	Evening Program, Adult COPE			
7:30 PM	Chapel							
8:00 PM	Opening Campfire						Wilderness Survival Overnighter	Closing Campfire
8:30 PM				OA Campfire				
9:00 PM			Astronomy Overnighter	Inter-troop Campfire				
10:00 PM	TAPS	TAPS	TAPS	TAPS	TAPS	TAPS		

**Camp Cooper**

**Monday-Start Weekly Schedule**

Time	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:30 AM	7AM- Arrival			Polar Bear Swim		
7:45 AM	Flag	Flag	Flag	Flag	Flag	
8:00 AM	Breakfast	Breakfast	Breakfast Pickup	Breakfast	Breakfast	Breakfast
9AM- Noon	Merit Badges, 10AM- Adult Leader Mtg.	Merit Badges, 10AM- Adult Leader Mtg.	Merit Badges, 10AM- Adult Leader Mtg.	Merit Badges, 10AM- Adult Leader Mtg.	Merit Badges, 10AM- Adult Leader Mtg.	8:30AM-Awards/ Closing Ceremony
						9AM-Departure
	12:20- Assembly	12:20- Assembly	12PM- Food Pickup	12:20- Assembly	12:20- Assembly	
12:30 PM	Lunch	Lunch	Lunch	Lunch	Lunch	
1:00 PM	1:30- SPL Meeting	1:30- SPL Meeting	1:30- SPL Meeting	1:30- SPL Meeting	1:30- SPL Meeting	
2-5PM	Merit Badges, Open Program, TTFC	Merit Badges, Open Program, TTFC, 2PM- SM Nature Hike	Merit Badges, Open Program, TTFC, 4PM- SM Dessert Cookoff, 4:30PM Dinner Pickup	Merit Badges, Open Program, TTFC, 4PM- SM Pizza Cookoff	Camp Wide Games	
5:45 PM	Flag	Flag	Flag	Flag	Flag	
6:00 PM	Dinner	Dinner	Dinner	Dinner	Dinner	
7:00 PM	Evening Program	Evening Program, Adult COPE	Evening Program	Evening Program, Adult COPE		
7:30 PM				Wilderness Survival Overnighter	Closing Campfire	
8:00 PM			OA Campfire			
8:30 PM						
9:00 PM		Astronomy Overnighter	Inter-troop Campfire			
10:00 PM	TAPS	TAPS	TAPS	TAPS	TAPS	



# Camp Cooper

Cascade Pacific Council  
Boy Scouts of America