

# Camp Boddie 2025



## Leaders Guide



## 2025 Camp Boddie Welcome Letter

Dear Scout Leaders,

First, thank you. Thank you for considering Camp Boddie/Pamlico Sea base as the destination for your Scouts to learn, grow and develop skills that will be with them through their adult lives. We want you to know that our Council and Camp staff remain committed to preparing, hiring, coordinating, ordering, and hundreds of other tasks over the next several months to provide the best camp experience for you and your unit. Not everyone understands the true workload that is required to lead a safe and quality summer camp experience. We know the sacrifices and understand why those sacrifices are so vitally important to your Scout's experience. There was a lot of work done in 2022 to rebound from 2 years of camp hiatus, but we also recognize there is plenty of work that still lies ahead. We hope to be 'front of mind' as you prepare and decide on where your Scout troop attends camp in the summer of 2025. We want to welcome Scouts back to camp this summer with phenomenal facilities, fresh new merit badges, engaging activities and experiences, a compassionate, fun loving, and attentive staff, and more!!

Entering the 2025 season, we are cautiously optimistic that this summer will look more like the days before COVID. However, Council realizes now is a key time to consider- are there elements from the last few years that made our programs stronger and even safer that we should continue? While many of the changes we all made were to meet the restrictions in our area at the time, there are some additional changes necessary to keep our summer program moving forward with excitement and fresh perspective. We challenge you to survey your youth as they are deciding where to go camping and get feedback on how we can make Camp Boddie/Pamlico Sea base the most attractive option for years to come. So many of the questions we might ask ourselves about running a safe and quality camp can be answered through the minds of our Scouts and Scout leaders.

In 2020 we talked about how important getting outside and out to camp for our Scouts would be. And it was. Then in 2021 we said, "Wow, it's been such a tough year!" These next few camping seasons are more important than ever. And now, as we embark upon 2025, we need camp even more than we did then. Our Scouts, Scouters, staff, and each of us continue to weather the impact of all that has occurred these last 2.5 years. The toll on everyone's mental, emotional, and social health continues to be a factor. All the long hours, the hard work, and worry will be worth it to see the smiles and excitement from every Scout coming to camp this year. None of this would be possible without all that you each do.

Take care of yourself and don't hesitate to reach out for any help we can provide. Thank you for all you are doing to provide life-changing outdoor experiences! Our executive staff and the council camping committee will be conducting surveys soon to see where every troop in our council has or will decide to go to camp during the summer of 2025.

We hold much excitement for the mounds of additional work that is being done by Ranger Matt, his crew, Croatan Lodge and many other volunteers to further our camp readiness for everyone to enjoy. Our staff team is looking forward to the opportunity to gain experience as leaders and create an atmosphere that truly represents the Scouting Spirit. Will everything be perfect and will the camp run without any glitches? Of course not. However, our Camp Director and I give you our commitment that all of our staff team will do everything we can to make the camping experience at Camp Boddie one that is SAFE, FUN, AND MEMORABLE. Thanks for your help in making Camp Boddie a success.

Dwayne Jones  
Scout Executive

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# Registration Information, Dates, & Fees

## Camp Dates

Camp Boddie will conduct four Scout BSA resident camp sessions during the summer of 2025. Each session begins with Sunday afternoon check-in/from 1:30pm - 4:00pm and will end after breakfast the following Saturday morning.

Week 1	Week 2	Week 3	Week 4
June 15	June 22	June 29	July 6

**Pre-Camp Meeting:** There will be a pre-camp meeting for all leaders and or parents that would like to attend. The date for the meeting will be April 3<sup>rd</sup>, 2025 at 7pm eastern standard time. There will be an email with a Zoom link sent out a week prior to the meeting.

### Proposed “non-Scout” weeks:

Week 6 – July 19 - 26, 2025      Needles in the Pines  
Aug 1 - 3, 2025                      Aquatics Weekend

## Camper Fees

**Early Bird:** Pay By May 15<sup>th</sup>, 2025, \$375  
(You must pay at least \$100 by May 15<sup>th</sup> the rest of the fees will be due by June 1<sup>st</sup>)  
**Regular:** May 16<sup>th</sup>, 2025, \$500  
**Late:** After June 1<sup>st</sup> \$550

\*All camper fees include an East Carolina Scout Reservation t-shirt, patch, and drinking mug\*

## Early Bird Plan

Units that take advantage of our Camp Early Bird plan will qualify for a reduced camper fee rate! To qualify, a unit must submit their \$100.00 site reservation fee and \$100.00 youth pre-registration fee (8 Scouts minimum) by May 15<sup>th</sup>, 2025. Joining our Early Bird plan will reduce the unit per youth camper fee to \$375. Units must register a minimum of eight (8) scouts to qualify for the Early Bird Program.

## Adult Fees

The Youth Protection Policies of the BSA require ‘two-deep’ leadership at all times. One adult must be 21 years old while the other may be 18 years old. **Each registered troop will receive two free adult slots.** For all additional adults above the complimentary two, a charge of \$150.00 will apply. Units may elect to exchange adults during the week with no additional charge as long as the total number of adults does not exceed the number registered. Any adult attending only part of the week (one to three days) will pay a per day rate of \$30.00 which covers meals and camp overhead.

## Refund Policy

All refund requests must be on the refund request form: Most of the camp fees are spent before your troop arrives in camp.

Request received prior to April 1, 2025 - **all fees minus \$50 will be returned**

Request received after April 1, 2025 -**all fees minus \$100.00 per camper will be returned**

Request for refunds must be made in writing stating the reason.

Request received for “**no-shows,” “change of mind,” or “lack of leadership” will not be honored**

Request for refunds received for **Scouts departing camp early for any reason will not be honored**

Request for refunds involving unexpected sickness and school purposes will be honored.

An exception to this policy is in the event of an illness or injury which keeps a Scout from arriving at camp. It must be verified in writing by the parents or guardian and a physician. Other extenuating circumstances, such as a death in the family, will certainly be taken into consideration on a case-by-case basis. All but \$50.00 will be refunded due to extenuating circumstances or the **Scout may choose to attend a different week.**

Refunds are not given at camp, but (once verified) are processed from the council service center. A check will be mailed to the unit leader not the Scout.

## Campsite Reservation

The 2025 Pre-Registration Transmittal Form will be utilized to register your unit for camp. This form, along with a \$100.00 **nonrefundable** campsite registration deposit must be sent to the Council Service Center to secure your choice for a troop campsite. The campsite deposit will be credited toward your total troop summer camp balance. Most Troops will be sharing sites with other units to accommodate all requests for camp. Large troops should contact the Council Service Center before site selection. Some sites are larger than others. Tents for your Scouts will be placed together for those pre-registered. The 2025 Payment Transmittal Form will be utilized to submit additional fee payments.

## Campership for East Carolina Council Scouts

Financial assistance (not a full scholarship) for in-council Scouts will be available to assist Scouts who may need it. The funds are made available through donations given by Croatan Lodge, Order of the Arrow and other interested individuals. All assistance requests are kept confidential. Requests must be mailed (attention: Croatan Lodge) to the Council Service Center by March 15, 2025. The Troop Point of Contact will receive a confirmation letter by mid-May giving the amount of the assistance approved. The letter must accompany the troop to camp. Scouts attending camp with financial assistance will not affect a unit's early registration status. Campership applications are available at the Croatan Lodge page <http://www.croatan.org> under Lodge Forms/ Campership Application.

# Health, Safety, & Medical Information

## Medical Records

Every Scout and leader attending Camp Boddie must submit an *Annual Health and Medical Record* with all necessary information and signatures upon arriving at camp. **THERE ARE NO EXCEPTIONS!** Campers without a proper “Physical” form will be sent home. One of the most common problems is that the parent has not signed the form! If there is a problem with the physical form, please make sure the Camp Director, Health Lodge, and the Program Director are aware. Please have copies of insurance cards front and back. Medical forms can be found at: [http:// www.scouting.org/scoutsource/HealthandSafety/ahmr.aspx](http://www.scouting.org/scoutsource/HealthandSafety/ahmr.aspx)

## Health Medical Records for Adults and Leaders-Fewer than 72 hours

Leaders or parents staying in camp for fewer than 72 hours must complete parts A and B of the *Annual Health and Medical Record*. This does not require a physical. Leaders arriving during the week **MUST** report to the Health Lodge for a medical recheck and turn in their medical form. A full physical is required for aquatic activities and adults staying in camp for more than 72 hours.

## Medications

All medications, including over the counter and prescription medications, which are brought to camp are the responsibility of the unit leader. All Scouts bringing medication to Camp are required to have the *Prescription Medication Information Form* filled out and turned in with their medication to their unit leader. Medication is to be kept at the campsite in a locked container except for inhalers if necessary. The Health Lodge will need to receive well-documented information on any medication that requires refrigeration. All asthmatics should bring at least two (2) rescue inhalers and any other required medication to camp unless doctor or parent specify otherwise on the medical form. You should have one inhaler with the Scout and one with the camp medic or troop leadership in the camp site.

## Nutrient Restrictions

If an individual is allergic to common food products or requires a special diet, suitable food must be purchased and brought by the individual to camp. Package meals separately and write the person's name and troop number on each package. Upon arrival at camp, give the food to the dining hall staff. There is no fee reduction for individuals who bring their own food. Appropriate substitutions may be arranged for meals served in the dining hall by submitting a *Food Allergies and Dietary Restrictions Form* by May 1<sup>st</sup>. Food substitutions should only be for medical or religious reasons.

## First Aid

First aid treatment is available in Camp 24 hours a day at the Camp Health Lodge. The closest hospital in the area is ECU Health Beaufort in Washington. This hospital treats emergency patients from camp. Emergency transportation is always available. All first aid situations must be brought to the immediate attention of the Medical Officer. No one is to be transported from the camp for medical reasons without contacting the Medical Officer.

## Insurance Claims

The BSA Accident and Sickness Insurance plan's purpose is not to replace or diminish the need for family health insurance. Rather, its purpose is to provide assurance that financial help is available to meet emergency medical expenses should an injury or illness occur during a Scouting activity. The "responsible party" for all medical services is the family of the person injured, and the family's health insurance should be reported as such to ensure proper billing. In the case of an accident the claims are to be made against the troop's accident insurance.

## Intrusion of Unauthorized Persons on Camp Property

The intrusion of any suspected unauthorized person on camp property should be reported immediately to the Camp Director, Camp Ranger, Camp Commissioner, or the Camp Business Manager. At no time should a Staff Member, Camper, or Scout Leader confront a suspected unauthorized intruder. The Beaufort County Sheriff Department will be notified to manage all situations. Authorized

attendees are identified by either a camp wrist band or camp visitors pass. Visitor passes/bands are available at the trading post. All visitors need to have a Part A and B when visiting camp.

## Ticks

The Health & Safety Committee, along with the Camping Committee, desire to make our campers more aware of the concerns created by ticks at Camp Boddie. Ticks transmit various disease-causing agents from animals to humans, their pets, and their livestock. On the day of arrival all participants will be cautioned and directed as to the risk of tick-borne disease and the precautions and procedures to be followed. All imbedded ticks are to be removed by health lodge personnel.

## Hazardous Weather Planning and Training

All program areas and camp sites have shelters to use in case of rain. We will review Hazardous Weather Procedures as a part of our Sunday Check-In Procedure and will inform you of locations to use in case of severe storm warnings. Hazardous Weather is an important consideration in planning for any outdoor activity, including camping, and it is now required for at least one leader to have taken Hazardous Weather Training.

## Respect of Privacy

Adult leaders must respect the privacy of youth members in situations such as changing clothing, changing into swimsuits, or taking showers. Adults must also protect their own privacy in similar situations. When camping, no youth is permitted to sleep in the tent of an adult other than with his/her own parent or guardian. Adults are not permitted to be in the youth shower area unless it is necessary to stop behavior issues or in matters of health and safety of the Scouts.

## Youth Protection

Camp is often a place where we are made aware of Youth Protection violations, whether happening at camp or elsewhere. Please report any youth protection violations or suspected abuse to the Camp Director, Medical Officer or Program Director immediately.

## Youth or Leader Leaving Camp Early

All Scouts and Leaders must check in and out of camp at the Camp Office whenever they leave or arrive during the camping week (with the exception of Sunday and Saturday). In addition, all Scouts who are leaving Camp must have the *Youth Leaving Camp Early Form* completed and signed by the Scoutmaster and parent or guardian. The form must be completed and have all the correct signatures prior to the youth leaving camp.

## Liquid & LP Fuels

In accordance with camp policy, the use of liquid fuels (i.e.: kerosene, gasoline, liquid Coleman fuel) in camp is prohibited. Under no circumstances shall flames of any kind be carried in or used near tents. The only acceptable lighting for tents is flashlights or battery powered lanterns. LP gas lanterns and camp stoves may be used in the campsite area with adult supervision. All empty containers are to be carried home with the unit.

## Prohibited Items at Camp

**Electrical Power & Extension Cords** - The use of external electrical power (generators) or extension cords is prohibited on campsites. The only exception is the approved use for medical purposes. Contact the Camp Director for approval.

**Alcohol & Illegal Drugs** - All drug and alcohol laws of the State of North Carolina are strictly enforced. Alcoholic beverages are not permitted on BSA property.

**Fireworks** – In accordance with BSA policy, individual fireworks of any kind are prohibited for unit use.

**Product Sales** – No camper or staff member is authorized to sell any form of merchandise on camp property.

**Pets in Camp** -No dogs, cats, or other pets are allowed in camp. Medical and support companions are the exception to this rule.

**Firearms & Knives** – No personal firearms, ammunition, or archery equipment is to be brought to camp. Sheath knives are not permitted in camp.

**Tobacco Use** – In accordance with BSA recommendations, the use of tobacco products is undesirable. Adults are requested not to use tobacco products in the presence of Scouts. The use of tobacco products in any camp enclosed facility is prohibited.



# General Camp Information

## Check in Procedures

Your troop will arrive at camp between 1:30pm and 4:00pm. (Provisional campers will be arriving at 2:00PM.)

Park at the Camp parking lot. No pop-up campers, travel trailers, RV's, personal Golf Carts (unless approved by Camp Director beforehand), Motorcycles, or ATVs allowed at Camp. The troop assembles in the camp parking lot; troop leader and senior patrol leader report to the Hodges Leadership Development Center to check in. Meet with your unit guide and receive bands, adjust any "no-shows," and turn in unit rosters. If bringing a troop trailer, the Assistant Scoutmaster moves troop and equipment vehicle to your campsite. You will be directed to your campsite and the trailer will be taken to the campsite at this time. Please make sure that all gear is loaded in the troop trailer. Any gear that cannot be put in the troop trailer will be loaded on the platforms next to the registration tarp and Camp Staff will transport your equipment to your campsite. Only unload & stow gear at this time. You will have several hours later to actually set up camp. Your troop will then proceed through the camp orientation process to include swim tests at the swimming pool and a briefing on Dining Hall procedures. If you have not already completed your swim checks, campers should bring a daypack with swimming trunks and towel (they can also be worn under the uniform). We strongly encourage troops to do swim checks before coming to camp if possible. No Scout or leader will be permitted in camp without a current medical form. After all orientations are complete, the troop guide will accompany the troop to your campsite to inspect your site and review the balance of the Sunday schedule.

## Early and Late Arrivals

Units desiring to arrive earlier than 1:30 on Sunday **require advance approval of at least four weeks prior to the scheduled check-in date.** If you plan to arrive later, please contact Chris Cooper 252-571-4297 prior to the Thursday before you plan to arrive at camp. We will attempt to place all early arriving units in their assigned campsite on Saturday night. No meals will be served by the Dining Hall until Sunday evening meal. Units will be responsible to feed themselves. Note: Earliest Arrival Time at Camp Boddie is Saturday at 2:00 PM.

## Parking & Vehicles in Camp

The main parking lot is located near the camp entrance. The only vehicles allowed on the camp service roads or in campsites are those with special permission from the Camp Director. No privately-owned vehicle (car or truck) will be allowed on camp service roads at any time. The camp is not responsible for any damage to privately owned vehicles. The camp staff is not responsible for providing means of transportation for people with disabilities during camp. The camp speed limit is 15 mph.

## Leaders Orientation Meeting

Sunday evening, following dinner there will be a meeting for all Leaders and Senior Patrol Leaders. Information concerning the camp, its policies, emergency procedures, and alarm systems are covered. At this time, all changes and additions to Scout schedules can be taken care of. It is imperative that at least one Troop leader attend this meeting.

**Senior Patrol Leaders:** Camp Boddie recognizes that the Senior Patrol Leader's (SPL) role at summer camp is an especially important one. There are scheduled meetings of the SPLs with the Camp Program Director. At these meetings, information is exchanged for camp- wide games, troop programs, etc.

## Tents and Campsite Equipment

Leaders should check all campsite equipment during check in and report any damage found to their troop guide. Troops will be held responsible for damages when checking out. The Quartermaster Shed will be open each day at 9 am for equipment checkout. Each site is equipped with 2-man BSA wall tents on wooden platforms. Two military style cots are available for use with each tent. Units may elect to bring their own tents. Please inform the camp director two weeks in advance if you should bring your own troop tents. There are no registration fee changes if using your personal tents. Adults are also usually placed two to a tent.

## Opening and Closing Campfires

All troops are encouraged to attend the opening campfire at 8:00 PM Sunday and the closing campfire on Friday at 8:00 PM. Troops assemble at the dining hall 15 minutes prior to the campfires.

## Campsite Inspections and the Mr. Clean Award

Each day a member of the camp staff visits each campsite to inspect cleanliness, fire safety, pioneering projects, and display of the national and troop flags. Each site and surrounding area receive a score based on relative cleanliness and order. The *Mr. Clean Award* is presented at the evening assembly each day beginning on Monday.

## Meals and the Dining Hall

When assembling for meals, troops will line up, in a large semi-circle in front of the dining hall. The flag will be raised or lowered at the appropriate meals. Grace will be said, then troops will be dismissed to go inside the dining hall in an orderly manner based on campsite inspection scores. Each troop is expected to provide two or more Scouts to serve as the table waiter for each meal at each table assigned. It is recommended that the table waiters serve three meals each, starting with the evening meal. A unit adult is asked to supervise the table waiters after each meal. Waiters must report to the dining hall 15 minutes prior to the meal being served.

### Waiter Responsibilities:

- Set the table with appropriate flat wear, napkins, cups, and drink pitchers. Wait on the table during the meal.
- Remove all materials when the meal is complete.
- Wash tables, clean floor (sweep & mop) around tables, and return all unused items. Assist with cleaning the dining hall when everyone has departed.
- Table waiters will be dismissed by the dining hall stewards.
- **The dining hall is off limits for all campers except during mealtimes or scheduled dining hall activities.**

## Chapel Services

Tuesday evening there is an interdenominational chapel service held at the Chapel (other areas may be utilized as determined by Camp Director). For those troops who request it, we can direct you to the church of your choice in the surrounding community. Transportation is the responsibility of the unit. All Scouts and Scouters are invited to participate in the Camp Boddie Duty to God Program. Details will be provided at the opening SM/SPL orientation.

## Flag Ceremonies

Camp-wide flag raising, and retreat ceremonies occur each day, fifteen minutes before breakfast and supper. Troops are encouraged to conduct a troop retreat in their campsite before the camp-wide retreat. Leaders and campers should dress in full official field uniform for the morning reveille and evening retreat.

## Trading Post

The camp provides a well-stocked trading post of Scouting materials and snacks. All program craft materials are on hand. Hours of operation will be posted at both locations. Scouts and adults are encouraged to monitor the trash problem associated with the trading post snack bar.

## Uniforms in Camp

Camp Boddie recommends the following camp attire:

During the day and most nights after dinner, the activity uniform is appropriate. This is shorts or slacks and a scout related t-shirt of some type. If the scout does not have enough scout T-shirts, then any appropriate T-shirt is acceptable (nothing suggestive, alcohol-related, etc.). Uniform for breakfast, dinner, campfires, chapel, and flag retirement is full field uniform.

## Shoes in Camp

For safety reasons Scouts and adults must wear proper footwear at all times. You are encouraged to bring an extra pair of "old" shoes or aqua socks/shoes. Scouts who wear inappropriate footgear to certain activity areas may be forbidden to participate. Closed toe shoes are required for any activity. A shower shoe (flip-flop) is allowed for use in showers only.

## Buddy System

With all the potential dangers and hazards that are inherent in a summer camp setting, it is important that all Scouts and leaders be accountable for where they are always. While at camp, all Scouts are required to use the buddy system in all activities. When two Scouts attend merit badge classes and other events together, they can provide support and encouragement to each other. There is also added safety in participating in camp activities as buddies. Camp Boddie strongly encourages units to require their Scouts to use the

buddy system and have adult leaders tell another responsible person where they are going when leaving the group or the unit's campsite.

## Cleanliness and Sanitation in Camp

Trash bags are provided for campsite use. Trash must be taken to the dumpsters by the Troop (next to the dining hall) daily. Trash bins are also located on camp trails for camper use. Please do not place troop trash bags in the trail bins. The camp commissioner will collaborate with each unit to set a time for troops to provide shower house service.

## Shower House Rules

Adult leaders are responsible for the conduct of their Scouts while in the showers. It is the responsibility of the adult leaders to keep all scouts safe; shower misconduct should be monitored carefully. Each day, at least one troop will be asked to clean the showers as a service project. The showers should be checked for cleanliness before and after use.

## Conduct Policy

We are all members of Scouting America. As such, the basic rules of conduct at Camp Boddie are the Scout Oath and the Scout Law. The conduct and discipline of Scouts are the unit leader's responsibility. The camp staff is not responsible for the discipline of any Scout unless it is a case of imminent bodily harm or property damage. Any Scout found intentionally damaging camp property will be asked to leave camp. Restitution for damages will be billed to the Scout's parents or Scout unit.

## Unit Leadership at Camp

**Adult Leadership:** The unit leader is responsible for every Scout he or she brings to camp. The Unit's leaders are responsible for all the actions, behavior, and conduct of their Scouts at all times while at Camp Boddie (including program areas, campsites, and in the showers). If a Scout must leave camp early for any reason, it is the responsibility of the Unit Leader to ensure the proper procedures are followed for releasing a minor. Any person arriving at camp late, leaving camp early, or just visiting camp, must check in and out at the Trading Post. Each troop must have at least two registered adults in camp at all times, one of whom must be at least 21 years of age. Troops using rotating leadership should plan to have the departing leader orient the new leader upon his arrival at camp.

**Youth Leadership:** Youth Leadership plays a significant role in Summer Camp. While in camp there will be a daily Senior Patrol Leader Meeting. It is important for the Senior Patrol Leader to work with the other youth leaders to plan and deliver the program as needed. The youth leadership will be responsible for planning inter-troop campfires, camp-wide activities, and other program features.

## Two-Way Radios or Other Communications Devices

Units are discouraged from using two-way radios on camp. Camp personnel use two-way radios for emergency and business communications. Campers who utilize two-way radios will have them confiscated and returned to their troop leaders. It is recommended that Scouts not bring cell phones to camp.

## Lost & Found

All items found at camp should be turned into at the Hodges Leadership Development Center. Leaders are asked to please check Hodges for lost items before departing camp. Items remaining at camp after the camp session will be donated to charity.

## Order of the Arrow in Camp

Wednesday of each week is OA Day. Troop OA members are encouraged to wear an OA t-shirt that day and sash at evening meals. Those members who participate in Native-American activities are welcome to bring their outfits to take part in the powwow that evening. The day's events will conclude with a fellowship and patch trading session at the Handicraft Lodge.

## Family Day at Camp

Friday afternoon will be Family Day at camp. Parents and visitors are invited to come and observe their Scouts in action. Supper for visitors is \$10.00 per person for visitors over the age of 11. Children ages from 4 years old to 10 years old is \$5 and children 3 years age or younger are free. Tickets for the meal can be purchased at the Trading Post. Friday supper is served at 6:00PM. Troop and individual awards are presented at the closing campfire. Parents and visitors are invited to attend the closing campfire at 8:00 PM.

## Visitors at Camp

All visitors must check in and out at the Hodges Leadership Development Center. A visitor is defined as anyone not registered on the troop roster or camp staff. All visitors are asked to park in the main parking lot. No vehicles are allowed on the campsites. Visitors must display a "camp visitor's pass/wrist band" at all times.

## Motels in the Area

For those who wish to stay overnight in the local area, the following motels are listed:

Quality Inn: 252-946-4444

Econo Lodge: 252-946-7781

Days Inn: 252-623-3925

Magnusm Hotel: 252-946-5500

Fairfield Inn: 252-940-5630

Hampton Inn: 252-940-4556

## Mail

The mail at Camp is delivered by rural carrier, which tends to require extra time to make it to camp. Mail should be sent early in the week to ensure delivery. Outgoing mail can be dropped in the mailbox at the Trading Post.

Mail to campers should be addressed as follows:

Scout's Name

Troop Number, Camp Boddie

419 Boy Scout Road

Blounts Creek, NC 27814

## Homesick Campers

Occasionally Scouts attending camp may become homesick and want to leave camp. As you deal with such problems, please remember that the Camp Boddie staff includes members with counseling experience. Please do not allow any Scout to leave camp early without discussing the situation with the Camp Director or Program Director. Again, the *Youth Leaving Camp Early Form* must be filled out when a scout leaves Camp Boddie.

## Checking Out of Camp

To take full advantage of the camp program, troops are encouraged to stay until the program is completed on Saturday morning. Troops that plan to depart after the Friday night closing campfire are asked to notify the Camp Commissioner on Thursday. Records for troops that leave early will be mailed to the troop point of contact after August 1, 2025. Troop checkouts will begin immediately following breakfast on Saturday. The Camp Commissioner will schedule departures at breakfast. Your troop guide will inspect your campsite and arrange for equipment transportation to the main parking lot. A designated adult leader is reminded to pick up program packets, medical records, and any medications before departing camp. All troops should plan to depart camp no later than 10:00AM Saturday.

**Disclaimer: Camp Boddie, East Carolina Council, BSA nor its agents will not be held responsible for the loss of or damage to personal or troop property and/or equipment.**

# Merit Badges Schedule

2025 Summer Camp Schedule of Classes				
Program Area	Session One (0900-1000)	Session Two (1015-1115)	Session Three (1130-1230)	Session Four (1400-1500)
Aquatics	Swimming*	Instructional Swim	Swimming*	Swimming*
	Lifesaving*	Lifesaving*	FYC Period	Lifesaving*
	Small Boat Sailing		Rowing	Small Boat Sailing
	Rowing	Kayaking	Kayaking	Canoing
	Kayaking	Motorboating	Motorboating	Kayaking
Shooting Sports	Archery	Archery	Archery	Archery
	Shotgun	Shotgun	Shotgun	Shotgun
	Rifle (22)	Rifle (22)	Rifle (22)	Rifle (Muzzle)
	Leatherworking	Woodcarving	Pottery / Sculpture	Theatre
Handicraft	Basketry	Indian Lore	Game Design	FYC Period
	Chemistry	Fish and Wildlife Management / Nature	Archaeology	Weather / Astronomy
	Electricity	Robotics	Space Exploration	Reptile and Amphibian
Ecology and STEM	Environmental Science	Electricity	Geology	Space Exploration
	Fishing / Fish and Wildlife Management	Environmental Science	Forestry	Soil and Water Conservation
	Robotics	Oceanography	Bird Study / Nature	Sustainability
	Camping*	Wilderness Survival	Camping*	Wilderness Survival
Outdoor Skills	Signs, Signals and Codes	Search and Rescue	Signs, Signals and Codes	Search and Rescue
	Geocaching / Orienteering	Pioneering	Geocaching / Orienteering	Pioneering
Trailblazer	First Year Camper			
Trail to Eagle	Citizenship in the Community*	Citizenship in the Nation*	Citizenship in the World*	Citizenship in the Society*
	Emergency Preparedness*	Communications*	Personal Management*	First Aid*

\* required for Eagle

Changes from last years schedule

# Camp Boddie Camp Program

One of the best reasons to attend Camp Boddie is the wide variety of program opportunities for both younger and advanced Scouts. We make every effort to offer several programs that meet the needs of your Scouts. Here are some things to take into consideration when planning your camp program:

- Summer camp is not a merit badge mill, where you pay a fee and get four merit badges automatically. Instead, camp offers merit badges as one component of the overall program
- For any Scout to try more than four merit badges in one week is unwise. We suggest a normal maximum of three merit badges per week per Scout. True, some have earned upwards of five, but that is the exception
- The most difficult merit badges to earn are those requiring a great deal of physical skills, coordination and stamina, i.e., Lifesaving, Rifle Shooting, Archery; or those requiring more maturity for a deeper understanding of the subject, i.e., Environmental Science
- Many merit badges have prerequisite work that must be done at home and cannot at camp. Experience shows that camp is not an ideal classroom for written work, and the smart Scout is one who comes to camp with all the written work already done
- Scouts should try something new at camp to have a well-rounded experience. Take a Handicraft merit badge, a Nature merit badge, an Aquatic merit badge, or a Scoutcraft merit badge that sounds interesting. Go on a hike to experience nature.
- Come to camp prepared. Have patrols already organized and elect patrol leaders before camp. Give the patrols their own tasks to complete and have the patrol leaders represent the group at camp.
- Setup camping areas for each patrol. Your campsite is your home for the week, so work at making it comfortable by bringing banners and flags to dress it up. Consider building a troop or patrol gateways
- Don't forget to schedule rest. That's right. Too often, you don't take the time to sit and enjoy the beauty at camp around you. Don't keep such a pace that you miss the trees, the nature, and the clean fresh air
- Be spirited. The troop that comes to camp with ideas and spirit makes the rest of camp come alive. Bring your troop cheer to camp and show everyone that your number one.
- Be flexible! Our courteous staff will do their best to help you, but sometimes things happen that are beyond anyone's control
- Communicate. If you have a special need or want to do something, tell us so that we can help you make the most of your week at camp

## Starting Requirements (SR)

These are requirements that the Scout needs to complete before taking the merit badge/activity. If the Scout has not completed these starting requirements, shown with an (SR) before coming to camp, they will not be able to sign up for the merit badge/activity. See the Example below.

## Prerequisites (P)

These are requirements that the Scout needs to complete before camp if they want to complete the merit badge/activity while at camp. For example, a Scout must complete the Cyber Chip for requirement 2b of Photography before coming to camp if they want to complete the merit badge while at camp. Prerequisites are shown with a (P) noting under the requirement column. See the example below. The Scout must bring evidence of work completed, either a merit badge card with completed requirements signed by a counselor or a note from a unit leader.

## Post Camp Requirements (PC)

These are requirements that the Scout will need to complete after camp. Post camp requirements are shown in the requirements column with a (PC). See the example below. The Scout can complete the merit badge at home once the post camp requirements have been fulfilled.

**Levels of Difficulty**

Listed in parentheses after each merit badge/activity is a letter that indicates its difficulty.

- (A) – Easy merit badge/activity, appropriate for all scouts.
- (B) – Appropriate for advancing Scouts with two or more years in Scouting
- (C) – Difficult merit badge/activity, for older Scouts with three or more years in Scouting

**Comments**

Comments listed for each merit badge/activity provide additional details that will help you in your planning and preparations.

**Example**

Merit Badge	Requirements*	Comments
Archery (B)	None	Extra practice time needed
Small-Boat Sailing (B)	Be a swimmer (SR)	CPR certification card fulfills req. 1b
Fire Safety (A)	Req. 6ab (P), 11 (P)	None

\*Requirement numbers listed are taken from the Merit Badge Requirements listed on [www.scouting.org](http://www.scouting.org). Merit badge pamphlets may have incorrect or outdated requirements listed, so please refer to the website or current Boy Scout Requirements Book when inquiring about requirement specifics.

**Completing Requirements After Camp**

Sometimes it is not possible to complete all the merit badge requirements at camp due to time requirements, approvals and/or proper instruction. As a result, Scouts will receive a partial at camp and are encouraged to find an approved troop or district counselor to finish at home.

# Aquatics



Merit Badge	Requirements	Comments
Canoeing (B)	Req. 2 (SR)	Must pass BSA swim test
Kayaking (A)	Req. 2 (SR)	Must pass BSA swim test
Lifesaving* (C)	Req. 1a (SR)	CPR certification card fulfills Req. 15. Bring long pants, long sleeved shirt and belt for disrobe Req. 9. Swimming MB strongly recommended
Motorboating (B)	Req. 2 (SR)	Must pass BSA swim test
Rowing (B)	Req. 2 (SR)	Must pass BSA swim test
Swimming* (A)	Req. 2 (SR)	Must pass BSA swim test
Water Sports (B)	Req. 3 (SR)	Must pass BSA swim test
Small-Boat Sailing (B)	Req. 2 (SR)	Must pass BSA swim test
Activity	Requirements	Comments
Instructional Swim	None	Not a merit badge, open program only
Mile Swim (C)	Be a swimmer (SR)	Not a merit badge; must complete training swims throughout week
Paddle Craft Safety (C)	Be a swimmer and 15 or older (SR)	Not a merit badge; training for Scouts and leaders in basic safety for unit boating activities
Swimming & Water Rescue (C)	Be a swimmer and 16 or older (SR)	Not a merit badge; training for Scouts and leaders in basic safety for unit swimming activities
BSA Lifeguard	Be a Swimmer; be at least 15 years old; have a current First Aid and CPR for the Professional Rescuer certification (SR)	Not a merit badge
See page 15 for more information about requirements and levels of difficulty.		
*Required for Eagle		



# Triton Award



## Requirements for Scouts:

1. Earn the Mile Swim award and (1) additional award from the following list: Standup Paddleboarding, Kayaking BSA, or Snorkeling BSA.
2. Become certified as a BSA Lifeguard.
3. Earn a minimum of 4 of the Aquatics Merit Badges

## Requirements for Adults:

1. Earn the Mile Swim Award
2. Become certified as a BSA Lifeguard
3. Complete BSA Aquatics Supervision and Paddle Craft Safety Classes
4. Volunteer in Aquatics for a minimum of 4 hours at summer camp or during an aquatics weekend

## Shooting Sports



Merit Badge	Requirements	Comments
Archery (B)	Req. 1c (P)	Extra time for practice needed, located at the Archery area
Rifle Shooting (C)	Req. 1d, 1f (P)	Extra time for practice needed, located at the Rifle area
Shotgun Shooting (C)	Req. 1d, 1f (P)	Recommended for those 13 and older
See page 15 for more information about requirements and levels of difficulty.		

### Davy Crocket Award:

This recognition is available for Scouts that complete all three shooting sports merit badges during their week stay at camp. Merit Badges earned prior to camp do not qualify people for this award. Leaders should schedule Scouts for classes accordingly.

## Handicraft



Merit Badge	Requirements	Comments
Basketry (A)	None	
Game Design (B)	None	
Indian Lore (A)	Req. 5a or 5b (P)	Visit a museum or gathering
Leatherwork (A)	None	
Pottery (A)	None	
Sculpture (B)	None	
Theatre (B)	None	
Woodcarving (B)	Totin' Chip (SR)	No pocket knives with blades over 3.5"
See page 15 for more information about requirements and levels of difficulty.		

## Ecology / STEM



Merit Badge	Requirements	Comments
Astronomy (A)	Req. 8 (P)	Visit observatory before hand
Archaeology (B)	None	
Bird Study (A)	None	
Chemistry (B)	None	
Electricity (B)	None	
Environmental Science * (C)	None	
Fish and Wildlife Management (B)	None	
Fishing (A)	Req. 9, 10 (P)	Bring personal fishing gear
Forestry (B)	None	
Geology (B)	Req. 5c (3)	Bring rock/mineral collection
Nature (A)	None	
Oceanography (B)	Req. 8 (SR)	Oceanography book report
Reptile and Amphibian Study (B)	Req. 8 (P)	
Robotics (C)	Req. 6 (P)	Robotics competition
Sustainability	None	
Soil & Water Conservation (B)	None	
Space Exploration (A)	None	
Weather (B)		
See page 15 for more information about requirements and levels of difficulty.		
*Required for Eagle		

## Outdoor Skills



Merit Badge	Requirements	Comments
Camping * (A)	Req. 4b, 5e, 7b, and 8d (P), Req. 9 (PC)	Most of the written work can be completed at home; camping experience
Geocaching (C)	Req. 8 (P)	
Orienteering (B)	Req. 10	Teaching orienteering
Pioneering (C)	None	
Wilderness Survival (B)	Req. 5	Bring your personal survival kit to camp; involves spending a night in an improvised shelter
Search and Rescue (B)	None	
Signs, Signals and Codes (C)	None	
See page 15 for more information about requirements and levels of difficulty.		
*Required for Eagle		

# Trail to Eagle



Merit Badge	Requirements	Comments
Citizenship in the Community* (A)	Req. 3 (P)	None
Citizenship in the Nation* (B)	Req. 3, 8 (P)	None
Citizenship in the Society* (B)		None
Citizenship in the World* (B)	Req. 4b, 7 (P)	None
Communications* (C)	Req. 5 (P)	None
Emergency preparedness* (C)	Req. 2c, 6c, 8b (P)	Bring documentation or a photo of your kit for Req. 8b to camp; First Aid Merit Badge required for completion
First Aid* (B)	Req. 5a (P)	Bring your kit for 5a to camp; current CPR certification meets Req. 7; card must be presented
Personal Management (C)	Req. 2c (P)	Bring budget to camp
See page 15 for more information about requirements and levels of difficulty.		
*Required for Eagle		

# Trailblazer / FYC



Get your new Scouts started in the right direction while enjoying their first camp experience!

The FYC / Trailblazer program is for young Scouts who may be attending summer camp for the very first time or need help in working on Tenderfoot, Second Class, or First Class Advancement.

There are five basic goals for the FYC/Trailblazer Scouts program:

1. To provide a well-organized program based upon the patrol method and lead by qualified instructors.
2. To teach participants basic skills necessary to succeed in Scouting and to enjoy outdoor programs.
3. To instill in the youth a respect for Scouting's methods and ideals.
4. To maintain a ratio that is comparable to an average patrol: 8-10 scouts for every patrol guide.
5. To provide an exciting and memorable summer camp experience that motivates youth to be active in their troops and continue Scouting.

Youth will be split into patrols of 8-10 Scouts focusing on the same rank: Tenderfoot, Second Class, or First Class. While in the first-year program Scouts will cover a vast majority of the basic rank advancement requirements.

Rank	Requirements Covered	Comments
Scout	1a, 1b, 1c, 1d, 1e, 1f, 2, 2a, 2b, 2c, 2d, 3a, 3b, 4a, 4b, 5	
Tenderfoot	1a, 1b, 1c, 2a, 2b, 2c, 3, a,3b, 3c, 3d, 4a, 4b, 4c, 4d, 5a, 5b, 5c, 5d, 6a, 6b, 7a, 7b, 8, 9	
Second Class	1b, 1c, 2a, 2b, 2c, 2d, 2e, 2f, 2g, 3a, 3b, 3c, 3d, 4, 5a, 5b, 5c, 5d, 6a, 6b, 6c, 6d, 6e, 8a, 8b, 9a, 9b	
First Class	1b, 2a, 2b, 3c, 2d, 2e, 3a, 3b, 3c, 3d, 5a, 5b, 5c, 5d, 6a, 6b, 6c, 6d, 6e, 7a, 7b, 7c, 7d, 7e, 7f	
First Aid Merit Badge and Handicraft Merit Badge	All requirements for the merit badge will be covered at camp	

On Thursday night Scouts will depart for an overnight off-site campout to complete the camping requirements for Tenderfoot requirements 1, 2, and 3- and Second-Class requirement 3b. Limited to the first 24 Scouts.

**What to Bring:** All Scouts should bring a Scout Handbook 12th edition, pocketknife, rain gear, water bottle (two would be best), flashlight, backpack suitable for hiking with gear, sleeping bag, sleeping pad, ground cloth, 2-man tent (if available from troop), spoon, drinking cup, small unbreakable bowl/plate, and items to create a first aid kit (First Aid Merit Badge requirement 2b).

# Program Fees

Here is the list of additional fees associated with our program. All fees can be paid during check-in; however, they may also be paid at the Trading Post during hours of operation. Some Merit Badges require kits that are also available at the Trading Post.

Program	Fee
Aquatics Supervision: Swim and Water Rescue**	\$35
Aquatics Supervision: Paddle Craft Safety	\$35
Motorboating Merit Badge	\$5
Basketry	\$25
Leatherwork	\$8
Pottery / Sculpture	\$10
Woodcarving	\$5
Space Exploration	\$10
Fishing	\$5
Rifle Shooting Merit Badge	\$20
Shotgun Shooting Merit Badge	\$25
Archery Merit Badge	\$10
Shooting Sports Free Shoot	Rifle: \$3 for 10 shots; Shotgun: \$3 for 5 shots; Black powder: \$5 for 3 shots
Cowboy Action Shoot	\$10
Top Shot	\$5
Visitor Meal (11 years old and up)	\$10
Visitor Meal (4 years old to 10 years old)	\$5
Visitor Meal (3 years old and under)	FREE

\*\*This includes the Aquatics Supervision Manual, and your next Aquatics Supervision Class is FREE.



# Just for Adults

Monday  
Leave No Trace Awareness  
Tuesday  
Paddle Craft Safety  
Wednesday  
CPR / AED Training  
Thursday  
Swimming and Water Rescue

## Adult Leader Merit Badge

Why should the Scouts be the only ones getting all the cool patches? Throughout the course of the week, all adult leaders will be able to work towards completing their own merit badge requirements. The merit badge will require them to visit and complete tasks in all camp program areas along with pitching in and giving a hand around camp at unexpected moments.

## Adult Leader Training

The camp staff will provide supplemental training for leaders. The schedule for training opportunities will be posted online and distributed on Sunday at the leaders' meeting.

## Corn Hole Tournament

Wildly popular on the tailgating fields of college football, now a growing activity at camp. Corn Hole equipment will be setup and available all week for drop-in games allowing leaders to practice and refine their skills. This program will be held on Tuesday afternoon.

## Horseshoe Tournament

A classic amongst the true Scoutmasters. Let's see who the best pitcher in camp is. Open to all adults who wish to participate. This program will be held on Wednesday afternoon.

## The Lounge

An adult leader lounge will be available for leaders to escape the hustle and bustle of camp life. We understand that many of you take vacation time to bring youth to camp and need a moment to recharge those batteries. Lounge hours will be posted at camp. The lounge is equipped with wireless internet access and coffee.

## Top Chef

Who's the best cook in camp? There will be a Top Chef Challenge for any adult leader wishing to participate. Participants can utilize Dutch ovens, open fire, or camp stoves to create their dishes. The competition will take place in the Outdoor Skills area. This program will be held on Thursday afternoon.



# Just for Fun

## Open Programs

Throughout the week Troops, Patrols, and individual Scouts may participate in open program activities in the program areas. Scouts may use the swimming pool, use the watercraft at the waterfront and many other open program activities. Camp Boddie is by far one of the highlights of your visit.



## Evening Camp-Wide Games

Each night is a different game, and all Scouts are encouraged to participate. The games will conclude by taps.

## Inter-Troop Volleyball Challenge

The Scout Fitness Area hosts the inter-troop volleyball competition. Troops are welcome to enter a team of six or more Scouts. The tournament is single elimination.

## Five-On-Five Ultimate Frisbee Tournament

Each troop can enter a team of five Scouts. SPLs are given rules and requirements at the leaders meeting on Sunday night.

## Tubing

Just what it sounds like. Being pulled behind a motorboat while you sit in a rubberized donut. This activity fills up fast and is blast for all involved.



## Scoutmaster & Senior Patrol Leaders Turkey Shoot

All leaders and SPLs are invited to participate in the Camp Boddie Turkey Shoot. You have 10 shots on the Rifle Range, 5 shots on the Shotgun Range, and 5 shots with a Bow & Arrow. Good Luck to all!



## Scuba, BSA

Scuba, BSA will be offered at the camp pool one night a week. Class size is limited to 10. Participants must be classified as a swimmer. All equipment and materials are furnished by Rum Runners Dive Shop of Greenville, NC at a Cost of \$30.00.



## Nature & Tree Trail

Need to work on some extra requirements with some of your Scouts? Take advantage of our interactive Nature and Tree Trail. The tree trail allows Scouts to walk through camp assessing their knowledge of tree identification. The Nature Trail will expose visitors to diverse ecosystems including swamp, forest, and river-based ecosystems. Trail guides for both are available at the Ecology Center.

## The Shooting Sports Open Shoot Activities

The Shooting sports ranges at camp will be open at open program for Scouts to come down and just "shoot for fun". Some of the ranges will have a small fee just to help cover the cost of ammunition. Open shoots are just for fun and are not merit badge programs. Age restrictions do not apply for open Shooting Activities making them available for all Scouts!



## Open Pool

The pool is open to all during open program times. Get some lessons, practice your strokes, or just splash around.



# Pamlico Sea Base

## High Adventure Program for 14+ Youth

### (co-located on the East Carolina Scout Reservation)

#### Outer Banks Expedition Sea Kayaking (OBX)

Explore the wild and rugged islands of Cape Lookout National Seashore by sea kayak. You will see wild ponies and visit a historic lighthouse as you kayak each day from uninhabited island to another. Camp on white sandy beaches and swim in warm blue waters. You may also attempt to get your 50-miler badge, weather permitting. All kayaking and camping equipment provided.



#### Inner Banks Expedition (IBX) High Adventure

Get a taste of everything and a whole lot of adrenaline! The IBX program is highly customized by your troop or crew to suit your adventure needs. You will explore the inner and outer banks of Eastern North Carolina, base-camping at our Sea Base on the Pamlico River.

Available activities include:

- Jet Skiing, motorboating and tubing
- Sailing, tubing, paddle boarding, kayaking and bicycling
- Deep sea fishing
- Beach camping, visits to historic lighthouses and forts



#### Blackbeard Sailing Expedition (BSX)

Anchor aweigh on this 5-day sailing adventure along North Carolina's famous inner banks. Learn to sail and navigate larger vessels as you tour infamous pirate hideouts, uninhabited islands, and historic lighthouses. Build camaraderie amongst your crew as you work together to sail your vessels and watch the dolphins play beneath the bow. Enjoy living aboard or camping on the shore. *Prepare to Jibe, Jibe Ho!*



#### SCUBA

Pamlico Sea Base, in conjunction with Rum Runner Dive Shop, offers you the safest and highest quality SCUBA training. Get NAUI certified for life. Rum Runner's Dive Shop guides will instruct participants in basic diving skills and equipment safety. Classroom instruction is balanced with daily swimming pool practice sessions on East Carolina's Scout Reservation. The highlight of the week is a two-day open water dive at Fantasy Lake Scuba Park, a pristine rock quarry near

Raleigh, NC that certifies divers up to 60-ft, and allows students to explore multiple submerged wrecks. Pamlico Sea Base will provide logistical support, food, and lodging for participants and students can take advantage of the fleet of small vessels at Sea Base during downtime.

#### In Development – Tar-Pamlico Expedition (TPX)

Get your 50-miler award on this 5-day canoe or kayak adventure on the Tar-Pamlico Water Trail. Starting in Tarboro, NC and finishing at Pamlico Sea Base; this paddle adventure allows you to explore the calmer waters of the Tar River and the confluence with the Pamlico River, meandering through the historic cities of Greenville (Home of East Carolina University) and "Little Washington," the first city in the U.S. named after our first President. Camping will be on designated river platforms.

**\*More detailed program information is available for download on the Pamlico Sea Base website at [www.pamlicoseabasenc.com](http://www.pamlicoseabasenc.com)**

# Daily Schedule

## 2025 Summer Camp Daily Schedule

Sunday		Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
<div></div>		Mile Swim	Mile Swim	Mile Swim	Mile Swim	Iron Man / Mile Swim	
		Wake up! - It's time to rise and shine! - Good morning, good morning, "the little birdies say!"					
		7:55am Morning Flags	7:55am Morning Flags	7:55am Morning Flags	7:55am Morning Flags	7:55am Morning Flags	7:55am Morning Flags
		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
		Merit Badge Class 1 9:00am - 10:00am Merit Badge Class 2 10:15am - 11:15am Merit Badge Class 3 11:30am - 12:30pm	Merit Badge Class 1 9:00am - 10:00am Merit Badge Class 2 10:15am - 11:15am Merit Badge Class 3 11:30am - 12:30pm	Merit Badge Class 1 9:00am - 10:00am Merit Badge Class 2 10:15am - 11:15am Merit Badge Class 3 11:30am - 12:30pm	Merit Badge Class 1 9:00am - 10:00am Merit Badge Class 2 10:15am - 11:15am Merit Badge Class 3 11:30am - 12:30pm	Camp Wide Games	Troop Check Out
		Lunch	Lunch	Lunch	Lunch	Lunch	
		Merit Badge Class 4 2:00pm - 3:00pm	Merit Badge Class 4 2:00pm - 3:00pm	Merit Badge Class 4 2:00pm - 3:00pm	Merit Badge Class 4 2:00pm - 3:00pm	Camp Wide Games	
		Open Program 3:00pm - 5:00 pm	Open Program 3:00pm - 5:00 pm	Open Program 3:00pm - 5:00 pm	Open Program 3:00pm - 5:00 pm	LDL Packet P/U	
		5:55 Evening Flags	5:55 Evening Flags	5:55 Evening Flags	5:55 Evening Flags	5:55 Evening Flags	
		Dinner	Dinner	Dinner	Dinner	Dinner	
		Scoutmaster / SPL Meeting	Scout's Own 7:15pm - 7:30pm	Open Program 7:00pm - 9:00 pm	Open Program 7:00pm - 9:00 pm	Staff Interest Meeting	
		Opening Campfire @8:00pm	Open Program 7:00pm - 9:00 pm	Open Program 7:45pm - 9:00 pm	Open Program 7:00pm - 9:00 pm	Closing Campfire @8:00pm	
		Troop Time	SPL Cracker Barrel Troop Time	1st year Cracker Barrel Troop Time	OA Cracker Barrel Troop Time	Leader Cracker Barrel Troop Time	Troop Time
Good Night Campers - Tents, In campfires and quiet - Safety falls the light of day							

Good Night Campers - Taps - In campsites and quiet - Softly falls the light of day...

# Online Registering for Merit Badges

The following are the steps to manage the online registration process using the Tentaroo system.

1. A Troop or Provisional Camper must first submit a physical copy of the *Hold A Site Form* or *Provisional Camper Form* along with the deposit directly to the Council Service Center in Kinston.
2. Go to the council website [www.eccbsa.org](http://www.eccbsa.org)
3. On the Home Page click on "Event Flyers"
4. Click on "Click Here to Register for All Events"
5. Enter your username and password to login. If this is your first time on the site, click "Create Account" and follow the prompts.
6. Choose the appropriate week for summer camp.
7. Enter the number of youth and adults that will be attending and the name, email, and phone number of the best contact. Click next. Choose your payment option. Click complete and you will be forwarded to the payment screen. Follow the prompts and click complete.
8. (This step will save you time when the site opens to register for merit badges.) Under "Manage My Group" click the plus sign next to the word "youth"
9. Enter the information of each youth attending and save.
10. The Scoutmaster, or Camp Leader, will be notified when the Tentaroo site for summer camp has been opened via the email given in Tentaroo.
11. Login again
12. Click "Go to My Events"
13. Follow the prompts for each person attending.

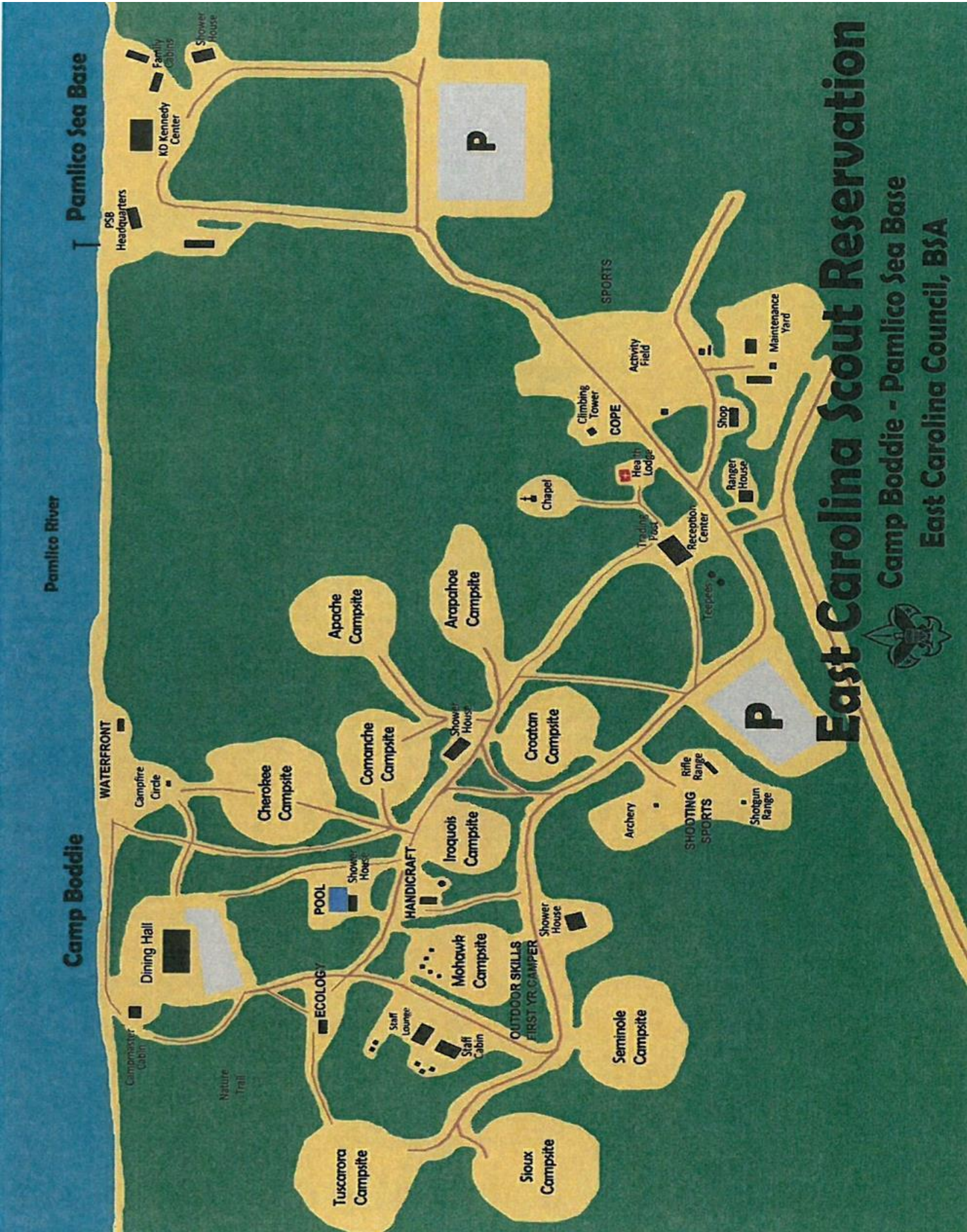
If you have problems, just give the Council Service Center a call at 252-522-1521. Monday through Friday from 8:00 a.m. - 5:00 p.m. eastern daylight savings time.

From Tentaroo website your Troop or Provisional Scout will be able to:

- Download rosters
- Print daily schedules
- Log in after camp to print merit badge partials and completions







# Hold A Site Reservation Form

Unit: \_\_\_\_\_ Council Number: \_\_\_\_\_ Council: \_\_\_\_\_

Troop Contact: \_\_\_\_\_

Street Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip Code: \_\_\_\_\_

Best Contact Number: \_\_\_\_\_

Alt. Number: \_\_\_\_\_

Email: \_\_\_\_\_ (important)

- Using this form, designate your campsite choice and the week your unit will be attending
- \$100 Site Reservation fee is due with this form
- This fee will be applied to your total Troop camp fees.
  - All fees must be paid in full before access to online merit badge session sign-ups will be granted
  - Early Bird: By May 15th, 2025- \$375
  - Regular Fee: By June 1st, 2025- \$500
  - Late Fee (if no deposit is made): After June 1st, 2025- \$550

At the current time, we estimate our attendance to be the following:

Youth: \_\_\_\_\_ Adults: \_\_\_\_\_

## Camp Session:

Week 1	Week 2	Week 3	Week 4
June 15 – 21	June 22 – 28	June 29 – July 25	July 6 – 12

## Campsite:

1st Choice: \_\_\_\_\_ 2nd Choice: \_\_\_\_\_

*Return this page along with site deposit to:*

*East Carolina Council*

*PO Box 1698*

*Kinston, North Carolina 28503*

# Payment Transmittal Form

Use this form when submitting payments:

Troop# \_\_\_\_\_ District \_\_\_\_\_ Council \_\_\_\_\_

Week at Camp: \_\_\_\_\_

Contact Information:

Camp Troop Leader: \_\_\_\_\_

Best Contact: \_\_\_\_\_

Email Address: \_\_\_\_\_

\*The email used for online registration

Payment Information:

\_\_\_ We are paying for \_\_\_\_\_ Scouts and \_\_\_ Leaders

\_\_\_ Please change our registrations numbers to \_\_\_\_\_ Scouts and \_\_\_\_\_ Leaders

\_\_\_ Our final registration numbers will be \_\_\_\_\_ Scouts \_\_\_\_\_ Leaders (No later than April 1st)

## Camper Fees

Early Bird: By May 15<sup>th</sup>, 2025- \$375

Regular Fee: By June 1<sup>st</sup>, 2025- \$500

Late Fee (if no deposit is made): After June 1<sup>st</sup>, 2025- \$550

Pay by check # \_\_\_\_\_ dated \_\_\_\_\_ in the amount of \$ \_\_\_\_\_

Return this page along with site deposit to:

East Carolina Council

PO Box 1698

Kinston, North Carolina 28503



# Troop Roster

Troop # \_\_\_\_\_ Week# \_\_\_\_\_

Council: \_\_\_\_\_ Campsite: \_\_\_\_\_

	Leaders Name	Phone Number	Position/Parent	Days in Camp
1.				
2.				
3.				
4.				
5.				

Scout's Name	Rank/Birthdate	Scout's Name	Rank/Birthdate
1.		16.	
2.		17.	
3		18.	
4.		19.	
5		20.	
6.		21.	
7		22.	
8.		23.	
9		24.	
10.		25.	
11.		26.	
12.		27.	
13.		28.	
14.		29.	
15.		30.	



*Turn in during check in.*



# Request a Refund Form

Unit: \_\_\_\_\_ Council Number: \_\_\_\_\_ Council: \_\_\_\_\_

Contact: \_\_\_\_\_ Street Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip Code: \_\_\_\_\_

Best Contact Number: \_\_\_\_\_ Alt. Number: \_\_\_\_\_

Email: \_\_\_\_\_ (important)

## REFUND POLICY

Because most of the camp fees are actually spent before your troop arrives at the camp, refunds can only be made under the following conditions:

- Request received prior to June 1, 2025 - all fees minus \$50 will be returned
- Request received after June 1, 2025 -all fees minus \$100.00 per camper will be returned
- Request received for "no-shows", change of mind, and lack of leadership will not be honored.
- Request for refunds received for Scouts departing camp early for any reason will not be honored.
- Request for refunds involving unexpected sickness and school purposes will be honored.
- Refunds are not given at camp but once verified, are processed from the council service center then a check will be mailed to the unit leader.

An exception to this policy is in the event of an illness or injury, which keeps a Scout from arriving at camp. It must be verified in writing by the parents or guardian and a physician. Other extenuating circumstances, such as a death in the family, will certainly be taken into consideration on a case-by-case basis. All but \$50.00 will be refunded due to extenuating circumstances.

## Reason for refund request (be specific):

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I understand this request will be reviewed and, if approved, payment will be sent by check to the unit named as the 'Reservation Owner'

Return this page to:



East Carolina Council

PO Box 1698

Kinston, North Carolina 28503

# Dietary Restrictions Form

If an individual is allergic to some food products or requires a special diet, suitable food may be purchased and brought by the individual to camp. Package each meal separately and write the person's name and troop number on each package. Upon arrival at camp, give the food to the dining hall staff. There is no fee reduction for individuals who bring their own food.

Appropriate substitutions may be arranged for meals served in the dining hall.

Please submit this form by May 1<sup>st</sup> and input the restrictions and allergies in Tentaroo when registering for camp.

Name: \_\_\_\_\_ Week: \_\_\_\_\_ Unit: \_\_\_\_\_

Medical Restriction	Food Allergy
<input type="checkbox"/> Lactose Free/Non-Dairy	<input type="checkbox"/> Milk
<input type="checkbox"/> Gluten Free	<input type="checkbox"/> Eggs
<input type="checkbox"/> Vegetarian	<input type="checkbox"/> Peanuts/Tree Nuts
<input type="checkbox"/> Pork Free	<input type="checkbox"/> Wheat

## Special Instructions


\_\_\_\_\_  
Parent/Guardian Signature

\_\_\_\_\_  
Date

**Return this form by June 1<sup>st</sup> to [cacooper2880@gmail.com](mailto:cacooper2880@gmail.com) and input these restrictions and allergies in Tentaroo when registering for camp.**

# Swim Check

Troop # \_\_\_\_\_ Week# \_\_\_\_\_  
 Council: \_\_\_\_\_ Campsite: \_\_\_\_\_

## Swim Test Qualifications:

A Swim Test can be administered by a currently certified BSA Lifeguard, Aquatics Instructor, Red Cross Lifeguard, or an adult trained in BSA Aquatics Supervision: Swimming and Water Rescue. A copy of the administrator's card must be attached. The Camp Aquatics Director reserves the right to retest any individual.

Swimmers pass the test: Jump feet first into water over the head in depth. Level off swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudge, 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.

Beginners pass this test: Jump feet first into water over the head in depth, level off, and swim 25 feet on the surface. Stop, turn sharply, resume swimming, and return to starting place.

Name/Birthdate	Classification	Name/Birthdate	Classification
1.		16.	
2.		17.	
3.		18.	
4.		19.	
5.		20.	
6.		21.	
7.		22.	
8.		23.	
9.		24.	
10.		25.	
11.		26.	
12.		27.	
13.		28.	
14.		29.	
15.		30.	



Completion Date: \_\_\_\_\_ Certified by: \_\_\_\_\_ (Print)

Signature: \_\_\_\_\_

Qualifications: \_\_\_\_\_ Phone Number \_\_\_\_\_

*Attach a copy of the administrator's card*

Anyone who has not completed either the beginner or swimmer test is classified as a non-swimmer.

# Scout Early Release Form

## Instructions

Scouts desiring to leave camp prior to the troop's departure or not as part of the troop contingent, must have a release signed by their parents and approved by the troop leader. Scouts will normally be permitted to leave only when accompanied by their parents.

In an emergency, it may not be possible for a parent or parents to sign the release. In this event, sufficient information must be recorded attesting to the telephone call or means of communication by which word arrived asking for the release of the scout. This information should document the person from whom the call was received, verify telephone confirmation of the parent asking for release of the scout and give detailed reason for the requested release

Request is made by: \_\_\_\_\_ Relationship \_\_\_\_\_

Home address: \_\_\_\_\_

Council \_\_\_\_\_ Troop# \_\_\_\_\_ Campsite: \_\_\_\_\_

Scout is permitted to leave for the following  
reason \_\_\_\_\_

The Scout is to return on Date \_\_\_\_\_ Time \_\_\_\_\_

In signing this request for release, the BSA, the local BSA Council, the troop leaders and the Scout's parents or guardians mutually acknowledge that there will be no refund of the camp fee, that the camp health and accident insurance terminates with the Scout's departure from the camp or troop site, and that the BSA or its representative shall not be liable for any loss or injury to the Scout's person or property. This request is made by (parent's or guardians' signature required except as noted for emergency departure requests).

Parents or guardians' signature \_\_\_\_\_

Address \_\_\_\_\_

Request made (Date and Time) \_\_\_\_\_

Troop Leader's Signature of Approval \_\_\_\_\_

## On-Site Release

Before leaving the troop campsite, Scout must check out with troop leader and the Camp Headquarters.

Signed \_\_\_\_\_ Troop Leader/No \_\_\_\_\_ Date: \_\_\_\_\_

Signed \_\_\_\_\_ Camp Headquarters \_\_\_\_\_ Date: \_\_\_\_\_

Keep the original for use at the time of release. Give parents a photocopy

# Medication Information Form

## Instructions to Parents/Guardians:

1. Each Scout that is taking medications will have a separate form. If medication requires refrigeration it needs to be turned in on a separate form and turned in to the Health Lodge during check in.
2. List each medication the Scout is receiving separately.
3. If a scout is receiving more than four medications, use an additional form.
4. All medications must be in the original pharmacy container with the patient's name and dosage clearly marked including any "over the counter" medications.

## Instructions to Scoutmaster:

All medications—including over the counter and prescription medications—that are brought to camp are to be the responsibility of the unit leader. All Scouts bringing medication to Camp are required to have the Prescription Medication Information Form filled out and turned in with their medication to their unit leader. This medication is to be kept at the campsite in a locked container. The Health Lodge will need to receive well-documented information on any medication that requires refrigeration.

## Personal Information

Name	Week	Unit #	Campsite
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Medication Name:

\_\_\_\_\_

Strength and Method of  
Administration: \_\_\_\_\_

Dosage: \_\_\_\_\_

Medication Name:

\_\_\_\_\_

Strength and Method of  
Administration: \_\_\_\_\_

Dosage: \_\_\_\_\_

Medication Name:

\_\_\_\_\_

Strength and Method of  
Administration: \_\_\_\_\_

Dosage: \_\_\_\_\_

# Coming to Camp Boddie in 2026

The  
**Backwoodsman**  
Magazine