

CAMP EMERSON

CALIFORNIA INLAND EMPIRE COUNCIL

2022 Cub Scout Family Adventure Camp Leader's Guide



Welcome to Camp Emerson!

For a Scout, there's nothing quite like summer camp. The opportunity to get away from the daily pressures and distractions of normal life, explore the outdoors, test and learn skills, and spend time with friends is priceless. Ask any current or former Scout and I guarantee, whether it's been a few months, years, or decades since they were at camp, they can still tell you all about it. I know I can. Camp creates memories that last a lifetime.

Located high in the San Jacinto mountains, Camp Emerson is the oldest continuously operated Scout camp in the western United States. It is a thrill to be in camp when the last rays of the summer sun bathe Tahquitz Peak in a majestic pink and purple glow, and dusk fades into the night sky with stars so big and bright you can almost reach up and touch them.

With a unique setting, top-tier staff, and exciting program, Camp Emerson delivers unmatched experiences for your Scouts. I invite you to explore this guide for all the information you'll need to plan your trip to camp.

Camp Emerson and the California Inland Empire Council are proud to be a part of your troop's Scouting adventure. We look forward to seeing you this summer!

Yours in Scouting,

Jordan McCandless Camp Director

Patrick Willard Program Director

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www.CIECBSA.org

www.Camp-Emerson.org

Follow us on Facebook:

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Section I Before Camp



REGISTRATION

Camp-Emerson.org

SESSION 1

June 26-29

SESSION 2

June 30 - July 3

SESSION 3

\$255 Cub | \$150 Adult Sibling discounts available

REFUND POLICY

No refunds will be issued for Camp Emerson. Payment is based on the number of campers, not named individuals. If a youth or adult who is fully paid cannot come to camp, we urge your unit to find a replacement for this person. Payments for cancelled spots are not credited to the unit balance if unit numbers are reduced.

PROVISIONAL SCOUTS

Does your pack want to attend camp, but you don't have enough adult leaders? Do you have families who want to attend but your pack can't make it? Don't worry! Camp Emerson can help get your Scouts to camp. Contact us at Camp.Emerson@Scouting.org to find out more.

Accommodations for Special Needs

Campers

Contact the Camp Director as soon as possible if you have any registrants with special needs. We will do our best to accommodate you. Email CampEmerson@scouting.org or contact the CIEC council office for availability and accessibility to facilities.

Food Allergies & Dietary Needs

Contact the Head Chef <u>at least 2 weeks prior to your session</u> if you have any registrants with food allergies or dietary restrictions. We will do our best to meet your needs.

PREPARING FOR CAMP

Pre-Camp Leader Orientation Meeting

All adult leaders and are invited to a virtual pre-camp leader meeting on <u>Wednesday</u>, <u>May 19th</u> <u>at 7:00 PM</u> to answer questions and discuss more about what will be offered at camp this year.

Medical Forms

At check-in, each member of your unit must turn in a valid, up-to-date (within last 12 months) copy of their BSA Annual Health & Medical Record (AHMR) to the Camp Medic. The AHMR must include Parts A and B.

Unit Roster

At check-in, each unit will provide a copy of their roster of participants for the week, including any adult leaders arriving during the week. A printed copy of the unit's online registration may be used.

Pre-Camp Swim Checks

All youth and adults intending to participate in an Aquatics program while at camp must complete a swim check. A unit may conduct its own swim checks prior to arrival in camp. All BSA policies apply. See the Appendix for Unit Swim Check Instructions.

Tents

Units are expected to provide their own tents for each campsite.

Check-In

Check-in will occur beginning at 1:00 PM on the first day of your session. One adult leader from each unit will check in and provide or show copies of:

- Unit Roster—including any leaders arriving during the week
- Participant Health Forms—Parts A and B

Check-Out

Check-out occurs at 10:00 AM on the last day of your session. Your unit must be checked out by the staff to help ensure each camping area is clean and in good condition for the next session. Early check-out appointments must be made with the Camp Commissioner.

Prohibited — DO NOT BRING TO CAMP

Possession of these or any other illegal, un-Scout like, or unsafe items as determined by the Camp Administration is grounds for immediate dismissal from camp. There are no fires allowed in camp.

- Alcoholic Beverages
- Illegal Drugs
- Marijuana
- Fireworks/Air Horns
- Ammunition
- Hot Sparks/Flint & Steel
- Personal Firearms
- Gas/Propane Fire Pits
- Personal Archery Equipment
- Pets
- Cap Guns

Suggested Packing List

Forms Adult/Youth Annual Health & Medical Record Form signed by a Parent (Parts A & B) COMPLETED Parent/Guardian Consent Form (Council Operated Camp/Activity) Council Shooting Sports Waiver (2 copies) Clothing Scout uniform Swimsuit — WEAR TO CAMP! (A swim check will be given during check-in for units who have not completed one) Several shirts, including at least 1 long sleeved shirt Several pairs of legwear, including at least one pair of pants Clean socks for each day at camp Change of underwear for each day at camp Sweater and/or jacket Hat

Rope or Twine

Lock Box for valuables

Clip board and extra paper, pencils

GE	Gear & Supplies				
	Scout Handbook				
	Sleeping bag				
	Pillow				
	Sleeping pad OR cot				
	Raincoat or poncho				
	Personal tent				
	Shower shoes (flip flops)				
	Close-toed shoes/hiking boots				
	Water shoes (for lake activities)				
	Watch				
	Compass				
	Personal first-aid kit				
	Water bottle				
	Flashlight & extra batteries				
	Hand sanitizer				
	Notebook & pencils				
	Pocket knife (Must have Totin' Chip to carry in camp)				
	Camp Chair—OPTIONAL				
	Camera—OPTIONAL				
	Backpack—OPTIONAL				
	Spending money for Trading Post-OPTIONAL				

<u>Toiletries</u>					
	Towel				
	Insect repellent				
	Sunscreen				
	Chapstick				
	Soap				
	Shampoo				
	Toothbrush				
	Toothpaste				
	UN-scented deodorant				
	Wash cloth				
	Comb OR brush				
<u>Or</u>	otional Unit Items				
	Dolly or wagon (to carry loads to & from vehicle)				
	Troop Flag				
	Lanterns (battery or propane)				
	Merit Badge Pamphlets Library				
	Troop First Aid Kit				

Section II At Camp



Health & Safety Policies

Youth Protection & Unit Leadership

The safety of our youth members is our top priority at Camp Emerson. Our camp strictly adheres to the Scouter's Code of Conduct (see Appendix), as well as all Youth Protection standards and guidelines. These include, but are not limited to:

- 2-deep leadership
- No one-on-one contact
- Respect of privacy
- Separate accommodations for youth and adults
- Constructive discipline
- Appropriate attire
- No hazing
- No secret organizations
- No bullying

BSA policy requires two adult leaders, one of whom must be at least 21 years of age, to be in camp for the entire week. Likewise, there must be a registered female adult leader 21 years of age or over in every unit serving females. Both leaders must be in camp on a 24-hour basis.

Please report any leader changes to the Camp Director. If changing leaders mid-week, all individuals are expected to sign IN and OUT at the Camp Office. <u>All adult leaders must be registered with the BSA.</u> The unit must advise the office of any pending court orders regarding custody.

Illness and First Aid

First aid treatment is available 24 hours a day at the camp health office in the main lodge.

It is the responsibility of a troop's adult leaders to quickly report all illnesses or injuries to the Camp Medic. Minor first aid treatment can be given in your campsite. Arrangements have been made with nearby hospitals for any emergency treatment that may be needed during the week. Parents will be notified as soon as possible if medical treatment is necessary.

Medications

Units are responsible for storing and dispensing their own prescription medications. Medications may be kept in the camp health office by the Camp Medic at the request of the unit. If a medication is stored in the health office, it is the Scout and unit's responsibility to coordinate with the Camp Medic to take prescribed doses.

Prescription medication must be listed on the AHMR and kept in the original container/packaging with all labels and dispensing directions attached.

Cell Phones & Privacy

Units may decide their own policy on cell phones and electronic devices in camp. Electronic devices are not allowed during class times and can sometimes present a privacy concern. <u>Cell phones</u> are prohibited in all restroom and shower facilities.

We recommend youth do not bring or use electronic devices in camp, especially cell phones, to help prevent homesickness, respect others' privacy, and encourage Scouts to take full advantage of the great outdoors!

NOTE: Camp Emerson is note responsible for any lost or stolen items, including electronic devices.

Camper Identification

Each participant will receive a Camp Emblem to be worn during their stay at Camp Emerson.

In addition to its role in the Bear Teeth program, this emblem identifies those who are supposed to be in camp during the session, and distinguishes between campers, staff, and any unwanted visitors.

Wildlife

During your stay with us you are bound to see plenty of birds, squirrels and rabbits, and perhaps some larger wildlife as well. Do not disturb the wildlife in any way, no feeding, chasing, teasing or trapping. Camp was their home before you arrived and will continue to be long after you leave! Please respect their home!

Camp Cleanliness

Units are responsible for keeping their campsites clean. Adult leaders and Senior Patrol Leaders must be proactive and coordinate cleaning and campsite maintenance. We also ask that leaders pay attention to the general hygiene and cleanliness of their Scouts.

Preventing Homesickness

Homesickness is common for many Scouts at camp, especially new or younger Scouts who have never been away from home.

A great way to prevent homesickness before arrival at camp is for families and unit leaders to emphasize the fun the Scout will have at camp. It is a good idea for family members to stay away from comments about how much they will miss the Scout or how much the Scout will miss home.

At camp, the staff will help keep Scouts busy with fun and challenging activities. Unit leaders should keep a lookout for homesick Scouts and should tell the Camp Commissioner, who can help brainstorm activities to keep the Scout busy.

A common cause of homesickness is a phone call home. If a Scout is not homesick there's a good chance they will be after they call home. For this reason and others, Scouts are discouraged from bringing cell phones to camp. Parents should be discouraged from having their Scouts call home except in an emergency.

Program Safety

Aquatics Safety

All youth and adults are required to take the BSA Swimmer's Test before participating in any aquatic activity. The swim check is administered as part of check-in on Sundays. Swim checks can also be done by the unit prior to arrival in camp (see **Pre-Camp** section).

Shooting Sports Safety

Permission from a parent or guardian is required for youth to shoot at any of our ranges. This permission is part of the California Inland Empire Council's Shooting Sports Authorization form (see appendix). 2 signed copies are required, one to be retained by the Scout, one by our range staff.

Other Camp Policies

Scout Oath & Law

Youth and adults are expected to abide by the Scout Oath and Law with each leader responsible for his/her Scouts. Please respect those camping with you.

Personal Vehicle Policy

Vehicles are to remain in the parking lot at all times. We can't be responsible for loss or damage to your vehicle or its contents. Please back in when parking for ease of departure in case of an emergency. Those needing to use a vehicle for medical reasons should notify the camp office at check in. Please make every effort to reduce the amount of vehicles by carpooling to camp.

Religious Observance

A non-sectarian, non-denominational Scout's Own Service is scheduled for Saturday morning. All units are encouraged to attend. Grace will be led before every meal in a manner befitting Scouting custom.

Mail at Camp

Outgoing mail should be given to staff at headquarters. Incoming mail will be distributed at evening flags. To ensure that your Scouts get their mail while in camp, we recommend sending mail 7 days in advance of when Your Scout's week at camp. The mailing address at Camp Emerson is:

Scout's Name and Unit # c/o Camp Emerson, Week # PO Box 880 Idyllwild, CA 92549

Trading Post

Camp Emerson provides a Trading Post to serve campers and staff with items to support the summer camp program. Among the items we stock include:

- Assorted sundries that campers tend to forget or not bring in sufficient quantity to last the week.
- Camp swag! T-shirts, patches, and hats to wear throughout the year are some of the ways to help remember your time at Camp Emerson.
- Safe & affordable knives. Campers wishing to purchase a knife must show their Totin' Chip to the Trading Post staff (patch or card is acceptable).
- Snacks & sweets. We offer a large selection of ice-cold soft drinks, snack items (including healthy options), candy bars, and of course ICE CREAM!

The Trading Post accepts cash and most major credit cards.

It is common for Scouts to spend up to \$60-\$80 on various items including: camp shirts, program materials (merit badge kits etc.) and crafts, snacks, and other essentials.

Section III Camp Program



The California Inland Empire Council would like to invite your Scouting Family to:

2022 Cub Scout Family Adventure Camp

Cub Scout Family Adventure Camp is your one stop destination for family fun, adventure and quality time this summer.

With activities that your Cub Scout, your younger children and older children will love, in a safe, clean and family friendly environment, Cub Scout Family Adventure Camp will have many activities that the whole family can enjoy!



These activities Include, but are not limited to:

Archery

BB Guns

Canoeing

Swimming

Hiking

Campfires

Climbing Tower

Crafts

Cat's Eye Hike

Castaway Adventure Overnight Experience for Webelos / Arrow of Light Scouts

To Register to take your family on an adventure they will never forget, and for a vacation you can all enjoy, head over to

http://www.ciecbsa.org/camping/family-cubcamp/70586

to pick your dates and register today! For more information, email us at CampEmerson@Scouting.org Rank Adventure Pins that will be offered include:

Tigers: Safe and Smart

Floats and Boats

Stories in Shapes

Tigers in the Wild

Wolves: Council Fire

Spirit of the Water

Digging in the Past

Paws on the Patch

Bears: Paws for Action

Salmon Run

Bear Claws

Bear Necessities

Webelos: First Responder

Aquanaut

Art Explosion

Webelos Walkabout

AOL: Building a Better World

Aquanaut

Art Explosion

Outdoor Adventurer









Weekly Schedule

Time	Day 1	Day 2	Day 2	Day 4
	,	,	Castaway Adventure Reveille	
6:30			(Fort)	
7:00		Reveille	Reveille	Reveille
7:30		Morning Flags (Flagpoles)	Morning Flags (Flagpoles)	Morning Flags (Flagpoles)
7:45		Breakfast (Dining Hall)	Breakfast (Dining Hall)	Breakfast (Dining Hall)
8:30				Scouts Own (Tahquitz Bowl)
9:00		Cub Scout Rotation 1 Leave No Trace Training (Nature)	Cub Scout Rotation 1 Leave No Trace Training (Nature)	Campsite Inspections
10:00		Cub Scout Rotation 2 Safe Swim Defense (Pool)	Cub Scout Rotation 2 CPR Training (Dining Hall)	Checkout
11:00		Cub Scout Rotation 3	Cub Scout Rotation 3	
12:00		Program Areas Close	Program Areas Close	
12:30		Lunch (Dining Hall)	Lunch (Dining Hall)	
1:00	Arrival, Check In			
1:30	Set Up	Cub Scout Rotation 4	Cub Scout Rotation 4	
	Bears, Weblos, AOL Swim Check (Pool)	Cub Scout Rotation 5	Cub Scout Rotation 5 Cubmaster Golf (Gilwell)	
	Cub Scout Orientation Hike (Flagpoles)	Free Time Weather and Climate Wildlands Conservancy FC1 - June 28 Webelos / AOL Castaway Adventure Departs (Gilwell)	Free Time Weather and Climate Wildlands Conservancy FC3 - July 7	
	Cubmaster Meeting (Lodge)			
5:00	5 · 6 /6 · 1	Program Areas Close	Program Areas Close	
5:30	Evening Flags (Flagpoles)	Evening Flags (Flagpoles)	Evening Flags (Flagpoles)	
5:45	Dinner (Dining Hall)	Dinner (Dining Hall) Castaway Dinner (Fort)	Dinner (Dining Hall)	
	Emergency Drill (Finish at Flagpoles)	Family Time Branding at Trading Post	Family Time Branding at Trading Post	
	Opening Campfire (Bear Trap)	Cats Eye Hike (Nature)	Closing Campfire (Bear) Guest - Wood Badge Awarding of the Bear	
8:45	Cracker Barrel (Dining Hall)		Cracker Barrel (Dining Hall)	
10:00	Lights Out	Lights Out	Lights Out	

CASTAWAY ADVENTURE AT CAMP EMERSON

This summer while at Cub Scout Family Adventure Camp, take a step back to the days of the Mountain Men as a part of your Webelos or Arrow of Light 'Castaway' Adventure. Enjoy a meal you help prepare with no pots and pans, learn how to build a fire with no matches, and build your own wilderness shelter. We will also have a wonderful campfire program and then a beautiful night under the stars.

Special Evening Program Includes:
Tin Foil Cooking and Grilling
All needed Requirements for the
Webelos / AOL 'Castaway' Adventure
Evening Campfire with skits and songs
Build your own overnight shelter and
sleep under the stars!



Interested in visiting us for this special opportunity at Camp Emerson this summer?

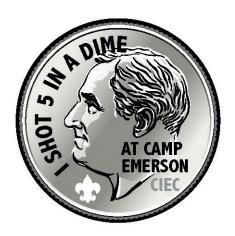
Go to http://www.ciecbsa.org/camping/family-cub-camp/70586

and click on Castaway Adventure Night or call us at 909-793-2463 to reserve your spot TODAY!

This adventure is for Webelos and Arrow of Light Scouts, and Adult Leaders. The cost is an additional \$25 for the experience. We only have space for 40 Cub Scouts and Adults, so sign up today!



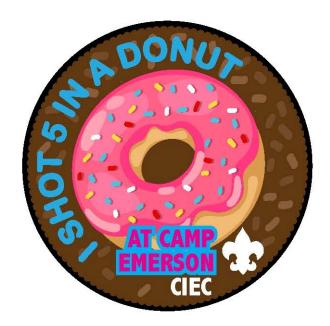
Shoot 5 In a Dime Get a Dime!



During your time at Camp, shoot 5 shots with your rifle (Scouts BSA) or your BB gun (Cub Scouts) within the circumference of a Dime and you will get a ticket!

Take this ticket to the trading post, and you can purchase your very own 'I shot 5 in a Dime at Camp Emerson' patch!

Shoot 5 In a Donut—YUM!



During your time at Camp, shoot 5 arrows with your bow within the circumference of 5 inches and you will get a ticket!

Take this ticket to the trading post, and you can purchase your very own 'I shot 5 in a Donut at Camp Emerson' patch!

Emerson Bear Teeth

In order to have some good fun and competition, campers at Camp Emerson collect Bear Teeth!

Bear Teeth are earned from Camp Staff by doing your Good Turn Daily, Being Prepared, exemplifying the Scout Oath and Law, and being excellent Scouts.

Bear Teeth will be worn on your Camp Emblem that you need to wear when at camp. Each area will have its own type of Bear Teeth to award, so be sure to get them all to finish your Camp Emblem!



Why Collect Bear Teeth?

The unit that best exemplifies Scout Spirit, the Scout Oath, Law, Slogan and Motto will receive the ultimate prize. Recognition at our final evening flags, eternal glory and...

Ralph Waldo, the Emerson Bear. For you to take back to your unit to have, admire and take with you on outings, including future trips up to his home at Camp Emerson!



Section IV Appendix



SHOOTING SPORTS AUTHORIZATION

Supplements BSA Annual Health and Medical Record "Part A: Informed Consent, Release Agreement, and Authorization" (BSA Doc # 680-001*) and Activity Consent Form (BSA Doc # 680-673**)

The California Inland Empire Council adheres to Scouts BSA's longstanding policy of teaching its youth and adult members the safe, responsible, intelligent handling, care, and use of firearms, air rifles, BB guns, and archery equipment in planned, carefully managed, and supervised programs. Planned shooting sports activities are conducted under the supervision of currently certified BSA National Shooting Sports Directors or National Rifle Association Firearms Instructors, or USAA Archery Instructors. California law requires express parental permission for participation by minors in certain shooting sports activities and programs. Minor Participant's Name: _ Age: As the parent or guardian of the minor participant listed above, I hereby give my express consent and permission to the California Inland Empire Council BSA and its Shooting Sports Staff for the participant to engage in the following lawful, recreational shooting sports, including instruction in the safe handling of the devices listed below and related activities. In the case of activities involving firearms, I hereby additionally consent to the participant being furnished and possessing live ammunition for use during such activities. These permissions are intended to comply with any applicable provisions for parental consent found in California Penal Code §§ 19915, 27505, 29615, and 29655, or similar provisions. (Please mark each applicable category of permission granted, and Initial each entry) Cub Scouts/Webelos ☐ Air Rifles (pellet gun) (Webelos, AOL Scouts) Initial ☐ Archery, bow and arrow Initial _____ ☐ BB Devices (BB gun) Initial _____ Initial ____ ☐ Wrist Rockets Scouts BSA/Venturing/Explorer/Sea Scout: ☐ Air Rifles (pellet gun) Initial Initial _____ ☐ Archery, bow and arrow ☐ BB Devices (BB gun) Initial ☐ BSA Airsoft Initial □ Chalk Ball Initial Initial _____ ☐ Knife throwing Long Guns (Rifle, Shotgun) Initial Muzzle Loading Rifle (Black Powder) Initial _____ Tomahawk Throwing Initial ____ Wrist Rockets Initial ___ Informed Consent, Release Agreement, and Authorization: I understand that participation in Scouting activities involves the risk of personal injury, including death, due to the physical, mental, and emotional challenges in the activities offered. Information about those activities may be obtained from the venue, activity coordinators, or your local council. I also understand that participation in these activities is entirely voluntary and requires participants to follow instructions and abide by all applicable rules and the standards of conduct. I have carefully considered the risk involved and hereby give my informed consent for my child to participate in all activities offered in the program. I further authorize the sharing of the information on this form with any BSA volunteers or professionals who need to know of medical conditions that may require special consideration in conducting Scouting activities. I understand that participation in Scouting activities involves a certain degree of risk and can be physically, mentally, and emotionally demanding. I have carefully considered the risk involved and have given consent for myself or my child to participate in this activity. I also understand that participation in this activity is entirely voluntary and requires participants to abide by applicable rules and standards of conduct. I release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all claims or liability arising out of this participation. Parent or Guardian Name (print): ______ Signature: Date:

CIEC Shooting Sports Permission 2019-05-01



Swim Check Instructions

Unit Swim checks may be done at any time during the year. Swim checks are good for one calendar year from the date of issue. We accept swim checks from other camps, but the Aquatics Director has the right to retest as needed.

CIEC has determined the following may administer the swim checks per option #C:

Aquatic Instructor, BSA
BSA, Red Cross Lifeguard, and or Other lifeguard certification
BSA Swimming and Water Rescue Certification
Swimming Instructor i.e. Red Cross Basic Swim Instructor/Water Safety Instructor

In addition to the test administrator, unit leader(s) must be present to oversee the swim check to ensure YPT guidelines and all Safe Swim Defense/Safety Afloat policies outlined in the current Guide to Safe Scouting are followed. Unit Leaders must be 21 years or older and have current YPT, Safe Swim Defense and Safety Afloat training available at my.scouting.org

Swim Checks must be held to the standards of outlined in the Aquatic Supervision Guide available for free download:

https://www.scouting.org/outdoor-programs/aquatics/forms/

Chapter 5: Swim Classification Tests. A one to one ratio of test administrator to swimmer is required. <u>Do NOT</u> have 10 scouts testing with 1 administrator watching.

Please use the BSA's Unit Swim Classification Record on the following pages for program check in.

Questions: please feel free to contact Sarah Franklin, CIEC Aquatic Committee Chair ciecaquatics@gmail.com

Unit Swim Classification Record

This is the individual's swim classification <u>as of this date</u>. Any change in status after this date (i.e., nonswimmer to beginner or beginner to swimmer) would require a reclassification test performed by an approved test administrator. Changes and corrections to the following chart should be initialed and dated by the test administrator.

<u>SPECIAL NOTE</u>: When swim tests are conducted away from camp, the camp aquatics director retains the right to review or retest any or all participants to ensure that standards have been maintained.

Unit Number			Date of Swim Test				
	Full Name (Print)		Medical	Swim Classification			
	(Draw lines through blank spaces.)		Recheck	Nonswimmer	Beginner	Swimmer	
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							
13							
14							
15							
	TE OF PERSON CONDUCTING THE TEST:	_					
Print Name			Signature				
Qualification		_	Council/	Agency (Red Cross, YMCA, etc.)			
TINU	LEADER:						
rint	Name		Signatur	e			
430-122		(OVER)			Revised: Ma	irch 2009	

SWIM CLASSIFICATION PROCEDURES

The swim classification of individuals participating in a Boy Scouts of America activity is a key element in both Safe Swim Defense and Safety Afloat. The swim classification tests should be renewed annually, preferably at the beginning of each outdoor season. Traditionally, the swim classification test has only been conducted at a long-term summer camp. However, there is no restriction that this be the only place the test can be conducted. It may be more useful to conduct the swim classification prior to a unit going to summer camp.

All persons participating in BSA aquatics are classified according to swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the circumstances in which the individual will be in the water (e.g., the swimmer's test demonstrates the minimum level of swimming ability for recreational and instructional activity in a confined body of water with a maximum 12-foot depth).

ADMINISTRATION OF SWIM CLASSIFICATION TEST (THE LOCAL COUNCIL CHOOSES ONE OF THESE OPTIONS):

OPTION A (at camp):

The swim classification test is completed the first day by camp aquatics personnel.

OPTION B (Council conducted/council controlled):

The council controls the swim classification process by predetermined dates, locations, and approved personnel to serve as test administrators. When the unit goes to summer camp, each individual will be issued a buddy tag under the direction of the camp aquatics director for use at the camp.

OPTION C (At unit level with council-approved aquatics resource people):

The swim classification test done at a unit level should be conducted by one of the following council-approved resource people: Aquatics Instructor, BSA; Aquatics Cub Supervisor; BSA Lifeguard; BSA Swimming & Water Rescue; or other lifeguard, swimming instructor, etc. When the unit goes to summer camp, each individual will be issued a buddy tag under the direction of the camp aquatics director for use at the camp.

TO THE TEST ADMINISTRATOR

The various components of each test evaluate the several skills essential to the minimum level of swimming ability. Each step of the test is important and should be followed as listed below:

SWIMMER'S TEST:

Jump feetfirst 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: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

BEGINNER'S TEST:

Jump feetfirst 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.

