

Camp Bowman Leader's Guide 2019



Welcome to Beautiful Camp Bowman at Goshen Scout Reservation!

We are very excited to have you come join us this Summer. In order to ensure that you have a fun and safe Summer, we have put together a guide to help you become better acquainted with Bowman and all the different programs we offer here.

If you have any questions about anything in this guide, please feel free to email us at bowmancampdirector@gmail.com.

Thank you for taking the time to read this guide and we look forward to seeing you and your troops in the Summer!

Yours in Scouting,

Carl Trocki
CD Bowman 2019

What is in this packet (by page number):

3. Pre-Camp Communications Checklist
4. Weekend Schedule
5. Program Schedule & Program Schedule Explained
7. Supplemental Schedule (Visual & Standard versions)
9. Bowman Brigade Schedule (formerly known as FYC)
10. Legend for Bowman Brigade Schedule
11. Site Inspection Guidelines
12. Site Inspection Score Sheet
13. Special Program Information:
 - Venturing at Bowman
 - Bowman Vets
 - Bowman Brigade
 - C.O.P.E., Climbing, & ATV
15. Hours of Operation for the Trading Post and Quartermaster
16. Camp Adventure Award
17. Extra Special Scouter Award
18. Camp Map
19. Unit Leader Evaluations

- **Additional information concerning merit badge prerequisites and the 2019 Patrol Cooking Menu can be found on our website.**

Pre-Camp Communication Checklist:

~One week before camp

Email E-Check-in (sample attached to Leader's Guide) to bowmancampdirector@gmail.com *no later than the Saturday* prior to your arrival.

Please be prepared with:

- Contact information - Sometimes the unit leader in charge of camp is different from the one that registered with council on gotogoshen.org. We'd like to have the most accurate information possible so please let us know the people we should contact (email, phone, name)
- The number of patrols (we recommend patrol sizes of 8)
- Patrol names (including the adult's patrol if adults are cooking separately from scouts - these will be name used for food pickup)
- Number of scouts in each patrol
- Number of adults in adult patrol
- Total number of people eating with each patrol (if adults are split up to eat with the scout patrols)
- **Food and allergy concerns**
- Camp Site preference

~3-4 days before camp

Phone call to reconcile any information changed since the E-Check-in was submitted. Additionally, to confirm:

- All the above information
- Any questions that have arisen

We will call the contact information provided on the E-Check in.

Sunday Schedule Camp Bowman

	Time	Event	Location	Notes
Sunday	1:00-3:00 PM	Arrival at Bowman		Check in at Admin Building
	1:00-5:00 PM	Swim Checks	CLW	Assigned times on Leaders Packet *Swim Checks are optional*
		Medical Checks	Handicraft	
		Gear Pick Up	QM	
	5:00 PM	Leaders Meeting	Admin	
	6:00 PM	Burgers and Spuds	Commissary	Buffet style meal served by staff
	7:00 PM	Safe Swim Defense	CLW	Land requirements
		Safety Afloat		
		Evening Program	Program Areas	
	8:30 PM	Flags and Campfire	Flagpoles	Class A Event
10:30 PM	Camp wide quiet time	Sites	All scouts- lights out	

*CLW- Chris Lantos Waterfront

*QM- Quarter Master

Swim Checks are only required for Scouts/Leaders who are:

- Taking Aquatics Merit Badges/Trainings
- Planning to attend Open Boating or Open Swim
- Planning on participating in the Mile Swim

Burgers and Spuds is a casual event, you do not need to wear your Class A's. Burgers and Potato salad along with an array of other food will be served at the event by the staff. You are welcome to eat anywhere in the Parade Field after you get your food!

Welcome to the new Camp Bowman 6-day Program Schedule!

Our merit badge program begins Sunday at 7 PM and lasts until Friday at 11:50 AM.

Morning Courses (courses between 9:00 AM and 11:50 AM)

- Monday-Friday
- 5 sessions total
- Tend to be more intense merit badges

Afternoon Courses (courses between 1:00 PM and 4:50 PM)

- Monday-Thursday
- 4 sessions total
- Tend to be less intense merit badges

Evening Courses (courses at 7:00 PM - 7:50 PM)

- Sunday, Monday, Wednesday and Thursday
- 4 sessions total
- Tend to be less intense merit badges

Shooting Sports Merit Badges:

When scouts are signed up for shooting sports merit badges (Rifle, Archery, Shotgun) they are signed up for a session in the morning and in the afternoon. Rifle A, Archery A, and Shotgun A run 9:00 AM- 9:50 AM and 2:00 PM- 2:50 PM. Rifle B, Archery B, and Shotgun B run 10:00 AM- 10:50 AM and 3:00 PM to 3:50 PM. The morning sessions are designed to provide extra time for scouts to shoot during times that have less of a likelihood for thunderstorms. **Morning sessions are optional, but highly encouraged.**

Camp Bowman Program Schedule 2019

	Aquatics	Shooting Sports	Nature	Scoutcraft	Handicraft	Admin	Culture Craft
9:00-9:50 AM	<ul style="list-style-type: none"> • Swimming A (BowBrig A) • Canoeing A • Kayaking A • Water Sports A (1.5 hours) • Instructional Swim 	<ul style="list-style-type: none"> • Rifle A Part 1 • Shotgun A Part 1 • Archery A Part 1 	<ul style="list-style-type: none"> • Nature • Space Exploration • Venturing Ecology A 	<ul style="list-style-type: none"> • Pioneering A (1.5 hours) • Orienteering A • Cooking A (2 hours) 	<ul style="list-style-type: none"> • Leatherwork/Basketry A (BowBrig B) 	<ul style="list-style-type: none"> • Leaders Meeting (9:15- Mon-Fri) 	<ul style="list-style-type: none"> • Citizenship in the Nation A • Citizenship in the World A • Law
10:00-10:50 AM	<ul style="list-style-type: none"> • Swimming B • Canoeing B • Kayaking B • Motorboating A • Rowing 	<ul style="list-style-type: none"> • Rifle B Part 1 • Shotgun B Part 1 • Archery B Part 1 	<ul style="list-style-type: none"> • Mammal Study A (BowBrig) • Fish & Wildlife Conservation • Plant Science • Venturing Ecology B 	<ul style="list-style-type: none"> • Cooking B (2 hours) 	<ul style="list-style-type: none"> • Leatherwork B • Basketry B • Welding A 	<ul style="list-style-type: none"> • First Aid A 	<ul style="list-style-type: none"> • Citizenship in the Nation B • Communication A
10:30-11:50 AM	<ul style="list-style-type: none"> • Water Sports B (1.5 hours) 			<ul style="list-style-type: none"> • Pioneering B (1.5 hours) 			
11:00-11:50 AM	<ul style="list-style-type: none"> • Swimming C (BowBrig B) • Canoeing C • Kayaking C • Motorboating B • Instructional Swim 	<ul style="list-style-type: none"> • Rifle Open Shoot • Shotgun Open Shoot • Archery Open Shoot 	<ul style="list-style-type: none"> • Chemistry • Oceanography • Weather 	<ul style="list-style-type: none"> • Orienteering B 	<ul style="list-style-type: none"> • Leatherwork/Basketry C (BowBrig A) • Welding B 		<ul style="list-style-type: none"> • Citizenship in the World B • Communication B • Journalism
1:00-1:50 PM	<ul style="list-style-type: none"> • Siesta 	<ul style="list-style-type: none"> • Troop Shoot (Mon-Thurs) 	<ul style="list-style-type: none"> • BowBrig Nature Hike (Tues) • Geology Hike (Wed) 	<ul style="list-style-type: none"> • Orienteering Course (Thurs) 	<ul style="list-style-type: none"> • Siesta 		<ul style="list-style-type: none"> • Communication Town Hall Meeting (Tues)
2:00-2:50 PM	<ul style="list-style-type: none"> • Sailing A (1.5 hours) • Lifesaving (1.5 hours) • Adult Course-Water reqs 	<ul style="list-style-type: none"> • Rifle A Part 2 • Shotgun A Part 2 • Archery A Part 2 	<ul style="list-style-type: none"> • Geology • Environmental Science A • Venturing Conservation A 	<ul style="list-style-type: none"> • Camping A • Wilderness Survival A • Emergency Prep A 	<ul style="list-style-type: none"> • Architecture A • Game Design A • Woodcarving A 	<ul style="list-style-type: none"> • First Aid B 	<ul style="list-style-type: none"> • Public Speaking • American Heritage
3:00-3:50 PM	<ul style="list-style-type: none"> • Open Swim & Boating 	<ul style="list-style-type: none"> • Rifle B Part 2 • Shotgun B Part 2 • Archery B Part 2 	<ul style="list-style-type: none"> • Mammal Study B • Environmental Science B • Insect Study 	<ul style="list-style-type: none"> • Camping B • Wilderness Survival B • Emergency Prep B 	<ul style="list-style-type: none"> • Photography A • Music • Woodcarving B 		<ul style="list-style-type: none"> • Chess A • Archeology
3:30-4:50 PM	<ul style="list-style-type: none"> • Sailing B (1.5 hours) 						
4:00-4:50 PM	<ul style="list-style-type: none"> • Open Swim & Boating 	<ul style="list-style-type: none"> • Rifle Open Shoot • Shotgun Open Shoot • Archery Open Shoot 	<ul style="list-style-type: none"> • Environmental Science C • Venturing Conservation B • Forestry 	<ul style="list-style-type: none"> • Camping C • Wilderness Survival C • Emergency Prep C 	<ul style="list-style-type: none"> • Architecture B • Game Design B • Photography B 		<ul style="list-style-type: none"> • Chess B • Theatre
7:00-7:50 PM	<ul style="list-style-type: none"> • Mile Swim • Open Boating • Adult Course-Land reqs 	<ul style="list-style-type: none"> • Rifle Open Shoot • Archery Open Shoot • Action Archery 	<ul style="list-style-type: none"> • Astronomy • Fishing • Bird Study 	<ul style="list-style-type: none"> • Open Program (Thurs only) 	<ul style="list-style-type: none"> • Art • Open Program 		<ul style="list-style-type: none"> • Goshen History Course

Supplemental Schedule (Visual)- Camp Bowman

	Saturday	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:00 AM								Pick Up Meds & Forms (6:00am)
7:00 AM								
8:00 AM								
9:00 AM			Leaders Round Table (9:15 am)					
10:00 AM								
11:00 AM								
12:00 PM								
1:00 PM				Nature Hike (1:00pm)	Water Carnival (1:00pm)	5 Mile Hike (1:00pm)	SM/SPL Shooting Competition (1:00)	
			SPL Meeting (1:00pm)					
2:00 PM			Swim and Water Rescue (2:00pm)		Paddle Craft Safety (2:00pm)			
3:00 PM								
4:00 PM								
5:00 PM		Intro Leaders Meeting (5:00pm)					Tear down / Pack-up (12:00pm onward)	
6:00 PM								
7:00 PM		Safe Swim Defense & Safety Afloat (7:00pm)	Camp-wide Event	Wilderness Overnighter (7:00 pm – Scoutcraft Area)	Mile Swim (7:00 PM)			
8:00 PM	Flag Lowering & Announcements (8:30pm)							
		Camp Fire Post Flags			Bowman Brigade Fire	Camp Fire Post Flags		

Supplemental Schedule- Camp Bowman

Day	Time	Event	Location
Sun	5:00 PM	Introductory Leaders Meeting	Admin
Sun-Fri	8:30 PM	Flag Lowering Ceremony	Flagpoles
Sun-Mon	7:00 PM	Safety Afloat& Safe Swim Defense	Chris Lantos Waterfront
Sun, Mon, & Wed	7:00 PM	Mile Swim Tune Ups *	Chris Lantos Waterfront
Mon-Tues	2:00 PM	Swimming and Water Rescue	Chris Lantos Waterfront
Wed-Thurs	2:00 PM	Paddle Craft Safety	Chris Lantos Waterfront
Mon-Fri	9:15 AM	Leader's Round table	Admin
Mon-Tues	1:00 PM	SPL Meetings	Bowman Vets Area
Tues	1:00 PM	Nature Hike	Nature
Tues	7:00 PM	Camp-wide Event	Flagpoles
Tues	7:00 PM	Leader's MB Walkthrough	Admin
Wed	1:00 PM	Water Carnival **	Chris Lantos Waterfront
Wed	1:30 PM	Orienteering Course	Scoutcraft
Wed	7:00 PM	Wilderness Survival Overnighter	Bowman Brigade area
Thurs	1:00 PM	Town Hall Meeting (Communications Merit Badge)	Admin
Thurs	1:00 PM	5 Mile Hike	Bowman Brigade Area
Thurs	7:00 PM	Mile Swim **	Chris Lantos Waterfront
Thurs	7:00 PM	Orienteering Course (Makeup)	Bowman Brigade Area
TBD	9:15 PM	Astronomy Hike**	Nature
Fri	12:00 PM	Teardown/ Pack-up	Sites
Fri	1:00 PM	SM/SPL Shooting Competition	Shooting Sports
Sat	6:00-7:00AM	Pick Up Meds & Forms	Admin

*required for Mile Swimmers

**weather dependent

^Chris Lantos Waterfront (CLW)

Bowman Brigade (First Year Camper Program) Schedule

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
9-9:50		Group A: Swimming MB (Chris Lantos Waterfront)				
		Group B: Basketry and/ or Leatherwork MB (Handicraft)				
10-10:50		All Groups: Mammals <i>Mon-Weds</i> , Leave No Trace <i>Thurs & Fri</i> (Nature)				
11-11:50		Group B: Swimming MB (Chris Lantos Waterfront)				
	Group A: Basketry and/ or Leatherwork MB (Handicraft)					
12-1:00	Lunch					
1-1:50		Siesta	Nature Hike SC: 4 FC: 5a (Nature)	Orienteering *Starts at 1:30 SC: 3a, 3d (BBA)	Five Mile Hike TF: 5(a-c) SC: 3b, 3c *Note: Each person must have a 1-liter water bottle, rain gear, sturdy shoes, sun protection, and personal first aid kit. Also, be prepared with swimwear, towel, and sun protection as we may swim after the hike as time permits. (BBA)	*Note: Instructors are available, by request, for merit badge makeups until 5pm.
2-2:50		Knots SR: 4a TF: 3(a-c) SC: 2(f-g)	First Aid SC: 6(a, b) FC: 7(a-c) (BBA)			
3-3:50	Troop Arrival and Set Up (Your Site)	Lashings 3(a-d)	Fire Building Contest SC: 2(a-c) (BBA)	Orienteering Course FC: 4a (BBA)		
4-4:50		Free Swim/Instructional Swim (Chris Lantos Waterfront) OR Open Program at Handicraft				Refer to supplemental schedule for optional activities.
5-7:00	Dinner					
7-8:00	Patrol Method SR: 3(a-b) TF: 2c	Totin' Chip Part 1 (Scoutcraft)	Camp Wide Event (TBD)	Totin Chip Part 2 (BBA)	Open Shoot-optional (Shooting Sports)	Camp Site Clean Up (Your Site)

Legend:

BBA: Bowman Brigade Area- follow trail from nature pavilion

Scouts participating in the program, should meet in the assigned area listed in parenthesis

- SR= Scout Rank Requirement(s) TF = Tenderfoot Requirement(s), SC = Second Class Requirement(s), FC = First Class Requirement(s)

Scouts wanting to participate in the 3/4 or Mile-Swim, must arrange with FYC Director

*This program is designed for scouts who have limited camping experience. *

Typical age of participants is 10 - 13, good for younger scouts.

Troop Site Inspection Criteria

1. **Tents:**
 - a. Ensure flaps are *uniform* throughout patrol site. Open or closed.
 - i. Tents will be inspected regardless of flap position
 - b. Tents must be *neat and orderly*. Keep in mind trash in and around tent.
 - c. *Clear walkway* between cots must be present to ensure ability to quickly exit.
 - d. Nothing *hanging off* or *tied* to outriggers.
 - e. No trash or food in tent.
2. **Safety:**
 - a. Ax yard must be *clearly marked* and a safe distance from patrol site.
 - b. Ensure any clotheslines are at a *safe height (5ft)* and out of walking paths.
 - c. Site should have no hazards to scouts and scouters.
 - d. No signs of unsafe activity.
 - e. Make sure Quatzel is *not on* latrine sink.
 - f. Propane must be **turned off** at tank.
 - g. Shovels and rakes must not be laying on the ground
 - h. Fires require supervision at all times.
 - i. Trash must be disposed of in the camp dumpster after every meal. (Please don't hang on guidelines or poles of dining fly).
 - j. Unauthorized cars in sites are not permitted
3. **Camp Improvements:**
 - a. Use scouting skills to create pioneering projects that look cool and have practical applications
 - b. Start the week out doing smaller projects (clotheslines, ax yards, tool racks, trash bag tripods, etc.) and keep building more and bigger improvements throughout the week (such as flag poles, gates, or even towers)
 - c. Must have camp director approval for permanent improvements.
4. **Fire Guard:**
 - a. "Fireguard" sheet must be posted on latrine or message board in plain sight.
 - b. Daily slot is filled out with name of designated fire warden
 - i. Designate a fire warden for each day at the beginning of the week and fill in the fireguard sheet accordingly.
 - c. The designated fire warden should initial the "Equipment Check" box on their **designated day** signifying they are taking responsibility from the previous fireguard.
 - i. Make sure fire bucket is full of water
 - ii. Overflow fire bucket daily to prevent mosquito growth
5. **Chuck Boxes:**
 - a. All stoves must be clean
 - b. Cookware should be clean and stored in Chuck Boxes
 - c. Edible items (**including condiments, seasoning, and cooking oil**) should be kept in bear boxes (blue) provided.
 - i. Any unused food item that may go bad should be thrown away after each meal.
 - d. Dishwater should be disposed of.
6. **Latrine:**
 - a. Latrine should be washed daily, with toilet lids being left closed.
 - b. No toilet paper or trash should be on the ground in or around the latrine.
 - c. Wash rack should be *clean* and personal items should not be left out.
 - d. Disconnect hose from the faucet after use.
7. **Overall Appearance/ Trash and Trails:**
 - a. Sites and trails leading to and from should be clean and tidy.
 - b. No trash on ground.
 - c. Site should look *neat and tidy*.
 - d. Remove all trash after every meal. **Trash should be taken to dumpster three times a day.**

Site Inspection- Camp Bowman

	Site: _____	Troop: _____	Week: _____		
	Monday	Tuesday	Wednesday	Thursday	Points Possible
Tents					5
Safety					5
Camp Improvement					5
Fire Guard					5
Chuck Boxes					5
Cooking Area					5
Trash/ Trails					5
Latrines					10
Overall Appearance					5
Total Score					/50

Comment Section for Inspection Team use only

Monday: _____

Tuesday _____

Wednesday _____

Thursday _____

Special Programs – Bowman 2019

Venturing:

Our venture program is designed for scouts to achieve the Bronze/Ranger Award, while at camp. We are able to offer:

- Core requirements: 1(First Aid), 2(Communications), 3(Cooking), 4(Emergency Prep- *has some prerequisites*), 5(Land Navigation), 7(Wilderness Survival), and 8 (Conservation)
- Electives: 4(Ecology), 7A-B(Fishing), 9 (Lifesaver), 10 (Mountaineering), 13 (Plants and Wildlife), 14 (Challenging Outdoor Personal Experience), 16 (Shooting Sports), 17 (Watercraft)

On the first day that the venture crew members arrive they are able to set their own elective and core combinations to best fit their desires for camp. If the Venturers only need parts of the Bronze Award/ Ranger Award, they are able to work in conjunction with our Bowman Vets Program. For project C.O.P.E. and the watercraft portion of the electives we will be in coordination with Lenhok'sin high adventure camp. **Even if Venture Scouts are in the Bowman Vets Program, please communicate with our Area Directors about the requirements they plan on completing. The following Area Directors are in charge of the following venturing requirements:**

- **Nature Director:** Elective 4, 7, 13 and Core 8
- **Scoutcraft Director:** Core 3, 4, 5 and 7
- **Aquatics Director:** Elective 9
- **Shooting Sports Director:** Elective 16
- **Program Director:** Core 1, 2 and Elective 10, 14 and 17.

For More Details on These Requirements Please Refer to the Venturing Guide.

There are also opportunities for complete requirements for the Venturing, Discovery, Pathfinder and Summit Awards Outlined in the Venturing Guide.

Bowman Vets:

Bowman Vets is a program started in 2010 specifically designed to keep older scouts coming back to camp. With its mix of unique merit badges (Geocaching, and Search and Rescue), special programs (wakeboarding, mountain boarding, stand up paddle boarding, and C.O.P.E.) and challenging treks (Jump Rock). Bowman Vets brings together some of the best experiences that Goshen has to offer- all for your older scout.

- See Bowman Vets Director.

Bowman Brigade (First Year Camper):

Bowman's First Year Camper (Bowman Brigade) program is designed to help young scouts have a great experience during their first summer. Bowman Brigade brings together rank advancement (Tenderfoot, 2nd Class, and 1st Class) and merit badges (mammal study, leatherwork or basketry, swimming and open shoot!) in one program, allowing the scouts to see every part of beautiful camp bowman every day, getting them excited about future summer camps, and providing a healthy dose of fun.

- See Bowman Brigade Director for more information.
- Designed for scouts with limited camping experience - typical age is 10 - 13, good for younger scouts.

Action Archery:

Action Archery takes bow marksmanship to a whole new level. Moving targets, multiple firing distances, trick shots, and backwoods bow course make this the place to test out your skills after the initial challenge of the Archery Merit Badge.

- See Archery Director for more information.

COPE, Climbing, and ATV Schedule

Monday thru Friday

C.O.P.E:

Session: 2:00pm – 4:50pm

Climbing MB:

Session 1: 9:00am - 10:20am

Session 2: 10:30am -11:50am

Open COPE & Climbing:

Monday, Wednesday, & Thursday 7:00pm – 8:20pm

- Sign up with Bowman's Program Director, program has 25 scout cap. 1st come 1st serve

*Reminder: All scouts should bring water bottles and **wear sturdy closed-toe shoes** for both Climbing MB and COPE programs.

ATV Program:

- Limited Availability - Must be 14 years old.
- Highly Recommended by staff!
- See link for more information: www.gotogoshen.org/Bowman#program

Hours of Operation Trading Post and Quartermaster

Quartermaster Hours	Trading Post Hours
<i>Sunday- All Afternoon</i>	<i>Sunday- 1-5pm, 7-8pm</i>
<i>Monday- 6:45-7:30am, 11:45-12:15pm, 4:45-5:30pm</i>	<i>Monday- 8-12pm, 1-5pm, 7-8pm</i>
<i>Tuesday- 7-7:45m, 11:45-12:15pm, 4:45-5:30pm</i>	<i>Tuesday- 8-12pm, 1-5pm, 7-8pm</i>
<i>Wednesday- 7-7:45am, 11:45-12:15pm, 4:45-5:30pm</i>	<i>Wednesday- 8-12pm, 1-5pm, 7-8pm</i>
<i>Thursday- 7-7:45am, 11:45-12:15pm, 4:15-5:15pm</i>	<i>Thursday- 8-12pm, 1-5pm, 7-8pm</i>
<i>Friday- 7-7:45am, 11:45-12:15pm, 1-6pm</i>	<i>Friday- 8-12pm, 1-5pm, 7-8pm</i>

Camp Adventure Award- Bowman

Unit #: _____ Site: _____

One of Camp Bowman's core principles is to "go the extra mile." This award is a unique ribbon presented to elite units who exemplify this principle and have gone the extra mile to participate in the overall camp program. Each unit in camp has the opportunity to bring home the Camp Adventure Award.

To "go the extra mile" troops must complete the following:

1. Each patrol in the troop participated in at least six of the following activities:
 - o Polar Bear Swim
 - o Water Carnival
 - o Nature Hike
 - o Astronomy Hike
 - o Camp-wide Event
 - o Troop Shoot
 - o Open Boating
 - o Pirates' Breakfast
 - o Hike to Viewing Rock
 - o Hike to Forge Rock
 - o Hike to Jump Rock
2. At least one patrol volunteered to serve as the flag lowering crew or shower house cleaning crew.
3. Present a troop cheer during a flag ceremony
4. The Senior Patrol Leader attended each SPL meeting.
5. The troop achieved one inspection score during the week above a 40.
6. Each member of the troop has accomplished at least one of the following:
 - o Earned a merit badge/ participated in Bowman Vets
 - o Advanced in swim classification
 - o Advanced a rank
7. At least 75% of the troop members participated in either an approved conservation or service project.
8. Troop and Patrol Programs are posted on the troop site bulletin board at all times.

Certification Signatures

Scout master _____

Senior Patrol Leader _____

Commissioner _____

*Please deliver this form to your commissioner by Friday at noon.

Extra Special Scouter – Camp Bowman (Adult Leader Award of Merit)

SM/ Leader Name _____ Troop# _____ Site _____

In order to receive this certificate of recognition, you must complete 6 of the following activities:

- _____ Adult Leader Service Project (arrange with Commissioners)
- _____ Instructional Swim *volunteer*
- _____ First Year Camper 5-Mile Hike *volunteer*
- _____ First Aid Merit Badge *volunteer* victim
- _____ Perform an evening flags “song”
- _____ Teach a First Year Camper skill (arrange with FYC Director)
- _____ Best Bribe to a Commissioner or Camp Director (money is not accepted)
- _____ SM/SPL Shooting Competition**
- _____ Volunteer with Bowman Vets (arrange with Vets Director)
- _____ Complete a “unique” hiking stick
- _____ Complete Safety Afloat and Safe Swim Defense training
- _____ Complete Climb on Safely Training

All items must be signed off by the Camp Director, Assistant Camp Director, Program Director, Area Director, Business Manager, or Camp Clerk.

**SM/SPL shoot competition is to be completed during the SM/SPL shoot which takes place on Friday. If another leader would like to partake they may organize another competition during Open Shoot with the Shooting Sports Director.



MAP KEY

	Do Not Enter		Chapel
	First Aid/Admin		Campfire HILL
	Sites		Commissary
	Parking		Quartermaster
	Beltway		Trading Post
	Bowman Roads		Show House
	Bowman Trails		Lake Merrilweather
	Anderson		
	Moore		



UNIT LEADER'S EVALUATION OF THE GOSHEN SCOUT RESERVATION FOR CAMP
BOWMAN

Name (Optional): _____ Troop# _____ Week in Camp _____
 Site: _____ How many scouts were in your unit this week? _____
 Email and phone number (optional): _____

Quality of Camp
 Site: _____

Site Guides:

Please circle the number that best matches your experience using the following scale:	Strongly Disagree	Disagree	Slightly Disagree	Neutral	Slightly Agree	Agree	Strongly Agree
	1	2	3	4	5	6	7

Our site guide
 (Name/s: _____)

... was knowledgeable, friendly and helpful	1	2	3	4	5	6	7
... responded to our requests	1	2	3	4	5	6	7
... gave an effective camp tour	1	2	3	4	5	6	7
... visited:	daily		often		once		none

Quality/ Quantity of
 Food: _____

CAMP STAFF: Names of staff members that should be noted for their excellent performance? _____

Names of staff members that performed poorly? _____

FACILITIES: Comments and suggestions for improvements on:
 Trading Post: _____

Quartermaster: _____

Other: _____

MANAGEMENT:

Please circle the number that best matches your experience using the following scale:	Strongly Disagree	Disagree	Slightly Disagree	Neutral	Slightly Agree	Agree	Strongly Agree
	1	2	3	4	5	6	7
The staff did their best to give the scouts a great week	1	2	3	4	5	6	7
The facilities (buildings, shelters, etc.) were in good condition	1	2	3	4	5	6	7
Registration for camp was easy	1	2	3	4	5	6	7
I received adequate information while at camp	1	2	3	4	5	6	7
The Camp Director was knowledgeable, helpful & friendly	1	2	3	4	5	6	7
The Program Director was knowledgeable, helpful & friendly	1	2	3	4	5	6	7
The Quartermaster was able to provide adequate supplies	1	2	3	4	5	6	7
Camp Administration was knowledgeable, helpful & friendly	1	2	3	4	5	6	7
The Facilities Director was knowledgeable, helpful & friendly	1	2	3	4	5	6	7

Please offer any remarks (positive or constructive) of our management staff: _____

Please offer any remarks on our program areas. (Positive or Constructive)

Aquatics: _____

Shooting Sports: _____

Handicraft: _____

Nature: _____

Scoutcraft: _____

Bowman Brigade (First Year Camper Area): _____

Bowman Vets: _____

First Aid Program: _____

Culture Craft: _____

Experience of the Younger Scout: _____

Experience of Older Scout: _____

Please Use this last section to remark on our overall experience and any other comments you would like to add:

