Adult Leaders and Parents,

I am excited to welcome you to Camp Meriwether.

Camp Meriwether is a wonderful camp with amazing staff. We are working diligently during the off season to train and get our program fine-tuned so that you and your Scout will have an unforgeable time this summer.

At Camp Meriwether we take great pride in providing you a safe, fun, and exciting environment for your Scouts to develop excellent character, self-confidence, and values.

This guide is to give you an overview of what to expect at Camp Meriwether during your stay. If you are returning to Meriwether, you will find much to be familiar with only a few new things to know, so please take a few minutes and review this guide.

Camp Meriwether is on the Oregon coast and the weather in the summer is normally around 70 degrees and it does rain occasionally. Plan for sunshine but Be Prepared for cool and rain.

Camp Meriwether is a beautiful camp with wonderful views of the ocean. The fresh ocean air is cool and refreshing. You will be able to hear the wildlife and the ocean all throughout camp during your memorable Meriwether adventure.

We are looking forward to being able to share an amazing program and camp with you this summer.

In Scouting,

Missy Hill
Missy Hill, Camp Director
Meriwether@bsa.camp

Portland office 503-226-3423
www.cpcbsa.org/meriwether
ARRIVAL DAY: WELCOME TO CAMP!

There’s a lot to cover before you arrive at camp. This section is meant to help you and your Scouts get your week started on the right foot!

ARRIVAL

On the first day of each week 400 Scouts and 100 adult leaders arrive with all their gear. With that many people needing to move that much gear into campsites, it is imperative that the move-in process happen in an organized manner. **We ask that troops arrive by Noon Sunday.** If you are unable to make it to camp by Noon please let the camp director know prior to Sunday by sending an email. Meriwether is about 30 minutes from Tillamook and 45 minutes from Lincoln City, so plan a rest stop if you’re running early that morning. Troops that arrive early will need to wait in the parking lot and enjoy your sack lunch that you brought until the staff arrives to escort you into camp.

When you arrive at camp the staff will greet you and then our Staff Guide will walk your Scouts to the camp site after they have a health recheck in the parking lot. Your adults can arrange themselves to drive one vehicle into camp and to start the check in process with a roster filled out. Once you have visited the registration table, you then can move one vehicle at a time to your camp site to meet the Scouts.

VEHICLES & GEAR

In order to avoid gridlock on our service road and to keep those hiking into camp safe, we enforce the **Rule of One:** No matter how many vehicles a troop brings to camp, only one vehicle per troop will be allowed in camp at a time. You will need to rotate vehicles to unload your gear in your campsite, meaning that one vehicle can go into camp while the rest wait in the parking lot. When the first vehicle returns to the parking lot then the second one can go into camp and so on. We recommend that once all your Scouts have piled out of your vehicles, you pile your gear into the fewest vehicles as possible so you have fewer trips to make. Your Scouts will hike into camp with the staffer assigned to be the Ranger for your campsite.

HELPFUL HINT: Arrive close to 11:00am to give yourself more time to eat lunch, check in paperwork, and health checks.

TRAILERS

Trailers can be driven into camp for unloading, but trailers cannot be parked permanently along the road or in campsites. Because our main parking lot has limited space, trailers will be parked in our overflow parking lot. If security is a concern, bring a locking device for the door and/or the hitch.

When driving in camp, please **drive slowly.** Many trails enter directly onto the roadway and a Scout or staffer could emerge suddenly from what seems like a solid wall of underbrush. Keep vehicles on the service road and **do not drive into campsites or onto pedestrian trails;** our water pipes cross trails and many are close enough to the surface to break under the weight of a vehicle.

Any gear that is not moved in by the time the parking lot gates are closed (4 p.m. for Sunday arrivals) will need to be hiked in on foot.

PARKING

When you reach the parking lot, please follow staff directions. Park nose-out as closely together as possible. If having your troop’s vehicles parked near each other is important, plan your trip so your vehicles will arrive at the same time; parking is first come, first served. It is unlikely that your gear vehicle(s) will be parked near your passenger vehicles. Vehicles that are dropping off passengers but not staying will be parked separately and asked to unload and depart as quickly as possible to reduce vehicle congestion. All vehicles and trailers must be parked in the main lot or the overflow lot during the week. No other lots or spaces are to be used without a camp parking permit signed by the camp director.
CHECK-IN PAPERWORK

Upon arrival at camp one adult leader from each troop should bring the unit’s paperwork to the registration table. This person should be authorized to deal with the financial and administrative responsibilities of the troop. Staff will ask for final counts of adults and youth, a completed unit Summer camp roster, your My.Scouting troop roster, and any Youth Protection certificates.

Please bring copies of all payment receipts with you to camp. Make sure you are ready with a complete roster with every youth and adult staying in camp, including phone numbers for each person (required by State Health Department). To facilitate mid-week visitor check-in, include anyone you know will be visiting your unit while you are at camp. Please use the summer camp roster included in this packet or complete and print one from your online registration.

A COUPLE OF BUSINESS NOTES

UPDATES From The Guide to Safe Scouting about adult Supervision:

Two registered adult leaders 21 years of age or over are required at all Scouting activities, including meetings. There must be a registered female adult leader 21 years of age or over in every unit serving females. A registered female adult leader 21 years of age or over must be present for any activity involving female youth. Notwithstanding the minimum leader requirements, age and program appropriate supervision must always be provided.

All adults accompanying a Scouting unit who are present at the activity for 72 total hours or more must be registered as leaders. The 72 hours need not be consecutive.

With this new policy, all Adults attending Summer Camp more than 72 hours MUST be registered, show they have completed youth protection training and have a background check completed (background checks take a week or more after registration is submitted, so plan for ahead). My.Scouting rosters are required upon arrival including Youth Protection training certification. Those staying less than 72 hours should complete youth protection training.

1. We will be checking this paperwork as part of the check in process. We will be looking at your My.Scouting roster and Youth protection training certificate.

2. Cancellations of reservations that take place more than two weeks before the troop’s arrival will result in an automatic partial refund through the council office. Troops that cancel after that two-week mark will be responsible for the entire original fee upon their arrival at camp, regardless of the cause behind the cancellation. If the cancellation is due to injury, illness, or emergency, make sure to fill out a Refund Request form and turn it in to the Business Office by Wednesday of your week. All Refund Request forms must be turned in at camp, and all decisions on refunds will be made by the council office; camp cannot approve or issue refunds.

3. You will not be able to make changes to your online reservation or merit badge sign ups after Thursday the week before you arrive. Try to get all the issues done two weeks prior to camp or make the changes when you arrive at camp. This will ensure an easier arrival and sign-up process.

YOUR CAMPSITE

Most of our campsites are a very short hike from the road for unloading and loading. You will need to use the trail to your site to get your gear in. Vehicles are not to drive into campsites.

We will try to contact you during the week prior to your session to ask if you have any questions, and to let you know what campsite you will staying in. When we assign campsites for your unit we will look at few items. The date you reserved, if there is any special needs, and the size of your unit.

Special needs requests of mobility issues are considered when placing units in campsites. Get any Special Needs Request forms in ASAP to help with placement or send the camp director an email. It would be very helpful to have special requests in by May 15th.

If multiple units request the same campsite, we give priority to the unit that placed their reservation first.

When you look at your unit attendance number we will add the Scout and adult number together and find a site that best fits your group. Most of the time you will be sharing a site with another unit. You might want to consider bringing an extra tent or two if you have women leaders or adults that do not wish to share living space, or just for extra gear storage space.

We have two types of campsites: Adirondacks and Mini-dacs:

An Adirondack is a wooden structure with three walls and bunks, and an open front with a tarp covering for privacy. Adults may not stay in the same Adirondack as youth.

Mini-dacs are the same size as tents, but have four wooden walls, a metal roof, and a open doorway with a cloth cover for privacy. Two sleeping platforms on each inside wall accommodate two persons per minidac.

Please bring sleeping pads for either type of shelter—no pads or mattresses are provided.
CAMP ORIENTATION

Once your Staff Guide has met your troop in the parking lot and one of adult leaders has finished the check-in process with the business staff, and Scouts and leaders have done their health check, your Scouts will follow their Staff Guide down the trail and begin their tour of camp. Adults are welcome to take part in the tour, although this is also a good time for adults to drive gear vehicles to the campsite trailhead, so split up your adult leaders as needed.

Adult leaders and adults staying at camp will have a leader meeting at 3 p.m. in the Southern end of the Dining Hall (Discovery Lodge). At least one adult leader from each troop must attend, preferably the unit leader or an adult who is staying most or all of the week, but all are welcome and encouraged to hear the information given.

CAMP TOUR

The key stops on the tour are

- Your campsite
- Health checks
- Swim checks
- Shooting range orientation
- Dining hall orientation
- Other program areas

Your Staff Guide will also point out program areas so Scouts will know where to go for merit badges and activities throughout the week.

SUNDAY SCHEDULE

12:00 p.m.  Camp begins! Staff greets units in Main Parking Lot, health rechecks, and check in
1 - 4 p.m.  Camp Tour
3 p.m.  Adult leader orientation in South end of the Dining Hall
4 p.m.  All vehicles and trailers out of camp and in parking lots
5:15 p.m.*  Waiters report to the Dining Hall
5:50 p.m.  Evening Flag on the West side of the Dining Hall
6 p.m.  Dinner
7 p.m.  Lottery sign-ups for Metalwork, Climbing merit badges if needed (results posted before lights out)
7:30 p.m.  Chapel service (time subject to change as sunset gets earlier)
8:15 p.m.  Opening Campfire (time subject to change as sunset gets earlier)
10 p.m.  Lights out

*Monday-Friday: Waiters report to the Dining Hall at 5:30 p.m.

SATURDAY ARRIVALS

Camp Meriwether attracts troops from all over the Pacific Northwest and from around the country. Troops who need to travel 4 or more hours to reach camp may arrange to arrive on Saturday evening.

Saturday arrivals need to arrive between 6 p.m. and 8 p.m. on Saturday evening. Please do not arrive before 5:00 p.m. as the staff and camp will not be ready for you. Drive directly to the Dining Hall (follow “Deliveries” signs), where staff will be ready to expedite your check-in process. When you arrive please have your Summer camp roster, BSA Medicals, and My.Scouting roster with youth protection training certification for check in. There is a $75 overnight fee per troop. If you would like to request a Saturday arrival for your troop, you must contact the Portland office at (503) 226-3423 or camping@cpcbsa.org to make those arrangements well in advance.

At least one of your troop’s adult leaders needs to accompany the Scouts on the tour to answer questions and help supervise.

Each Scout should pack their swimsuit and towel at the top of their pack so they are easy to find when it’s time to change for swim tests. Your guide will take the Scouts to their campsite to change into swimsuits to ensure privacy for all persons.
OTHER INFORMATION FOR YOUR WEEK AT MERIWETHER

STAFF GUIDE & COMMISSIONERS

A Staff Guide and a Commissioner will be assigned to your campsite for the duration of your stay. The Staff Guide will be responsible for leading your Scouts on a tour of camp on Sunday afternoon, visiting with your Scouts throughout the week, and supporting your SPL’s leadership.

Commissioners work primarily with adult leaders and are responsible for multiple campsites and troops. They serve as a resource for adult leaders and help facilitate the patrol method and youth leadership within units. They also keep track of service projects, help plan camp-wide activities, and assist in campsite maintenance.

SENIOR PATROL LEADERS AT CAMP

The Senior Patrol Leader of each troop will play an important role in the daily activities of camp. The SPL will help the troop’s Ranger lead the way through the check-in process on Sunday and other camp-wide activities, like morning and evening flag ceremonies, campfires, and intertroop competitions. If your SPL isn’t attending Meriwether with your troop, a temporary SPL should be appointed for the week to handle these things.

SPLs should plan to attend SPL meetings every afternoon in the shelters near the Parade Grounds at 4 p.m. (Sunday’s meeting is at 7 p.m.). SPL meetings are led by Commissioners who will take that time to go over the next 24 hours of program, coordinate service projects, and help SPLs with leadership issues.

VEHICLES IN CAMP DURING THE WEEK

Except gear vehicles during designated move-in and move-out times, no troop vehicles or trailers are allowed to be driven or parked anywhere in camp except in the main or overflow parking lots. If someone in your unit has a medical or mobility issue requiring use of a vehicle, they need to turn in a Special Needs form before camp. Only vehicles with a parking permit issued by the Camp Director will be allowed in camp during the week.

When driving gear vehicles in camp, the speed limit is 5mph. The main road is also a main foot-trail and several smaller trails come out directly onto the main road which means that Scouts will be walking, talking, and not paying attention on the roadway; a slow speed is necessary for safety. Pull to the side of the road or into turn around areas when unloading gear - do not pull into campsites or program areas. Many of our water pipes run just under the surface and are vulnerable to being cracked by vehicles driving over them.

ADULTS OR SCOUTS ARRIVING MID-WEEK

Adult leaders or Scouts arriving mid-week should come directly to the Business Office in Discovery Lodge. To simplify the check-in process, make sure they are listed on the summer camp troop roster when you turn it in at registration. If their name is not on your roster we will need an adult leader from your troop to come to the Business Office to verify that the arriving adult leader or Scout is expected at camp. If the troop has not paid for the arriving Scout or leader ahead of time, the fee for the arriving leader or Scout will need to be paid when they check in.

Once the adult leader or Scout is checked in, they will be directed to their campsite by staff. Because hundreds of Scouts will be active in camp, no one will be allowed to drive their gear to campsites mid-week; encourage your other Scouts to ‘do a good turn’ and assist with moving the new arrival’s gear to your campsite.

Troops who are switching adult leadership mid-week must ensure that there are always two adult leaders per unit in camp, and that both of those two adult leaders is over 21 years old, is currently a registered member of the unit, and has current Youth Protection training.
THE HEALTH LODGE, THE MEDIC, AND YOU
Here are several health pointers and policies that we’d like you know about before you arrive:

HEALTH CHECKS
BSA policy requires every person, whether Scout or adult, to go through a basic health check upon their arrival at camp. It includes a series of basic health questions, a review of each person’s BSA medical form for medical concerns and appropriate signatures, and the securing of medications. No one, Scout or adult, can take part in high-adventure activities (e.g., climbing, swimming, boating, etc.) without passing their health check.

MEDICATIONS IN CAMP
New Scout and adult medication are able to be kept in your camp site in a lock-box provided by the camp (a lock will also be provided). An adult who knows the Scouts and who can keep record of their medications are able to manage medications. All medications must be kept in the lock-box provided by the camp. The camp will also give you a log that must be filled out and returned at the end of the week where it will be kept on file for Oregon state health standards. Emergency medications should be kept with the owner at all times but, especially on hikes or other outbound activities (these items include epi-pens, rescue inhalers, emergency insulin, nitro, and other immediate-use emergency medications). If a Scout or leader has emergency medication, inform the Health Lodge staff during health checks so they know to look for it in an emergency.

Also in accordance with Oregon state health standards, all medications must be in their original containers with their original labels. For prescription medication that means the original bottle or box with the prescription sticker on it; the name on the sticker must be the name of the person taking the medication. For over-the-counter medications that means in the original container with the name and dosage (i.e., ibuprofen, 200mg). Multi-day pill boxes are not acceptable at camp unless accompanied by all the appropriately labeled containers. The Health Lodge has a refrigerator available for storage of temperature-sensitive medications.

ILLNESS AT CAMP
One of the greatest health concerns at camp is the introduction and spread of viral infection. If a Scout or adult leader exhibits fever, vomiting, diarrhea, chills, sweats, etc., or other health concerns (particularly contagious issues, such as pink eye or a staph infection) bring them to the Health Lodge as quickly as possible so the Health Officer can assess the situation. If symptoms warrant it, the patient will be sent home so the illness/condition doesn’t spread. The unit is expected to organize prompt transport for the Scout or adult leader.

If a Scout or adult leader has been sick within 48 hours prior to their arrival at camp, do not bring that individual to camp; they are still considered contagious. If a Scout or adult leader is unable to come the first day or is sent home after their arrival, they can come/return to camp 48 hours after the last flu-like or contagious symptom ceases. If a member of your troop misses some or all of camp due to illness, a partial or full refund can be requested; see the business staff for a Refund Request form and turn it in before you leave camp.

HAND WASHING
The best method of preventing spread of disease is proper hand washing. It is the responsibility of the adult leaders and SPL of each troop to oversee hand washing within their troop, especially before every meal. There is a large hand washing station on the south side of Discovery Lodge, as well as hand washing stations in each campsite. Properly wash with soap and running water throughout your stay at camp, particularly before meals, after handling ammunition at the gun ranges, and after using bathrooms or outhouses.

SWIMWEAR
Swimming Attire for all Scouting participants: Swimsuits should be comfortable, functional and modest. For males, swim trunks or board shorts are appropriate. Tight fitting swim briefs or swim bottoms short enough to allow exposure are not allowed. For females, bikinis are not allowed. Modest tankinis or one piece swimsuits are appropriate.

BUDDY SYSTEM
The principle of the buddy system is be able to look out for one another to ensure everyone’s safety. Scouts are encouraged to use the buddy system at all times, for all merit badges, activities, facilities, and along the trail. Adults are not exempt and should also have buddies.

Buddies need to be the same gender, or in groups of three in mixed company. No boy-girl buddy pairs are allowed.
SPECIAL NEEDS

Whether it’s dietary, mobility, illness, or some other issue entirely, the sooner we know about the special needs in your unit, the better able we’ll be to help you address them. We want your week with us to be successful, but we can’t help with a solution if we don’t know about the need.

Special Needs forms are available online at cpcbsa.org/meriwether. Turn forms in to the council office by May 30th.

The Camp Meriwether staff does its best to address all the needs of our visiting Scouts, leaders, and parents. However, there are times when either lack of prior communication or severity of need provides challenges that are difficult to overcome with the limited resources available at camp. Listed below are some common categories of special needs and some suggestions on how to prepare for them prior to your arrival.

MOBILITY ISSUES

We recognize that a week of hiking through camp can be difficult for those with mobility needs, but because driving vehicles through camp can create major safety issues we rarely issue in-camp parking/driving permits. With enough forewarning we can usually put units with mobility needs in campsites with fairly level trails or near certain program areas to minimize need for vehicles. Most program areas and several campsites are accessible using motorized or push wheelchairs. Turn in a Special Needs form early so we can do our best to place your troop in an accessible site.

CPAP MACHINES

CPAP machines at camp need to be powered by a 12-volt automotive-type battery using an inverter available at most electronics supply stores, or to be a self-contained battery CPAP. You will also need a charger to charge your battery during the day. We recommend bringing a cart or some other means of transporting the battery and charger to the nearest power supply each morning. Use of extension cords are not allowed, so all charging must be done in designated locations. Talk to the staff to find the recharging location closest to your campsite.

DIETARY NEEDS

Anyone with a special dietary need should fill out a Special Needs form and turn it into the office by May 30th so our Food Service Manager can plan ahead for each week’s different needs. We expect to have several campers, adult and youth, with dietary needs each week and each year our food service staff creates menus that address common dietary needs, including dairy-free, gluten-free, diabetic, and vegetarian options. All our food is prepared in one kitchen, so there is still a risk of dairy or gluten in prepared foods.

We do our best to make sure all meals prepared in our kitchen are peanut-free, but if you or a member of your unit has a severe allergy please talk to our kitchen staff to ensure that you know what is in the food you are eating.

In the case of extreme allergies or multiple allergies, it may be necessary for a Scout or adult leader to bring their own food to camp to supplement the menu. If someone’s diet is so restricted that each meal will need to be prepared separately, it is strongly suggested that you make that clear on your Special Needs form so our Food Service Manager can contact you prior to your arrival at camp to discuss the logistics of bringing, storing, and preparing your substitutions. In accordance with state health regulations, only staff is allowed to access and prepare food in our kitchen, so if you absolutely must prepare your own food then you will need to bring your own cooking gear and cook food in your campsite.

PLEASE NOTE: THREE THINGS ABOUT FOOD SERVICE

1. Our Food Service staffers are very busy; during our full weeks, they prepare more than 1,800 meals each day. They do all they can to meet the needs of those we serve, but there may be needs they simply cannot meet due to time or material restraints. Prior knowledge allows us to plan better so you can plan better; turn in your troop’s Special Needs forms by May 30th.

2. If we do not receive a Special Needs form prior to camp we will do what we can to meet your dietary needs on the spot, but it is less likely we will have the items we need immediately on hand, so we can’t guarantee the best solution. In such a case, we will let you know at which meal you can expect us to have the necessary items - it will generally be within a meal or two of when we are informed of the need. Be Prepared to supplement from your own food or to send an adult leader into town for supplies to tide you over until then.

3. Special needs meals are prepared for the amount of people who let us know of their special needs. We make only what is needed so as to avoid an excessive amount of wasted food. We do not generally have enough for unexpected menu-jumpers. Please stick with one menu-type (vegetarian, dairy-free, or gluten free) for the week so we can make sure everyone has enough. If you find you need to change mid-week, talk to our Head Cook before you make the change.
DISCOVERY LODGE

Most people just call it the Dining Hall, but it’s so much more than that! Discovery Lodge houses the Health Lodge, Business Office, Trading Post, Kitchen, and Dining Hall.

TRADING POST

The trading post is in the Southeast corner of the building. Items for sale include: merit badge kits, basic camping equipment, clothing, books, knives, toiletries, and Meriwether memorabilia. Snacks and refreshments are also available. Fees for merit badge classes and activities are paid in the Trading Post. We accept credit cards, debit cards, checks, Meriwether gift cards (available at camp), and cash.

HEALTH LODGE

The health lodge is located on the east side of the building. An onsite medic is available 24 hours a day. If the Health Officer is not in the health lodge, go to the business office next door, where someone will radio the Health Officer. If there is an emergency at night, knock on the Health Lodge door; the Health Officer sleeps there and will come to your aid.

BUSINESS OFFICE

The Business Office is situated next door to the Health Lodge on the east side of Discovery Lodge. It is open during program hours to answer questions and address concerns with registration, signing in and out of camp, and any other camp or troop paperwork.

DINING HALL

Camp Meriwether’s Dining Hall takes up the entire west side of Discovery Lodge. Besides meals, the Dining Hall is also used for meetings throughout the week, and adult leaders are welcome to use the south end of the Dining Hall as a place to relax and visit with other leaders.

FAMILY STYLE DINING

We serve our meals “family style,” with Scouts serving as waiters at each table. Upon entering the dining hall at each meal, we ask that everyone remove their hats, walk to their assigned table(s), and remain standing until grace is done. Food will be on the tables already, but should not be touched until everyone sits after grace. The food is portioned for 10 people per table; Scouts should take their portion and pass each item around the table counter-clockwise, making sure that everyone gets an equal portion.

The Dining Hall steward will announce when waiters may come up for seconds (or thirds!). If we run out of a particular menu item, there should be enough of other items to fill up hearty eaters. If, after a couple of meals, you find that Scouts in your unit are still hungry, and the adults have monitored the distribution of portions to ensure they are fairly doled out, please meet with our Food Service Manager to discuss possible ways to resolve the issue.

Each table is assigned to a specific troop or troops. Some tables will be single-troop tables, and some will be shared between troops. Staff eats with the Scouts, so some spots will be available for them to join you. Please do not move table settings from table to table - this would affect food portioning and could leave Scouts or staff without places to sit.

WAITERS

Each table needs to provide one waiter per meal. Waiters are to arrive 30 minutes prior to the meal (45 minutes early for Sunday dinner), have their hands washed, and be ready to follow instructions. It is the waiter’s job to set the table and bring food from the kitchen to their table. After the meal, the waiter is responsible for clearing and cleaning their table. With seating for 600 people, that means 60 tables and 60 waiters, so for larger troops with multiple tables or for younger Scouts new to being waiters, it is suggested that an adult leader accompany them to help the Dining Hall Steward keep things organized and on time.
PROGRAM AT CAMP MERIWETHER

Many years of planning and refinements have gone into the development of the Camp Meriwether program. As a camp we believe that the most important part of a Scout’s week should be to have fun. That principle guides our program every day.

Our program focuses on merit badges in the morning and on open program activities in the afternoon. While we do teach some merit badges after lunch, the vast majority will be held between 9 a.m. and 12 Noon. In the afternoon Scouts may enjoy a wide range of open-program activities in each area, work on completing merit badge requirements or rank advancement, or enjoy free time with their friends; the Scouts are free to choose.

Throughout our program, we feature strong ties to the people who made up the Corps of Discovery and the journey that became known as the Lewis & Clark Expedition. You will see the influence of the Expedition and the Corps in many of the activities we offer.

ADVANCEMENT: TRAIL TO FIRST CLASS

OBIE RANGER’S PROGRAM

Obie Rangers is Meriwether’s Trail to First Class or first-year camper program. During this week-long program, campers will be introduced to and participate in activities around camp, complete rank requirements, and earn the First Aid and Scouting Heritage merit badges.

Each Scout will join with other Scouts to form an Obie Rangers patrol. Obie Rangers staff use the aims and methods of Scouting while teaching skills and playing games with your Scouts. It is their goal to help in the building of the next generation of Scouting’s youth leaders.

OBIE RANGERS
9 a.m. - 12 Noon | Monday - Friday

TRAIL TO FIRST CLASS

For the Scouts who need to work toward First Class but don’t want to participate in the full, week-long Obie Rangers program, we offer open program time in the afternoon at the Obie Rangers area. This is also an opportunity for the older and higher-ranked Scouts in your troop to gain experience in teaching the younger. Setting a time within your troop for your Scouts to come together to teach and learn will strengthen your unit as a troop, as patrols, and as individuals.

There are also several opportunities in various program areas for Scouts to work on rank advancements. The following chart outlines the times and places of those opportunities.

Totin’ Chip and Firem’n Chit

Scouts can stop by Obies to earn two of the basic Scouting safety certifications. By learning and demonstrating knife and axe safety and care, a Scout can earn their Totin’ Chip. Understanding the safety and Scouting rules regarding campfires can earn them their Firem’n Chit.

Totin’ Chip and Firem’n Chit take about 20-30 minutes and are taught Monday through Thursday afternoons at Obie Ranger area. Totin’ Chip is at 2 p.m., 3 p.m., and 4 p.m. Firem’n Chit is at 2:30 p.m., 3:30 p.m., and 4:30 p.m.

TRAIL TO FIRST CLASS AROUND CAMP

<table>
<thead>
<tr>
<th>Activity &amp; Location</th>
<th>Day &amp; Time</th>
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</thead>
<tbody>
<tr>
<td>Animal/Plant ID Hikes</td>
<td>Monday - Thursday</td>
</tr>
<tr>
<td>Nature Area</td>
<td>2:10, 3:10, &amp; 4:10</td>
</tr>
<tr>
<td>Mile Compass Course</td>
<td>Monday - Thursday</td>
</tr>
<tr>
<td>Campcraft Area</td>
<td>All Afternoon</td>
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<tr>
<td>Aquatic Requirements</td>
<td>Tuesday - Thursday</td>
</tr>
<tr>
<td>Waterfront</td>
<td>2:00 - 3:00 p.m.</td>
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<tr>
<td>5-mile hike with map &amp; compass</td>
<td>Thursday</td>
</tr>
<tr>
<td>Meet at Dining Hall after lunch</td>
<td>Duration: 2-3 hours</td>
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9 a.m. - 12 Noon | Monday - Friday

TRAIL TO FIRST CLASS

For the Scouts who need to work toward First Class but don’t want to participate in the full, week-long Obie Rangers program, we offer open program time in the afternoon at the Obie Rangers area. This is also an opportunity for the older and higher-ranked Scouts in your troop to gain experience in teaching the younger. Setting a time within your troop for your Scouts to come together to teach and learn will strengthen your unit as a troop, as patrols, and as individuals.

There are also several opportunities in various program areas for Scouts to work on rank advancements. The following chart outlines the times and places of those opportunities.

Totin’ Chip and Firem’n Chit

Scouts can stop by Obies to earn two of the basic Scouting safety certifications. By learning and demonstrating knife and axe safety and care, a Scout can earn their Totin’ Chip. Understanding the safety and Scouting rules regarding campfires can earn them their Firem’n Chit.

Totin’ Chip and Firem’n Chit take about 20-30 minutes and are taught Monday through Thursday afternoons at Obie Ranger area. Totin’ Chip is at 2 p.m., 3 p.m., and 4 p.m. Firem’n Chit is at 2:30 p.m., 3:30 p.m., and 4:30 p.m.
ADVANCEMENT: MERIT BADGES

Meriwether takes pride in offering quality merit badge instruction because we know that merit badges are one of the crucial building blocks of a Scout’s success. The only programs with limited class-sizes are Climbing, Metalwork merit badges and the Paddleboarding award; all other merit badges and awards have no class size limit. We have included our Merit Badge Schedule and our Activity Grid in this guide. We suggest making duplicates of them for your Scouts and adult leaders to refer to during their week at camp.

We will do our best to keep our schedule as it is printed here, but circumstances might require us to change what merit badges we offer. If such a change is necessary, we will attempt to make it known before camp, but otherwise we will make an announcement at the adult leader orientation meeting on arrival day.

Scouts should plan to work on three or four merit badges at camp. Any more than that can detract from the camp experience, which should include a balance between troop and patrol building, merit badges and advancement, camp-wide activities, and fun with other Scouts.

If a Scout has partially completed a merit badge that he’d like to work on at camp, have him fill out a second merit badge card; our counselors will use the new one to record what is completed at camp. At the end of the week, the counselor will sign off on the requirements the Scout finished with us. When you return home you can put the two cards together to determine if they have completed everything and have fully earned the merit badge.

THINGS TO NOTE ABOUT MERIT BADGES

Not all merit badges can be completed at camp. See the merit badge schedule for details on which badges will be partials.

Staff merit badge counselors will only sign off on requirements that are completed at camp.

A partial is not a failure; please do not treat them as such, especially in front of Scouts. Every requirement finished is a success and means that the Scout is that much closer to completing the merit badge.

REMEMBER:

Bring paper and pencil/pen to every merit badge class. Nothing is needed from the Trading Post for any Monday classes; wait until after your first class to purchase kits, bracelets, etc. so you know exactly what is expected of you and you are sure you will stay in the class.
MERIT BADGES, CERTIFICATIONS, & AREA ACTIVITIES

Bring paper and pencil/pen to every merit badge class. Nothing is needed from the Trading Post for any Monday classes; wait until after your first class to purchase kits, bracelets, etc. so you know exactly what is expected of you and you are sure you will stay in the class. For merit badges that have two being taught at one time, if you need only one speak to the instructor.

### CAMP CRAFT

**MERIT BADGES**

<table>
<thead>
<tr>
<th>Campcraft</th>
<th>Partial</th>
<th>Not taught: 4b, 5e, 7, 8d, 9a</th>
</tr>
</thead>
<tbody>
<tr>
<td>Emergency</td>
<td>Partial</td>
<td>Not taught: 2c&amp;b, 6c, 8b, 9a&amp;b</td>
</tr>
<tr>
<td>Orienteering</td>
<td>Partial</td>
<td>Bring orienteering compass</td>
</tr>
<tr>
<td>Pioneering</td>
<td></td>
<td>practice knots before camp</td>
</tr>
<tr>
<td>Signs, Signals</td>
<td>Partial</td>
<td>Not taught 7</td>
</tr>
<tr>
<td>&amp; Codes</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**ACTIVITIES AT CAMP CRAFT**

- **Cooking Demonstrations** Outdoor cooking techniques and skills will be demonstrated during afternoon program. Scouts and adult leaders will be given the opportunity to prepare and taste a variety of trail foods. Instruction of proper Dutch oven use and care will also be given. All are welcome to participate and share.

- **Mile Compass Course** Scouts interested in orienteering or who are working on First Class can stop by for the instruction sheet for the self-guided course.

### ADULT LEADERS ACTIVITIES AT CAMP CRAFT

- **Chili Cook-Off** Leaders prepare their best recipes in the Campcraft area. Judging is at 4 p.m., followed immediately by an open tasting. A Dutch oven, onions, ground beef, canned beans, stewed tomatoes, and chili powder will be provided. Adult leaders need to bring their own additional materials and secret ingredients to make their chili the best.

- **Dessert Cook-Off** This is for leaders with a sweet tooth. Ingredients are the responsibility of the leaders, and judging will take place in the Campcraft area.

### OBIE RANGERS

**MERIT BADGES**

<table>
<thead>
<tr>
<th>Obie Rangers</th>
<th>Requirements Taught</th>
<th>Scout Rank: 1b, 3b, 4a, 4b</th>
</tr>
</thead>
<tbody>
<tr>
<td>First Aid MB</td>
<td>Tenderfoot: 4a, 5a, 5c, 7a, 8</td>
<td>2nd Class: 1b, 2g, 3a, 3b, 3d, 6a, 6b, 9a</td>
</tr>
<tr>
<td>Scouting MB</td>
<td>1st Class: 2d, 3a, 3b, 3c, 7a, 7b, 7c</td>
<td></td>
</tr>
</tbody>
</table>

- **American Heritage** Partial Not taught: 3c Must attend Candlelight Tour at the Fort

- **Scouting Heritage** Partial Not taught: 5, 6 Must attend the Meriwether History Tour that meets at the old Flag pole.

### CLIMBING TOWER

**MERIT BADGE**

- **CLIMBING**

  **Personal Fitness** Partial Not taught: 1b, 8

  The Climbing merit badge will be offered to a limited number of Scouts each week because of a required limit on the Scout-to-instructor ratio. Two classes of 18 Scouts (for a total of 24 Scouts) will be offered. Sign up for this merit badge on Sunday evening after dinner in front of the Dining Hall or online. If more than 18 per class sign up for Climbing, there will be a random lottery to determine which ones will be in the class.

  If your unit will arrive on Monday morning and you have Scouts who want to sign up for this class, make sure you use the online sign ups.

**ACTIVITIES AT THE TOWER**

- **Open Climb** The Climbing Tower is open to Scouts of all ages who wish to climb during open program each afternoon. Some time is reserved for Scouts who are enrolled in the Climbing merit badge class to practice their skills. For daily information, look for the information posted at the Climbing Tower.

**ADULT LEADERS ACTIVITIES AT CLIMBING**

- **Climb On Safely Certification** The Climbing staff will teach the rules and tools you need to conduct a safe troop climbing program. This certification is available to any and all adult leaders. See your daily schedule for day and time.
ACTIVITIES IN NATURE

Astronomy Overnighter The Astronomy merit badge required an overnight stargazing experience on the beach. It is open to anyone who would like to learn more about the night sky. Telescopes and binoculars are provided; you may also bring your own, of course. The overnighter is scheduled for Monday night, but will change if the weather requires it.

Meriwether Scavenger Hunt The Nature staff will hold a scavenger hunt to test your knowledge and identification skills of plants, animals, insects, and other artifacts from all around camp. This is a great way to learn more about the environment at Meriwether.

Beach Clean-up Every week the Nature staff leads a 1.5 hour beach clean-up to help keep the beach as pristine as it was when Camp Meriwether was first established in 1926. Trash bags, gloves, and any other necessary equipment will be provided; all you need to bring is energy and a helping attitude. With new things washing up on the beach every week, you never know what you could find!

Nature Jeopardy Prove your mettle and knowledge of the natural world in an open contest of Nature Jeopardy.

Tide Pool Hikes Staff-led marine garden hikes are held when the tide is low. Hikes to tide pools along the beach provide an opportunity for Scouts to study and photograph local sea creatures. Knowledgeable staff will answer questions and provide insight into the world of marine life. Hike times will be announced at camp and will depend upon the tidal charts. This is a fascinating experience for those new to the coast or to looking at marine life up close.

ACTIVITIES AT THE FORT

Black Powder Shooting The black powder rifle range is open Monday through Thursday from 2 to 5 p.m. The cost is $0.50 per shot. Shot-tickets are available in the Trading Post. Eye and ear protection are provided, as is one-on-one safety instruction.

Frontiersman Program To qualify as a Frontiersman, Scouts must complete requirements in blacksmithing, marksmanship, tomahawk throwing, frontier cooking, and more during open program time. Frontiersman candidates get to enjoy a Rendezvous feast at the Fort. Those choosing to participate in this program must check in with the Fort Director before lunch on Monday. There is a cost for this program, set at $18.

Candlelight Historical Tour Meriwether staff will lead the Candlelight Tour, an interactive historical presentation about the Corps of Discovery’s winter of 1805. All are invited to attend, but it is required for those taking the American Heritage merit badge.

ADULT LEADER ACTIVITIES AT THE FORT

Stake Break Adult leaders, come down to the Fort and team up against the Camp Staff to see who can shoot a 2x4” in half first!
**SHOOTING SPORTS**

**MERIT BADGES**

**ARCHERY**
- Purchase arrow kits in Trading Post after Monday class

**RIFLE SHOOTING**
- Pay fee in Trading Post after Monday class
- Open program time required

**SHOTGUN**
- Pay fee in Trading Post after Monday class

**ALL SHOOTING BADGES**, plan to shoot during open program time also, to complete badge scoring requirements

***Qualifying for Shooting Sports merit badges in a single week can be difficult and time-consuming***

We strongly encourage Scouts under the age of 13 to participate in the Shooting Sports program during open program rather than taking the merit badges. By doing so, first- and second-year Scouts can improve their skills and build confidence before taking on the pressure of qualifying for the merit badge.

**ACTIVITIES AT SHOOTING SPORTS**

**Open Shoot** During afternoon program, Scouts and adult leaders have the opportunity to practice their marksmanship at the rifle, shotgun, black powder, and archery ranges.

**AMMUNITION TICKET PRICES**

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<thead>
<tr>
<th>Category</th>
<th>Price</th>
<th>Quantity</th>
<th>Targets</th>
</tr>
</thead>
<tbody>
<tr>
<td>Archery</td>
<td>Free</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rifle</td>
<td>$0.35</td>
<td>5 rounds</td>
<td>1 target</td>
</tr>
<tr>
<td></td>
<td>$1.00</td>
<td>15 rounds</td>
<td>3 targets</td>
</tr>
<tr>
<td>Shotgun</td>
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<td></td>
</tr>
<tr>
<td>Black Powder</td>
<td>$0.50</td>
<td>1 round</td>
<td></td>
</tr>
</tbody>
</table>

Tickets for shooting during open program are sold in the Trading Post. Tickets are good all week long, but tickets are not refundable. If there are a lot of people wanting to shoot one afternoon, you might not get a chance to use all your tickets on the day you buy them, so we recommend buying tickets in daily quantities to avoid having a handful of tickets leftover at the end of the week.

**Black Powder Shooting** The black powder rifle range is open Monday through Thursday from 2 to 5 p.m. The cost is $0.50 per shot. Shot-tickets are available in the Trading Post. Eye and ear protection are provided, as is one-on-one safety instruction.

**ADULT LEADER ACTIVITIES AT SHOOTING SPORTS**

**Scoutmaster vs. Staff: Rifle & Archery Shoot** Come prove your skills against the Shooting Sports staff. The contest will take place on Wednesday evening and does not require any tickets to participate.

**Stake Break** Leaders, come to the Fort Monday night and team up against the Camp Staff to see who can shoot a 2x4” in half first!

**STAGECRAFT**

**MERIT BADGES**

**MOVIEMAKING**
- PARTIAL
- Not taught: 5
- Extra time outside of class required

**COMMUNICATION**
- PARTIAL
- Not taught: 5
- Extra time outside of class required

**GAME DESIGN**

**MUSIC**

**PUBLIC SPEAKING**

**THEATER**

**CHESS**

**ACTIVITIES AT STAGECRAFT**

**Improv Games** Come join the Stagecraft staff in Camp Meriwether’s own version of “Whose Line Is It Anyway?” See your daily schedule for date and times. It will be held in the Stagecraft area by the Stagecraft staff and the Theater merit badge students. Stop by the Stagecraft area for more details!

**Movie Trivia** Are you a movie buff? Do you know lots of details about the behind-the-scenes of movies? Come test your movie knowledge against our Stagecraft staff. See schedule for date and times.

**Intertroop Campfire** If you or your Scouts are interested in presenting a skit or song at Wednesday evening’s intertroop campfire, sign up with the Stagecraft staff.

**HANDICRAFT**

**MERIT BADGES**

**ANIMATION**
- PARTIAL
- Not taught: 6

**ART**
- PARTIAL
- Not taught: 6

**BASKETRY**

**LEATHERWORK**

**SCULPTURE**

**WOOD CARVING**
- PARTIAL
- Not taught: 7

**WOODWORK**

Art show gives the Scouts a chance to show off their art projects they have worked on throughout the week.
WATERFRONT / AQUATICS

MERIT BADGES

All Waterfront merit badges, awards, and certifications require earning BSA Swimmer

CANOEING / KAYAKING

Need only one, talk to instructor

FIRST AID

Need to bring first aid kit prepared before camp

LIFESAVING

ROWING

SWIMMING

BSA AQUATICS AWARDS

SNORKELING BSA

STAND UP PADDLEBOARDING BSA

MILE SWIM BSA

This certification is available to all interested Scouts and adult leaders. Classes are Monday-Thursday at 2 p.m., with the qualifying swim on Friday morning.

Each swimmer will need an adult rower and a BSA Swimmer spotter to accompany them during their swim. The ability of the rower will be tested by Waterfront staff before the mile swim. Any further instruction will be given at the first class on Monday.

No swimmer will be allowed to take part in the Mile Swim without having attended and participated in every class and workout; this is a nationally-established requirement and is non-negotiable.

BSA swim test

if you happen to miss it on Sunday then you can go to the waterfront from 2-5 Monday to Thursday. Let a waterfront staff know.

BSA AQUATICS CERTIFICATIONS

AQUATICS SUPERVISION: PADDLE-CRAFT SAFETY

A training for adult leaders and Scouts over 15 years old. This 2-day skill-based course is offered Wednesday and Thursday from 9 a.m. to 12 Noon. Participants will need to sign up on Monday at the Waterfront, be a BSA Swimmer, and be confident in the water.

AQUATICS SUPERVISION: SWIMMING AND WATER RESCUE

A training for adult leaders and Scouts over 15 years old. This 2-day skill-based course is offered Monday and Tuesday from 9 a.m. to 12 Noon. Participants show up for this course on Monday morning at the Waterfront, be a BSA Swimmer, and be confident in the water.

SAFE SWIM DEFENSE and SAFETY AFLOAT

Learn the basic rules necessary to safely organize a watercraft or swimming outing. Safe. See the schedule for day and times

ACTIVITIES AT THE WATERFRONT

Open Swim

Open swim time is available each afternoon, Monday through Friday (Tuesday through Friday during Monday-start Week).

Ocean Wading

Scouts will have opportunities for ocean wading. Our Waterfront staff will set up a safe-swim area for you. See the schedule for times and day. Anyone level of swimmer is welcome. Thursday morning’s Polar Bear Swim. Open for all levels of swimming in the ocean. Bring a towel and a buddy and be ready for fun, but fair warning: the waters of the Pacific are COLD!

Ocean wading is only allowed within the safe-swim area set up by our staff. At no other time is anyone, adult or Scout, allowed to be in contact with ocean waters. If there are adverse weather, ocean, or jelly-fish conditions, we reserve the right to cancel ocean wading.

Swimming Instruction

Basic swim instruction is available from 2-3 p.m., Monday through Thursday, for all skill levels. Scouts who wish to participate should arrive at the Waterfront promptly at 2 p.m..

Camp Meriwether Adult Leader Belly-Flop Contest

Where Scouts can cheer on their adult leaders in the Waterfront’s belly-flop contest. Contestants will be judged on form, performance, costume, and yell. Scouts are encouraged to help brainstorm creative ideas for this contest.

Camp Meriwether Triathlon

To participate in this competitive race, your Scouts will need to form into teams of six: two runners, two swimmers, and two canoe paddlers. Your team must sign up at the Waterfront. During the race participants will run a ¼-mile to the Waterfront, swim around the Waterfront area, and canoe across the lake and back. The triathlon will be held Monday during evening program.

The Aquatics Director may shut the Waterfront area down in the event of inclement weather, particularly during thunderstorms or heavy winds.

The Waterfront Director, with the full support of the Program Director and Camp Director, is the final authority on issues regarding Waterfront safety and shutdown.
BEACH AREA

ACTIVITIES AT BEACH AREA

The beach is an all-new, fun place to be in the afternoon and evenings with exciting activities that will take you speeding along the beach and more. Staff will be on hand to set up Scouts and leaders and get them off to a good start. As a new area, more ideas are being discussed, so look for more to come in addition to Sand Sailing:

Sand Sailing is a sail-powered recumbent cart that you can ride across the hard-packed beach sand. Camp Meriwether is the only camp in the nation offering this fun and exciting new program.

We will do sign-ups for this activity at camp. We will start on Sunday Dinner to sign up Scouts age 16 to 18. Monday breakfast we will fill in any opening with Scouts age 14-16. This program will be run in the afternoon (wind dependent) You will get to sign up for one time slot that will be 1.5 hours long.

BIKE AREA

NEW BIKE COURSE

If you love to ride bikes we have three separate brand-new courses for you to try. These bike courses will be open in the afternoon and evening time.

Do Not Bring a Bike—we will have the bike that fits the course you would like to experience. We will also provide helmets and any other safety gear needed.

Closed toe shoes are required, and comfortable clothing is recommended.

The new PUMP TRACK is a continuous circle track with bumps and hills that loop back on themselves, creating a fun ‘pumping’ action and smooth energizing ride. The pump track is made of dirt, and riders cruise the track on BMX bikes from our all-new fleet of bikes.

The newly crafted MOUNTAIN BIKE TRAILS cover over two miles and are built for various skill-levels to ensure that Scouts are safe and also challenged for their expertise level. You and a buddy will get on a mountain bike and be able to ride and experience the trails that fit your level, winding through the lush coastal forest, into tight turns and fun bumps and curves. This is something your Scouts will be talking about for months to come.
HIGH ADVENTURE ACTIVITIES

Five Mile Hike Part of the Obie Rangers program and open to anyone who would like to go.

Tide Pool Hike Part of the Nature Area’s program—check with the Nature staff for the time (it’ll change depending on the tide chart).

Sandboarding This is your chance to learn the summer version of snowboarding: sandboarding! Join our staff on one of our trips to the nearby sand dunes. This activity is free of charge, but Scouts and units will need to sign up in the Scoutmaster Hallway.

Tidal River Kayaking Tour We have worked with Kayak Tillamook for several years, providing Scouts and leaders with a chance to experience our local bays and estuaries up close. Each participant needs to be a BSA Swimmer and will go through a short training on kayaking. This trip is offered Thursday morning. Pre-camp registration is recommended (go to www.cpcbsa.org/meriwether). The Meriwether fee is $50 (the usual fee is $80-90). Participants will need to arrange their own transportation to the boat launch, which is about 45 minutes away from camp. Plan to arrive back to camp around 1:00 p.m.

Off-shore Crabbing This activity is not organized or supervised by our staff, but we have a local crabbing outfitters that will give you some perks if you say you are with the Boy Scouts. The Company name is Jetty Fishery. They are located on the Nehalem Bay.

General rules: 4 to 6 people per boat (one of the four must be an adult); everyone will need to get a crabbing license; and all Guide to Safe Scouting rules must be followed (2-deep leadership, Safety Afloat certification, etc.). The cost is 100.00 per boat and 10.00 per license. The troop will need to call Jetty Fishery and set up the appointment. Your unit will sign out of camp. The unit will need to treat this as a troop activity. Not a camp activity.

Jetty Fishery 503-368-5746
4 to 6 people in boat
$100.00 per boat
$10.00 per person for Crabbing License

CAMP-WIDE ACTIVITIES

The Hullabaloo! Challenge All week long, troops will compete for Hullabaloo points as part of the Hullabaloo Challenge. Area Directors will give out points to troops which participate in area challenges and camp-wide events, show Scout spirit, and take on service projects.

Points will be tallied throughout the week, and on Friday troops will be able to use their Hullabaloo points in a camp-wide vote to decide which camp staff members have to jump in the lake while wearing their full field uniforms!

Camp Awards Meriwether offers several different camp awards, including both Honor Troop and Honor Patrol awards. Youth and adults can both work toward earning the Vi et Consilio Award, which is named after Meriwether Lewis’ family’s motto and has been around for almost all of our 90 years. Adult leaders can work toward the one of the four levels of the Corps of Discovery adult leader award. Tracking sheets for awards can be found outside the Business Office at camp.

Beach Party Join the staff and all of camp on the beach Monday thru Thursday in the afternoon and evenings. We will have different activities happening everyday.

Castle and Sculpture Contest This patrol contest takes place on the beach in front of the Old Flagpole in the valley. Staff members will be the appointed judges and patrols have the chance to earn points for the Hullabaloo Challenge.

Order of the Arrow Thursday is OA Day at Camp Meriwether; all Scouts and adult leaders who are a part of the Order of the Arrow are invited to wear their OA sash all day Thursday. We provide the opportunity for Ordeal members of the Wauna-La-Mon’tay Lodge to complete the Brotherhood requirements and ceremony at camp on Wednesday. The requirements include: performing a supervised service project led by our OA staff liaison, having at least 10 months’ time as an Ordeal member, and being a current dues-paid Lodge member.

Campfires The Meriwether staff will lead an opening campfire on Sunday evening and a closing campfire on Friday evening. On Wednesday evening Scouts taking the Stagecraft merit badges will host the camp-wide intertroop campfire at the Campfire Bowl. If your troop would like to take part in the inter-troop campfire, stop by the Stagecraft area for more information and to sign up. Troops are also encouraged to invite other troops or other campsites to join them during the week for smaller inter-troop campfires in their individual
<table>
<thead>
<tr>
<th><strong>MORNING</strong></th>
<th><strong>AFTERNOON</strong></th>
<th><strong>NOTES</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>CAMP CRAFT</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Camping*</td>
<td>9:00</td>
<td>10:00</td>
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<tr>
<td>Emergency Preparedness*</td>
<td>9:00-10:30</td>
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<tr>
<td>Orienteering</td>
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<tr>
<td>Pioneering</td>
<td>9:00</td>
<td>10:00</td>
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<tr>
<td>Signs, Signals &amp; Codes</td>
<td>11:00</td>
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<tr>
<td><strong>CLIMBING TOWER</strong></td>
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</tr>
<tr>
<td>Climbing</td>
<td>9:00-10:30</td>
<td>10:30-12:00</td>
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<tr>
<td>Personal Fitness*</td>
<td>9:00</td>
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<tr>
<td><strong>FORT CLATSOP</strong></td>
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<tr>
<td>Indian Lore / Exploration</td>
<td>9:00</td>
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<tr>
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<td>Wilderness Survival</td>
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<tr>
<td><strong>HANDICRAFT</strong></td>
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<tr>
<td>Animation</td>
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<tr>
<td>Art</td>
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<td><strong>NATURE</strong></td>
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<tr>
<td>Astronomy / Space Exploration</td>
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<td>Environmental Science*</td>
<td>9:00-10:30</td>
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<td>Fish and Wildlife Mgmt / Mammal Study</td>
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<td>10:30-12:00</td>
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<td>11:00</td>
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<td>Geology / Mining in Society</td>
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<td>Oceanography</td>
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<td>Plant Science</td>
<td>10:00</td>
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<tr>
<td><strong>OBIE RANGERS</strong></td>
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<tr>
<td>Obie Rangers</td>
<td>9:00-12:00</td>
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<tr>
<td>Program</td>
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<td></td>
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<tr>
<td><strong>AMERICAN HERITAGE / SCOUTING HERITAGE</strong></td>
<td>9:00-12:00</td>
<td>2:00</td>
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<tr>
<td>American Heritage / Scouting Heritage</td>
<td>9:00-12:00</td>
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<td><strong>SHOOTING</strong></td>
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<td>Archery</td>
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<td>Rifle Shooting</td>
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<td>Shotgun Shooting</td>
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<td><strong>STAGECRAFT</strong></td>
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<td>Moviemaking</td>
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<td>Chess</td>
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<td>Communication*</td>
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<td>Game Design</td>
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<td>Public Speaking</td>
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<td>Theater</td>
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<td><strong>WATERFRONT</strong></td>
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<td>Canoeing / Kayaking</td>
<td>9:00-10:30</td>
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<td>First Aid*</td>
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<tr>
<td>Lifesaving*</td>
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<td>Rowing</td>
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<tr>
<td>Swimming*</td>
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<td><strong>Certifications</strong></td>
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<td><strong>&amp; BSA awards</strong></td>
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<tr>
<td>Aqua. Supervision: Paddle Craft Safety</td>
<td>9:00-12:00</td>
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<tr>
<td>Aqua. Supervision: Swim. &amp; Water Rescue</td>
<td>9:00-12:00</td>
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<td>Mile Swim BSA</td>
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<td>Snorkeling BSA</td>
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<td>Basic Swim Instruction</td>
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<td>TTP Aquatic Req's</td>
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*Eagle Required MB's
# CAMP MERIWETHER - Daily Schedule 2020

**Monday - Arrival Units:**
- **WELCOME TO CAMP!**

**Tuesday: Polar Bear Swim**
1. 6:00 - Sandboarding
2. 7:15 - Wakeup Call
3. 7:30 - Breakfast at Dining Hall @ 7:30 AM
4. 7:50 - Merit Badge Flag @ 7:50 AM
5. 8:00 - Breakfast Training @ Waterfront

**Wednesday: Merit Badges**
- 9:00 - Adult Leader Orientation
- 9:15 - NOLS: 10:30-12:00
- 9:30 - Adult Leader Meeting
- 9:30 - Kayaking Outbound @ Picnic table by office

**Thursday:**
- 6:00 - Paddleboard Yoga @ Ocean
- 7:15 - Campsite Checkout
- 7:30 - MB Meeting 8:30-9:30

**Saturday:**
- 9:00 - Troop Departure

**Sunday:**
- 12:00 - WELCOME TO CAMP! Lunch waits report to Dining Hall
- 12:30 - Lunch Check-in, Health Checks @ Main Parking Lot

**LUNCH**
- Wednesday lunch is an optional in-campsite meal (sign up on Tuesday)

**SPL Meeting at Dinner Hall at 4:30 PM**
- (No SPL Meeting today)

**Dinner**
- Dinner waits report to Dining Hall @ 5:30 PM (except Wednesday)
- 5:30 - Dinner @ Fort Clatsop
- 5:50 - Evening Flag @ 5:50 PM

**EVENING PROGRAM:**
- 7:00 - Splash Break @ Cape Lookout Shelter
- 7:15 - Beach Party @ Beach
- 7:15 - Adult Leader Shoot @ Archery Range
- 7:15 - Beach Party @ Beach
- 7:15 - Climb On Safely @ The Tower
- 7:15 - Sandboarding @ Picnic table by office
- 3:30 - Sandbagging @ Dining Hall
- 3:30 - Board/Gard Games @ Dining Hall
- 3:30 - MTG Tournament

**Marine Gardens hike could be rescheduled due to tides

**Astronomy Overnight**
- Could be rescheduled due to cloudy skies

**Thursday is OA Day:**
- Members of the Order of the Arrow are invited to wear their sashes.