

Camp Bowman Leader's Guide

2020



Welcome to Beautiful Camp Bowman at Goshen Scout Reservation

We are very excited to host your unit for another exhilarating week at Camp Bowman! To assist you in your pre-camp preparations and during your week at camp, we have assembled this guide to help you become better acquainted with Bowman and all the different programs we offer at camp. We have also included printouts that will be helpful during your week here at Bowman.

If you have any questions about the contents of this guide or anything regarding camp, please feel free to contact us at bowmancampdirector@gmail.com. For our returning units, please carefully review this guide, as there is plenty of new information regarding changes to schedules, policies, and procedures for the 2020 camping season.

We sincerely appreciate the continued support and leadership of the adult leaders at camp. We thank you for your service to the scouts and our program at Camp Bowman. Thank you for taking the time to read through this guide; we look forward to seeing you and your scouts this summer!

Yours in Scouting,

The Camp Bowman Staff

What is in this packet (by page number):

- 3.** Pre-Camp Communication Overview
- 4.** Sunday Schedule and Pre-Camp Swim Checks
- 5.** Pre-Camp Swim Check Instructions
- 6.** Pre-Camp Swim Check Form
- 7.** Program Offerings
- 8.** 2020 Bowman Program Schedule
- 9.** Specialty Programs
- 10.** Specialty Programs continued
- 11.** Bowman Brigade Schedules
- 12.** Campsite Inspection Criteria
- 13.** Camp Adventure Award & Extra Special Scouter Award
- 14.** Leader Evaluation of Camp Bowman
- 15.** Leader Evaluation continued

Pre-Camp Communication Overview:

Two weeks before camp:

You will receive a copy of our **E-Check-In Form** via email, which will need to be **completed and submitted to the facilities team** <bowmanstaff@gmail.com> **one week before your arrival at camp**. The format is an Excel spreadsheet with fields for each unit to complete. This information is **critical** for your unit's stay at camp and will make the orientation and camp set-up process significantly easier upon your arrival. Failure to complete your unit's E-Check-In by the requested deadline will severely impact our ability to properly prepare your site and your food before your arrival.

For the E-Check-In, please be prepared with:

- **Updated unit contact information** - Sometimes the unit leader in charge at camp is different from the leader that registered for camp with council on <www.gotogoshen.org>. We need to have the most accurate information possible, so please let us know the unit's best contact details (e.g.: name, email, phone, etc.)
- **Your unit's arrival time at camp** (your medical check time will be assigned accordingly)
- **Number of individuals participating in Swim Checks at Camp** (swim checks are only required for youth and adult leaders participating in the aquatics program, *see Pre-Camp Swim Check Form below if you wish to do your unit's swim checks before camp*)
 - **Submit a scan or pic of the Pre-Camp Swim Check Form and Certifying Instructors Qualifications to** <bowmanstaff@gmail.com> **and bring the paperwork to camp for review by the Waterfront Director and Merit Badge Counsellors.**
- **Number of patrols** coming to camp
- **Number of scouts in each patrol** (we recommend patrol sizes of 8 scouts)
- **Number of adults in the adult patrol**
- **Patrol names** (including the adult's patrol if adults are cooking separately from scouts - these will be the names used for food pickup)
- **Number of people eating** in each patrol (Useful if an adult is eating with scout patrol)
- **Food and allergy concerns** - This is extremely important for our food service staff to know before your arrival. Changes to meals can take up to a day to process as the food service prepares and orders food well in advance. It also may be a good idea to provide some of your own food to supplement your dietary requirements at camp. Personal food can be stored with the food service staff and non-perishables can be stored in the bearbox in the campsite.
- **Campsite preference**

~3-4 days before camp:

We will call to confirm the above information and to check in on your troop

- We will go over your E-Check-in together to see if anything has changed
- Feel free to ask any questions you may have at this time

~10:30-11:00am on your arrival day at camp, call or text the Bowman Admin phone number to confirm your arrival time. (Not necessary if riding the camp bus, but a text will help us keep updated if possible.) Bowman Admin phone number will be provided on the E-Check-In Form. If we do not hear from you, we will attempt to call or text you to confirm your arrival time.

We will call the contact information provided on the E-Check-In. Please answer your phone and respond to any voicemails in the lead up to your week at camp. If you have any other questions regarding your unit's stay at camp, feel free to contact us at bowmanstaff@gmail.com and we will respond as soon as possible.

Sunday Schedule Camp Bowman

Time	Event	Location	Notes
10:30-11:00am	Confirm Arrival Time	In transit	Call or text Bowman Admin phone provided on E-Check-In
12:00-1:00 pm	Arrival at Bowman	Parking Lot	Site-guides will greet you, Submit roster at Admin immediately
12:00-4:00 pm	Medical Checks	Handicraft	Times assigned based upon your arrival time
12:00-5:30 pm	Gear Pick-Up	Quartermaster	Test stoves by 5pm Sunday so Monday breakfast is not delayed
1:00-5:30 pm	Swim Checks (optional)	Waterfront	Times will be assigned, see Pre-Camp Swim Check Form below
5:50 pm	Fire Drill	Parade Field	All walk to the Parade Field when bell sounds, line up & count
6:00 pm	Dinner “Burgers and Spuds”	Parade Field	Class A/BSA field uniform and mess kits are not required*
7:15 pm	Leader’s Meeting	Admin	Send at least one adult leader per troop/crew
7:00 pm	Bowman Brigade Meet-Up	BowBrig Area	Required for all BowBrig scouts, groups will be assigned
7:00 pm	Mile-Swim Training	Waterfront	All swim training is required for the Mile-Swim Award
8:30 pm	Evening Flag Ceremony	Parade Field	Class A/BSA field uniform required
After Flags	Opening Campfire	Campfire Hill	Proceeding immediately after Flag Ceremony, bring a flashlight
10:30 pm	Reservation Quiet Hours	In Campsites	Lights out and quiet for all scouts

Pre-Camp Swim Checks (new for the 2020 camping season)

Beginning this year, we will be allowing units to complete swim checks on their own ahead of camp and bring verification of this to Bowman. This will allow you to have a more relaxed pace for campsite set-up when you arrive on Sunday and it allows us to relieve congestion at our waterfront for units that are unable to complete their swim checks ahead of time. This is by no means mandatory, but strongly encouraged. Please note that swim checks are not mandatory for all participants at camp, they are only mandatory for those who are:

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

The following two pages are our policy for how these swim checks must be completed and the Pre-Camp Swim Check Form which must be submitted to <bowmanstaff@gmail.com>.

Pre-Camp Swim Check Instructions

The swimmer classification for individuals participating in a BSA aquatics activity is a key element in both Safe Swim Defense and Safety Afloat. The swim test needs to be renewed annually at the beginning of each summer season. Traditionally, swim classification tests have only been conducted upon arrival at summer camp. However, there is no restriction that this be the only place the test is conducted. Completing the check prior to camp will allow scouts and leaders more time on Sunday to acclimate themselves to camp. If a scout is enrolling in an aquatics merit badge, they must pass the swim check before the commencement of the merit badge class. Additionally, anyone (Scout or Leader) who wishes to participate in most aquatic activities must take the swim check.

Special Note: Although swim tests may be conducted prior to summer camp, the aquatics director is expected to review or retest any Scout or Leader whose skills appear to be inconsistent with his or her classification.

Pre-Camp Swim Checks can be conducted by the following certified instructors: BSA Aquatics Instructor, BSA Lifeguard Counsellor, BSA Lifeguard, Red Cross Lifeguard, Water Safety Instructor. All certifications must be current/valid and a copy must be attached to the Pre-Camp Swim Check Form.

Swimmer Classifications

“Swimmer” Level Test

Jump feet first into water over the head in depth, level off and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: side stroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy, resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.

“Beginner” Level Test

Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before and return to starting place.

“Non-Swimmer” Level

Chooses not to take the swim test or cannot pass the beginner test. Reasons for not passing the test can include: Diving in head-first, resting in the middle of the test, underwater swimming, treading water and not maintaining a forward motion, “dog-paddling”.

Pre-Camp Swim Check Form, Goshen Scout Reservation

I, the BSA Swim Test Administrator, sign below certifying that the following Scouts and Scouters have been administered the BSA Swim Test. I also certify that all Scouts and Scouters have been classified according to the BSA Swim Test standards.

Administrator Name:	Administrator Signature:
Location of Test:	Certification and Expiration Date:
Date of Test:	Approximate Water Temp & Weather:

Approved Test Administrators must be currently certified as one of the following: BSA Aquatic Instructor, BSA Lifeguard Counsellor, BSA Lifeguard, Red Cross Lifeguard or Water Safety Instructor. **(Attach a copy of the administrator's certification to this form.)**

Unit # _____ **Week at Camp** _____ **Site #** _____

Name	Age	Swim Classification
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		
10.		
11.		
12.		

(Attach additional forms as required for the unit)

The above listed Scouts and Scouters have been administered the BSA swim test according to the BSA swim test standards. I am confident in their swim classifications as assigned by the test administrator and sign my name certifying the swim test.

UNIT LEADER NAME: _____ **Signature:** _____ **Date:** _____

Program Offerings

At Camp Bowman, we offer an authentic, engaging, and fun program for Scouts BSA troops and Venturing crews alike. On the next page, you will find our basic program schedule which is mainly comprised of merit badges but also includes several other activities. We also have many activities that happen during the 7:00 pm program time on Monday, Wednesday, and Thursday; during 1:00pm Siesta; and other times throughout the week. Some of these evening and siesta activities are constantly changing from week to week, therefore an accurate schedule will be available to you upon arrival at camp. However, below is a schedule of merit badge classes and activities that you can use to plan each individual's schedule for the week.

For further details on our Venturing, Goshen Vets, and Bowman Brigade specialty programs, please see the Specialty Programs page of this guide. Please note that all schedules in this guide and on the GoToGoshen website are subject to change. Any changes will be outlined upon your arrival at camp.

Below is an overview of the Camp Bowman six-day program schedule. Our merit badge program begins Monday at 9:00 AM and lasts until Friday at 11:50 AM. Some merit badges have multiple sections (A, B, C); there is no difference in the activities completed, they are just scheduled at different times to accommodate more scouts.

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

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

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

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

Evening Time Slots – Monday, Wednesday & Thursday Only (7:00 PM to 8:00 PM)

-Open Shoot for Rifle, Shotgun and Archery

-Open Boating at Aquatics (not available on Thursday evening due to Mile-Swim across the lake)

-Mile-Swim Award at Aquatics (**starts Sunday at 7pm to meet the training requirements for the award**)

-Merit Badge Make-Up Time – if scouts need more time to work on requirements, best to arrange with individual instructors/counselors

-Merit Badge Extension and Enrichment – instructors are available to build upon and enhance the skills and knowledge acquired in merit badge sessions. During classes instructors & scouts may discuss and suggest topics and projects to explore during this time period.

A note on 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 of thunderstorms, while the afternoon sessions are designed to be more instructional and is when other requirements will be done.

Camp Bowman Program Schedule 2020

	Aquatics	Culture Craft	Handicraft	Nature	Scoutcraft	Shooting Sports	Admin
9:00-9:50 AM	<ul style="list-style-type: none"> ● Swimming A ● Canoeing A ● Kayaking A ● Water Sports A (1.5 hours) ● Instructional Swim 	<ul style="list-style-type: none"> ● Citizenship in the Nation A ● Citizenship in the World A 	<ul style="list-style-type: none"> ● Leatherwork A ● Basketry A 	<ul style="list-style-type: none"> ● Mammal Study A ● Space Exploration ● Bird Study 	<ul style="list-style-type: none"> ● Cooking A (2 hours) ● Cooking B (2 hours) ● Wilderness Survival A 	<ul style="list-style-type: none"> ● Rifle A Part 1 ● Shotgun A Part 1 ● Archery A Part 1 	<ul style="list-style-type: none"> ● Leaders Meeting (9:15- Mon-Fri)
10:00-10:50 AM	<ul style="list-style-type: none"> ● Swimming B ● Canoeing B ● Kayaking B ● Rowing ● Instructional Swim 	<ul style="list-style-type: none"> ● Citizenship in the Nation B ● Communication A ● Scouting Heritage & Goshen History Badge 	<ul style="list-style-type: none"> ● Leatherwork B ● Basketry B ● Welding A 	<ul style="list-style-type: none"> ● Mammal Study B ● Nature ● Oceanography 	<ul style="list-style-type: none"> ● Cooking C (2 hours) ● Wilderness Survival B 	<ul style="list-style-type: none"> ● Rifle B Part 1 ● Shotgun B Part 1 ● Archery B Part 1 	<ul style="list-style-type: none"> ● First Aid A
10:30-11:50 AM	<ul style="list-style-type: none"> ● Water Sports B (1.5 hours) 						
11:00-11:50 AM	<ul style="list-style-type: none"> ● Swimming C ● Canoeing C ● Kayaking C ● Instructional Swim 	<ul style="list-style-type: none"> ● Citizenship in the World B ● Communication B ● Crime Prevention 	<ul style="list-style-type: none"> ● Leatherwork C ● Basketry C ● Welding B 	<ul style="list-style-type: none"> ● Mammal Study C ● Chemistry ● Weather 	<ul style="list-style-type: none"> ● Wilderness Survival C 	<ul style="list-style-type: none"> ● Rifle Open Shoot ● Shotgun Open Shoot ● Archery Open Shoot 	<ul style="list-style-type: none"> ● First Aid B
Lunch and Siesta						Troop Shoot – sign up at camp commissary	
2:00-2:50 PM	<ul style="list-style-type: none"> ● Sailing A (1.5 hours) ● Lifesaving (1.5 hours) ● Snorkeling BSA ● Motorboating A 	<ul style="list-style-type: none"> ● Public Speaking ● American Heritage & American Cultures ● Law & Journalism 	<ul style="list-style-type: none"> ● Architecture A ● Game Design A ● Wood Carving A 	<ul style="list-style-type: none"> ● Environmental Science A ● Geology ● Forestry 	<ul style="list-style-type: none"> ● Camping A ● Emergency Prep A ● Orienteering A (1.5 hours) ● Exploration 	<ul style="list-style-type: none"> ● Rifle A Part 2 ● Shotgun A Part 2 ● Archery A Part 2 	
3:00-3:50 PM	<ul style="list-style-type: none"> ● Motorboating B ● Open Swim & Boating 	<ul style="list-style-type: none"> ● Chess A ● Archaeology ● Music 	<ul style="list-style-type: none"> ● Photography A ● Art ● Wood Carving B 	<ul style="list-style-type: none"> ● Environmental Science B ● Fishing A ● Insect Study ● Fish & Wildlife Management 	<ul style="list-style-type: none"> ● Camping B ● Emergency Prep B ● Pioneering (2 hours) 	<ul style="list-style-type: none"> ● Rifle B Part 2 ● Shotgun B Part 2 ● Archery B Part 2 	
3:30-4:50 PM	<ul style="list-style-type: none"> ● Sailing B (1.5 hours) 				<ul style="list-style-type: none"> ● Orienteering B (1.5 hours) 		
4:00-4:50 PM	<ul style="list-style-type: none"> ● Open Swim & Boating 	<ul style="list-style-type: none"> ● Chess B ● Theatre 	<ul style="list-style-type: none"> ● Architecture B ● Game Design B ● Photography B 	<ul style="list-style-type: none"> ● Environmental Science C ● Fishing B ● Astronomy 	<ul style="list-style-type: none"> ● Camping C ● Emergency Prep C 	<ul style="list-style-type: none"> ● Rifle Open Shoot ● Shotgun Open Shoot ● Archery Open Shoot 	
7:00-8:00 PM	<ul style="list-style-type: none"> ● Mile-Swim (starts Sunday) ● Open Boating ● Safe Swim Defense & Safety Afloat (Mon. only) 	<ul style="list-style-type: none"> ● Merit Badge Make-up, Extension & Enrichment 	<ul style="list-style-type: none"> ● Merit Badge Make-up, Extension & Enrichment 	<ul style="list-style-type: none"> ● Merit Badge Make-up, Extension & Enrichment 	<ul style="list-style-type: none"> ● Merit Badge Make-up, Extension & Enrichment 	<ul style="list-style-type: none"> ● Rifle Open Shoot ● Shotgun Open Shoot ● Archery Open Shoot 	<ul style="list-style-type: none"> ● Leaders Meeting (7:15pm Sunday only)

Specialty Programs

Venturing:

Our Venturing program is designed for scouts to advance towards the Ranger Award while at camp. We are able to offer some requirements for:

- 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. For project COPE and Mountaineering, we will coordinate with Camp Olmstead.

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 to work on requirements for the Discovery, Pathfinder, and Summit Awards outlined in the Venturing Guide.

Goshen Vets:

Bored of merit badges? Goshen Vets is Goshen's premier customizable program, intended for older scouts and offering more freedom than any other program on the lake. Take advantage of all the activities Bowman has to offer like water skiing, wakeboarding, shooting, and hiking; or travel around the lake for ATVs, rock climbing, .50-cal black powder rifles, blacksmithing and more. Offered to campers at Bowman, Marriott and Olmsted, ages 14 and up. Adult leader participation required for activities outside of Camp Bowman to meet Youth Protection Guidelines. Activities are subject to availability, weather and the abilities and preferences of the participants in Goshen Vets. The first Goshen Vets meeting will be on Monday at 9am near the Camp Bowman Admin building.

ATV Program:

Come ride All Terrain Vehicles this summer! Scouts complete a safety course before embarking on a week of excellent fun and adventure, involving circuit courses, mud pits, and trail riding. Riders must be at least 14 years old on the first day of the program. It is recommended that they be strong enough to handle a 300-600 pound machine. This program has additional fees and is offered to campers at Bowman, Marriott, and Olmsted out of Camp Post. Campers can choose either the morning or the afternoon session. Space is limited.

ATV Morning Session: 9:00am - 12:00pm, Monday - Friday
ATV Afternoon Session: 2:00pm - 6:00pm, Monday - Thursday

COPE:

COPE is an acronym for Challenging Outdoor Personal Experience. The program is a series of initiative games, trust events, low elements, and high elements that challenge on an individual and group level. The concept of "challenge by choice" encourages each person to participate fully while maintaining the right to opt-out of an individual part of the program. The program is designed for older Scouts (ages 14 and up) and Venturers. COPE is offered to campers at Bowman, Marriott, and Olmsted out of Camp Post.

2:00pm - 4:50pm, Monday - Friday

Climbing Program:

Learn about the fundamentals and basics of climbing, belaying, and belaying safety. Classes take place in hour and a half sections at the Camp Post climbing wall. Climbing Merit Badge is recommended for those ages 13 and above and is offered to campers at Bowman, Marriott, and Olmsted out of Camp Post. Campers can choose either the A section or the B section.

Climbing A: 9:00am - 10:20am

Climbing B: 10:30am - 11:50am

On select evenings, the tower is opened up for Open Climb. All ages are welcome, as long as you fit in a harness!

Bowman Brigade:

The Bowman Brigade program is designed to help younger scouts have a great time during their first summer camp experience. Bowman Brigade brings together rank advancement (Scout, Tenderfoot, 2nd Class, and 1st Class) and merit badges (Mammal Study, Leatherwork or Basketry, and Swimming) in one program. The program introduces scouts to every part of beautiful Camp Bowman each day under the guidance of the camp staff and adult leaders. Bowman Brigade is designed to spark interest in future summers at camp, while providing a healthy dose of fun in a structured environment for advancement. The program also includes other exciting components such as a .22-caliber rifle open shoot, a visit with a professional forester and the Totin' Chip award.

- Designed for younger scouts with limited camping experience - typical age is 10-13.
- The schedules for Bowman Brigade are on the following page.
- Note: Scouts unable to pass the swim test will have the opportunity to do Instructional Swim at the same time on the schedule, instead of Swimming Merit Badge.

There are three groups that all Bowman Brigade scouts will be divided into: A, B, and C. Scouts will be assigned to these groups Sunday at 7:00pm in the Bowman Brigade Area. For all afternoon activities, scouts will meet in the Bowman Brigade Area unless otherwise noted. For the mornings, they will meet at the program area that their 9:00am badge is located, then they will move as a group to the others areas. For requirements covered, please note that TF is Tenderfoot, SC is Second Class, and FC is First Class.

Bowman Brigade Morning Schedule (Monday - Friday)

	Group A	Group B	Group C
9:00 am	Swimming (Aquatics)	Mammal Study (Nature)	Basketry/Leatherwork (Handicraft)
10:00 am	Basketry/Leatherwork	Swimming	Mammal Study
11:00 am	Mammal Study	Basketry/Leatherwork	Swimming

Monday Afternoon (Begins the Bowman Brigade Area)

Time	Activity	Notes and covered requirements
2:00 pm	Fire Building	SC: 2a-d
3:00 pm	First Aid	TF: 4a-c SC: 3c, 6a-e FC: 7c
4:00 pm	Open Swim and Boating	Group will go to Aquatics (optional)
7:00 pm	Totin' Chip	Meet at Scoutcraft

Tuesday (Bowman Brigade)

Time	Activity	Notes and covered requirements
2:00 pm	Knots and Lashings	Scout: 4a-b
3:00 pm		SC: 2f-g FC: 3a-d
4:00 pm	Open Swim and Boating	Group will go to Aquatics (optional)
7:00 pm	Campwide Event	Meet at the Parade Field (optional)

Wednesday (Bowman Brigade)

Time	Activity	Notes and covered requirements
2:00 pm	5 Mile Hike	SC: 3a-b
3:00 pm		
4:00 pm		
7:00 pm	Open Rifle Shoot	Meet at Shooting Sports (optional)

Thursday (Bowman Brigade)

Time	Activity	Notes and covered requirements
2:00 pm	Orienteering	SC: 3a,d
3:00 pm		FC: 4a
4:00 pm	Open Swim and Boating	Group will go to Aquatics (optional)
7:00 pm	Totin' Chip (cont.)	Meet at Scoutcraft

Campsite 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 the cots must be present to ensure ability to quickly exit.
- d. No trash or food in tent.

2. Safety

- a. Axe yard must be *clearly marked* and a safe distance from patrol site.
- b. Food should not be left out unsupervised as it attracts unwanted animals.
- c. Ensure any clothes lines are at a *safe height (5ft)* and out of walking paths.
- d. Propane tank must be **turned off** at the tank.
- e. Shovels and rakes must not be laying on the ground.
- f. Fires require supervision at all times and should be put out after use.
- g. Unauthorized cars in sites are not permitted.

3. Camp Improvements

- a. Use scouting skills to create pioneering projects that look interesting and have practical applications
- b. Start the week out doing smaller projects (clothes lines, 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) *Build safely with no climbing above 5ft.*
- c. Must have 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 on the first day.
- c. The designated fire warden should sign their initials on 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 by the latrine.
 - ii. Fill and **overflow** fire bucket daily to prevent mosquito population growth.

5. Chuck Boxes and Cooking Area

- a. All stoves must be clean.
- b. Cookware should be clean and stored in chuck boxes.
- c. Edible items (food, condiments, seasonings, & cooking oil) must be kept in the bear boxes.
- d. Any unused perishable food items that may go bad should be thrown away after each meal.
- e. Dispose of wash-bin water by pouring it into the latrine. Dispose of the rinse-bin and sanitize-bin water by pouring it down the sink.

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 any water hoses from the faucet after use.

7. Overall Appearance/Trash and Trails

- a. Sites & trails leading to and from should be clean & tidy with no trash on the ground.
- b. Remove all trash after every meal and after any evening snacks/desserts. **Trash should be taken to dumpster a minimum of three times a day.**
- c. **Absolutely all food must be in bear box or trash or it will severely affect your inspection score.**

Camp Adventure Award

Unit #: _____ Site: _____

This award is a flag ribbon presented to elite units who have gone the extra-mile to participate in the overall camp program. Each unit has the opportunity to bring home the Camp Adventure Award.

To “go the extra mile” units must do the following:

- Each patrol in the unit must participate in at least six of the following activities:
 - a. Polar Bear Swim
 - b. Water Carnival
 - c. Forester Visit
 - d. Astronomy Hike
 - e. Camp-Wide Event
 - f. Troop Shoot
 - g. Open Boating
 - h. Pirates’ Breakfast
 - i. Hike a Goshen peak
- At least one patrol volunteers to serve as the flag lowering crew or shower house cleaning crew
- Present a cheer during a flag ceremony
- The Senior Patrol Leader attends each SPL meeting
- The unit achieves one site inspection score during the week above 40
- Each scout in the unit has accomplishes at least one of the following:
 - a. Earns a merit badge/participates in Goshen Vets
 - b. Advances in swim classification
 - c. Advances in rank
- At least 75% of the scouts in your unit participate in a conservation or service project

Certification Signatures

Scoutmaster: _____ Senior Patrol Leader: _____ Admin Staff: _____

Extra Special Scouter Award

Scouter name: _____ Unit #: _____ Site: _____

In order to be recognized as an Extra Special Scouter, you must do six of the following items:

- _____ Adult Leader Service Project (arrange with Commissioners)
- _____ Instructional Swim volunteer
- _____ Bowman Brigade 5-Mile Hike volunteer
- _____ Astronomy Hike volunteer chaperone
- _____ Perform a song at an evening flag ceremony
- _____ Best Bribe to a Commissioner
- _____ SM/SPL Shooting Competition
- _____ Volunteer with Goshen Vets (arrange with Vets Director)
- _____ Complete Safety Afloat and Safe Swim Defense Training
- _____ Wilderness Survival Overnighter volunteer chaperone

All items must be signed off by someone on the Administration team or by an Area Director

Leader Evaluation of Camp Bowman

Name and position: _____ Unit #: _____ Week in Camp: _____ Site: _____

Quality of your site: _____

Your Site Guides' names: _____

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
Site guides were knowledgeable, friendly & helpful	1	2	3	4	5	6	7
Site guides responded to our requests	1	2	3	4	5	6	7
Effective Sunday orientation and check-in	1	2	3	4	5	6	7
A site guide visited & talked to SPL & leaders		M	Tu	W	Th	F	

Quality and quantity of food: _____

Which staff members should be noted for their excellent performance? (Please note in which area they work): _____

Did any staff members not meet your expectations? If so, why? _____

Please provide us specific feedback (positive or constructive) on the following areas:

Trading Post: _____

Quartermaster: _____

Aquatics: _____

Bowman Brigade: _____

Culture Craft: _____

Goshen Vets: _____

Handicraft: _____

Nature: _____

Scoutcraft: _____

Shooting Sports: _____

Other facilities: _____

Experience of the younger scouts: _____

Experience of the older scouts: _____

If you wish to provide any further feedback, please feel free to attach a separate page to this evaluation or send an email to bowmancampdirector@gmail.com.