PRIDE, STYLE, DEDICATION

# CAMP P.M.I.

Goshen Scout Reservation

This Leader's Packet Includes…

Supplemental Schedule
Rules of Camp P.M.I.
Rain Plans
Hiking Information
Staff Hunt Sheet
The Adventure Award
Diamond 'W' Award

## Introduction

Greetings and welcome to beautiful Camp P.M.I. We have an easy mission for our camp and for your experience: to give Scouts a great week and an introduction to Scouting. With our enthusiastic staff and dedicated leadership, our mission is easily met and consistently exceeded. Our staff will become super heroes to your Scouts, and the staff knows it. We are here for you and want to do everything we can to make your week remarkable and memorable. Please, DO NOT hesitate to ask for assistance from the staff or give praise/criticism to the leadership. We welcome any opportunity to make camp better for your Pack individually or an opportunity to make P.M.I. better as a whole. That being said, we're going to jump right into the reason we are all here: Program.

## The P.M.I. Program Schedule

Inside, you will find the program for Monday and Tuesday of camp this week on a spreadsheet. For Wednesday, Thursday, and Friday your Pack Leaders have the opportunity to pick a program for your Scouts based on what you liked for the first two days. Please keep in mind that there are a lot of Packs at Camp P.M.I. wanting to do several program areas at the same time. We will do our best to meet the needs of all packs, while at the same time trying to be fair. **In order to accomplish our goals, the Program Request Sheet must be turned into the Administration office by Monday at 7:00 p.m.** This sheet is located inside this packet, but extra sheets are available in the Admin building if necessary.

## Scheduling Program Areas

We recommend that your Pack schedules a variety of Program Areas every day. For one, the staff at each area work very hard to make the area fun as well as building Scout skills. A balanced schedule makes for a fun week. Some Packs may want to divide up Scouts for a few areas. This is your decision, and we can make it work, but you MUST have at least two adult leaders with each group of Scouts. That is required to meet Youth Protection standards. Below you will find a brief description of activities that each program area provides.

## Brief Description of Program Activities

- Handicraft - On Monday or Tuesday your pack will work on theme related craft. On Wednesday, Thursday, and Friday you may choose to work on Tie Dye T-Shirts (shirts available from the Trading Post), Survival Bracelets, and Leather Projects (leather available from the Trading Post).

- Scoutcraft – On the first visit your pack will experience the Monkey Bridge and other exciting activities. On Wednesday, Thursday, and Friday we offer instruction in Whittlin' Chip, Fire Building, and Knots. Scoutcraft also offers the Challenge Course and Orienteering, upon request. These are great team building exercises for those who wish to try them out.

- Nature - Programs are established around the Naturalist, Forester, and Geologist pins or corresponding adventures. The Forester session includes a walk along the Nature Trail, while the Naturalist and Geologist session includes fun with the flora, fauna, and rocks around Camp P.M.I.

- Service Projects - A 1-hour service project is required for the Diamond "W" Award and another ½-hour project for the Camp P.M.I. Adventure Award. Please consult your Commissioner about the project.

- Den Time - Den time means taking time out from the Camp P.M.I. program to create your own program. This can be a great time for the Camp P.M.I. Scavenger Hunt, Horseshoes, Volleyball, Bouldering Wall, Geocaching, free play in the open or parade fields, visit the trading post, or have den time. This might also be a good time for rest and relaxation.

## Closing Thoughts

As stated before, our goal is to give Scouts a great week and an introduction to Scouting. Thankfully for us, an introduction to Scouting is a great week! Camp P.M.I. has watched young Scouts change in front of our eyes from week to week, and we love being a part of that change. It changes the staff into better people and it can do the same for Adult Leaders as well. We do this through education based on FUN. Fun is the glue of P.M.I. that brings everyone back here year after year. Pride, Style, and Dedication don't hurt either. If you told a 15-year-old, or a 25-year-old for that matter, that he could make a difference on over 1,000 kids in a summer, he or she would have a hard time believing you, but that is exactly what we do here year after year. And the staff knows it. Returning Leaders know it. For those of you who are new to us this year, it is our job to prove it to you as well. So please, if you think we could be doing something better, or if you had a bad experience at Camp P.M.I. that you don't want someone else to have, tell us!!

**Basic Rules of Camp P.M.I.**

In order to have a fun and exciting week at Camp P.M.I., you and your boys must obey the rules. Staff has the right to enforce these rules (for you or your boys) but we prefer if you set the scouting example and demonstrate proper behavior yourself.

**1. General Rules:**

a. Buddy System – scouts are required to have a buddy at all times.
b. Running in camp – no one is allowed to run in camp, even during emergencies, as it is unsafe to do so because of the number of rocks and tree roots sticking out of the ground.
c. Anyone entering or leaving Camp PMI, you must sign in or out, as appropriate. This includes hikes and when new leaders arrive or leave in the middle of the week.
d. No smoking around scouts or underage staff. This is National BSA Policy. No smoking in leader lounge.
e. Report all injuries immediately to the first aider for treatment.
f. Please be on time (early) for all flag ceremonies (7:50am, 8:20pm) and make sure your scouts show proper respect for the flag.
g. Please stay on the designated trails.
h. Please keep all food, etc. in the cars, out of campsites. Remove all trash from site before bed in the evening.
i. Wildlife is not to be harmed (this includes mice and fish).
j. Be respectful with cell phone use.
k. No person can ride in the back of an open vehicle.
l. Food labeled with names in the Administration Building is for those individuals only.
m. The Admin opens at 7AM and closes at 10:30PM.
n. Do not enter the First Aid room without notifying the First Aider.
o. There are absolutely no firearms or fireworks allowed in camp. If you or one of your fellow adults has brought one, please notify the camp director.

**2. Shoes in Camp**

a. Only hard soled, closed toe shoes are permitted in camp.
b. Soft sole, open toed shoes such as sandals, flip flops, and aqua socks are only permitted AT the waterfront or shower house. However, you must travel in your normal camp shoes.

**3. Shower house**

a. Shower time for scouts is built in the daily program.
b. Leaders may shower at any time the shower house is open.
c. Shower house is closed from 6am-7am and 9:30pm-10:30pm for staff showers, and from 1-2pm for cleaning.
d. BSA policy prohibits adults from showering with scouts. Supervise from outside.

**4. Dining Hall Rules**

a. Meal times
    i. 8:00am – Breakfast (flag raising at 7:50am)
    ii. 12:30pm – Lunch
    iii. 5:45pm– Dinner
b. Hats off in the dining hall at all times
c. Pounding on the tables is not permitted.
d. No scouts at the salad bars/in the kitchen. Strictly enforced!

**5. Program**

a. Do not arrive early for a program session. The extra time between sessions allows our staff a short break and time to prepare for the next session.
b. Do not enter a program area if it is closed.
c. Do not cut through a program area.
d. Use buddy tags for every aquatics activity. After your swim check, they should not leave the peg board.

# A Guide to the P.M.I. Road Kill Cafe

## Sunday

Dinner
- Assemble at the Dining Hall at 5:45pm for Dining hall procedures
- Dinner at 6 pm!
- Leader's Roundtable immediately after dinner in the Pit
- Field Games! They are immediately after dinner for an hour at the Parade and Open Fields. -
- Meet your site guide outside the dining hall following dinner
- Meet at Parade Field at 8:20 for flags followed by A CAMPFIRE!!!

## Monday

Breakfast
- Flags at 7:45 followed by breakfast at 8

Open Lunch
- Pick up lunches from the Dining Hall loading dock starting at noon
- Free time from 12 – 2:30pm, followed by afternoon program at 2:30pm

Dinner
- Be outside the Dining hall by 6pm
- **Submit program request sheets to Logan the Program Director**
- Staff Hunt!!! From 7-8pm

## Tuesday

Breakfast
- Flags at 7:45 followed by breakfast at 8

Open Lunch
- Pick up lunches from the Dining Hall loading dock starting at noon
- Free time from 12 – 2:30pm, followed by afternoon program at 2:30
- **Leaders meeting at 1pm in the PIT to get program schedules**
- Pick up your Foil Dinner boxes at 4:30pm at Dining Hall loading dock

## Wednesday

Breakfast
- Flags at 7:45 followed by breakfast at 8
- Pick up trail lunches at loading dock after breakfast as necessary

Open Lunch
- Pick up lunches from the Dining Hall loading dock starting at noon
- Free time from 12 – 2:30pm, followed by afternoon program at 2:30

Dinner
- Be outside the Dining Hall by 6pm
- Religious Services from 7:15-8pm.

  Catholic Mass is at the PMI Chapel by Scoutcraft.

  Interfaith service will be at PMI Handicraft.

## Thursday

| | |
|---|---|
| Breakfast | - Flags at 7:45 followed by breakfast at 8<br>- Pick up trail lunches at loading dock after breakfast as necessary |
| Open Lunch | - Pick up lunches from the Dining Hall loading dock starting at noon<br>- Free time from 12 – 2:30pm, followed by afternoon program at 2:30 |
| Dinner | - Leader's Roundtable after dinner in the Pit (Get evaluations)<br>- AN HOUR OF OOOPPPPPEEEEENNNNNN PPPRRROOOGGRAAAMMMMM |

## Friday

| | |
|---|---|
| Breakfast | - Program starts at 9:00am<br>- Pick up trail lunches at loading dock after breakfast as necessary |
| Open Lunch | - Pick up lunches from the Dining Hall loading dock starting at noon<br>- Free time from 12 – 2:30pm, followed by afternoon program at 2:30<br>- 3 HOURS OF OOOPPPPPEEEEENNNNNN PPPRRROOOGGRAAAMMMMM |
| Dinner | - Bring Pack plaques to dinner!<br>- Get ready for the closing CAMPFIRE!!!<br>- Turn in P.M.I. evaluations (Please!) |

# Program Request Sheet

*** * * Please read the back of this paper & use pencil! * * ***

Pack # _____ Site # _____ # ofScouts _____ # Adults _____ _____

DIRECTIONS: (please read carefully)

1. Read the back of the Program Request Sheet CAREFULLY and then select the programs that you would like to participate in for the rest of the week.
2. In pencil, fill in the program blocks on this sheet. Always include: **the activity**, the number of scouts, and the number of adults.
3. Double check your requests with the rules and opportunities outlined on the back of this sheet before handing it in.
4. Return this form to the Clerk's Office in the Administration Building by **7PM Monday**.

**First Years only or for the whole pack**

| | WEDNESDAY | THURSDAY | FRIDAY |
|---|---|---|---|
| 9:00 to 9:50 | Program Block 1<br>S___ A___ | Program Block 1<br>S___ A___ | Program Block 1<br>S___ A___ |
| 10:00 tO 10:50 | Program Block 2<br>S___ A___ | Program Block 2<br>S___ A___ | Program Block 2<br>S___ A___ |
| 11:00 to 11:50 | Program Block 3<br>S___ A___ | Program Block 3<br>S___ A___ | Program Block 3<br>S___ A___ |
| | Lunch/Siesta<br>Trail Lunches<br>S___ A___ | Lunch/Siesta<br>Trail Lunches<br>S___ A___ | Lunch/Siesta<br>Trail Lunches<br>S___ A___ |
| 2:30 to 3:20 | Program Block 4<br>S___ A___ | Program Block 4<br>S___ A___ | **Combining 1st & 2nd Year:** If you want to put your whole pack together for activities, please write the number of total scouts and adults (S__ A__) into the LEFT program schedule, and leave that block that they are together BLANK on the second year schedule. |
| 3:30 to 3:20 | Program Block 5<br>S___ A___ | Program Block 5<br>S___ A___ | |
| 4:30 to 5:20 | Program Block 6<br>S___ A___ | Program Block 6<br>S___ A___ | |

**Second Years ONLY or leave blank**

| WEDNESDAY | THURSDAY | FRIDAY |
|---|---|---|
| Program Block 1<br>S___ A___ | Program Block 1<br>S___ A___ | Program Block 1<br>S___ A___ |
| Program Block 2<br>S___ A___ | Program Block 2<br>S___ A___ | Program Block 2<br>S___ A___ |
| Program Block 3<br>S___ A___ | Program Block 3<br>S___ A___ | Program Block 3<br>S___ A___ |
| Lunch/Siesta<br>Trail Lunches<br>S___ A___ | Lunch/Siesta<br>Trail Lunches<br>S___ A___ | Lunch/Siesta<br>Trail Lunches<br>S___ A___ |
| Program Block 4<br>S___ A___ | Program Block 4<br>S___ A___ | **Reminder about SYP:** Second Year campers can sign up to do first-year programs, but *first year campers cannot sign up to do second yeow programs!* Please put down the number of scouts and adults (S__ A__) for SYP on this schedule. |
| Program Block 5<br>S___ A___ | Program Block 5<br>S___ A___ | |
| Program Block 6<br>S___ A___ | Program Block 6<br>S___ A___ | |

*** * * Please return to the Clerk's Office by 7PM on Monday Night! * * ***

# P.M.I. Hazardous Weather Plans

In Case of Rain, Thunderstorms, or Debilitating Weather

**Aquatics**

Closed for 30 minutes after last thunderclap (60 minutes for lightning). If the director predicts that aquatics will be closed for more than 1 hour, staff will accompany campers to Dining Hall for games.

**BB's and Archery**

Closed for 60 minutes after lightening. Campers stay under shelters for safety instruction, and to complete worksheets. The Camp Director or Program Director will notify if further steps are to be taken.

**Handicraft**

Remains open and programs run as normal. The Camp Director or Program Director will notify if further steps are to be taken.

**Nature**

Remains open with all classes moved to the pavilion. The Camp Director or Program Director will notify if further steps are to be taken.

**Scoutcraft**

Remains open, however challenge course and monkey bridge close. Program area closes only if rain becomes too harsh for class under the tarps. In this case staff will accompany campers to Dining Hall for games.

**Hikes and Showers**

Unless advised by the Camp Director or Program Director, hiking and shower plans are left up to the pack leader's best judgment.

**Evening Programs and Campfire**

Foil dinner night will go on regardless of weather conditions. This is because Camp P.M.I.'s cooks prepare the foil dinner packages early Tuesday afternoon and are not in the kitchen Tuesday evening. All packs are encouraged to gather dry firewood early in the week, and store it under a tarp (under the picnic table works well) or in a vacant tent.

Cancellation of evening programs such as field games, open program, round robin, second year, or campfire, will be announced at dinner.

## Hiking Opportunities

Hiking is an important aspect of scout life and the camp experience. For beautiful views and memories that last a lifetime, you have come to the right place. A hike to a Boy Scout Camp or 2 miles on Goshen Trails completes one of the requirements for the Diamond "W" Award. A second hike to any of the beautiful vistas around Goshen or to the Maury River is a requirement for the P.M.I. Adventure Award. It is best not to rush a hike both for enjoyment and safety reasons, so please allow about 3 hours when scheduling this activity. We recommend hiking in the morning when it is cooler, but an afternoon hike will be less crowded. Please plan for each accordingly. We do require that all packs be in camp at breakfast and dinner (evening hikes are not approved). Boy Scout Camp program runs from 9-12 noon and 2:30-5:30 p.m.; lunchtime hikes to these areas are discouraged. Trail lunches are available for you to take on your hike to other areas. If your pack would like to request trail lunches for a hike, be sure to indicate how many trail lunches you will need on your Program Request Sheet. *All packs must sign out of camp upon leaving for a hike. The "Camper/Leader Log Book" is located on the clerk's desk in the Admin building office. Don't forget to sign back in upon returning to Camp P.M.I.* The following is a list of recommended hikes.

- The Hike to Maury River (~2 miles one way, from PMI parking lot) is an opportunity to go swimming in a slow and shallow stretch of the scenic Maury River. The hike will lead the boys through Camp Bowman, which is a chance for them to catch a glimpse of Boy Scout camping on their way to a cool, refreshing dip. Parking is available at Camp Post, at more than half the distance to the river spot.

- The Hike to Viewing Rock (~1000 feet elevation change and ~1.5 miles away) is a good 3-hour morning hike, with trail lunches as an option. "Viewing Rock" is a large rock outcropping in the mountains that overlook Camp P.M.I. The view is breathtaking. Be sure to bring your camera, binoculars, and full canteen.

- The Hike to Jump Rock (~1.5 miles past Viewing Rock) is an extra challenge to continue from Viewing Rock on to Jump Rock. Be sure to plan an additional 2 hours.

- The Hike to Camp Bowman (~1 mile) will provide an incentive for the boys to continue in scouting. Follow the Moore Trail south to find Camp Bowman! You can schedule tours only on Friday mornings for either 9 am, 10 am, or 11 am. Parking is also available in the Bowman overflow lot.

Pack_____

# Staff Hunt

- The staff will be hiding only in the areas that are marked on the map (not in program areas, camper sites, or buildings).
- They'll be able to see a trail from where they are hiding.
- When you spot a staff member, let them know and get their signature.
- Stay with your pack.
- Begin hunting at 7pm and finish at 8pm.
- At 8pm bring your signatures to the office in the Admin. (make sure that your pack number is on you paper).
- No running!  The Staff will not sign your paper if they see you running.
- There are not necessarily 26 signatures possible!
- Don't spoil staff hunt for other packs!  Stay quiet on the trail.

## Staff Signatures

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