Who We Are

Camp Pioneer is a true mountain camp, offering a combination of rustic, traditional scout camp experiences with a modern twist. Perched at an elevation of 4,526 ft. and located along the edge of the Mt. Jefferson Wilderness Area, we are proud to be the “Jewel of the Cascades.” At Pioneer, your troop will discover that the opportunities for outdoor exploration are endless – as are the activities our top-quality staff offers for those wishing to remain in camp.

Pioneer was founded in 1936 by local Oregon Scouts and carries a tradition of being built “by Scouts, for Scouts.” With a strong sense of community, our staff welcome you to our Scouting family and are here to support your unit’s needs, leading them through a great week and strengthening them for the other 51 weeks of the year! To this end, we focus on team-building, rank advancement, certifications, games and hands-on learning. We want you and your Scouts excited about the material covered in classes so they will be ready to apply what they learn!

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Before Camp

Merit Badge Pre-Registration: We use the online registration system to help predict which courses will be popular each week, allowing us to provide additional staffing to meet demand and keep our scout to instructor ratios low. Scouts are NOT locked into what they were registered for online. They may take whichever badges they like, independent from how they registered online.

Merit Badge Availability: If a MB class has a cap due to equipment availability, and participant interest exceeds capacity, spots will be assigned by a lottery system. The results of any lottery will be posted at Monday morning flag. We advise having second(choices in mind, in the event of a lottery.

Arriving at Camp

Physical Address:
62681 Twin Meadows Rd, Idanha OR, 97350

Directions: Follow Hwy 22 to milepost 70, where you will turn onto Twin Meadows Road. From there, follow the paved road to the top (5 miles). Pioneer’s gravel parking lot is through the gate on the left. A downloadable highway map to Pioneer can be found on the council website.

Parking: Our parking lot is very small; we strongly encourage carpooling. Often, cars will have to be triple parked. Each car will be issued a parking permit with the owner’s name, troop #, and campsite so that they can be easily tracked down if the vehicle needs to be moved. No vehicles are permitted past the parking lot. RV’s and Tent Trailers are not permitted during the summer.
Check-in Process: Staff members will be available in the parking lot to greet you and help make this the easiest, fastest, and most efficient check-in process you’ve ever experienced.

1. Check in begins at 1:00pm. Arrive between 12:30 and 1:00pm. Try your best to arrive with your entire unit at the same time.
2. Due to our limited parking, we encourage all troops to carpool. Our commissioner team will be available to guide parking.
3. After parking, gather your troop behind your vehicles, away from traffic, and await further instructions.
4. A member of the staff will be assigned as your Troop Guide and will be your campsite host for the week. Your Troop Guide will assist and lead your troop throughout the entire check-in procedure.
5. Be prepared to walk up to ½ mile, carrying personal gear to your campsite. Please assist your Scouts in loading their packs efficiently, with comfortable weight distribution. You will have time later to return to the parking lot for multiple gear trips.
6. After Med Checks, Swim Checks, and the tour are complete, carry all troop and personal gear to the campsite. Vehicles are not allowed in camp beyond the parking lot.
7. At least one adult leader should attend the first Adult Leaders Meeting in the dining hall at 3:30pm.

Camp Tour Your unit’s Senior Patrol Leader (SPL) and Troop Guide will lead the hike to your campsite. The Unit Leader will check-in with the Business Director to update the unit roster, confirm all fees have been paid, and attend the Scoutmaster meeting at 3:30pm. When you arrive at camp, please have the following items available:
1. A copy of your unit roster for the camp to have on file, detailing the youth and adults that will be coming to camp this week.
2. All receipts (or copies) for camp payments made prior to camp.
3. Current youth and adult medical forms. Ensure that all medical forms are current and signed by both a physician and parent/guardian before coming to camp.

Early/Late Arrivals: All units arriving at camp other than Sunday at 12:30pm are to contact the Portland Service Center Camping Department at 503.226.3423 to make arrangements for arrival. Exceptions to the arrival time are for those traveling more than four hours. Saturday arrivals, if approved, pay a $75 fee as described in the reservation packet.

If you are scheduled to arrive on Saturday, plan to arrive at 6pm or later. Check the door to the Camp Office for campsite assignments and notifications upon arrival (staff will not be available to guide check-in or supervise until Sunday). As such, all program areas are closed and units are asked to stay in their campsites until check-in on Sunday. Unfortunately, we do not have facilities available to store or prepare your food. The first in-camp meal is Sunday dinner, please plan accordingly.

Check-out Our goal is to dismiss camp by 10am on Saturday. Units wishing to check-out Friday must do so before 10pm. All gear must be loaded in vehicles and ready to go if wishing to depart directly after campfire. Please do not return to your campsite once checked out by a staff member.

Rules at a Glance:

SMOKE AND TOBACCO: Smoking and tobacco use is never permitted on camp property. Smoking & tobacco use is permitted only in the camp parking lot, preferably by the gate, and only by individuals 21+. This includes electronic cigarettes and vape pens.

SWIMWEAR: Swimming attire must be modest. For males, tight fitting swim briefs or swim bottoms short enough to cause exposure are not allowed. For females, bikinis are not allowed. Modest tankinis or one piece swimsuits are appropriate.

BARBLESS FISHINGHOOKS: Sometimes fish aren’t the only things stray fishing lines catch. Barbless hooks are far less painful to remove.

CLOSED TOE SHOES: There are many stumps, rocks, and smalls sticks that can cause damage to an unsuspecting foot. Except for the waterfront and shower house, open toed shoes are not permitted at camp.

STAY ON THE TRAILS: Our goal is to keep Camp Pioneer feeling like as much a part of the wilderness as possible. Please do your part to protect that experience by staying to the designated trails and fishing docks.

BUDDY SYSTEM: In keeping with YP guidelines, the buddy system should be used by all Scouts.

CHECKING IN & OUT: Please do not leave camp boundaries without first checking out at the office.
FIRES SHOULD BE NO MORE THAN WAIST-HIGH

SERVICE PROJECTS: Need to be approved by a commissioner or a ranger prior to starting the project. Our lease with the USFS is very specific about what we can and cannot do with regards to projects.

LEAVE THE WILDLIFE ALONE: Remember, you are guests in their home - please leave the chipmunks, birds, eagles, deer and elk be. This includes all forms of feeding, chasing and trapping (regardless of how clever or elaborate the trap you’ve built is). The only exception to this rule is trout when fishing.

Health and Safety
The Oregon Health Authority and Boy Scouts of America have strict rules and regulations that must be followed. Please read the following section carefully.

Health Office Located on the north end of the QM building next to the camp office, the health office is Pioneer's main first-aid station for injuries and illnesses at camp. The camp is staffed 24 hours a day by our trained camp medic, working under care guidelines approved by a supervising physician. If the camp medic is out and about the camp, please go next door to the camp office for assistance.

Medical Care We are equipped to handle injuries at the Basic Life Support Level (BLS). Parents or guardians will be notified of any serious illness or injury as soon as practical, by the unit leader whenever possible. If parents will be away from home during the week of camp, unit leaders must know where to reach them and current phone numbers must be listed on the medical form. If the parents/guardians are unreachable, the unit leader will be asked to make decisions on their behalf.

It is the responsibility of the unit leadership to arrange or provide transportation of unit members requiring non-emergency medical transport.

It is the responsibility of the adult leaders to ensure that Scouts are taking their medications.

Campers with Special Needs Scouts, Scouters, and visitors requiring accommodations due to differing physical, intellectual, or emotional abilities should communicate this prior to the Troop’s arrival at camp. Camp staff cannot change requirements for merit badges, but this can be done in advance through the Cascade Pacific Council Office.

Medications

Containers Under Oregon Health Regulations, any Scouts bringing medication to camp must bring it in the original pharmaceutical container with the Scout’s name, dosing information, and prescribing provider listed. Pill reminder containers are not permitted without original containers.

Storage Per Council policy, all youth medication and herbal supplements must be stored in a locked location throughout the week. Pioneer has lock boxes available for storage in your campsite. If you have medications requiring refrigeration, they may be stored in the Health Office refrigerator. Any adult bringing medication must secure and lock their medication as well. Rescue medications such as Epinephrine Auto-injectors/rescue inhalers/etc. may be kept on the individual so long as the Troop adult leadership and camp medical officers are aware of where it is being carried.

CPAP Machines

Pioneer does not have power at night. If your CPAP unit has a battery, it can be charged during the day in the dining hall.

Youth Protection

Each unit must have two adult leaders aged 21+. For units serving female scouts, one of the adult leaders must be a female aged 21+. All adults staying overnight must be registered members of the BSA. Temporary provisional adult leadership may be supplied in case of emergency. Only parents/guardians may sleep with their children in the same tent.

If a youth is being checked out of camp early, an adult leader must accompany the youth and driver to sign the youth out of camp. Please ensure that the driver taking the youth from camp is listed on the appropriate spot on the BSA health form. If there are any doubts, parents/guardians will be contacted prior to letting the youth leave.
**Sign-in / Sign-out**

Anyone entering or leaving camp must sign-in or sign-out at the camp office. Adult campers will be given a wrist band indicating that they have checked in. Adults not listed on the camp roster prior to their arrival at Camp Pioneer will need another adult leader from the unit present to sign them in.

**Visitors**

**Visiting Adult Requirements at a Glance**

<table>
<thead>
<tr>
<th>Length of Stay</th>
<th>Category</th>
<th>Registered BSA Member?</th>
<th>BSA Medical Form?</th>
<th>Fee?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Less than 12 hours</td>
<td>Visitor</td>
<td>NO</td>
<td>Not Required</td>
<td>MEALS</td>
</tr>
<tr>
<td>Greater than 12 hours</td>
<td>Registered</td>
<td>YES</td>
<td>Required</td>
<td>$25 per Night</td>
</tr>
</tbody>
</table>

Visitors are always welcome at camp. Visitors must sign-in and out at the camp office. Please note that **non-registered adults and non-Scouts, BSA youth (including Cub Scouts) cannot stay overnight**. Visitors wishing to participate in waterfront or outbound activities are required to fill out the emergency contact portion of the BSA Health Form (blank copies are available in the camp office).

All adults attending Summer Camp more than 72 hours must be registered, show they have completed youth protection training and have a background check run prior to arriving (it takes a week after registration is submitted to obtain a background check). My.Scouting rosters are required upon arrival including a Youth Protection training certification. Those staying less than 72 hours should complete youth protection training.

Watch this video to learn more: [https://vimeo.com/259172648/8e448a2e5a](https://vimeo.com/259172648/8e448a2e5a)

Visitor meals can be paid for in the trading post. **Prices are:** Breakfast - $5.00  
Lunch - $6.00  
Dinner - $7.00

**Facilities:**

**Campsites** Pioneer’s 10 campsites come in several shapes and sizes, and one or more of them will serve as your summer home for the week. Each of our campsites has varying numbers of the BSA canvas-style tent (sleeps 2-3), placed upon a wooden sleeping deck. Cots and sleeping pads are not provided, so please pack accordingly. Camping hammocks are allowed, so long as they are set up within your site’s boundaries and in a manner that does not damage or impact the trees.

In your campsite you can expect:

- Canvas BSA Tents (8’ x 10’)
- Hand Wash Station
- Broom, Rake and Shovel
- Picnic Tables
- Flag Pole
- Garden Hose
- Bulletin Board
- Campfire rings

*Based on unit size, your unit may be assigned multiple campsites, or share a campsite with other troops. Campsite assignments will be communicated in advance of your arrival to help you prepare.*

**Utilities** Perched on the edge of a wilderness area, Pioneer truly is a great place to escape and get away from it all and offers a rustic mountain camp experience.

**Power** – Pioneer operates on a generator, which runs from whenever the cooks wake up in the morning to start breakfast prep until about 11:00pm.

**Water** – All spigots in camp produce potable water. Please do not drink the lake water.

**Recycling** – We haul our own recycling. Campsites each have a milk crate for recyclables; look for marked containers around camp for more places to recycle. If your crate is full, please bring it to the dining hall loading dock.

**Garbage** – We emphasize sustainable practices by prompting recycling first. All campsites and program areas have garbage cans with liners. If your garbage can gets full, bring the garbage bag to the dumpster behind the dining hall. If you see litter around camp, please help us preserve the wilderness experience at Pioneer by picking it up.
Phone – If you have Verizon you might get marginal service in a few locations around camp. If you have another provider, either Detroit or Sisters (both a 40-minute drive) is your best bet.

Internet - Available for ADULTS only, we have very limited internet available. With the reliability of a Portland weather forecast, and a speed that rivals 90’s dial-up, our Wi-Fi signal can get you connected to your email. If you require a fast internet connection, the town of Sisters, OR (located about 40 miles from our road) is where you want to be.

Maintenance – If you find anything broken or in need of repair please let the camp commissioners or assistant ranger know. If we don’t know about it, we can’t fix it.

Shower House Shower facilities are separated by gender, as well as by age (youth & adults). Facilities that are shared by both age groups will be assigned divided hours of use, following youth protection guidelines. If a Scout requires assistance bathing by their parent, guardian or caregiver, an ADA shower is available for use upon request. Talk to the camp management for more information.

Because the showerhouse is used by everyone, each troop is asked to help keep it clean. A sign-up roster is passed around during the SPL meetings for patrols to sign up.

Dining Hall Perched atop the only hill in camp, this building serves many purposes at camp. Adult Leader meetings and SPL meetings will be held here daily, as well as some evening programs. Merit Badge advancement grids will be posted inside and updated twice daily. The “Scoutmasters’ Corner” in the Dining Hall also serves as a great spot for Adult Leaders to connect to the internet, charge electronic devices, and just take a moment to relax while your Scouts explore camp!

Trading Post Inside the Trading Post you will find special program items, mementos, and gifts. Located on the south end of the QM building, the trading post carries craft, apparel and food items.

The Pioneer Trading Post will be open at various times throughout the day, from just after breakfast through 8:30 pm. It will close for all meals, flag ceremonies, chapel, and campfires. For detailed operation times, please view the posted hours on the wall outside the Trading Post.

The trading post is open briefly Saturday morning after dismissal.

Dining Services:

Meals
Pioneer’s serving method is a combination cafeteria style and family dining. Second helpings will be available when called so everyone has plenty to eat. Meals consist of a main entree, supplemented with hot & cold cereal at breakfast and with a salad bar at lunch and dinner.

Waiters and Meal Times
Each troop is assigned tables during the camp orientation/check-in process on Sunday. Additional information is provided during your dining hall orientation on Sunday. Troops are responsible for providing two waiters per table, 15 minutes before and after each meal for set-up and clean-up.

- Troops are asked to report to the flagpole 15 minutes before breakfast and supper for flag ceremonies. Units will then be dismissed for the meal. Yells, trivia and more will be used to determine dismissal order.
- For lunch, assemble by troop in front of the dining hall at 12:20pm
**Menu** Our goal is to serve a well-balanced menu with high quality food for all campers. To this end, Pioneer’s menu is reviewed by a licensed dietitian. Once updated for the 2020 session & approved, it can be found in the downloads section of the Cascade Pacific Council’s webpage.

**Alternative Menu** We are able to provide alternative vegetarian options and gluten-free bread products only with advance notice through the submission of an alternative needs form to the CPC Office at least 3 weeks prior to your arrival at camp. Earlier is better.

If you or your Scouts have more complex dietary needs, we may need you to provide alternative menu items yourself. Per health and safety codes, we cannot permit non-employees to use the kitchen. As long as the preparation isn’t too time consuming, our kitchen staff will be more than happy to prep meal alternatives for you. It is highly recommended you contact us at pioneer@bsa.camp or through the council office to start communication well in advance of camp. Due to a limited phone system, our cook cannot directly contact you. Again, please contact us if you think you will be requiring an alternative menu while at Pioneer.

**Program**

**Program Areas** These are the different areas that make up our program, we encourage you to visit all the areas at camp to get the full program experience.

<table>
<thead>
<tr>
<th>Nature:</th>
<th>Waterfront:</th>
</tr>
</thead>
<tbody>
<tr>
<td>From Plant and Animal ID to conservation and nature hikes, this area hosts all our science and nature merit badges. The nature staff have their very own fishing dock and are always down to play a game of Koob or make ice-cream in the name of scientific experimentation.</td>
<td>Half-staff, half-fish, the waterfront staff lives on the lake for the summer. They offer canoeing, boating, kayaking, swimming, lifesaving, and an excellent learn-to-swim program. In the afternoons, find your zen with paddleboard yoga.</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Scoutcraft:</th>
<th>Outbound:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Masters of knots, axes, and fire, the Scoutcraft team hosts outdoor and camping skill merit badges. They have a monkey bridge (which they built with their own hands), a tomahawk range, and a true enthusiasm for instructing.</td>
<td>If your thirst for adventure takes you beyond camp, then these are the experts you seek! This crew orchestrates hikes, rafting, caving, and overnights in the area. If you see them on the trail say hi!</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Handicraft:</th>
<th>Shooting Sports:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set your inner craftsman and artist free with the handicraft gang. As the craftiest area in camp, they know a thing or 5 about how to turn ANYTHING into a project.</td>
<td>If it flies through the air, hopefully it came from here. We have an archery range and .22 rifle range, staffed and at the ready to teach you how to skillfully and safely shoot.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Trail To First Class:</th>
<th>STEM:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Put your Scouting skills to the test! This area will help you knock out your Tenderfoot, Second and First Class Rank requirements, and set you well on your way to Eagle.</td>
<td>Go beyond the basics and put your skills to the test as you explore the technological side of science. Construct robots, electronic gadgets, and other inventions!</td>
</tr>
</tbody>
</table>

**Allergens** Our dining hall and kitchen are peanut-free. The trading post still carries products that contain nuts.

**Snacks** A fruit and bagel bar are available in the dining hall from breakfast until after dinner.

**Campsite Cooking - Pack your mess kits!** Can you really call it camping if you don’t have to put your campsite culinary skills to the test? On Wednesday, we will supply your unit with the ingredients and materials to prepare your own Lunch and Dinner. If your unit is new to campsite cooking, meet with our commissioner team for some tips and tricks for making your meal easy and delicious.

All units are welcome to come prepared with additional food/ingredients to put your own spin on the meal, or just bring your mess kits and let us do all the planning!

**Trail Meals** If your Troop or Patrol is looking to do an extended hike or overnights out of camp, a trail meal is available if requested at least a day in advance. Talk to the Outbound staff to arrange these details.
**Merit Badges**

One of the core backbones of many summer camps is the Merit Badge program. We believe there is a merit badge for everyone offered at camp. We encourage Scouts to try new things and push the boundaries of their comfort zones.

There are some Merit Badges that require Scouts to put in some work outside of the class to be successful in satisfying all the requirements. (Ex: Spending time at the rifle range to get proficiency, or the Wilderness Survival overnighter). These expectations are made clear the first day of instruction.

Staff will track Scouts’ progress towards requirement completion using merit badge grids, posted twice daily in the dining hall. Staff will also fill out the merit badge blue cards from the grids at the end of each week and return them to your unit leader.

Please remember that partials are progress, not failure. Some merit badges offered cannot be completed at camp. These are clearly marked on the Merit Badge Guide at the end of this packet.

**Merit Badge Supplies**

If your merit badge requires an additional purchase, please wait until after the first class meeting before buying your supplies. This ensures you are not purchasing unnecessary items! If you are taking any Nature area merit badges, pen/pencil and paper are required for essay writing and note taking. We sell pens, pencils and notebooks in the trading post. We have ample recycled scratch paper available for free in the camp office.

**Merit Badge Costs are as follows:**

- **Archery** $10 ($5 for bow string, $5 for arrow making)
- **Leatherworking** $5 - $15 (Depends on project)
- **Rifle Shooting** $20 (for unlimited rifle rounds)
- **Wood Carving** $5 - $10 (Depends on project chosen)

**Open Program / Drop in MB Courses**

On the Merit Badge Schedule, note that some are only available during open program. These courses tend to require a small amount of instruction to get you headed in the right direction, and then time to work on them by yourself. Certification and award cards typically take about 2 hours of instruction to complete, MB’s typically require 2-3 hours of instruction and then the activity portion of the topic.

Come by the appropriate area during open program to get set up with the instructor.

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**Trail to First Class**

A new Scout’s first summer camp experience can make or break the entire Scouting program for them. Having a great experience means they are much more likely to stay in Scouting and in your troop for a long time to come.

Pioneer’s trail to first class (TTFC) program helps new scouts to work towards advancement, while still allowing ample time to explore the rest of what Pioneer has to offer. Scouts will work on Tenderfoot through First Class rank requirements using the patrol method, as well as through games and activities. Adults and older scouts are encouraged to help mentor in TTFC during breakout sessions, contributing to inter-generational and unit bonds, and providing more coaching on essential scout skills.

Located in Scoutcraft (just beyond the showerhouse), TTFC is offered four times a day in hour-long blocks. Each block focuses on requirements within a specific rank, so please pick the slot that will be most productive for your goals, and come every day of the week. **For Scouts that only need to work on a few requirements, coming during open program is the best option.**

Please note: Rank Advancement is ultimately the unit’s responsibility. **As such, Pioneer staff CANNOT sign off Scout’s books, leaving that to the unit leaders.** A tracker will be completed for the youth in the TTFC program, and notes saying which skills were taught will be written for drop-in requirements. These will be posted with the Merit Badge grids. This allows the unit to test the Scout to ensure that the skills were met to the unit’s standards.
**Outbound**

Our Outbound program encompasses both overnight experiences and day-trips for youth and adults who want to get a taste of the wilderness without sacrificing the fun of being in camp.

Whether alongside our experienced Outbound staff or individually as a patrol or unit, we encourage you to join our Outbound crew as they climb mountains, keep it cool with our local ice-caves, and take in the views as you explore numerous sub-alpine lakes and old growth forests. A complete schedule of the opportunities offered daily will be posted each week. There are no added costs for this program.

Due to wilderness regulations, a lottery may be used for certain outbounds if demand exceeds staff capacity.

**White Water Rafting**

Pioneer has partnered with a professional white water rafting company to offer Scouts (age 13+) and adult leaders the opportunity to transverse Class II and III rapids in a half-day journey down the North Santiam River. **Warning: you will get wet!**

Troops must provide their own transportation to the put in and pull out sites.

We will depart camp around 8am on Thursday after a special early morning meal with the week’s rafting group. Fear not, we will return in time for the excitement of afternoon programs!

Cost is $55/person. Space is limited, so sign up early!

All participants must have:

- A signed waiver from the outfitter (available on the CPC website)
- A BSA permission slip if under age 18
- Passed the BSA Swim test

**SAMPLE OUTBOUND SITES:**

- **Cleo Lake:** (2.4 miles roundtrip) Cleo Lake has 2 campsites along its edges. This is a good site for a large troop or patrol wanting to camp 2 groups near each other.
- **Scout Lake:** (1.8 mile roundtrip) “Scout” Lake (Camp Pioneer’s name for it) is the easiest hike from camp. It has the distinction of having been considered as the potential site for Camp Pioneer; that is, until we found Pine Ridge Lake.
- **Temple Lake:** (5 mile roundtrip) Temple Lake is the furthest from camp. It is also the largest lake we visit. It’s a great getaway!
- **Turpentine Lake:** (2.6 miles roundtrip) This lake is a real beauty. The trail to Turpentine Lake is not quite as easy as the other trails, but it’s worth the hike. It is one of the largest and deepest lakes in our area.
- **Marion Mountain:** (8.4 miles roundtrip) With a spectacular view of Mt. Jefferson and Three-Fingered Jack, plus stunning views of Marion Lake and Lake Ann along the way, this is a great destination for a day hike.
- **Sawyer Ice Caves:** (15 mile drive) Remaining cool on even the hottest summer day, these caves are the remnants of an ancient lava flow. Bring your flashlights and enjoy some underground exploration!

**Outbound General Rules:**

- You must checkout at the office prior to leaving
- Each group needs to do a quick Leave-No-Trace awareness course prior to check-out.
- Due to federal regulations, there is a limit of 12 people per troop in the wilderness at a time.
- You carry out what you carry in.
- Each person needs to carry at least 1 liter of water.
- Participants should carry the 10 Scouting essentials.
- YP rules apply to overnight and day hikes.
- You might run into other hikers on the trail. Please be courteous and good representatives of your Unit and the BSA
STEM – Science, Technology, Engineering, Math

Pioneer’s STEM area offers many merit badges that are rarely found at other camps, like Electronics, Robotics, Programming, Electricity, Engineering, and Inventing. In these MBs, Scouts will be building and tinkering with fascinating gadgets that will spark their imagination and possibly start them off on the path to some of the most in-demand career fields of today. These classes all have a very hands-on approach to maximize engagement and learning. Tours of the camp’s electrical system and gravity fed water system will also be incorporated.

Afternoon/Evening Program Scouts who don’t partake in one of the STEM MBs can still join in during afternoon and evening program. Our STEM staff will be available to help mentor scouts wishing to build their own electronics (and other) projects, providing inspiration in the form of structured design challenges.

Inventor Fair On Friday, we will be holding an inventor fair for scouts to showcase the projects and inventions they have made throughout the week. The winner will receive a special prize.

Open Program Each afternoon and most evenings there is time set aside for free choice. This means open swimming and boating at waterfront, building machines in the STEM area, shooting at the Rifle and Archery ranges, tomahawk throwing and monkey bridge crossing at Scoutcraft, playing games and plant ID at nature, crafts and games at Handicraft, team-builders and patrol games at TTFC, fishing and day-hikes and just really too many things to list. One of our most proud criticisms is that there is just too much to do in one week. Our advice? Branch out and get a taste of everything.

Evening Programs Each evening, different areas will host specialty programs (announced daily at the SPL meetings and at evening flag, and posted at the Dining Hall). These activities are typically only offered once a week, though some are a reoccurring contest. Past programs have included: S'more nights, How to Survive a Zombie Apocalypse, Beach Party, Batman 101, Dutch Oven Cooking Demos, and Scoutmaster Belly-flop Contest. Look for the posted list of activities when you arrive at camp.

Campfire Programs The Pioneer staff hosts two campfires each week, one on Sunday and one on Friday. Sunday night campfire is a humorous production that hopes to break the ice and give you a feel for our staff’s personality. Friday’s has a more reflective tone to add resonance to the character building experiences that youth have had throughout the week.

Inter-Troop Campfire On Wednesday, we turn the stage over to the units, who host a campfire program full of skits, songs, and Scoutmaster stories. Your SPL will have more information after the first SPL meeting.

Special Programs

New Pioneers Award If it’s your first time at Pioneer, we encourage you to work on this award, which will take you all over camp. You get one free round (Five Shots) at the rifle range by showing your score card, and a special award at the end of the week for completion.

Order of the Arrow: Brotherhood Conversion There isn’t a better time to seal your membership and obtain your brotherhood recognition than at camp. If you have been in the OA for 10 months, then you are eligible to undergo this quest. Several announcements will be made throughout the week. You must be currently in good standing of the Wauna La-Mon'tay Lodge in order to participate.

Fishing Pine Ridge Lake is stocked each year with donated trout. These fish have been donated with the understanding that only youth Scouts will reap the benefits. A strict limit of two fish per Scout, per week is enforced. We encourage our fishermen to use the “catch and release” technique. Consequently, the use of barbless hooks is mandatory. Scouts need to bring their own tackle and observe the two fish per week limit. Camp has no facilities to store your fish, so any fish taken must be cooked and promptly eaten. Fish may only be cleaned at our designated fish cleaning station.
The “O-Mach-Ee Marathon” The Pioneer spirit and the O-Mach-Ee Marathon are alive and well on Friday afternoons. Friday afternoon culminates in the long-standing tradition of the O-Mach-Ee Marathon and Pioneer Games, a series of Olympic style games where Scouts and Scouters alike form relay teams and race their way around, across, and through Pine Ridge Lake. SPLs are given the task of forming and organizing their teams in preparation for the nine-person relay race that consists of: Running, Canoeing, Rowing, Swimming, and Three-legged racing. Afterwards, units are challenged to test their mettle in a series of changes designed to strengthen the patrol method and known as Pioneer Games.

Camp Honors Awards If your Troop or Patrol is looking for a way to show that you really are the best, then we challenge you to complete our Honor Troop and Honor Patrol program. This program will lead you to perform several activities together and truly test the patrol method. Scoring sheets will be available at the office all week.

Senior Patrol Leaders Senior Patrol Leaders are the backbone of the troop, vital to its operation and success. Summer camp is the perfect place to practice and hone your leadership and Scouting skills. SPLs will meet each afternoon with our program director and commissioners to plan the leadership of several camp-wide activities. Meetings are planned especially to strengthen your skills as an SPL. Come with your ideas, enthusiasm, and leadership. We are here to help you succeed and grow as a leader.

Adult Programs
Pioneer is not just for youth development. During your week at camp, we hope to see you involved and interacting with one another. Some leaders are new to the program, while others are “old hands” at Scouting. This is your opportunity to share ideas, experiences, training, and programming. By the end of the week, we hope you’ll leave with dozens of ideas to help you expand and enhance your troop’s program during the rest of the Scouting year.

We know that you all bring unique talents and skills. If you would like to volunteer your time and abilities to improve camp facilities or provide instruction to Scouts, please talk to the management team.

Scoutmaster / Adult Leader Meetings
We hold daily Scoutmaster meetings to keep you up to date on the various goings-on at camp. Most of the information shared there is repeated at the SPL meeting, giving you a chance to coach the youth leadership in your troop. Attendance in these meetings is STRONGLY encouraged (plus we typically have snacks).

Scoutmaster Chili Cook-off
We will provide a basic chili-making kit, but the competition is fierce, so bringing your own secret ingredients (and bribing the kitchen staff is highly encouraged). The competition will be held on Wednesday Evening. The winner will be chosen based on unique criteria.

Certifications
Pioneer offers the current certifications opportunities to youth and adults:
- Aquatics Supervision (Mon-Fri 9am-Noon; This is a week long course)
- Trek-Safety (Tues 7pm)
- Leave No Trace (Mon 7pm)
- Youth Protection (Speak with management staff to arrange a time)
- Introduction to Outdoor Leadership Skills (Mon-Thru 9am-Noon; Skills only)

Feedback
If you see things going on that you really like, or that you think could be improved, please feel free to reach out to any of the management team or camp commissioners. The sooner we hear about something, the faster we can address it!
### 2020 Merit Badge Schedule:

<table>
<thead>
<tr>
<th>Area</th>
<th>Course</th>
<th>Prereqs.</th>
<th>Time</th>
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<tbody>
<tr>
<td></td>
<td><strong>Electricity / Electronics</strong></td>
<td>2, 9a / None</td>
<td>10 / 11</td>
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<tr>
<td></td>
<td><strong>Energy</strong></td>
<td>1, 4</td>
<td>11</td>
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<tr>
<td>STEM</td>
<td><strong>Engineering</strong></td>
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<td><strong>Game Design</strong></td>
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<td><strong>Inventing</strong></td>
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<td><strong>Programming</strong></td>
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<td></td>
<td><strong>Robotics</strong>*</td>
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<td>Cyber Chip Award</td>
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<td><strong>Art, Music</strong></td>
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<td><strong>Cit. in the Nation, World</strong></td>
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<td>Handicraft</td>
<td><strong>Communication</strong></td>
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<td><strong>Leatherwork ($)</strong></td>
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<td><strong>Painting</strong></td>
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<td><strong>Public Speaking</strong></td>
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<td><strong>Pulp &amp; Paper</strong></td>
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<td><strong>Textile</strong></td>
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<td><strong>Theater</strong></td>
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<td></td>
<td><strong>Woodcarving ($)</strong></td>
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<td></td>
<td><strong>Camping</strong></td>
<td>4b, 8d, 9ab</td>
<td>11</td>
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<td></td>
<td><strong>Emergency Prep</strong></td>
<td>1, 2c, 7a, 8b</td>
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<tr>
<td>Scoutcraft</td>
<td><strong>Orienteering</strong></td>
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<td>&amp; Trail to First Class</td>
<td><strong>Pioneering</strong></td>
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<td><strong>Scouting Heritage</strong></td>
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<td><strong>Wilderness Survival</strong></td>
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<td><strong>Firem'n Chit &amp; Totin' Chip</strong></td>
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<td><strong>TTFC (Tenderfoot focus)</strong></td>
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<td><strong>TTFC (2nd Class focus)</strong></td>
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<td><strong>TTFC (1st Class focus)</strong></td>
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<td><strong>First Aid</strong></td>
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<td><strong>Astronomy</strong></td>
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<td>Nature</td>
<td><strong>Chemistry</strong></td>
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<td><strong>Environmental Science</strong></td>
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<td><strong>Forestry</strong></td>
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<td><strong>Geology</strong></td>
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<td><strong>Mammal Studies</strong></td>
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<td><strong>Nature</strong></td>
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<td><strong>Nuclear Science</strong></td>
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<td><strong>Weather</strong></td>
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<td><strong>Geocaching</strong></td>
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<td><strong>Photography, Moviemaking</strong></td>
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<td><strong>Search &amp; Rescue</strong></td>
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<td><strong>Cascade Rangers</strong></td>
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<td><strong>Archery ($)</strong></td>
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<td><strong>Rifle ($)</strong></td>
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<td><strong>Aquatic Supervision</strong></td>
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<td><strong>BSA Snorkelling Cert</strong></td>
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<td><strong>Canoeing, Kayaking</strong>*</td>
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<td><strong>Learn to Swim</strong></td>
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<td><strong>Lifesaving</strong></td>
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<td><strong>Mile Swim BSA</strong></td>
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<td><strong>Paddleboarding Award</strong>*</td>
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<td><strong>Rowing</strong>*</td>
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<td><strong>Swimming</strong></td>
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<td>9 / 10:30 / 2</td>
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Please Note: all Waterfront & Shooting Sports classes are 90-minute blocks.

Courses with prerequisites listed have requirements that are best completed out of camp. Youth will receive a partial blue card, which may be combined with documentation of prior or future work for completion outside of camp. OP = Course is available as a drop-in during open program. BOLD = Eagle required. ($) = Extra Cost. *** Occasionally a lottery must be held if demand exceeds the number boats or robotics kits available. We have enough capacity that most weeks this is not an issue.
Daily Schedule

**Sunday**
12:30 Arrival
1-4 Check in/Camp Tours/
   Swim Checks/ Med Checks
3:30-4:30 Adult Leader Roundtable
5:15-5:45 Merit Badge Midway
5:45 Flag and Dinner
*7:45 Camp Wide Chapel and Campfire
10:00 Lights Out

**Monday**
7:45 Flag
8:00 Breakfast
9-12 Merit Badge Classes
10:15 Adult Leader Roundtable
12:30 Lunch
1:30 SPL Roundtable
2-5 Merit Badge Classes/Open Program
5:45 Flag and Dinner
7-9 Evening Program
10:00 Lights Out

**Tuesday**
6:00 am Polar Bear Swim
7:45 Flag
8:00 Breakfast
9-12 Merit Badge Classes
10:15 Scoutmaster Roundtable
12:30 Lunch
1:30 SPL Roundtable
2-5 Merit Badge Classes/Open Program
5:45 Flag and Dinner
7-9 Evening Program
10:00 Lights Out

**Wednesday (Troop and OA Day)**
7:45 Flag
8:00 Breakfast
9-12 Merit Badge Classes
10:15 Adult Leader Roundtable
11:00 Campsite Food Available for Pick-up
12-2 Campsite Lunch
2-5 Merit Badge Classes/Open Program
5-8 Campsite Dinner
7-8 Open Program
8:00 Inter-troop Campfire/OA Ceremony
10:00 Lights Out

**Thursday**
7:45 Flag
8:00 Breakfast / Rafting Group Leaves
9-12 Merit Badge Classes
10:15 Adult Leader Roundtable
12:30 Lunch
1:30 SPL Roundtable
2-5 Merit Badge Classes/Open Program
5:45 Flag and Dinner
7-9 Evening Program
10:00 Lights Out

**Friday**
7:45 Flag
8:00 Breakfast
9-12 Merit Badge Classes
12:30 Lunch
1:15 Forest Service Presentation
2-3 Merit Badge Classes/Open Program
3:00 O-mach-ee Relay
4:15 Pioneer Games / Inventors’ Fair
*6:15 Flag and Dinner
*7:15 Joint SPL/Scoutmaster Meeting
*8:15 A Tribute to Baden-Powell
10:00 Lights Out

**Saturday**
7:00 Troop guides arrive at campsite with breakfast
8:00 Scoutmaster Review
9:00 Awards/Closing Flag/Camp Dismissal

* Times may be adjusted throughout the summer; wait for the announcement.
Suggested Packing List:
Please consider weather conditions when packing, and adjust accordingly. The most accurate weather forecast for Pioneer can be found by searching “Marion Forks, OR” at weather.gov (remember, nights in the mountains are often cold and the weather can change quickly!)

Required Forms
☐ Medical Form, signed by physician & parent
☐ Medication in original containers

DO NOT BRING
☐ Video Games, Sheath Knives, Fireworks

Clothing

Clothing & Personal Gear should be tagged with the Scout’s Name/Unit Number

☐ Class A Uniform
☐ OA Sash (if applicable)
☐ Sweater or Sweat Shirt
☐ Jacket or Windbreaker
☐ 6 Pairs of Socks
☐ 6 Pairs of Underwear
☐ 6 T-shirts
☐ Jeans or Long Pants
☐ Shorts
☐ Belt
☐ Modest Swimsuit & Towel
☐ Hat
☐ Pajamas/Sleepwear
☐ Closed-Toe Shoes
☐ Shower Sandals

Toiletries
☐ Soap, Shampoo & Conditioner
☐ Shower towel, washcloth
☐ Deodorant
☐ Toothbrush, paste, floss
☐ Comb/Brush
☐ Insect Repellent
☐ Sunscreen
☐ Chapstick

Required Gear
☐ Sleeping Pad
☐ Sleeping Bag and Blankets
☐ Pillow
☐ Backpack or Duffel Bag
☐ Flashlight/Headlamp
☐ Mess Kit
☐ Water Bottle
☐ Pen & Paper (for classes)
☐ Pocket Knife (if you have earned Totin’ Chip)
☐ Fire’m Chit Card & Totin’ Chip Card
☐ Wristwatch
☐ Scout Handbook

Optional Gear
☐ Spending Money
☐ Sunglasses
☐ Lawn Chair or Folding Camp Stool
☐ Fishing Gear (barbless hooks only)
☐ Sewing Kit

Contacting Us

By Email:
It is our sincere hope that this guide is informative and prepares you well for your week of adventure. However, we know that there are some situations that may not be covered in this guide. We are here to serve and help.

If you have questions pertaining to Camp Pioneer’s:
• Program
• Food service
• Facility Information
• Special camp Programs

Email us at: pioneer@bsa.camp This email is checked twice daily during the summer and twice monthly during the off season.

If you have questions regarding:
• Reservation status, updates, payments,
• Advancement Records
• Property rental

Please contact the Cascade Pacific Council Service Center directly at: Jeanette Leach | 503.225.5706 or jeanette.leach@scouting.org

Sending Mail:
Mail is fun to receive at camp. Include camp address, Scout’s name, troop number, and session dates. Be sure to include return addresses in case mail arrives at camp after a Scout has left. Adult leaders may pick up mail at the program shack just before dinner. Outgoing mail can be sent from the Trading Post.

(Scout’s first and last name) (Troop #)
Camp Pioneer, (session dates)
62681 Twin Meadows Road
Idanha, OR 97350

Emergency Contact
If while at home, you need to reach a camper or adult leader for an emergency, contact the Portland Scout Service Center at (503)-226-3423, during regular business hours. If it is after hours or on the weekend and it is a life or death emergency, dial the same number and follow the prompts for the emergency answering service.
Camp Pioneer is a part of the Cascade Pacific Council that is operated by the Boy Scouts of America. Camp Pioneer is located on Willamette National Forest Service land under a special use permit.

Camp Pioneer does not discriminate on the basis of race, color, sex, national origin, age, sexual orientation, disability, or by the curtailling or refusing to furnish accommodations, facilities, services, or use privileges offered to the public generally. In addition, we comply with the provisions of the Title VI of the Civil Rights Act of 1964 as amended, Section 504 of the Rehabilitation Act of 1973 as amended, Title IX of the Education Amendments of 1972, as amended, and the Age Discrimination act of 1975, as amended.