



Camp Turrell

The Rising Star of Northern New Jersey Council

2020 Summer Camp Leaders' Guide



Welcome to Camp Turrell!

Thank you for allowing Camp Turrell to help you build your Scouting legacy! Whether you are in Scouting as a professional or volunteer, youth or adult, the goal of our staff, program, and experiences is to provide you with the tools and opportunity to better the world, each and every day.

Ultimately, through the Boy Scout program, we are taught the skills of leadership; we are given the chance to become good role models for others. We learn to have and share a vision, a goal to what we want to accomplish. We are encouraged to always think of others above ourselves and to be aware of the effects our words and actions have on those around us. We are inspired to give back and serve others as they do their best to accomplish their goals. It is through that reciprocation of Scouting spirit that we all receive the best rewards. As Scouts, our simple acts of kindness and service to others allow us to show the world our passions; we continue a movement that began long before any of us were born, a movement of the greater good.

We spend quite a bit of our Scouting lives learning how to “Leave No Trace” on our camping trips. We take extra care to ensure that we leave as insignificant an impact as possible and let others enjoy the unspoiled outdoors. But you all know that no matter how hard we try, we do leave a trace – a footstep, some matted down grass, a broken twig. When camping, we concentrate on the 'physical' traces we leave behind, but we cannot ignore the “non-physical” impacts either. Every day, we are leaving impressions in our wake, both positive and negative. Everywhere you go, everyone you meet, and everything you do leaves a trace that you were here. You leave your legacy! Both in what you do, and what you choose not to do, you will ALWAYS leave a trace.

This summer, we will strive to do our part to assist you in becoming your best. We will celebrate your successes and encourage you when you stumble. We will work together to accomplish remarkable things. As a team, we will all help each other leave this world better than we found it.

Yours in Scouting,

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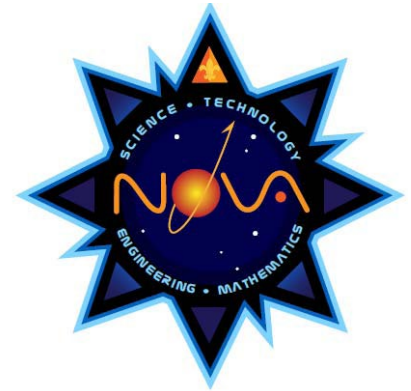
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Recent Additions & Changes

We are continuing to rotate offerings at the Nature Pavilion. This is the 3rd year of the three-year rotation schedule. This approach has allowed Scouts to earn a greater number of merit badges as they return year after year.

Our STEM program will also be returning this season. The STEM session workshops will allow Scouts to earn the merit badges listed below. Photography will again be offered this year under the STEM umbrella. See the Merit Badge program schedule for more details.



MERIT BADGES RETURNING AS PART OF THE STEM PROGRAM

ELECTRICITY



NUCLEAR SCIENCE



ELECTRONICS



PROGRAMMING



STEM EVENING PROGRAM

The STEM evening program will use the following schedule to fulfill the requirements of the Shoot! Nova Award.

- Requirement 1.A will be met as a function of the workshop.
- Requirement 2 must be completed by the participating Scout during camp, or prior to arrival
- Requirement 3.B will be met as a function of the workshop.
- Requirement 4.B will be met as a function of the workshop.
- Requirement 5.A will be met as a function of the workshop.
- Requirement 6 will be met as a function of the workshop.

Nova Award!



Shoot!

MERIT BADGE ROTATION – Nature

Started in 2018

2020

- Geology
- Mammal Study
- Soil and Water
- Conservation

2021

- Geology
- Insect Study
- Fish and Wildlife Management

2022

- Mining in Society
- Bird Study
- Reptile and Amphibian Study

COMING BACK

Action Archery will be coming back to Turrell. Test your skills and get involved if you think you have what it takes to hit targets from long distance or an ability to hit moving targets. What better way to showcase your skills than in a skills competition?

Pathfinder: Our first-year camper program has been modified for the 2020 summer camp season. We made a concerted effort to redesign the program in a way that would meet the needs of our newest campers by providing program elements that focus on skills and requirements which will allow Scouts to acquire these new skills and grow in a way that builds the confidence to take on new challenges. The patrol of Pathfinder Scouts will be led by a staff member who will act as a camp guide, a mentor, and a teacher while providing a layer of oversight to best help campers navigate the program landscape. The Scouts will move through the many exciting areas of camp to give the patrol a taste of all that Turrell has to offer which allows Scouts to think about where they may want to focus their efforts when they join the Merit Badge program schedule the year after. One of the built-in elements of the program is providing an evening for Pathfinder Scouts to bond with one another on outpost, a camping opportunity



away from their troops and under the supervision of their guides, (see details below). The Pathfinder program is written in a way we expect Scouts can easily follow and provides Scoutmasters with a means to determine where their Scouts should be throughout the day. It is important that first-year Scouts have a productive start at camp, one that leaves them proud of what they have accomplished and one that motivates them to set goals for future camp experiences.

Rank Requirements Guideline: To help assist Scouts that may need to work a little longer on a rank requirement but are planning to be part of the general Merit Badge program we are including a rank requirements guideline (RRG) schedule. It should be viewed as a support element and not as a traditional schedule. Be mindful of the RRG as you build your Merit Badge schedule for the week, use the RRG to determine if you may need to attend one of the blocks. As is the case with the Merit Badge program, you are responsible for putting your personalized schedule together even if that includes one of the rank requirements blocks and being where you chose to be at the start of each session.

OUTPOSTS:

Pathfinder Outpost: Meeting Tuesday Night: White Tarp outside the Dining Hall @ 7:15pm

What to bring to outpost?

- Sleeping Bag
- Water Bottle
- Flashlight
- Tarp (optional but highly suggested)

Wilderness Survival Outpost: Meeting Tuesday Night: Outdoor Skills - white cabana @ 7:15pm

What to bring to outpost?

- Sleeping Bag
- Water Bottle
- Flashlight
- Tarp (optional but highly suggested *for ground use only)

Island Outpost: Meeting Wednesday Night: Waterfront pavilion @ 7:15pm

What to bring to outpost?

- Sleeping Bag
- Water Bottle
- Flashlight
- Tarp (optional but highly suggested)



Mission and Goals

The Boy Scouts of America Mission Statement

It is the mission of the Boy Scouts of America to prepare young people to make ethical choices over their lifetimes by instilling in them the values of the Scout Oath and Law.

Camp Turrell Mission Statement

It is the mission of Camp Turrell to provide a camping environment, program, and staff that develop young people in the areas of character, citizenship, and fitness by living the Scout Oath and Law.

The Scout Oath

On my honor, I will do my best
To do my duty to God and my country
And to obey the Scout Law;
To help other people at all times;
To keep myself physically strong,
Mentally awake, and morally straight.



The Scout Law

A Scout is trustworthy, loyal,
helpful, friendly, courteous, kind,
obedient, cheerful, thrifty, brave,
clean, and reverent.



Camp Turrell History

In 1972 the first summer season for Drukker Scout Reservation opened, and since then thousands of Scouts have enjoyed a great camping experience. However, Drukker Scout Reservation history can be traced back to when Irat Indians inhabited it hundreds of years ago.

Drukker Scout Reservation is in a historically rich area and has figured in important regional and local history. It begins in 1396, when the Lenni Lenape tribe—part of the Delaware Nation—gave up their nomadic ways and settled near the area to begin agricultural and hunting pursuits. Soon after, the tribe broke up into three groups: the Minnisinks, the Esopus, and the Cashiegtowks. In the period between 1500-1600, the Delaware Nation reached its pinnacle of prosperity; peace abounded, cornfields, workshops, and tribe homes were located throughout this area especially near the Palisades, which the Minnisink used for protection. Perhaps the greatest Delaware Chief at this time, and of all time, was Tamanend, who was so respected by Native American and white men alike that his name inspired political organizations, which through a change in name came to be called Tammany Societies.

Nevertheless, after 1609 colonists began to settle in the area and displace the tribes. Although the Minnisinks fought a major battle known as "the battle of the Minnisinks," they could not slow the western march of the white men and many settlements were abandoned by 1792. More white men began purchasing land in the area, and many of those first settlers have towns named after them. The Cuddeback (Cuddebackville), VanEtten, and Westbrook (Westbrookville) families settled in the area, started sawmills and gristmills, and became heroes during the Revolution.

After the American Revolution, the Delaware and Hudson Canal Company (D&H) was formed; the Canal would provide for a cheap and economical way of transporting coal and goods into the major trade centers. D&H bought all the water rights of brooks, ponds, and streams along its Hudson Valley route to supply it with water. It is here that Drukker Scout Reservation figured prominently. Beaver Dam Pond at the time (owned by the VanEtten family) was only a 5-acre beaver pond, but D&H bought the flow rights and dammed up the pond until it reached its present size.

By 1864, quarrying was one of the major industries in the area and a few years later the Oswego and Weehawken Railroad built a spur from its main line with a stop at Oakland Station, which is now the area that Scout families drive over at the entrance to the Camp. At one end of our piece of railroad bed is a watering tower used by the steam engines of the 1800s. In walking across the camp property, Scouts will notice that the trees are all young. When steam engines rode though, many times they set forest fires from the sparks thrown from the engines. Our camp too suffered from the sparks of an engine.



By the 1860s a resident, a man named Michael Galligan who had been born just about 1000 feet from the Camp's border, bought a general store right next to the station, which is now the first orange house on the left as you enter the Camp. Other companies, such as the Iroquois Bottle Works (1900-1912), popped up in the area afterward. By the 1920s, a tourist boom hit the area and as many as 300 guests come to Oakland Valley during the summer. The tourist boom buttressed the quarrying industry, which was located entirely on the camp property.

Drukker Scout Reservation's stone was used for windowsills, sidewalks and curbstones. The slate went as far away as Montreal, Canada and New York City. In fact, New York City hall has a sidewalk that was taken from Drukker Scout Reservation. The last functioning derrick can still be seen about 100 yards from the maintenance yard. Though it has deteriorated, the gears, posts, guy wires, and hardware are still there. Sadly, though, by 1930 the quarrying industry was extinguished by the invention of pre-fabricated cement.

In the early 1940s, a Boy Scout Council from Jersey City looked at the property for the possible use as a camp. However, it was not until 1969 that the Alhtaha Council purchased the Beaver Dam Tract. The Alhtaha Council and Aheka Council formed the Passaic Valley Council, and Drukker Scout Reservation was born. Much has been added to the Reservation since its inception in 1972. During the 1990s the Health Lodge, Handicraft Pavilion, Dining Hall, and Archery Pavilion were added to the Reservation. Other work was done to add a basketball court and overhaul the dam. Ownership of the Camp transferred to the Northern New Jersey Council after the merging of the Bergen, Essex, Hudson Liberty, and Passaic Valley Councils; this last change brings us to the present Drukker Scout Reservation.

As you can see, Drukker Scout Reservation's history spans much of America's history and, hopefully, this story will enhance the knowledge of Scouts who wonder how it all came about.



A Special thanks to Peter Osborne III, Historian and Director of the Minnisink Valley Historical Society (and former Camp Turrell Staff) for all his help and research, and Christina Dilkes (editor), who both made this legend of Drukker Scout Reservation possible.



Communications

Mobile phone service can be frustrating while at camp. If a Scout or leader must make an important call out, he or she would be permitted to use the camp phone. Incoming calls to camp that require the contact of Scouts or leaders should be of utmost importance. Please leave as detailed a message as possible, being sure to include your name and a return number. Troops are encouraged to have a mobile phone policy for their Scouts attending camp to help facilitate completion of personal goals as well as to encourage greater participation in camp programming. Please be sure to make guardians aware of your Troop's communication policy to avoid unnecessary anxiety.

Camp Phone: 845-754-7111

For all incoming mail, address packages as follows:

(Scout's Name, Troop/Crew #)
Camp Turrell
144 Galligan Road
Cuddebackville, NY 12729

Camp Administration Email

Troy Knudsen
Camp Director
troyknudsen@gmail.com

John Greco
Program Director
grecoj11@montclair.edu

Commissioner

Website: <https://www.nnjbsa.org/Turrell>

Facebook: <https://www.facebook.com/CampTurrell>

Northern New Jersey Council Office:

25 Ramapo Valley Road
P.O. Box 670
Oakland, NJ 07436

Phone: 201-677-1000
Fax: 201-677-1020
Website: www.nnjbsa.org

Ann Murphy Ex.48
Camping Administrative Assistant
ann.murphy333@Scouting.org

Mike Wirth
Council Camping Director
michael.wirth@Scouting.org

Eric Chamberlin
Deputy Scout Executive
eric.chamberlin@Scouting.org



Directions to Camp Turrell

GPS Coordinates: (41.503441, -74.653169)

Google Maps: <https://goo.gl/KAe0EI>

From I-84 East/West to Cuddebackville Turn:

- Exit Interstate 84 at Exit 1 in New York.
- Follow signs for Route 6 West.
- After Dunkin' Donuts (on right), turn right @ 2nd light onto N. Maple and go through tunnel.
- Follow N. Maple until T-intersection at Route 209 in Huguenot. Turn Right.
- Follow 209 North to a blinking light at the intersection of 209N and Route 211 (in Cuddebackville). Shortly (about 50 yards) after the blinking light, turn left (uphill) onto Oakland Valley Road (Orange County Road 7).

From Route 17 to Cuddebackville Turn:

- Take Rt. 17 North into New York where it becomes Route 17 West.
- Exit at Rt. 17 West (Thruway Exit 16/Harriman).
- Take Rt. 17 West through Middletown to Exit 113 (Ellenville/Wurtsboro/Rte. 209). At the top of the ramp, turn left onto Rte. 209 South.
- Go approximately 10 miles. You will go through Westbrookville.
- In Cuddebackville, before the blinking light, turn right (uphill) onto Oakland Valley Road (Orange County Road 7).

From Route 23 to Cuddebackville Turn:

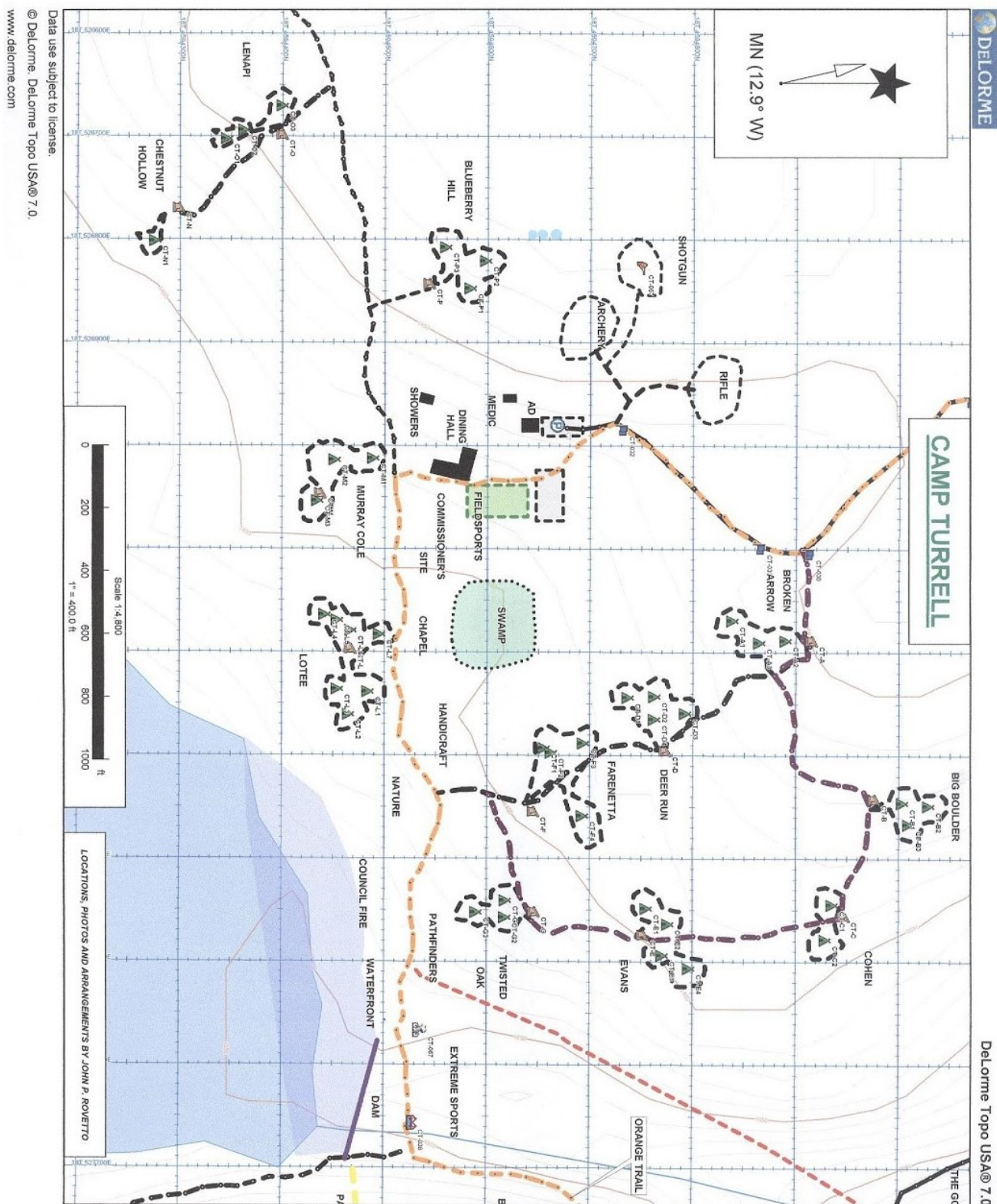
- Take Route 23 North to Port Jervis.
- Entering Port Jervis, turn right at 3rd traffic light – N. Maple Avenue. (Go through the tunnel.)
- Go approximately 4.5 miles to a stop sign.
- At the stop sign, turn right onto 209 North towards Huguenot.
- Go approximately 4 miles to a blinking light (Route 211).
- Shortly after light, turn left (uphill) onto Oakland Valley Road (Orange County Road 7).

Cuddebackville Turn to Camp Turrell:

- Go approx. 4 miles on Oakland Valley Road. (passing Oakland Valley Speedway and go over a river.)
- About ½ mile after the river, make left onto Galligan Road. In approximately ½ mile, the road becomes dirt.
- Go past the old railroad bed and look for the brown Drukker Scout Reservation/Camp Turrell sign and stay right.
- It is a long 2.5-mile road into camp. Go past Camp Kluge turnoff and up into the parking lot.
- **NOTE: THE CAMP SPEED LIMIT is 10mph.**
- Welcome to Camp Turrell!

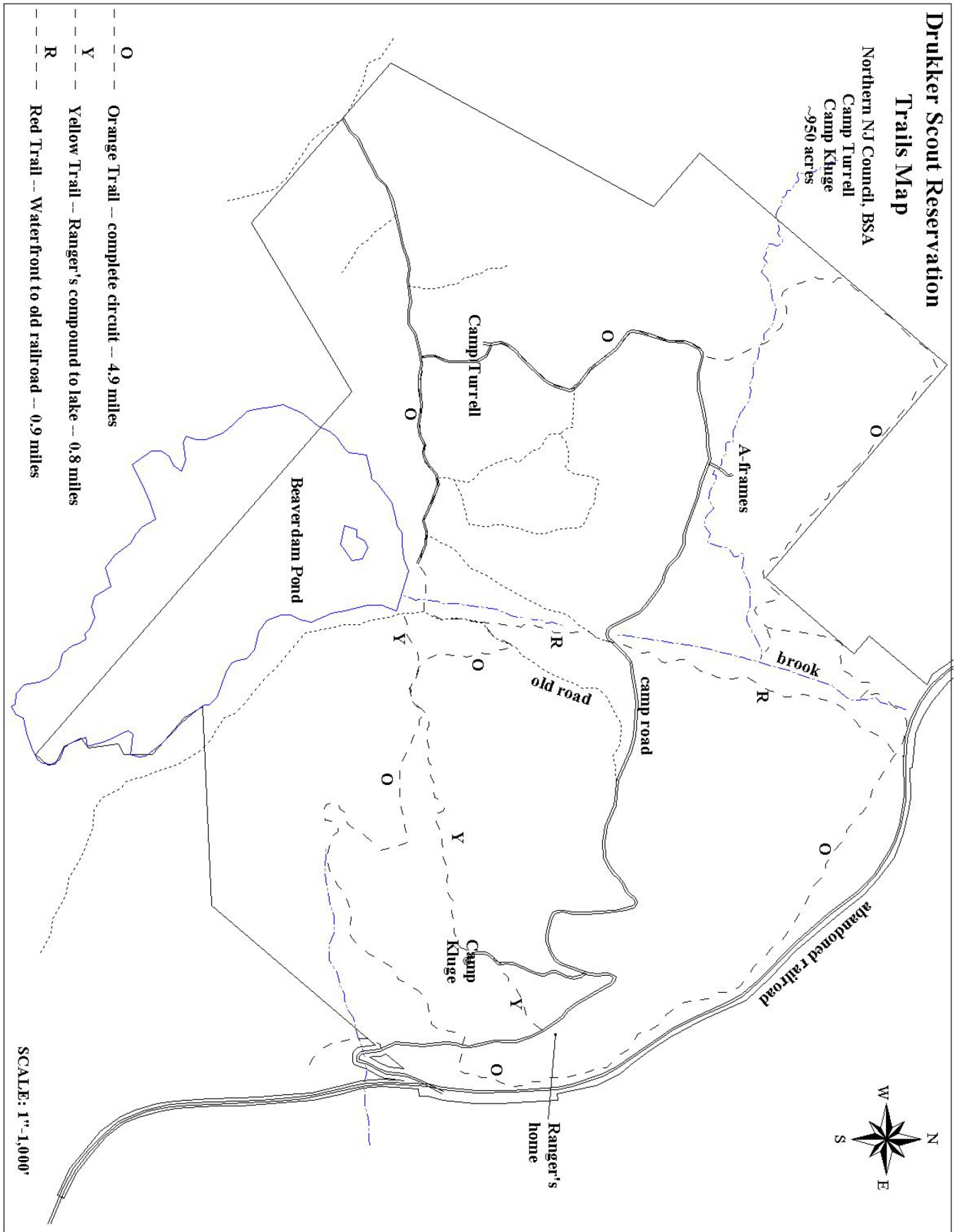


Camp Turrell Maps



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Camping at Turrell

All units camping at Turrell are issued cots and housed in two-man canvas tents on wooden platforms. Each campsite is equipped with a latrine, wash basin, and running water. Most meals will be prepared by the food service staff in the dining hall unless the patrol cooking option is elected. On Thursday, to give all Scouts the opportunity to cook in-site, the dining hall will issue food to each troop for a patrol cooking experience. (Please read the Dining Services & Menu section for further details.)

The camp features many miles of hiking and mountain biking trails, a waterfall, a 90-acre lake, Scouting program areas, a health lodge, dining hall/commissary, and an administration building (Peterson Lodge).

We will host provisional campers during week 5 for any Scouts interested in attending without their home troops. We continue to offer many opportunities for Scouts of all ages and ranks in camp, including our Pathfinder program for those just beginning their summer camp Scouting experiences.

Camp Turrell is annually inspected by the Boy Scouts of America and has always earned national accreditation. The camp is also inspected by the State of New York Department of Health and regularly meets or surpasses state standards for health and safety.

2020 Camp Sessions:

- Session 1: July 5th - 11th
- Session 2: July 12th - 18th
- Session 3: July 19th - 25th
- Session 4: July 26th – August 1st
- Session 5: August 2nd - August 8th

**Please specify session number when
registering and making payment!**



Camping Fees - Summer Season

- Troop Camping:** \$460 per Scout, per week; \$415 per Scout, per week before April 15th. *Newly bridged Webelos may attend at the early bird discount rate.* Please plan to pay the balance of any fees with the NNJC when you confirm the number attending **BEFORE** your arrival at camp.
- Leaders Fees:** The first 2 leaders are free for troops of up to 15; each additional leader is \$135.00 per session. See the expanded Scout/leader ratio chart on the following page for more information.
- Programs:** Individual programs may have an associated, additional fee. (noted in the program and activities page)
- Provisional Week:** \$510 per Scout, per week; \$460 per Scout, per week before April 15th.

PAYMENT & REFUND POLICY

There is a non-refundable cancellation fee of \$100 for **each** registered participant per session. **After May 31st, refunds are issued for valid medical or mourning reasons only.** All refund requests must be made in writing no later than August 31, 2020, after which, **NO** requests will be considered. Requests must be emailed to Ann Murphy at ann.murphy333@Scouting.org or mailed to PO Box 670, Oakland NJ 07436, ATTN: Ann Murphy

FAQ's ABOUT PAYMENTS AND REFUNDS:

1. ***If my Scout does not attend camp can they get a "full" refund?***
 - The Northern New Jersey Council has a cancellation charge of \$100.00 per participant session.
2. ***Is the cancellation fee ever waived?***
 - Cases are considered on an individual basis and must be requested in writing.
3. ***What about "no shows"?***
 - It is the unit leader's responsibility to notify the camp of a change in plans. Units or youth that, without prior notification do not show up at camp forfeit any deposits or fees they may have paid.



Youth to Leader Ratios

No. Scouts Attending	No. Leaders Free of Charge		No. Scouts Attending	No. Leaders Free of Charge
4	2		31	4
5	2		32	5
6	2		33	5
7	2		34	5
8	2		35	5
9	2		36	5
10	2		37	5
11	2		38	5
12	2		39	5
13	2		40	6
14	2		41	6
15	2		42	6
16	3		43	6
17	3		44	6
18	3		45	6
19	3		46	6
20	3		47	6
21	3		48	7
22	3		49	7
23	3		50	7
24	4		51	7
25	4		52	7
26	4		53	7
27	4		54	7
28	4		55	7
29	4		56	7
30	4		57	7



Camperships

The Northern New Jersey Council believes a Scout should never miss out on the summer camp experience due to financial hardship. To that end, our Council provides Campership funds to assist Scouts and their families with a portion of the camp fees. Campership applications are available through the Council Service Centers and online at the following address; www.nnjbsa.org/SummerCamp. For those applying for a campership, please register as usual, but indicate “applying for a Campership” on the application. Please do not send any money with the Campership application. Keep in mind that due to limited funds, Camperships do not cover 100% of the fees, so plan your budget accordingly. Campership requests only cover one week of camp. Campership applications must be received by March 15, 2020. Any balance must be paid by May 1 or Campership award is void.

FAQ's ABOUT THE NNJC CAMBERSHIP PROGRAM:

1. *Where does campership money come from?*

- Campership dollars are raised and donated from a variety of sources, specifically for the NNJC Campership Fund.

2. *Who can apply for camperships?*

- Any registered NNJC Scout attending a NNJC camp.

3. *How are camperships decided?*

- A committee of volunteers meets and reviews each application and awards a campership amount.

4. *Do all Scouts receive the same amount?*

- No, camperships are based on need and the number of applicants.

5. *Why can Scouts in the same unit receive different amounts?*

- Information in campership applications differ as do the committee members reading the applications.

6. *What happens to campership funds if a Scout does not go to camp?*

- Unused camperships are reallocated by the campership group to other Scouts who may be in need.



What to Bring to Camp

Individual Equipment

1. Completed Medical Form (A, B, & C)
 - Tetanus immunization record
 - Sunscreen/insect repellent rider
 - Measles immunization record (MMR)
2. Prescription Medications
 - **IN ORIGINAL CONTAINERS!**
3. Sleeping Bag/Blankets
4. Poncho/Rain Jacket
5. Hiking Boots
6. Extra Shoes/Water Shoes
7. Scout Uniforms (Class A & B)
8. Jacket/Sweater (wool or fleece)
9. Swimsuit
10. At least two towels
11. Clothing (pack in plastic bags)
 - socks
 - t-shirts
 - underwear
 - extra shorts
 - extra shirts
 - long pants
 - sleeping clothes
12. Toiletries
 - Soap
 - Toothbrush & toothpaste
 - Comb/brush
 - Other personal items
13. Scouts BSA Handbook
14. Flashlight & extra batteries
15. Scout pocketknife
16. Eating utensils
17. Re-usable water bottle
18. Cup
19. Pens, pencils, and notebook
20. Merit badge pre-requisites

Recommended Equipment

1. Small Pillow
2. Compass
3. Backpack
4. Insect Repellent and Netting
5. Fishing tackle
6. Bible/prayer book
7. Camera
8. Individual first aid kit
9. Ground cloth
10. Wrist watch (with alarm)
11. Spending money for Trading Post
(for slushies, snacks, sodas, camp t-shirts, and other memorabilia).

Troop Equipment

1. Medical forms for each youth & adult
 - **Note changes to form**
2. American/Troop/Patrol Flags
3. Troop Library
4. Special event equipment
5. Dish washing supplies – soap, tubs, sponges, etc.
6. Woods tools & sharpening stones
7. Rope/twine/string
8. Hammer & assorted camp tools
9. Clock
10. Game Equipment
11. First Aid Kit
12. Cooking Equipment
13. Scouting Spirit



Check-in Procedures

1. All adults coming to camp property must submit his or her full name and birth date prior to arrival. This can be done using a troop roster upon registration or by contacting the camp office while camp is in session. Failure to do so will result in that individual being rejected from camp property.
2. Scoutmasters should first report to the **CAMP DIRECTOR** at the dining hall upon arrival. We will be starting check in at 12:00pm and continue until 2:30pm. Site Guides will be ready at noon and will be waiting for your troop at the Dining Hall where medical checks will take place.
3. We will need a copy of your troop roster (including registered adults) to proceed with the check-in. Completed NNJC Part A,B,C & Waiver medical forms are mandatory for all troop members and leaders. Be sure that all medication needed at camp remain in the **original containers**. Signatures of prescribing doctors shall be found on the medical forms for verification. Scouts with prescription medication but **without** the proper signature from a doctor will be sent home. **The Scoutmaster or his/her designee should thoroughly review all medical forms to be sure that each has been filled out completely before arriving at camp to ensure a stress-free check-in process.**
ALL PAYMENTS AND/OR MONEY ISSUES MUST BE HANDLED BEFORE CHECK-IN IS COMPLETED!
4. The Check-In team will then review all medical forms in the Dining Hall, collect all medication that need be kept in the Health Office, and team you up with a Site Guide. From there, your Site Guide will accompany you to your camp site and get your troop in queue for swim testing.
5. Immediately after dropping off your gear at your site, all Scouts and adult leaders should change into their swimsuit. When directed, your Site Guide will bring you to the Waterfront for required swim tests. Your troop will be tested in the order in which your troop checked in. Please note the last swim test will take place at 4:30pm.
6. The rest of the day is yours to unpack, set up sites, and get ready for a fun-filled week of camp.
7. Below is the remaining Day 1 schedule:

5:15pm Orientation (**Dining Hall**)

5:45pm Evening Flag Ceremony (**Class A Uniforms**)

6:00pm Dinner (**Class A Uniforms**)

7:00pm Trading Post Opens

7:00pm Troop Leadership Orientation (**Administration Building**)

Scoutmasters & Senior Patrol Leaders MUST attend

8:30pm Begin gathering for Opening Campfire (**Waterfront**)

9:00pm Opening Campfire (**Waterfront**)

11:00pm Taps (**Site quiet hours begin**)

Check-Out Procedures

All troops are expected to complete check-out
NO LATER THAN 12:00PM on Saturday.

1. The Quartermaster will be open after breakfast to receive any equipment issued to your troop. Lost or broken equipment will be charged to your troop accordingly.
2. Your Site Guide will meet you in the dining hall at breakfast with a check-out list.
3. Please return any unopened food that was issued to you during the week to the commissary. Also, any troops that cooked in-site should return their CLEAN food baskets at this time.
4. Remember our “Leave No Trace” principles as you clean-up your campsite. Please leave it better than you found it. Remember to dismantle any camp craft projects and clean out your stove and patrol box, leaving them open and empty.
5. Once out of your site, make sure to visit the Health Lodge to pick up troop medical forms and any prescription medications.
6. Proceed to the camp office where you will hand in your camp appraisal form and receive your summer camp patches.
7. Please check your site mailbox for any remaining items.

Don't forget to sign-up for Summer 2021! Get your favorite campsite early!
Thank you for choosing Camp Turrell for your troop's BSA camp experience.
We can't wait for you to return to us next year for another unforgettable summer.
Have safe travels. We will see you soon!



Camp Policies

At Camp Turrell, the Scout Oath and Law are our guiding principles. We expect each leader to provide the guidance within the troop to follow these principles, the policies of the Dow Drukker Reservation, the Northern New Jersey Council, and the Boy Scouts of America.

Please review all of Camp Turrell's In-Camp Policies:

- **Flag Ceremonies:** The flag is raised promptly at 7:45am every morning and retired at 5:45pm every day. All troops are expected to attend these ceremonies out of respect for our camp, country, and flag.
- **Uniforms:** All campers are expected to be in uniform during the day. The Field Uniform (Class A) is to be worn to all evening flag ceremonies, vespers, campfires, and dinner. The Activity Uniform (Class B) is to be worn at all other times. Please reference your Boy Scout Handbook for clarifications or ask the camp staff. Thursday will be casual wear. Members of the Order of the Arrow are encouraged to bring their sash. See details regarding the OA Social on pg. 35.
- **Shoes:** Closed toe shoes must be worn continuously, except when showering, sleeping or swimming. Our camp has many rocks that are eager to cause foot injuries. Your cooperation will make your experience more pleasurable for sure.
- **Tents:** **NO FOOD OR DRINK is allowed inside any tent at any time.** Smellables attract wildlife, including bears. Any food or drink found in any tent, at any time, will be immediately confiscated. Please be kind to our canvas tents. Each tent has outriggers to allow them to be stretched to their capacity. Please do not hang on the support beams or hang objects on them. **NO OPEN FLAMES IN THE TENTS!** The tents are flame retardant, but not flame proof. When raining, please close your tent flaps and loosen your outriggers as the canvas will tear as it dries. Please roll up your tent flaps when it is not raining. Treat them as your own – with respect and care. When checking out, please lower all flaps.
- **Latrines & Washstands:** Each campsite is equipped with a latrine and washstand. For your convenience, the Quartermaster has pine disinfectants to clean your latrine daily. Please do not wash dishes in the washstand as it will clog with grease. Please do not dispense of anything but human waste into the latrines as it leads to costly repairs.
- **First Aid:** All illnesses and injuries **MUST** be reported to the Health Officer for treatment. All medications must be checked-in at the Health Office (in their original containers) for locked storage and supervised distribution. Any Scouts who have medications for asthma or anaphylaxis should always carry their inhalers or epinephrine but are required to bring a second set to the Health Lodge for emergencies.



- **Vehicles:** Vehicles are not permitted in campsites. All vehicles must be parked in the designated areas. **NO PARKING** is allowed on the sports field. During the week, all remaining vehicles must be parked in the upper lot by Peterson Lodge or in other properly designated locations.
- **Restricted Areas:** The shooting ranges, waterfront, and climbing areas are off-limits except during program times, when supervised by the staff. Campers and leaders should not enter or pass through campsites other than their own without permission.
- **Dam:** Absolutely **NO** Scouts or leaders are allowed on the dam at any time! No fishing is permitted from the emergency spillway to the waterfront area.
- **Leaving Camp:** All campers and leaders must stop by the Camp Office before leaving camp to sign-out and complete necessary documentation. Unit leaders must arrange two-deep coverage with the Camp Director before leaving.
- **Alcoholic Beverages & Illegal Drugs:** Alcoholic beverages and illegal drugs are not permitted in camp. Possession or use on camp property will be cause for removal.
- **Smoking:** Smoking is prohibited except in areas explicitly designated by the Camp Director. The goal of this policy is to keep smoking away from Scouts.
- **Hazing:** Initiations or hazing of any type is in violation of the Boy Scouts of America youth protection policy and is cause for removal of Scouts or leaders from camp.
- **Firearms:** Camp Turrell provides all rifles, shotguns, bows, arrows, and ammunition at the shooting ranges and prohibits personal weapons.
- **Knives:** Sheath knives are not to exceed 4" in length. No one on the campgrounds is permitted to carry a stiletto style or butterfly style knife. The intention is that you leave home all knives that have a primarily tactical purpose rather than those used in bushcraft, or for carving.
- **Fireworks:** Possession or use of fireworks in camp is prohibited and is cause for removal.
- **Fuels:** Flammable liquids are generally prohibited from use in camp. This includes fire-starting liquids and gels. Units planning to use liquid fuel for lanterns and stoves should contact the Camp Director in advance about storage and usage requirements.
- **Aerosol sprays:** No aerosols of any kind are allowed in camp. However, insect repellents in pump or rub-on form are welcome amenities in camp. Please do not allow insect repellents to contact the canvas tents as it weakens the material.



- **Cutting Trees:** No living or standing dead trees, including saplings, are to be cut without specific permission of the Camp Director or Ranger.
- **Camp Property:** Individuals and units will be charged for repair or replacement of camp property damaged as a result of misuse or neglect.
- **Personal Items:** All personal gear should be clearly labeled or marked with a waterproof marker (please include troop number). The camp is not responsible for lost or stolen items. We recommend that electronic equipment and other valuables be left at home.
- **Electronics:** Electronic devices detract from the outdoor experience and are discouraged. If you must charge personal devices you should do so at one of the two charging stations in the front or rear of the Dining Hall. Please check with the Camp Director at check-in if you have questions.
- **Lost & Found:** Any items lost and found may be delivered and/or recovered in the Camp Office.
- **Food:** No food is allowed in tents, whether they are occupied or not, at any time. Food should only be consumed at the picnic tables and stored in Bear Bags if remaining in-site. Any food items found in tents will be confiscated.
- **Garbage:** Please recycle all materials possible and burn paper/cardboard products in-site. All other garbage should be delivered to the trash trailer behind the dining hall daily. If any trash is left in a campsite in the evening, it should be tied securely in a bear bag and hung at least 12 feet off the ground and 6 feet from any tree trunk. It is much easier to deposit the garbage at the trailer than to clean up after bears or raccoons. **Garbage must be deposited by 7:00pm daily.**
- **Telephone:** The camp office telephone is available for emergency phone calls only. Scouts may only use the public phone with the written permission of their Scoutmaster. Cellular phone service is unreliable in camp and Scouts are discouraged from using cell phones during their week in camp.
- **Pets:** Dogs and other personal pets should be left at home and are **NOT** allowed in camp.
- **Taps:** Campers may not leave their campsite without a unit leader, or on-duty staff member, after 11pm. The playing of Taps represents the start of quiet hours. Please be respectful of other units and follow this policy closely.



Environmental Statement

The Boy Scouts of America care about the environments in which we camp. All Scouts and leaders are charged to protect and nurture our environment, especially when at camp.

Help us keep Camp Turrell clean by:

Recycling:

Reduce the use of all paper, Styrofoam, and plastic.
Reuse containers and recycle aluminum.
Do not bring glass containers to camp.



Low Impact Camping:



FOLLOW THE LEAVE NO TRACE PRINCIPLES

- Plan ahead and prepare.
- Travel and camp on durable surfaces.
- Dispose of waste properly.
- Leave what you find.
- Minimize campfire impacts (be careful with fire).
- Respect wildlife.
- Be considerate of other visitors.

Outdoor Code:

Respect the wildlife of Camp Turrell and the Dow Drukker Scout Reservation
AND FOLLOW THE OUTDOOR CODE AT ALL TIMES.

As an American, I will do my best to:
Be clean in my outdoor manners,
Be careful with fire,
Be considerate in the outdoors,
And be conservation minded.



Camp Safety and YPT

The primary goal of the Northern New Jersey Council, Camp Turrell, and its staff is to provide all campers a safe and enjoyable experience this summer. As such, please carefully read all safety policies and procedures. It is the responsibility of every adult leader, Scoutmaster, Scout, camper, staff member, and visitor, to understand these policies and procedures.

Troop Leadership:

At least two BSA registered adult leaders must always be present in camp to provide qualified supervision and guidance to the troop. One of the two adults must be at least 21 years of age and same sex as the Scouts in your troop. **All additional adult leadership must also be BSA registered** and reflect an awareness of the troop's size, skill level, and special needs. It is often necessary for troop leadership to rotate. **Please be aware that all adults in camp must be verified with the State of New York as per state statute.** As a result, a sudden change in leadership is problematic. Please notify the NNJC service center camping department at registration time if adult leaders will be rotating during the week. A schedule is appreciated. Emergencies do arise so please have a contingency plan and be certain to notify the NNJC service center camping department or, if in camp, the camp director.

Staff Members:

The staff of Camp Turrell is here to provide you with a quality program and to make your stay as enjoyable as possible. They are trained to handle the emergencies of camp and many program areas have radios for communication with the camp office. Notify any staff member should an emergency arise.

Also, if any of your Scouts are interested in joining us in making camp great, please see the Camp Director or Program Director for an application or an interview. Many Scouts have enjoyed their camp experience so much that they have decided to work as a volunteer staff member for a week or two following their week in camp. Although we can only have staff members that are 16 years of age, we also offer a Junior Commissioner program for our interested 14-15-year old's. Many Scouts have had enriching experiences pursuing advancement and merit badge opportunities while working in camp as a Junior Commissioner. Encourage your Scouts to join us this summer or apply next summer!

Youth Protection:

All adults in camp must be registered with the BSA and that starts with Youth Protection Training (YPT). Personal registration and YPT must be up to date to come to camp. The latest version of the online training takes approximately an hour to complete so be sure your potential adult support is aware.

The safety and well-being of our Scouts is our principal responsibility this summer. All adult leaders are responsible to ensure the physical and emotional safety of the Scouts in our care. Be a source of strength and courage and help your Scouts in camp this summer.



***If a Scout reports abuse, or if you suspect abuse,
IMMEDIATELY notify the Camp Director.
DO NOT discuss the matter with other Scouts or Leaders.***

The following guidelines are used to ensure the safety of our youth campers. All adult leaders and staff are expected to follow these guidelines:

- 1. Two deep leadership is always required.** (At least one leader 21 years of age or older and same sex as the Scouts in your troop, and a second of at least 18 years of age.) Should a situation arise where a troop will be without the mandatory two leaders, the Camp Office shall be immediately notified. A course of action to rectify the situation will be determined by the Camp Director.
- 2. No one-on-one contact.** All meetings with youth should be done in plain sight with two adults.
- 3. Respect privacy.** Separate shower facilities are provided for youth (under 18) and adults (18 and older). Adults may be required to intrude for health and safety purposes. Individual showers are provided.
- 4. Buddy system.** All campers must always move about camp with a buddy (or buddies) ; e.g. campers are not to hike alone on or around camp property. This is a BSA National Camp standard and New York State Law. Youth and adult leaders should make sure their Scouts follow this policy and help their Scouts arrive at their programs and merit badge classes on time. However, arriving late is better than arriving without a buddy.
- 5. Separate accommodations.** Youth may not share tents with adults unless the adults are their parent/guardian. Male and female leaders may not share a tent unless they are married.
- 6. Proper preparation for high-adventure activities.** Activities with elements of risk should only be undertaken with proper equipment, clothing, supervision, and safety measures. Scouts will be given opportunities to participate in high adventure activities if they satisfy BSA requirements & standards with the approval of the High Adventure Director.
- 7. No secret organizations are recognized by the BSA.** All aspects of the Scouting programs are open to observation by parents and leaders.
- 8. Appropriate attire.** Proper clothing is always required; e.g. appropriate swimwear must be worn in and around the aquatics area.
- 9. Constructive discipline.** Corporal punishment is never permitted. Discipline should be constructive and reflect the values of Scouting.
- 10. Hazing is prohibited.** Physical hazing and initiations are prohibited and may not be included as part of any activity in camp.



11. Junior leader training and supervision. Adult leaders must supervise, guide, and monitor the leadership techniques used by junior leaders to ensure that Boy Scouts of America policies are followed.

12. Intrusion of unauthorized persons. Please review our policy on this matter in the emergency procedures section.

13. Verification of no-shows. If a Scout listed on a troop's roster fails to show up at camp, the adult leadership of that troop **MUST** verify the reason for that Scout's absence. Troop leaders **MUST** also report any Scouts attending who did not originally appear on the roster. Camp personnel are required to contact the parents of all no-show Scouts. A verification report will be filed in the camp office.

14. Release of minors.

- **For legal parents and guardians:** If a parent/legal guardian needs to pick up their child during his week at camp, they and the Scout must go in person to the camp office to sign-out using the camp Sign-In/Sign-Out book. Camp administration has the right to ask for documentation to prove the identity of the person picking up the minor.
- **For persons other than the legal parent or guardian:** If a person other than the legal parent or guardian arrives to pick-up a camper, verification and identification of this individual is required.

For any minor to leave camp with a person other than a parent or legal guardian, an authorization form must be completed in advance and be on file in the camp office. The form, **"Authorization to Release Minors to Persons other than Legal Parent/Guardian"**, must be completed by the parent and unit leader, and filed with the Camp Director upon arrival. Only persons listed on this form may take a minor out of camp.

The authorized adult and Scout must come to the camp office together in person. There the adult and Scout will sign out in the Sign-In/Sign-Out book and the camp office staff will verify that the form is on file and check the proof of identification of the adult.

The camp administration has the right to ask for documentation to prove the identity of the person picking up the minor. The camp administration reserves the right to deny the adult a sign-out until the Camp Director verifies the documentation.

All forms will be kept on file in the camp office. A separate form must be completed every time a Scout leaves camp.

All adult leaders will be instructed about this policy upon arrival.



Emergency Procedures

WHEN THE CAMP SIREN SOUNDS:

1. **ALL** campers, leaders, and staff report to the Sports Field next to the Dining Hall.
2. Adult Leaders and Area Directors check attendance. If anyone in your care is missing, we need their full name, troop number, and all information possible on last whereabouts.
3. Report attendance to the staff member in charge.
4. Wait for directions.
5. If **ALL CLEAR**, two short siren blasts will sound.

Lost Bather:

1. Siren will sound at Aquatics Director's direction.
2. All nonessential staff is immediately dispatched to the waterfront.
3. All troops will assemble on the Sports Field next to the Dining Hall and follow procedures as outlined when the camp siren sounds.

Lost Camper:

1. Immediately report any missing person to the camp office. **DO NOT DELAY!**
2. Siren will sound at the Camp or Program Director's direction.
3. All troops will assemble on the Sports Field next to the Dining Hall and follow procedures as outlined when the camp siren sounds. Keep them together.
4. Staff will begin searching for the lost person immediately. Extreme Sports Staff will patrol campsites with bikes.
5. The Cuddebackville Fire Department and the New York Department of Environmental Conservation will be contacted.
6. If necessary, the Scoutmaster will notify the Scout's parents/guardians.



Structure or Forest Fires:

1. Report fire to administrative office and/or nearest staff member.
2. Camp Director will notify appropriate fire agencies.
3. **NEVER** enter burning buildings. If a building catches fire, vacate everyone inside.
4. Do not go back for anything! Do not attempt to fight the fire!

Severe Storms (all storms including lightning, hail, and high winds):

1. If a storm is apparent, Scouts and Scoutmasters should return to and remain in their assigned campsites. Take shelter in tents and stay low.
2. If it is not possible to reach your campsite in time, take shelter in the nearest camp building as directed by staff.
3. If hiking on the property, travel to lowest area possible and stay low.
4. Stay off mountain peaks and away from the tallest trees.
5. Do not attempt to leave the campsites to take shelter in camp buildings unless directed to do so by staff members.

Accidents/Health Emergencies:

1. Send for help as needed. If possible, report to the Health Lodge. Immediately notify the Health Officer of the emergency. If unavailable, report to camp office.
2. Administer first aid until help arrives.
3. When appropriate, Scoutmasters will notify the Scout's parents/guardians.

Floods:

1. In the case of a flash flood, try to reach high ground immediately.
2. If possible, notify the camp office and wait for instructions.
3. If necessary, evacuate to the Dining Hall or Peterson Lodge (Administration Building).

Tornadoes:

1. In the event of a tornado, Scoutmasters will be provided a shelter assignment by staff members. Shelters include the Health Lodge, Peterson Lodge (Administration Building), and the Dining Hall.
2. All windows and doors will be opened, and everyone will take shelter. Stay low!
3. Await the all clear by the camp office as directed by the Camp Director.



Fatalities:

1. The Camp Director will notify the proper authorities.
2. The Camp Director will notify the Scout Executive and they will notify the Scout's parents immediately.
3. The Camp Director will get all the facts, including statements of witnesses.
4. Release of any information must be cleared through the Camp Director, who is the official spokesperson for the camp. When possible, this will be done in collaboration with the Scout Executive.
5. A report will be filed with the council office by the Camp Director.

Earthquake:

1. If inside a building, duck under a strong table or desk. Do not leave the building.
2. Cover your head and face. Be prepared to move with the table or desk.
3. If outside, avoid buildings, power lines, and tall trees. Move to the nearest open area.

Cliffs, Gorges, and Caves:

1. Always stay on the trail, unless instructed by staff to do otherwise.
2. There are cliff faces and caves on camp property, which can be hazardous. **DO NOT ENTER CAVES OR APPROACH CLIFF FACES.**
3. Any incident or violation of this policy must be reported immediately. This violation is grounds for immediate dismissal from camp.

Limitations on Physical Activity:

1. If the conditions of smog or high temperatures and humidity exist, Scoutmasters will be directed to provide additional opportunities for rest and water to troops.
2. If necessary, the daily program schedule will be modified to keep campers safe and comfortable. Reduced exposure to the elements is critical.

Camp Kitchen:

1. No camper, adult leader, or Scout is permitted in the kitchen without the permission and direction of the Cook.



Hazardous Gases and Liquids:

1. Any unusual smells or liquids should be immediately reported to the camp office.
2. Remove yourself from any area where these exist. **DO NO TOUCH.**
3. The Ranger will immediately investigate and notify the Camp Director of any hazardous conditions.
4. If necessary, the Cuddebackville Fire Department will be notified.
5. All hazardous materials are to be appropriately stored, contained, and disposed of, per BSA National Camp Standard M-22.

Poisonous Snakes (Copperheads & Timber Rattlesnakes):

1. Do not approach either of these snakes. Observe from a distance.
2. In the case of a bite, remain calm and keep the victim calm.
3. Remove the victim to the closest, safe location.
4. Send for help (Health Lodge or Camp Office). The Camp Director will notify emergency services of a snake bite and request an emergency response.
5. Have the victim sit down with the bite area below the heart.
6. Keep the victim calm and relaxed and administer first aid as appropriate.
7. Following treatment, the Camp Director will file a report with the council office and proper authorities.

Evacuation Plan:

1. All campers will immediately report to the Sports Field. If the Sports Field is unsafe, all campers will report to the upper parking area next to the Peterson Lodge (Administration Building).
2. Once assembled a head count will be taken. Once all are accounted for, the evacuation will commence under the direction of the Camp Director. In the absence of the Camp Director, the Ranger will direct the evacuation.
3. **Evacuation routes:** Once you have reached the evacuation destination, staff will give you directions on what to do next. **Please remain calm and patient.**
 - **Route A** - Hike down the Camp Road toward Galligan Road and gather at the Ranger's House in the Maintenance Yard.
 - **Route B** – Hike the camp road past the Dining Hall toward sites N, O, and P. Follow this road off the Camp Property and onto the Hartwood Club Property. Staff will guide you to safety.
 - **Route C** – Hike the camp road to the aquatics area. From the aquatics area hike the Red Trail below the dam to the Yellow Trail. Hike the Yellow Trail to Camp Kluge. Await instructions there.



Intruder Policy:

According to BSA National Camp Standard, a policy must be in place to address intrusion of unauthorized persons onto the camp property. To identify campers, leaders, and visitors, everyone except for staff will be issued wristbands for identification. Three different colors will be used to differentiate between campers, leaders, and visitors.

1. All visitors must sign in/out at the camp office and wear an identification wrist band.
2. If an unauthorized person is suspected, report this to the nearest program area.
3. The area director will immediately contact the camp office. The area director will relay any information to camp administration, including a description of the individual.
4. The camp director will proceed to the area with the camp ranger and another adult.
5. In the case of emergency, local police and sheriff will be contacted immediately. If the person in question flees, local authorities will be notified of the intrusion regardless.
6. Camp program will continue unless a camp-wide emergency is warranted. In this case the camp siren will sound and procedures for siren sounding shall be followed.
7. An assessment will be made in collaboration with Scout Executives and local authorities.
8. All situations of possible intrusion will warrant a "Report of Intrusion" by the camp director and be filed in the camp office.
9. All adult leaders should train their Scouts to follow the above procedures and report strangers/intruders to the nearest staff member/adult.
10. The Buddy System is always to be followed.



Bear Policy

When a pine needle falls in the forest, the eagle sees it;
the deer hears it, and the bear smells it.

- Black bears are the second largest mammal in New York State; moose are the largest.
- They are excellent climbers and can run at speeds of 25 mph.
- Although bears remain dormant for up to five months in the winter, they are not considered "true hibernators" since they can wake up if disturbed.
- Black bears are typically solitary animals, except when females have cubs. Females will typically have two to three cubs. Cubs stay with the adult female for over a year and then disperse as yearlings on their own.

Rules to Prevent Problems with Bears (source: NYDEC)

1. Do not leave coolers or food out at any time. Store them securely in either the trunk of your car or in the passenger area of your truck. Keep windows shut and food and coolers out of sight. Where food lockers are provided, food and coolers must be stored and locked inside.
2. Clean up after all meals immediately. Keep grills, pots, pans, cooking utensils, and wash basins clean when not in use. Do not wash dishes under the water faucets.
3. Do not put grease, garbage, cans, bottles or other refuse into the fireplace.
4. Keep your campsite clean! Take all garbage to the disposal area every day by 7:00 pm.
5. Do not keep food or coolers in your tent. Do not wear clothing to bed that was worn while preparing or eating meals.

What if you see bears at Camp Turrell?

- ✓ Do not approach black bears. Observe from a distance.
- ✓ Make sure that the bear knows you are there. Talk loudly with your buddies.
- ✓ **DO NOT RUN.** Slowly move away but face the bear. Do not turn your back.
- ✓ If possible, notify the camp office of a bear sighting.
- ✓ If charged, stand your ground. The bear will try to scare you.
- ✓ If attacked, curl up in a ball and protect your head and neck with your hands.
- ✓ Send for help and administer first aid as needed.
- ✓ All black bear incidents will be reported to the council office, local authorities, and the New York State Department of Environmental Conservation (NYDEC).



Dining Services and Menu

There are two options for dining at Camp Turrell. Troops may elect to either eat their meals in the Dining Hall or cook in-site as a patrol. Please select one of these methods on your camp program pre-registration form. Also, identify any special dietary needs your Scouts may have. **On Thursdays, ALL troops will be cooking lunch and dinner in-site, regardless of which dining option is chosen for the rest of your stay. Please bring your mess kits and the supplies you need to make the most of mealtime. Let us know of any additional supplies you might require.**

Dining Hall:

The Dining Hall is one of our favorite areas; a place that makes a rainy day a minor occurrence. At Camp Turrell, our aim is to provide you with a quality dining experience from the food to the program. We have given a lot of thought to what makes a proper menu and will work hard to make your dining hall experience a good one.

Please remember, it is each troop's responsibility to send at least one waiter per table, 15 minutes prior to every meal for set-up. Being late to or missing set-up will result in your troop being served last. The Scout who is serving as a waiter for the specific meal should plan on staying ten minutes after the meal to dispose of garbage, clear dishes, clean tables, and sweep up. Please note, all Scouts at each table should help scrape clear as well as stack the dishes, bowls etc. for the waiter. If we notice that cleanup procedures are not being followed, we will require one adult leader to come before and after meals to monitor setup and proper cleanup. Also, should you be interested in assisting in the kitchen, please speak with our head cook on Sundays when you arrive in camp.

If any of your Scouts will be celebrating their birthday while at camp, please notify the Camp Commissioner or the Head Cook on Sunday.



Camp Turrell 2020 Menu

****A new menu is on the way for 2020****

In-site Cooking

In-Site Cooking:

The cooking ingredients are designed to feed one patrol consisting of 6 Scouts. Food for the meal will be divided into patrol portions prior to pick up. Meat items that are typically stored frozen will be thawed prior to pick up. **The dining hall will host all Troops for dinner on the Sunday that begins the weeklong stay, and the Friday, the last full day of the weeklong stay. On departure Saturday, a complimentary breakfast will be served for all interested Troops.**

All troops electing to cook in site should pick up their supplies for each meal at the times listed below.

	<i>Meal Schedule</i>	<i>Pick up Patrol Cooking</i>
Breakfast	8:00-8:30am	7:00am -7:15am
Lunch	12:30-1:00pm	11:30am -12:30am
Dinner	6:00-6:45pm	5:00pm -5:15pm

Patrols may use any safe and reasonable method to prepare food, but please come prepared! You can be supplied with plates, cups, plastic utensils and a cutting knife if needed. Patrols should be prepared with the equipment necessary to properly cook the food they are provided. Please feel free to bring whatever you need to cook the food to your taste or to prepare a special recipe. Please speak to us at check in, if not before, regarding any food service needs not covered in this guide.



Trading Post

Stop by the new Trading Post to purchase Camp Essentials, Merit Badge Supplies, Camp T-Shirts, Insect Spray, Slushies, Sodas, Souvenirs, Snacks, and *MUCH MORE!*

Hours of Operation

Sunday: 12:00pm – 5:15pm; 6:45pm – 10:00pm

Monday thru Thursday 8:30am – 9:15am; 11:00am – 12:30pm; 1:00pm – 2:30pm; 3:30pm – 5:00pm; 6:45 – 10:00pm

Friday: 8:30am – 9:15am; 11:00am – 12:30pm; 1:00pm – 2:30pm; 6:45 – 10:00pm



Programs & Activities

2020 Merit Badge Workshops (50), Activities (12)

<p><u>Aquatics</u> Swimming Lifesaving Canoeing Small Boat Sailing Rowing Kayaking ♣ Polar Bear Swim ♣ BSA Stand-Up Paddle Board ♣ BSA Snorkeling ♣ BSA Mile Swim ♣ BSA & Red Cross Lifeguard ♣ Key Log Rolling</p> <p><u>Outdoor Skills</u> Pioneering Camping Cooking Wilderness Survival Orienteering Backpacking Signs, Signals, and Codes</p> <p><u>STEM</u> Photography Electricity Electronics Programming - (recommendation 14+ y/o) Nuclear Science - (recommendation 14+ y/o) ♣ Nova Award – Shoot!</p>	<p><u>COPE/Climbing</u> Climbing ♣ 3-Stage Zip Line</p> <p><u>Extreme Sports</u> Sports Athletics Personal Fitness ♣ Mountain Biking</p> <p><u>Handicraft</u> Basketry (additional \$15 fee) Leatherwork (additional \$17 fee) Sculpture Art Woodcarving Indian Lore Painting Space Exploration</p> <p><u>Shooting Sports</u> Rifle Shooting Shotgun Shooting (14+ y/o) (additional \$10 fee) Archery ♣ Tomahawk Throwing ♣ Blowguns ♣ Action Archery</p> <p><u>Health Lodge</u> First Aid Emergency Prep Safety Fire Safety</p>	<p><u>Nature</u> Fishing Environmental Science Geology *, *** Soil and Water Conservation *** Mammal Study *** Weather Nature Sustainability Energy Astronomy Forestry</p> <p><u>Related Arts</u> Public Speaking Music Scouting Heritage</p> <p>(*) offered 2018 - 3yr rotation (**) offered 2019 - 3yr rotation (***) offered 2020 - 3yr rotation ♣ Camp Activities</p>
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Camp Turrell Traditions

Water Carnival

This is the time when the Scouts can show off their aquatic abilities. Who can resist watching your Scoutmaster eat a soggy PB&J? Don't forget the famous Scoutmaster splash either! From non-swimmers to beginners to swimmers, all can take part in the water carnival. Join us from 3pm-5pm on Friday.

Iron Man / Decathlon

Before the water carnival, at 2pm we will be having the Camp Turrell Ironman / Decathlon Competition. It will consist of swimming, rowing, cycling, running, shooting and a test of your Scouting skill as a team event. It will make for a very challenging adventure this summer during your stay at Camp Turrell. Do you have what it takes?

Order of the Arrow

Our strong camp program is reflected through the participation of the Lenapehoking Lodge IX. The Order conducts a recognition ceremony for all recently elected members to the order every Wednesday evening. They also conduct a Brotherhood test during the week and conclude it at the Wednesday evening ceremony. All Order of the Arrow members are invited to assist with these activities. Members can wear their sashes and will be invited to the OA social in the dining hall around 7:30-8pm. Please see the camp summer chief for more information.

National Honor Patrol Award

Your troop can earn the National Honor Patrol Award by completing a series of Scouting related requirements and electives. Troops interested in pursuing the award must pick-up an updated requirements list and an application in the Camp Office. Once complete, the form may be turned in to the Camp Commissioner or Program Director for review and to verify completion.

Baden Powell Award

Your troop can earn the Baden Powell Award by completing the 6 required items and at least 4 of the many optional activities there are to choose from. Troops interested in pursuing the award must pick-up an updated form detailing the requirements at the Camp Office.

Dining Hall

Camp Turrell's Dining Hall has become a showcase for troop pride since its construction. Every year, troops arrive in camp with a donation to decorate the dining hall. Ideas for donations include, troop sign with troop number, year, and location information, and even more imaginative variations. Feel free to be creative but keep your donation modest in size so that we have room for growth! This growing tradition helps to fill our meals with the Scouting spirit.



Service Projects

Over the years, many of the troops that frequent Camp Turrell have dedicated time, materials, and expertise to make improvements throughout camp. Some troops have opted to gravel the paths throughout a campsite, make repairs where needed, even built worktables to make their patrol cooking easier. Should you feel you would like to participate in a service project, please inquire at the camp office as there are usually projects, large and small, that could use attention.

Guardian of the Embers

For many years, Scout troops have volunteered to guard the embers of the opening and closing campfires. Rather than extinguishing the fire with water, several Scouts remain behind to share the Scouting spirit around the glow of the dying embers. At Camp Turrell, we believe that the Scouting spirit and our week in camp are closely related to those final embers. Legend says that the campfire embers determine good fortune and weather in camp. If we guard them and allow them to burn themselves out, the fortune of good weather will result. Who will guard the embers this year?

Closing Campfire

Our closing campfire program will showcase the performances of the staff, Scouts, and Scoutmasters in each troop. Although the staff cannot resist another opportunity to lead a song or act in a skit, troops should also prepare at least one song and one skit for the closing campfire. Add to the Scouting spirit in camp; plan and practice at your troop meetings before camp.

Gateway Contest

Will your troop construct the best campsite gateway of the year? Past winners have created entrances that have included towers, turnstiles, rock walls, and many other more elaborate designs. To enter, your gateway must be completed by Thursday evening. Our trophy will be awarded to the troop with the best overall design and use of Scout craft abilities.

Camp Commissioners

Camp Commissioners are the troop's primary connection to camp staff and your frontline troubleshooters. A Commissioner will visit your site each day to perform a health, safety, and cleanliness check as well as talk with campers and adult leaders. Please use the commissioners as a resource to obtain equipment or supplies; schedule special activities; and solve problems or answer questions about camp.

Council Beaver Days

The Northern New Jersey Council and Camp Turrell have several Beaver Days each year to assist the Ranger and camp staff in order to prepare camp for the upcoming events of summer. The projects range from light clean-up to major camp improvements. Since you are camping with us this summer, please join us during the off-season to help us prepare, maintain, and improve our camp.



Merit Badge Registration

We believe that every Scout should have the opportunity to pursue any merit badge offered in our camp, regardless of demand. We offer several merit badges at multiple times to accommodate your Scouts and their merit badge pursuits. We will also use a pre-registration program for merit badges so that we may accommodate our Scouts and plan accordingly.

Adult Leaders should copy and use the Program Planning Form for helping Scouts plan their merit badge and program schedule this year. ***Please be sure to review the Merit Badge Prerequisites Guide for any program requirements that should be addressed before or after camp to satisfy all requirements of the desired badge.***

Please keep in mind these general guidelines as you prepare your Scouts:

1. Preview the requirements for all merit badge workshops offered, as per the most recent BSA Merit Badge Requirements book. Be sure to carefully review your Scouts' schedules to avoid scheduling conflicts. Scouts should have equal opportunities to pursue merit badges as well as engage in open programs and other activities in camp.
2. Help your Scouts choose merit badges that are age/rank appropriate. Merit badges like Environmental Science and Lifesaving should be pursued by older Scouts with a minimum of second class rank.
3. Encourage your Scouts to acquire and read their merit badge pamphlets prior to camp. We would like to help your Scouts earn the merit badges they have chosen to pursue, so please be prepared.
4. Some merit badges require additional supplies that can be purchased at the Trading Post. Be sure to review each Scout's merit badge workshops and let parents know approximately how much money will be needed for the program. We recommend each Scout brings approximately \$50 to camp for merit badge supplies, snacks in the trading post, and souvenirs.

Please note that some of our merit badges will result in partials only. Examples of these merit badges include Shotgun, Sustainability, and Orienteering. Our goal here is to provide Scouts with a solid foundation in these merit badges so they may complete them at home. If a scout is in camp for two weeks, we will work with them to complete these badges.

All Merit Badge Sign-Ups will be done on-line.



Camp Registration Form

To receive the **EARLY BIRD** price (**\$415/Scout**), return this completed form, your roster, and payment by **April 15th**. After that the cost will be (\$460/Scout)

Contact Information

Troop: _____ Week of Camp (circle): 1 2 3 4 5

Council/District: _____

Scoutmaster Name: _____

Street Address: _____

City/State: _____ Zip Code: _____

Scoutmaster Phone: _____
home cell

Scoutmaster Email: _____

Total Number of Scouts: _____ Total Number of Adults: _____

Site Request: _____

Program Pre-Registration

Pathfinder Program (First-Year Camper): _____ Scouts

Dining Options: **A)** Dining Hall – All Meals **B)** Patrol Cooking – All Meals
(Circle one)

C) Patrol Cooking with _____ meals in Dining Hall

*Please specify which meals: _____.

Please list any special dietary needs (need & number of Scouts):

Note: Sunday & Friday, dinner will **only** be in dining hall (No “in-site” dinner those days)

Information for Online Merit Badge Registration, Programs, and Merit Badge Workshops will be shared at each of two Leader's Meetings. Tuesday March 17th, 2020 @ 7:30 and Thursday April 23, @ 7:30 at the NNJC Office.

CAMP TURRELL - TROOP ROSTER

TROOP #	TOWN	COUNCIL	DISTRICT	SESSION	SITE

	LEADER'S NAME	PHONE NUMBER
SCOUTMASTER		
Assistant SM		
Assistant SM		
Assistant SM		

	SCOUT NAME		SCOUT NAME
1		15	
2		16	
3		17	
4		18	
5		19	
6		20	
7		21	
8		22	
9		23	
10		24	
11		25	
12		26	
13		27	
14		28	

All Adults (Leaders) who plan to spend time at camp are required to be registered with the BSA and have a completed A, B, & C medical form with waiver. Please plan according and bring proof of your membership.