



BOY SCOUTS OF AMERICA®  
MID-AMERICA COUNCIL

# 2011 Camp Cedars Leaders Guide



*Lead the way...*

Dear Unit Leaders and Parents,

Welcome to the 2011 Cedars camping season. In this year of Scouting's centennial, Camp Cedars will deliver its 71st summer of advancement and fun. Before studying the details in the accompanying camp guide, please join us in celebrating a few of the aspects that make Camp Cedars special.

Price: We strive to be good stewards of limited resources, and generous donors make it possible for Camp Cedars to build and maintain exceptional facilities. Due to increased costs, we have had to raise our rates only slightly, but we are still offering a 20% discount to the MAC units that meet the Journey to Excellence criteria.

Camp	2011 Scout Fee	2011 Leader Fee	2010 Scout Fee
Ben Delatour	\$230	\$100	\$230
Many Point	\$226	\$88	\$221
Geiger	\$200	\$135	\$200
Naish	\$210	\$135	\$205
Cedars with incentives	\$159	\$79	\$147
Cedars regular fee	\$199	\$99	\$184

Week 1 – June 5-11

Week 2 – June 12-18

Week 3 – June 19-25

Week 4 – June 26-July 2

Week 5 – July 4-9\*

Week 6 – July 10-16

\*Please take note that Week 5 will be a day shorter than the other weeks. Week 5 will start on Monday and end normally on Saturday. The check-in schedule will stay the same, just a day later than usual. This week will also feature a discounted price of \$179.

**Staff:** You will be treated to an exceptional staff in both experience and in passion for working with your youth. Joining us this year are many experienced youth staff, college-aged counselors, and senior area directors who are trained to provide a safe and enriching summer camp program. Your Scouts are in some of the organization's best hands.

**Program:** There are advancement opportunities for Scouts of all ages. Scouts working on Tenderfoot, 2nd Class, and 1st Class rank requirements should consider Kit Fox. Those returning to camp for additional summers will find 41 merit badges from which to choose. Older Scouts might seek COPE, lifeguard certification, and other advanced programs. All camp programs are evaluated every summer by both the State of Nebraska and the Boy Scouts of America to verify that thorough health and safety standards are being met.

Yours in Scouting,

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# 2011 HIGHLIGHTS

**Swim Pre-checks:** Tired of waiting in line at the pool on Sunday afternoon? Unit swim checks can be completed before camp.

**Patrol Cooking:** We provide the food. You provide the equipment and culinary skill to cook it your way. Discounted fee. A limited number of units will be accepted.

**New BSA Medical Form:** Required annually for all youth and all adults.

**Patriotism:** Both Citizenship in the Nation and Citizenship in the World will be offered twice a day—more opportunities for these Eagle required merit badges.

**Flexible Fridays:** Many merit badges can be completed in four days. Fridays can be used to complete unfinished merit badges or participate in many new troop and patrol activities including geocaching, climbing on the tower, horseback riding, lake activities, and swimming in the pool.

**Action Archery:** Bow, arrow, safety gear, and targets that move!

**Lakefront Activities:** Blue swimmers: Try our water trampoline. Collect rubber ducks to claim prizes. More open boating. Everyone: Check out a fishing pole.

**Seniority Rules:** Pay all fees and submit merit badge requests early to ensure that your older Scouts receive preference for classes and activities.

**Week 5, the Great 5 Adventure:**  Come and join us during Week 5 and bring your older scouts and Venturing scouts for a week of adventure. We will be exploring COPE and the tower, Equestrian, Lake and pool, and Shooting sports. A week of fun and in depth time in these arenas. Sound like fun, come and join us!!

**Volunteer Commissioners:**  We are seeking the help of leaders to fill volunteer positions while you are on the ranch. If you are willing to work the session, along with spending time with your unit, we will refund your camp fees. You need to apply with a staff application and indicate the session you will be in camp. You may obtain those on-line or at the Durham office.

**Up-to-date Information:** For the latest information, visit our website at [www.mac-bsa.org](http://www.mac-bsa.org) and click on camping.

## NEED TO KNOW MORE?

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(June 1-August 10)  
(all year)

# TABLE OF CONTENTS

## Before Camp

2011 Camp Fees	5
Patrol Cooking, Fee Payments	6
Provisional Campers, Special Needs	6
Refunds	6
2012 Reservations, Camperships	7
Tour Permit	7
Camp Leader Orientation Meeting	7
What you should bring to Camp Cedars	8
Leadership Policy, Insurance	10
Health Exams	10
Where is Camp Cedars?	10

## At Camp

Arrival at Camp	11
Campsite Guide	11
Troop Photos	12
Sunday Leader Meeting	12
Camp Tour & New Leader Orientation	12
Smith Administration Building & Health Lodge	12
Mail Service, Mailing Addresses	12
Camp Telephone	13
Daily Leader Meeting, SPL Meetings, Honor Unit	13
Quartermaster	13
Camp Housing, Leader Cots	14
Vehicles in Camp, Security	14
Showers at Camp	15
HunTel Systems Dining Hall Policies	15
Uniforming	15
Visitors to Camp	15
Lost and Found	16
Emergency Procedures & Safety	16
Discipline	17
Check-In and Check-Out Procedures	17

## Merit Badges and Advancement

Program by Year	18
Merit Badge Process at Cedars	19
Merit Badge Information	21
Advancements and Certifications	26

## Other

Patrol & Individual Activities	28
Open Swims & Daily Activities	30
Honor Camping Societies	31
Important Dates to Remember & Helpful Hints	32
Final Checklist	33
Camp Forms	34
Weekday Schedule & Special Evening Programs	35
Map of Camp Cedars	36

# BEFORE CAMP

## **2011 Camp Fees for Scouts\***

If registered by April 15 = \$199

If registered after April 15 = \$214

## **2011 Camp Fees for Leaders\***

If registered by April 15 = \$99

If registered after April 15 = \$99

*\*various incentives available*

A completed **Troop Campsite Reservation Form** (available at the end of this camp guide) and a \$100 deposit will secure your reservation for the 2011 summer camp season at Cedars. This non-refundable deposit will be applied to your troop's total fee.

**The individual in-council Scout fee** is \$199, if paid in full by April 15, 2011. Scouts in Mid-America Council (MAC) units that fulfill the Journey to Excellence criteria will have their fees reduced 20% to \$159. Scouts whose full fees are paid by April 15, 2011 will also receive a free camp T-shirt and a free camp patch. The fee increases to \$214 per Scout on April 16, 2011. Scouts who pay this fee will not receive a free camp t-shirt but will receive a free camp patch.

If a Scout from Mid-America Council comes back to Camp Cedars for a second week, the cost is \$118 (discounts as above). This fee also applies for MAC Scouts who have gone or will go to Philmont, Florida Sea Base, Northern Tier, or Pahuk Pride between May and August of 2011.

**The out-of-council Scout fee** is \$199 if paid by April 15, 2011 and increases to \$214 on April 16. Scouts whose full fees are paid by April 15, 2011 will receive a free camp t-shirt and a free camp patch.

**The leader fee** for each leader attending Camp Cedars with your troop is \$99. Leaders in Mid-America Council (MAC) units that fulfill the Journey to Excellence criteria will have their fees reduced 20% to \$79. The fee for out-of-council leaders is \$99. Scoutmasters or additional leaders who spend the whole week in camp will receive a patch and a free t-shirt.

**The Camp Scoutmaster's fee is waived** (he or she attends free) if the following conditions are met:

- The troop must be registered for camp, and the \$100 reservation fee paid by January 15, 2011.
- The Camp Scoutmaster must stay in camp for the whole week.
- An additional leader's fee will be waived for each multiple of 10 Scouts beyond 10. For example, 10-19 Scouts = A total of 2 free leaders, 20-29 Scouts = 3 free leaders, 30-39 Scouts = 4 free leaders, etc. All additional free leaders must spend the entire week in camp.

**To meet the camp fee deadlines**, the fees must be paid in the Durham Scout Center on or before the deadline date or be postmarked on or before the deadline date.

## **T-SHIRTS**

Those who qualify for a free t-shirt must submit their desired size when payment is made or enter it on the online system before May 1st. We are unable to exchange sizes after this date. For a small additional fee per shirt, our supplier offers the option of screen-printing your unit number on the back.

## PRIMITIVE CAMPSITES

3 Feathers has raised tent platforms, Getzschman/Heckman and Heritage offers a clearing among the trees. All three of these campsites have a nearby latrine. The troop must provide its own tents in good condition that meet fire safety standards. There is a \$5 per Scout/leader discount for camping in either site. Please see the registration form for details.

## PATROL COOKING

Unprepared food issued from the dining hall at times to be determined, and the troop cooks it in their campsite. The troop must provide its own equipment for cooking, eating, and cleanup. Camp allows charcoal, wood fires, or propane stoves. White gas is not permitted. Arrangements will be made to assist the unit in getting patrol boxes to the campsite. To facilitate a smooth transition to and from camp, the Sunday evening and Saturday morning meals will be eaten in the dining hall among all troops. The patrol cooking option is only available to a limited number of troops. The troop must commit to this option by April 15, and it is possible that the spaces will fill more quickly. \$5 per Scout/leader discount. Contact us for more information or to register.

## FEE PAYMENTS APRIL 13-15

A camp payment table will be set up on the following dates at the corresponding locations. This is designed so leaders can interact directly with camp staff, pay camp fees, and get any questions answered. Leaders will also receive detailed information on how to access and use the online registration system for merit badges. If you will be submitting payments by mail, please send a description page of what you are paying for, and include a return address and phone number. Alternately, use the payment calculation form on our website.

DATE	TIME	LOCATION
April 13	8 m – 5:30pm	Mid-American Energy Scout Center – Sioux City
April 14 & 15	8am - 6pm	Durham Scout Center – Omaha

## PROVISIONAL CAMPER

A provisional camper is a Scout who attends camp without his troop. Some Scouts cannot attend camp with their troop (e.g., family schedule conflicts). We don't want Scouts to miss camp because of such problems. Any Scout may attend with leadership arranged by the camp administrators. Advance registration is required. The Scout and his parents must agree to accept the assigned leader's directions and follow the Scout Oath and Law at all times. Contact the Durham Scout Center, Scouter Services, for more information. A provisional camper is on the same fee structure as described on page 1. A provisional camper registration form can be found online.

## SPECIAL NEEDS

If any of your Scouts or leaders have disabilities, allergies that require a special diet, or other special needs, we appreciate timely notification so that camp can work with the unit to meet those needs and avoid surprises upon arrival. Note that Armstrong-McDonald campsite is handicap accessible.

## FEE TRANSFERS OR REFUNDS

A Scout or leader's fee will be refunded only under one of the following circumstances:

- Individual illness or injury
- Death or serious illness in the immediate family
- Relocation of the family outside of Mid-America Council

The Scoutmaster, prior to or at the time the troop checks into camp, must make such requests in writing. **No refunds may be requested after a Troop leaves camp.** Any refund due to a troop will be credited to the troop's pre-paid account at the Durham Scout Center. A council handling fee will be deducted from any refund. The \$100 troop campsite reservation deposit is not refundable and is not transferable if the troop does not attend camp.

## CAMPERSHIPS

We do not want any Scout to miss out on the opportunity to attend summer camp at Cedars due to financial need. We have some funds to help truly needy Mid-America Council Scouts attend Camp Cedars. Scouts from units that conduct a FOS campaign and participate in popcorn sales will receive preferential treatment. All campership information is kept confidential. Campership applications must be received in the Durham Scout Center on or before March 1, 2011.

## 2012 DATES & RESERVATIONS

Planning ahead for 2012? Here are the guidelines:

When you make your 2011 camp payment in full, we will accept 2012 reservation forms online. This means as early as April for the following summer.

- All forms will be date stamped, and priority for all weeks will be determined by the order in which completed forms are received.
- The \$100 nonrefundable troop campsite deposit must be included with the reservation.
- 2011 online registration can be found at [www.mac-bsa.org](http://www.mac-bsa.org).

Week 1 – June 3-9

Week 2 – June 10-16

Week 3 – June 17-23

Week 4 – June 24-30

Week 5 – July 1-7

Week 6 – July 8-10

2012 reservations will be accepted starting April 13, 2011. Starting in 2011 we are only taking online reservations. They can be made at [www.mac-bsa.org/camping](http://www.mac-bsa.org/camping)

## VETERAN UNIT

Does your unit frequently attend Camp Cedars? Beginning with the 5th consecutive summer and every 5 years thereafter, we will recognize the unit with a ribbon or other memento. The first year of consecutive attendance can be 1997 or later.

## TOUR PERMIT

Every troop attending Camp Cedars must have filed a valid tour permit. Please bring a copy of your permit to camp.

## CAMP LEADER ORIENTATION MEETING

These meetings are designed to inform troop leaders what they should be doing to prepare their troops for summer camp at Camp Cedars. Some of the information will include: changes to merit badges, camp fees, important dates, and what Scouts should do before they come to camp. There will also be time for leaders to ask questions. These meetings are NOT mandatory and are intended to help those leaders, especially new leaders, who want their Scouts to get everything they can out of the Camp Cedars experience.

### DATE

February 26

March 5

### TIME

9:30–11:00am

9:30–11:00am

### LOCATION

Mid-American Energy Scout Center – Sioux City

Durham Scout Center – Omaha

# WHAT TO BRING TO CAMP

- Scout uniform shirt
- 6-7 pairs of socks
- Sweater or jacket
- Raincoat or poncho
- Extra underwear and t-shirts
- Hiking boots and/or sneakers
- Long-sleeved sweatshirt
- Swim trunks
- Jeans or long pants
- Hat or cap
- Pajamas
- Toothbrush and toothpaste
- Bath towel and soap
- Mosquito repellant and sunscreen
- Sandals (or flip-flops) to wear in the shower houses Spending money (consult troop leaders)
- Boy Scout handbook
- Individual program needs
- Merit badge class fees (consult troop leaders for troop payment policy)
- Pens, pencils and notebook for merit badge work
- Sleeping bag or sheet/blanket and pillow
- Cot or air mattress or sleeping pad
- Flashlight (extra batteries)
- Canteen or water bottle

## SWIMSUITS:

Men – “Boxer” style suits only. No competition style swimsuits such as Speedos or Jammers.

Women – Only one piece swimming suits allowed. Must be conservatively cut in legs, back, and chest.

## SCOUT UNIFORM:

Scouts and Leaders are expected to wear Scout uniforms at all evening flag ceremonies and evening meals. All clothing and personal equipment should be clearly marked with the Scout’s name and troop number.



# CAMP EQUIPMENT TO BRING

## OPTIONAL SCOUT EQUIPMENT FOR CAMP:

- Sunglasses
- Mosquito netting
- Bible/prayer book
- Sewing kit
- Padlock for pool locker
- Camera/film
- Writing paper, envelopes, stamps
- Pocket knife (no sheath knives permitted)

## TROOP EQUIPMENT FOR CAMP:

- Troop/Patrol and American flags Troop first aid kit (well marked)
- Lock box or locker for valuables & medications Pencil sharpener
- Lanterns (battery type suggested) Troop's "library" of merit badge books
- Rope or binder twine (for a campsite project)
- Activity-related material (Check the activity and merit badge descriptions found in this guide for detailed information.)
- Alarm clocks
- 2-way radios (for leaders only) Thumb tacks
- Waterproof page covers for duty rosters

**All troop equipment should be clearly marked with your troop number.**

*Note: Leader cots are available to rent for \$5/week.*

## WHAT CAMP CEDARS PROVIDES:

- One flagpole per campsite
- One dining fly per campsite (upon request) One bulletin board per campsite
- Picnic tables (2 per campsite) 2-man tents on platforms Latrines with sink and water Fire rings
- Shower facilities for Scouts and male and female leaders

## WHAT THE QUARTERMASTER PROVIDES AT THE MRC (BARN):

- Trash bags
- Toilet paper
- Hoses
- Brooms
- Rakes, shovels, and other tools as needed

*Note: Bagged ice will be available for purchase at the trading post*

# DO NOT BRING TO CAMP

Possession or use of any of these articles may result in dismissal from camp.

- Pets
- Alcohol and illegal drugs
- Firearms and ammunition
- Bow and arrows
- Fireworks
- Non-folding sheath knives, throwing stars or other martial arts weapons

## LEADERSHIP POLICY

Each troop must have at least two leaders in camp at all times and should have as many leaders as necessary to properly supervise its Scouts. A ratio of one adult for each 5-6 Scouts is recommended. At least 2 adult leaders, one of whom must be 21, are required for all trips and outings, including summer camp. If you are concerned about meeting this policy, please contact us for alternate leadership arrangements.

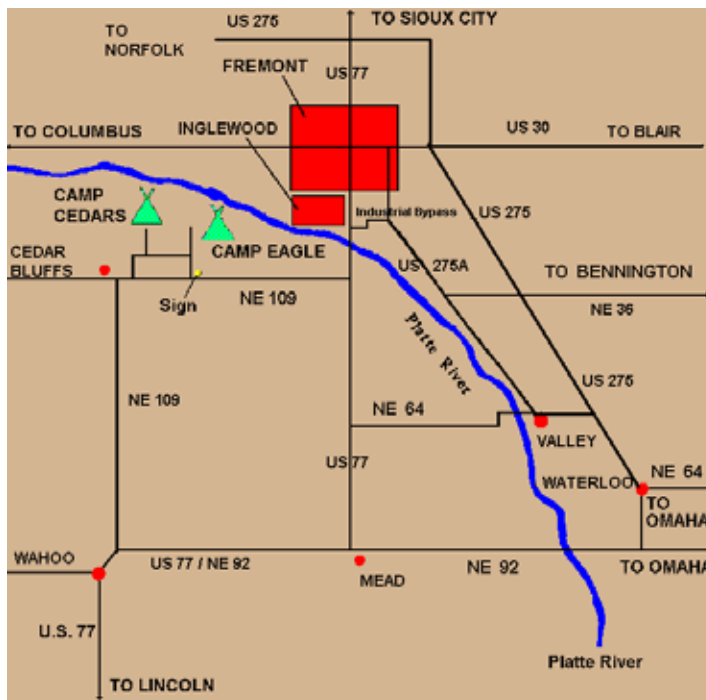
## INSURANCE

All adult leaders and campers must be registered members of the Boy Scouts of America. Mid-America Council has purchased the National Boy Scouts of America Council Accident & Sickness Insurance Plan, which will now cover all registered Mid-America Council Pack, Troop, and/or Crew members for both accidents and illnesses that manifest themselves during participation in Scouting activities. All out-of-council units and other groups or individuals attending camp will not be covered by the Mid-America Council plan. In those instances, accident and health insurance is the responsibility of the troop, individual, and parents or guardians.

## HEALTH EXAMPS

Each Scout and leader at Camp Cedars must turn in a fully completed Health Examination form at check-in. There are no waivers or exceptions. Each Scout and leader is given a brief medical recheck upon arrival. No physicals are given at camp.

## WHERE IS CAMP CEDARS



Camp Cedars is located approximately 3 miles north of Highway 109, just east of Cedar Bluffs, NE, on the south bank of the Platte River. In Omaha, Highway 64 is West Maple Road and Highway 92 is "L" Street.

# AT CAMP

## REMINDERS

- Check-in will NOT start until 1:15pm.
- Do NOT arrive before 1:00pm.
- Vehicles are NOT permitted to drive to the campsite.
- Only bring what you can carry!

## HOMESICKNESS

Homesickness is common at camp, especially for first-year campers. Keeping campers busy minimizes homesickness. Please do not allow Scouts to bring cell phones to camp. This will encourage them to call home and will not help the situation. Some troops find that daily mail from home is a good deterrent. A postcard from home can brighten a Scout's day. Parents visiting camp should be prepared to deal with homesickness. If at all possible, encourage your Scouts to remain at camp. Generally, if a Scout leaves camp early, he will not stay in Scouting. A good tip is to keep the Scouts BUSY!

## ARRIVAL AT CAMP

Plan to arrive between 1:15 and 3:00 PM on Sunday of your week at camp. Do not arrive before 1:00 PM. **Check-in will not begin until 1:15 PM. No troop will be permitted in the campsites before check-in is completed.** To facilitate a smooth check-in process, units should arrive wearing class A uniforms with swim trunks underneath.

A camp staffer will greet each vehicle as it enters camp. All vehicles will be directed to a central area for staging. **All troop and personal gear should be loaded into one troop vehicle.** All troop members will remain with their equipment while the Scoutmaster checks-in at the Administration Building.

The Scoutmaster will be issued wristbands for the identification of all Scouts and leaders staying at camp. For security, the wristbands provide one way to help verify the individuals who are authorized to be at camp. **The wristbands are required to be worn at all times.** Individuals without wristbands will be asked to go to the office.

During check-in, the Scoutmaster will be issued one vehicle pass, which, weather permitting, can be used to transport personal gear to the trailhead of the troop's campsite. Each troop will be permitted to bring only one vehicle at a time to the trailhead. This vehicle must be attended at all times and returned to the long-term parking area immediately after unloading. Except for loading/ unloading, only camp service vehicles are allowed beyond the parking area. During the week, troop trailers will be parked near the Millard Resource Center.

## CAMPSITE GUIDE

After leaving the Smith Administration area, the unit will be met by a campsite guide. This camp staff member will guide the troop through the check-in process. **The following tasks can be completed in any order:**

- Scouts will have troop photographs taken near the Smith Administration Building.
- Health rechecks and health form and prescription medicine turn in will be conducted in front of the administration building
- Swim checks will be conducted at the pool for those units not using the pre-check option. See council website for form and details.
- The campsite guide will accompany the unit to its campsite. The Scoutmaster, SPL and the guide will inspect and note the condition of the grounds, tents, and the facilities assigned to the troop. The Scoutmaster and the guide must both sign the inspection form. Upon completion of the inspection, the troop will move their gear into the campsite and set up.

## TROOP PHOTOS

Troop photos will be taken immediately after unit arrival on Sunday from 1:30 to 4:30 PM. Troops should be in field (Class A) uniforms. Each troop will receive one free picture. Additional copies will be available for purchase. The photo order form should be completed and submitted at the Smith Administration Building by noon on Tuesday.

## SUNDAY LEADER MEETING

At 4:30 PM on Sunday, all Camp Scoutmasters will meet at the Rotary Activity Center. Other adult leaders and SPLs are invited, but their attendance is not required. Program announcements, class schedules, staff introductions, and dining hall assignments will be distributed and discussed at this time.

## SUNDAY EVENING MEAL

The first meal in camp is Sunday at 6:30 PM. At the Sunday leader meeting, each troop will be informed of the number of table waiters needed for the evening meal. Waiters should report to the Dining Hall at 6:00 PM.

## CAMP TOUR

Leaders and Scouts, who desire a tour of camp, should assemble at the Rotary Shelter at 7:45 PM on Sunday. The tour will end at 8:30 PM at the amphitheater in time for campfire.

## NEW LEADER ORIENTATION

For those camp Scoutmasters or leaders who are attending Camp Cedars for the first time, there will be a new leader orientation meeting held in front of the Smith Administration Building at 8:00 PM on Sunday evening.

## LLOYD E. SMITH ADMINISTRATION BUILDING

The Smith Administration Building is located directly north of the main parking lot. Business hours are 8:00 AM to 7:00 PM, Monday through Friday.

## HEALTH LODGE

While camp is in session, a qualified Health Officer is on duty at the Scott Health Lodge, located just east of the Smith Administration Building. All accidents and illnesses must be reported to the Health Officer and recorded in the health log. In the event of serious accident or illness, the individual will be taken to a clinic or hospital in Fremont. Parents will be informed if the Scout needs extensive care. Should the condition of the patient require removal to a hospital, home, or placement under the care of the family physician, the related expenses are a family responsibility.

**Per BSA standards and state regulations, all medicine, except emergency medication that an individual must carry at all times, must be under lock and key either in the Health Lodge or unit campsite.** If an individual must take prescribed medication that requires refrigerated storage (such as insulin), the Health Officer has a refrigerator to assist him/her. It is the responsibility of the Scoutmaster and other unit leaders to ensure the Scouts maintain their medication schedules.

## MAIL SERVICE

There is a drop box for outgoing mail in the administration building. Incoming mail is usually available to adult leaders each afternoon. Stamps and writing materials are available in the trading post.

## CAMP MAILING ADDRESS

[Scout's Name], Troop #  
Camp Cedars  
Cedar Bluffs, NE 68015

## CELL PHONES

Scouts are **NOT** allowed to have cell phones at camp. Any Scout with a cell phone will be asked to turn it in to a leader.

## TELEPHONE

The camp telephone is not available for personal calls. Encourage parents to write, but call only in emergencies. **The camp phone number is (402) 628-8146.** Messages will be relayed as soon as possible. A payphone is available on the north side of the Health Lodge. **Scouts may only use the phone when accompanied by an adult leader. A calling card is required to make outgoing calls.**

## DAILY LEADER MEETING

Each weekday at 10:45 AM in the dining hall, a leader meeting will be conducted by the Camp Director, Program Director or Camp Commissioner. All unit leaders are invited; however, at least one leader from each unit must attend. These meetings will keep leaders informed of changes and special activities.

## SENIOR PATROL LEADER MEETINGS

Senior Patrol Leader meetings occur every day in the Rotary Activity Center following lunch. The Program Director or Camp Commissioner will conduct the meeting.

## HONOR UNIT

Your unit may earn an honor unit ribbon if you meet the following criterion:

- Minimum score of 110 on daily campsite inspections
- Satisfactory completion of assigned duties on the duty roster
- Unit participation in the morning and evening flag ceremonies
- Completion of at least one merit badge or activity by 100% of your Scouts
- Host another troop at an event that you sponsor (e.g., troop campfire, cooking contest, etc.)
- Pre-approved service project completed
- Representation at all Leader and SPL meetings
- Two-deep leadership while troop is at camp.

## SCOUTMASTER MERIT BADGE

All leaders spending the week at camp will have the opportunity to complete their own “merit badge.” The requirements include helping with supervision of the traditional merit badge classes and becoming certified in one of the adult leader training sessions. Details will be distributed at camp.

## CAMP PATCH

Camp Cedars uses a segmented multi-year patch. First year campers receive the base patch. Additional years of attendance earn annual segments, and program segments are available to place around the periphery.

## QUARTERMASTER

The Quartermaster is located in the Millard Resource Center directly behind the Smith Administration Building. Toilet paper, trash bags, rakes, shovels, and other tools are available. Dispose of your trash in one of the receptacles located southwest of the dining hall or next to the Trading Post. All tools are checked out to the troop and are charged to the troop if not returned.

## CAMP HOUSING

Camp Cedars provides 2-man tents (7x9' for Scouts and 10x12' for leaders) and frames on permanent platforms. Troops may bring their own tents as long as they meet BSA standards for size and safety. All tents must be marked with "NO FLAMES IN TENT". Leaders, male or female, camp with their units in the troop's assigned campsite. Camping in the parking area and the use of any personal camper-type vehicle/trailer is *prohibited*.

## LEADER COTS

A limited number of cots are available for leaders only and are rented for \$5/week. When reserved in advance, they can be picked up at the MRC (barn) upon check-in. The leader will return the cot to the MRC when the troop checks out of camp.

## CARE AND USE OF TENTS

Please follow these guidelines for care and use of tents assigned to you.

- Tie the tent to the frame/floor. This will protect the tent and help keep the gear dry.
- Do not put holes, even pinholes, in the tents.
- Do not use aerosols or insect repellents in the tents.
- Do not use open flames in or close to the tents.
- Do not use knives inside the tents

Tents needing repair should be reported to the Camp Commissioner. Units will be billed for deliberate damage to tents.

## VEHICLES IN CAMP

**The maximum speed limit on camp roads is 5 mph.**

No person under 18 may operate a motor vehicle within Camp Cedars. **All vehicles must be parked in the central parking lot**, except as authorized by the Camp Director or the Camp Ranger. **Roads beyond the parking lot gate are for the use of camp and authorized vehicles only.** Permission to drive beyond the gate must be granted by the Camp Director or approved designee and the vehicle must display a vehicle pass. **VEHICLES FOUND IN VIOLATION OF THE PARKING POLICY ARE SUBJECT TO TICKETING AND FINES UP TO \$25.00 FOR EACH VIOLATION OF THE POLICY.** All occupants of a truck must ride in the cab. All occupants of vehicles must wear seat belts.

## SECURITY

We suggest that at least one leader remain in your campsite at all times (except during meals). This will ensure that visitors to your campsite will be greeted and improve security for personal and unit property. In addition, we recommend each unit bring a lockable box or storage locker for Scout and Leader valuables. Scoutmasters should ensure that Scouts do not take valuables to program areas or leave them unattended around camp.

If individuals must bring items to the pool, we have storage lockers that may be secured with a lock that you must provide. Another option is to bring a stuff sack or bag for clothing, etc. and carry it to the pool deck. Do not, under any circumstances, leave personal belongings unlocked or unattended in the pool dressing rooms.

## SHOWERS AT CAMP

*Note: The showers at the pool do not have individual hot/cold controls. Please inform the Administration Building or the Aquatics Director if the water is too hot/cold.*

**North, Central and South Showers:** These showers are available 24 hours a day and are for male use only. However, due to BSA policy, Scouts and leaders may not use shower facilities at the same time. Therefore, these showers are available for Scouts from 9:10 AM to 9:50 PM each day. Male leaders may use these showers from 10:00 PM to 9:00 AM. An additional unisex adult shower and restroom is available at the central shower 24 hours a day.

**Pool Shower House:** There are 4 separate shower facilities at the pool. The 2 on the east side are for males (1 for Scouts and 1 for leaders). The 2 on the west side are for adults only, one for men and the other for women. The doors are clearly marked. All showers are available 24 hours a day. Scouts should not bring money to the pool.

**Women's Shower and Restroom at Karp Pavilion:** There is a one-stall shower and restroom east of the trading post in the Karp Pavilion. It is available 24 hours a day for use by female leaders.

## MAINTENANCE OF PROPERTY

The Camp Ranger and his staff are responsible for maintaining camp facilities. Please report any items needing repair to the Smith Administration Building.

## HUNTEL SYSTEMS DINING HALL POLICIES

Meals are served family-style in an air-conditioned dining hall with 8 people per table. All Scouts and leaders are required to be in the dining hall for all meals (except troops electing patrol cooking for the week). Each unit is assigned a table or tables on Sunday evening and will use the same table(s) throughout the week. Please arrange your unit seating so one adult is present at each table. More than one unit may share a table. A 3"x5" card will indicate the troop number(s) and the number of people from each unit assigned to the table.

One Scout per table is assigned waiter duty for each meal. This duty should be rotated only among Scouts at the table. Waiters should be at the dining hall with clean hands 20 minutes before each meal. Waiters deliver food from the kitchen area to the tables and assist dining hall personnel with cleanup following the meal. Additional dining hall procedures will be given at the Sunday leader meeting and evening meal.

## EXTRA MEAL TICKETS

Extra meal tickets are available at the Smith Administration Building for \$5.00 per meal for part-time leaders and camp visitors.

## UNIFORMING

It is the tradition of Camp Cedars to wear field (Scout) uniforms, which may include OA sashes, at flag lowering and dinner. At all other times, uniforming is at the discretion of troop leaders.

## VISITORS TO CAMP

Visitors to Camp Cedars are welcome any time during the week. For the safety of the campers, all visitors must register at the administration building with a photo ID and receive a visitor's pass, which must then be returned prior to departure.

## PARENTS NIGHT

Friday night is Parents night. Parents and siblings are encouraged to arrive at approximately 5:30 PM. Plan a picnic in your campsite with potluck or eat in the dining hall. Meals in the dining hall are \$5.00 per person. The dining hall will serve cafeteria style beginning at 6:10 PM and continuing until 7:00 PM. Parents should be prepared to deal with homesickness. If at all possible, Scouts should remain in camp the entire week.

## FRIDAY FLAG LOWERING

Camp Cedars' weekly closing flag ceremony is held at 5:45 PM at the Parade Grounds. It is dedicated to the memory of Jim Kirby and is performed by a color guard of current and former members of the armed forces, firemen, policemen and EMT's—professions that call on its members to live up to the Scout's duty to other people, regardless of the cost. Adult campers or visitors who are currently serving in one of these fields are encouraged to bring their uniforms with them and participate in the closing flag ceremony.

## RELIGIOUS SERVICES

Scouts of all religious faiths observe the twelfth part of the Scout Law by worshiping in a manner of their choice. Our "all-faiths" chapel service is tentatively scheduled for Monday, immediately following the evening meal at the Rotary Activity Center. A grace is offered before each meal. Be prepared to welcome a Camp Chaplain into your campsite. Chaplains will arrange a time to visit your troop site to discuss religious emblems and Chaplain Aide opportunities.

## LOST AND FOUND

The camp lost and found is located at the Smith Administration Building. All Scouts should have their personal items clearly marked with their name and troop number. Scoutmasters should check lost and found on Friday afternoon to claim items belonging to their Scouts. Unclaimed items will be sent to charity at the end of camp.

## EMERGENCY PROCEDURES

### Severe Weather

In the event of severe weather, the camp emergency warning siren will sound a continuous wail. Campers should seek shelter. If you happen to be in your campsite, a good shelter is under the tent platforms. Stay there until staff indicates that it is safe to return to normal activities.

### Fire

All troops must post and use the Fireguard Plan. In the event of fire, the camp emergency assembly will sound as a modulated wail. All Scouts and leaders must report to the field behind the health lodge. Unit leaders must take roll and notify the staff of any missing campers. Stay in the field and await further instructions from the camp staff.

## SAFETY

**Liquid Fuel:** Not permitted at Camp Cedars

**Open Fires:** No open flames should be used in the campsite with the exception of troop or patrol campfires or cooking fires. These fires must be attended while they are burning.

**Platte River:** The river and its shoreline are off limits to Scouts. The river level and current are variable and unpredictable. Please keep your Scouts away from the Platte.

**Ravines:** Caution should be exercised when hiking on the remote trails. There are a number of deep ravines.

**Animals:** Wildlife is a part of camp. Expect to see deer, raccoons, and other creatures. Use caution when meeting your animal friends.

**General:** Bicycles and running are not permitted in camp. Shirts and shoes must be worn at all times except when in the shower or pool.

## USE OF TOBACCO PRODUCTS

In accordance with Nebraska law, no one under the age of 18 may use tobacco products of any kind while at Camp Cedars. BSA Policy states that leaders should refrain from using tobacco products in the presence of Scouts.

## DISCIPLINE

The Scoutmaster and his/her assistants are responsible for the discipline and good order of their troop. The camp staff will not assume the responsibility for, or interfere with, unit discipline unless it directly involves the health and safety of Scouts. The Camp Director must be informed of any problem encountered by a staff member or adult leader. The Camp Director will refer all discipline problems to the Scoutmaster for resolution. No initiations or hazings are permitted in camp. If adult leaders of a troop are unwilling or unable to control their Scouts, the Camp Director may require the entire unit to leave camp.

## REST AT CAMP

Scoutmasters are responsible for ensuring that each Scout has the opportunity to have at least 8 hours of sleep each night. Each troop must respect the quiet hours from 10:00 PM to 6:00 AM. Radios and portable electronic devices are strongly discouraged.

## DISMISSAL FROM CAMP

If a Scout, leader or an entire unit is sent home from Camp for disciplinary reasons or violation of camp policies, there will be no refund or transfer of any camp fees.

## CHECK IN/OUT PROCEDURE

**Scouts:** A departure notice must be completed by the parents and must be approved by the Scoutmaster and the Camp Director. A Scout may only leave (during week) with a parent or guardian, or with a written release from either. In the event of the written release, the name of the individual authorized to transport the camper must be specified and verified by the Scoutmaster. The date and time of expected return must be indicated. Upon his return, the Scout must sign in at the Smith Administration Building.

**Full-time and part-time leaders:** Sign in and out at the Smith Administration Building. Indicate the date and time of expected return.

## CHECK OUT PROCEDURE

Units begin the check out procedure following breakfast on Saturday morning. All units should be leaving camp by 10:00 AM. After the unit gear is packed, (end of week) removed from the tents, and all borrowed equipment is returned to the Quartermaster, the campsite guide will check you out of your campsite. The Scoutmaster and campsite guide will tour the campsite with the original inspection sheet and note any damages. The Scoutmaster and the guide will sign the updated form. Weather permitting, the unit may bring one vehicle to the trailhead of the campsite for transportation of gear. Leaders will turn in evaluation forms, pick up health forms, activity reports, troop photos, patches and settle any outstanding financial obligations, including damage to camp property.

# MERIT BADGES & ADVANCEMENT

## ADVANCEMENT IN CAMP

Advancement is a significant part of the Scouting program. It is a measure of the Scout's ability to attain a personal goal and receive tangible recognition.

## MERIT BADGE AND ACTIVITY SCHEDULE

*The merit badge and activity schedule will be released Feb. 1.*

Most merit badges and activities will run from Monday through Thursday. On Friday, Scouts will have the opportunity to work in the merit badge areas as needed to complete merit badges. Scouts will also be able to participate in activities they may not have otherwise experienced during the week. This will include: rappelling, archery, rifle, black powder, shotgun, horse rides, rowing, canoeing, mountain bike rides, and much, much more. Troops that are registered for camp will receive more information on these programs in the spring prior to camp.

The activity matrix, which shows the times merit badges and activities are available, will be released February 1. It will be sent to all units registered for camp and will be available on the council web site. This sheet will also have the updated 2010 Merit Badge requirements

## ROLE OF THE SCOUTMASTER

The Scoutmaster takes the first step in the merit badge process by reviewing a Scout's record. Next, he and the Scout discuss which merit badge classes the Scout wishes to take. Then the Scoutmaster signs the Scout's Merit badge and Activity Choices that indicates he has counseled the Scout and approved of his choices. As a guideline to assist Scouts in selecting age-appropriate merit badges and activities, the program elements are listed by recommended years as a camper. Check for specific age requirements or prerequisites on pages 15-19. These must be met.

## FIRST YEAR (AND UP)

Archaeology MB	Fire Safety MB	Pottery MB
Basketry MB	Fish & Wildlife MB	Reptiles MB
CPR	Fishing MB	Space Ex. MB
Emergency Prep. MB	Kit Fox	Swimming MB
First Aid MB	Leatherwork MB	Woodcarving MB

## SECOND YEAR (AND UP)

Archery MB	Cooking MB	Lifesaving MB
Art MB	Geology MB	Metalworking MB
Astronomy MB	Hunter Safety	Rifle MB
Camping MB	Indian Lore MB	Snorkeling BSA
Canoeing MB	Jr. Equestrian	Wild. Survival MB

## THIRD YEAR (AND UP)

Aviation MB	Env. Science MB	Pioneering MB
Basic Roping	Hiking & Backpack MBs	Rowing MB
Cit. in the Nation MB	Horsemanship MB	Shotgun MB
Cit. in the World MB	Journalism MB	Weather MB
Disabilities Awaren. MB	Photography MB	

## FOURTH YEAR (AND UP)

Adv Horsemanship	Jumping 101	Climbing MB
Adv Roping	Medieval Jousting	COPE

## FIFTH YEAR (AND UP)

Lifeguard BSA

## THE MERIT BADGE PROCESS AT CAMP CEDARS

1. Find out what MB's and activities the Scouts want.
2. Enter these requests online.
3. Log back on a month before camp for their schedules.
4. Make any changes to schedules before camp.
5. Review requirements that need to be completed before camp.

## MERIT BADGE STANDARDS AND REQUIREMENTS

The National Council of the Boy Scouts of America continually updates merit badge and rank requirements. We will use the most up-to-date requirements. These are found in the latest edition of the 2011 Boy Scout Requirements book. This book is available at the Gottschalk Scout Shop or at the camp trading post. Many of the latest editions of merit badge books do not list the newest requirements.

After February 1st, troops registered for camp will receive an update about the merit badge requirements that have changed and how they will affect the Scouts at camp.

Most merit badge classes and activities have limited enrollments. In some Merit Badges this is due to safety concerns. In others it is an attempt to give each Scout the individualized attention he needs to be successful.

Merit badge requests will be entered online at [www.summercampssoftware.com/campcedars](http://www.summercampssoftware.com/campcedars). Units will receive detailed information on how to log in and enter information into the registration web site once camp fees have been paid. Merit badge requests can only be entered for Scouts who have paid their entire camp fee (Scouts will not enter the information. A leader from the troop will be responsible for this.)

More information explaining the online registration will be sent in early spring to those units who have registered for camp.

**Class requests submitted on time will be filled across all units by oldest Scout meeting the class requirements.**

If a troop's merit badge requests are submitted online and on-time, the Scoutmaster will receive the Scout's actual schedules a month before camp.

After the Scoutmaster has received the Scout's schedules he/she should review the following section of this Camp Guide and determine the work to be completed prior to arrival at camp for each desired merit badge.

If any changes are needed to a Scout's schedule, we encourage this to be done before camp. This can be accomplished by e-mailing us at [CampCedars@mac-bsa.org](mailto:CampCedars@mac-bsa.org) or calling us at camp (402) 628-8146. Please be aware that the camp phone will not be answered before June 1st. Schedules can also be changed on Sunday night after arriving at camp.

## MERIT BADGE REPORTING

Instructors will have class rosters and take attendance every class period. They will also check off requirements as passed.

On Friday and Saturday morning, each Scoutmaster will receive a report detailing his Scouts' attendance, completion and/or progress in the merit badge classes. A unit advancement report should be submitted to your local council service center.







## MERIT BADGE COUNSELORS










The Council Advancement Committee approves the merit badge counselors at camp. **Leaders attending camp who are registered as merit badge counselors, and are willing to help at camp, should contact the Program Director.**












# MERIT BADGES OFFERED







FOR ALL CLASSES PLEASE BRING THE FOLLOWING: MB BOOK, NOTEBOOK, PENCIL/PEN

<p><b>ARCHAEOLOGY</b></p> 	<p><b>RECOMMENDED FOR:</b> Scouts 12 years and older; possible to complete at camp with significant time outside of class.  <b>NOTES:</b> Gloves are helpful.</p>
<p><b>ARCHERY</b></p> 	<p><b>RECOMMENDED FOR:</b> Scouts 12 years and older; requires strength to complete.  <b>NOTES:</b> No privately owned bows or arrows are allowed in camp. Must attend mandatory safety briefing after dinner on Sunday. Aside from Monday morning check-ins, there will be no exceptions.</p>
<p><b>ART</b></p> 	<p><b>RECOMMENDED FOR:</b> Scouts 12 years and older.  <b>INSTRUCTION TIME:</b> Class will be 1 ½ hours long for all 5 days.  <b>NOTES:</b> Class size limited to 6 Scouts.  <b>COST:</b> Class fee covers the supplies necessary to complete the merit badge. Cost \$20</p>
<p><b>ASTRONOMY</b></p> 	<p><b>RECOMMENDED FOR:</b> Scouts 12 years and older.  <b>NOTES:</b> This badge requires substantial out of class work. Requirement 6 cannot be completed at camp.</p>
<p><b>AVIATION</b></p> 	<p><b>RECOMMENDED FOR:</b> Scouts 13 years and older. This is a demanding class and requires maturity.  <b>INSTRUCTION TIME:</b> Class is 2 hours long.  <b>NOTES:</b> Pre-sign up required, and permission forms must be downloaded from the Cost \$80 council website. On Friday participants will take a field trip to the Fremont Airport where they will be fly an airplane for 45-minutes with an FAA-certified flight instructor and make low altitude photo passes over Camp Cedars. They will also get a second flight where they ride along in the back seat during another scout's flight. Leaders will be asked to help with transportation to and from the Fremont Airport.  <b>COST:</b> Class fee is paid at the administration building. Scouts wishing to take the merit badge and not fly will have a fee of \$20. Those wishing to fly will be given preference.</p>
<p><b>BASKETRY</b></p> 	<p><b>RECOMMENDED FOR:</b> All Scouts.  <b>NOTES:</b> All requirements can be completed at camp.  <b>COST:</b> Basket and stool kits will be distributed in class. The fee is payable at the administration building. Cost \$10</p>

<p><b>CAMPING</b></p> 	<p><b>RECOMMENDED FOR:</b> Scouts 12 years and older.  <b>PREREQUISITES:</b> Some first aid knowledge required.  <b>NOTES:</b> Requirements 8(d), 9 (a) and (b) must be done before or after camp to complete the merit badge. This badge can help your Scouts prepare for troop camping.  <b>HELPFUL MATERIALS:</b> Backpack</p>
<p><b>CANOEING</b></p> 	<p><b>RECOMMENDED FOR:</b> Scouts 12 years and older.  <b>PREREQUISITES:</b> Must be a current year Blue Swimmer.  <b>INSTRUCTION TIME:</b> Class is 2 hours long.  <b>NOTES:</b> Canoeing requires a considerable amount of strength. Some first aid knowledge required. Bring CPR card or enroll in the CPR Basic Skills class at camp.  <b>HELPFUL MATERIAL:</b> One set of clothes and shoes that can go into the lake.</p>
<p><b>CITIZENSHIP IN THE NATION</b></p> 	<p><b>RECOMMENDED FOR:</b> Scouts 13 years and older.  <b>NOTES:</b> To avoid a partial completion, Scouts should visit a place that is listed as a National Historic Landmark or on the National Register of Historic Places before camp and prepare a brief written summary (Requirement 2).</p>
<p><b>CITIZENSHIP IN THE WORLD</b></p> 	<p><b>RECOMMENDED FOR:</b> Scouts 13 years and older.  <b>NOTES:</b> All requirements can be completed at camp.</p>
<p><b>CLIMBING</b></p> 	<p><b>FOR:</b> Scouts must be at least 13 years old by January 1, 2010.  <b>INSTRUCTION TIMES:</b> Class is 2 ¼ hours long.  <b>NOTES:</b> A strenuous merit badge; requires good physical condition.  <b>HELPFUL MATERIALS:</b> Long pants, gloves and sturdy shoes.</p>
<p><b>COOKING</b></p> 	<p><b>RECOMMENDED FOR:</b> Scouts 12 years and older.  <b>PREREQUISITES:</b> Some first aid knowledge required.  <b>INSTRUCTION TIMES:</b> A 1 ½ hour class.  <b>NOTES:</b> Requirement 4, 6, and 7d must be done before or after camp.</p>
<p><b>DISABILITIES AWARENESS</b></p> 	<p><b>RECOMMENDED FOR:</b> Scouts 13 years and older.  <b>NOTES:</b> Must spend considerable time outside of class to complete. Leaders will be asked to help with transportation to and from Camp Eagle.</p>
<p><b>EMERGENCY PREPAREDNESS</b></p> 	<p><b>RECOMMENDED FOR:</b> All Scouts.  <b>PREREQUISITES:</b> First Aid Merit Badge.  <b>NOTES:</b> Requirement 2c must be done before or after camp. Requirement 8c can be done before camp and brought to camp to “show.”</p>
<p><b>ENVIRONMENTAL SCIENCE</b></p> 	<p><b>RECOMMENDED FOR:</b> Scouts 13 years and older. A difficult merit badge.  <b>INSTRUCTION TIMES:</b> Class is 2 hours long.  <b>NOTES:</b> All requirements can be completed at camp. Requires considerable time outside of class.  <b>HELPFUL MATERIALS:</b> Boy Scout Fieldbook</p>

<b>FIRE SAFETY</b> 	<b>RECOMMENDED FOR:</b> All Scouts. <b>NOTES:</b> Leaders must coordinate transportation to Cedar Bluffs for the fire station visit. All requirements can be completed at camp.
<b>FIRST AID</b> 	<b>RECOMMENDED FOR:</b> All Scouts. <b>NOTES:</b> All requirements can be completed at camp. Requirements 3b,c will not be done in class. Enroll in the CPR Basic Skills class at camp to complete these requirements. <b>HELPFUL MATERIALS:</b> Home first aid kit
<b>FISH &amp; WILDLIFE</b> 	<b>RECOMMENDED FOR:</b> All Scouts. <b>NOTES:</b> All requirements can be completed at camp.
<b>FISHING</b> 	<b>RECOMMENDED FOR:</b> All Scouts. <b>NOTES:</b> Time outside of class may be required for fishing. <b>HELPFUL MATERIALS:</b> Fishing rod if possible. Camp has a limited # of rods.
<b>GEOLOGY</b> 	<b>RECOMMENDED FOR:</b> Scouts 12 years and older. <b>NOTES:</b> All requirements can be completed at camp.
<b>HIKING &amp; BACKPACKING</b> 	<b>RECOMMENDED FOR:</b> Scouts 13 years and older. <b>NOTES:</b> Hiking requirement 6 and portions of 5 and 7 will not be done at camp. Backpacking requirements 6b, 10, and 11 must be done before or after camp. Scouts should plan ahead in order to complete the merit badges. <b>HELPFUL MATERIALS:</b> Water bottle or canteen. Backpack is optional.
<b>HORSEMANSHIP</b> 	<b>RECOMMENDED FOR:</b> Scouts must be at least 13. <b>NOTES:</b> Requires release form available on council website. <b>COST:</b> \$15 class fee is paid at the administration building. <b>HELPFUL MATERIALS:</b> Shoes or boots with heels. Long pants are required.
<b>INDIAN LORE</b> 	<b>RECOMMENDED FOR:</b> All Scouts, but not easy to do. <b>NOTES:</b> This MB required for NBZ braves who are planning to advance to warrior. All requirements can be completed at camp. <b>COST:</b> Exact cost is not yet available but is not anticipated to exceed \$15.
<b>JOURNALISM*</b> 	<b>RECOMMENDED FOR:</b> Scouts 13 years and older. <b>NOTES:</b> Scouts will report and write stories for the camp newspaper. Requirements 2a(2) and 2b(2) cannot be completed at camp. Plan ahead for merit badge completion.

<p><b>LEATHERWORK</b></p> 	<p><b>RECOMMENDED FOR:</b> All Scouts.  <b>NOTES:</b> All requirements can be completed at camp. Some Scouts will need to attend class all 5 days in order to complete the requirements.  <b>COST:</b> Kits will be distributed in class. The fee is payable at the administration building. Cost \$6</p>
<p><b>LIFESAVING</b></p> 	<p><b>RECOMMENDED FOR:</b> Scouts 12 years and older.  <b>PREREQUISITES:</b> Swimming Merit Badge, current blue swimmer and the ability to swim 400 yards.  <b>INSTRUCTION TIME:</b> This class runs 1½ hours long and all 5 days.  <b>NOTES:</b> Bring your CPR card or enroll in the CPR Basic Skills class at camp. Strenuous. Will need long pants, belt and long sleeve shirt.</p>
<p><b>METALWORK</b></p> 	<p><b>RECOMMENDED FOR:</b> Scouts 13 years and older.  <b>NOTES:</b> Read the first 30 pages of the merit badge book prior to camp to “be prepared” for class discussion. Requirement 4 should be done before camp. Proof of completion should be brought to camp for credit to complete the badge.</p>
<p><b>PHOTOGRAPHY</b></p> 	<p><b>RECOMMENDED FOR:</b> Scouts 13 years and older.  <b>NOTES:</b> Scouts will take pictures to appear with articles written for the camp newspaper.  <b>HELPFUL MATERIAL:</b> Please bring a digital camera if possible. Cameras can be securely locked up in camp storage.</p>
<p><b>PIONEERING</b></p> 	<p><b>RECOMMENDED FOR:</b> Scouts 13 years and older.  <b>NOTES:</b> All requirements can be completed at camp.</p>
<p><b>POTTERY</b></p> 	<p><b>RECOMMENDED FOR:</b> All Scouts.  <b>NOTES:</b> Requirement 7 should be done before camp to avoid a partial completion.</p>
<p><b>REPTILE AND AMPHIBIAN STUDY</b></p> 	<p><b>RECOMMENDED FOR:</b> All Scouts.  <b>NOTES:</b> Scouts should do Requirement 8 before camp to avoid a partial completion.</p>
<p><b>RIFLE SHOOTING</b></p> 	<p><b>RECOMMENDED FOR:</b> Scouts 12 years and older.  <b>NOTES:</b> All requirements can be completed at camp. No personal firearms or ammunition are allowed at camp. Must attend mandatory safety briefing after dinner on Sunday. Aside from Monday morning check-ins, there will be no exceptions.</p>
<p><b>ROWING</b></p> 	<p><b>RECOMMENDED FOR:</b> Scouts 12 years and older.  <b>PREREQUISITES:</b> Must be a current blue swimmer.  <b>INSTRUCTION TIME:</b> 1½ hour class.  <b>NOTES:</b> Bring CPR card or enroll in the CPR Basic Skills class at camp.  <b>HELPFUL MATERIALS:</b> One set of clothes and shoes that can go in the lake.</p>

<p><b>SHOTGUN SHOOTING</b></p> 	<p><b>RECOMMENDED FOR:</b> Scouts 13 years and older.  <b>NOTES:</b> All requirements can be completed at camp. No personal firearms or ammunition are allowed at camp. Camp Cedars uses 20 gauge shotguns. Must attend mandatory safety briefing after dinner on Sunday. Aside from Monday morning check-ins, there will be no exceptions.  <b>COST:</b> Fee is payable at the administration building and covers minimum shells and skeet to qualify.</p>
<p><b>SPACE EXPLORATION</b></p> 	<p><b>RECOMMENDED FOR:</b> All Scouts.  <b>NOTES:</b> All requirements can be completed at camp.  <b>COST:</b> Rocket and engines will be distributed in class. Do not bring your own to camp. The fee is payable at the administration building.  <b>HELPFUL MATERIALS:</b> Quick-drying model glue.</p>
<p><b>SWIMMING</b></p> 	<p><b>RECOMMENDED FOR:</b> All Scouts. Class size is limited.  <b>PREREQUISITES:</b> Current year Blue swimmer.  <b>NOTES:</b> Each Scout <b>MUST</b> bring to camp the following: 1. Long sleeve button-up shirt; 2. One pair of long trousers (jeans are fine). The above items must be in good repair (no holes) they will be used as flotation devices. Bring your CPR card or enroll in the CPR Basic Skills class at camp.</p>
<p><b>WEATHER</b></p> 	<p><b>RECOMMENDED FOR:</b> Scouts 13 years and older.  <b>NOTES:</b> All requirements can be completed at camp.</p>
<p><b>WILDERNESS SURVIVAL</b></p> 	<p><b>RECOMMENDED FOR:</b> Scouts 12 years and older.  <b>NOTES:</b> All requirements can be completed at camp.  <b>HELPFUL MATERIALS:</b> Tarp for the outpost.</p>
<p><b>WOODCARVING</b></p> 	<p><b>RECOMMENDED FOR:</b> All Scouts. Class size is limited.  <b>NOTES:</b> Scouts must present a Totin' Chip card or note from the Scoutmaster. All other requirements can be completed in class.</p>

# RANK ADVANCEMENT & CERTIFICATIONS

<p><b>BSA LIFEGUARD</b></p>	<p><b>RECOMMENDED FOR:</b> Minimum age 15.  <b>PREREQUISITES:</b> Strong swimming ability.  <b>INSTRUCTION TIME:</b> Class is 4 hours every day. 9:30–11:20 AM and 2:00–3:50 PM  <b>NOTES:</b> This BSA program is focused on the need to provide professional lifeguard training that meets the requirements of government agencies at regulated swimming venues.</p>
<p><b>CPR &amp; FIRST AID</b></p>	<p><b>RECOMMENDED FOR:</b> All Scouts.  <b>NOTES:</b> This is the certificated Adult CPR/AED course that would cost \$40 directly from the Red Cross. The “Adult” designation refers to the type of CPR that will be learned. For those registered in the CPR course, Red Cross First Aid certification can also be earned Cost \$22 &amp; \$8 during this time. The additional fee is \$8 (total of \$30). Advance registration is required.</p>
<p><b>CPR BASIC SKILLS</b></p>	<p><b>RECOMMENDED FOR:</b> All Scouts.  <b>NOTES:</b> This is a non-certified CPR course that will help Scouts meet the “show proficiency in CPR” required by several merit badges. Sign up at camp.</p>
<p><b>FIRST &amp; SECOND CLASS SWIMMING REQUIREMENTS</b></p>	<p><b>RECOMMENDED FOR:</b> White and red swimmers.  <b>INSTRUCTION TIME:</b> Tuesday after dinner.  <b>NOTES:</b> Advance registration is not required.</p>
<p><b>HUNTER ED</b></p>	<p><b>PREREQUISITE:</b> Scouts currently enrolled in (or have previously completed) Shotgun or Rifle Merit Badge at Cedars in the previous two years.  <b>INSTRUCTION TIMES:</b> Tentatively, 4:45pm – 5:45pm every day.  <b>NOTES:</b> Advance registration is required, and class size is limited.</p>
<p><b>KIT FOX I</b></p>	<p><b>RECOMMENDED FOR:</b> New Scouts who need to complete Tenderfoot requirements.  <b>INSTRUCTION TIMES:</b> Class is 1 hour, Monday through Thursday.  <b>NOTES:</b> Instruction on Tenderfoot requirements 3, 4, 5, 6, 7, 9, 11, 12. Determining what a Scout knows and signing the requirements as complete remains the responsibility of the troop Scoutmaster or designee. Scouts may enroll in Kit Fox I and II. Scouts who are also enrolled in Woodcarving MB should talk to the Kit Fox staff about earning Totin’ Chip.  <b>REQUIRED:</b> Water bottle, Scout Handbook, adult leader attending, notebook &amp; pencil.</p>
<p><b>KIT FOX II</b></p>	<p><b>RECOMMENDED FOR:</b> Scouts working on Second and First Class requirements.  <b>INSTRUCTION TIMES:</b> Class is 2 hours long, Monday through Friday.  <b>NOTES:</b> Instruction on Second Class requirements 1, 2c-g, 3,5, 6, 7a, 8 and First Class requirements 1, 4a-d, 5, 6, 7a-c, 8a-d, 9a. Determining what a Scout knows and signing the requirements as complete remains the responsibility of the troop Scoutmaster or designee. Scouts may enroll in Kit Fox I and II.  <b>REQUIRED:</b> Water bottle, Scout Handbook, adult leader attending, notebook &amp; pencil.</p>

<b>MILE SWIM</b>	<p><b>RECOMMENDED FOR:</b> All Scouts.</p> <p><b>PREREQUISITES:</b> Current blue swimmer.</p> <p><b>INSTRUCTION TIMES:</b> Before morning flags.</p> <p><b>NOTES:</b> You must attend all 5 days. Sign up required.</p>
<b>SNORKELING BSA</b>	<p><b>RECOMMENDED FOR:</b> All Scouts; class sizes are limited.</p> <p><b>PREREQUISITES:</b> Current blue swimmer.</p> <p><b>NOTES:</b> Sign up required. This activity is NOT recommended for individuals who have a cold, sinus infection, or ear infection.</p>

## LEADER TRAININGS

<b>CLIMB ON SAFELY</b>	<p><b>INSTRUCTION TIME:</b> Tentatively Thursday following lunch.</p> <p><b>NOTES:</b> Entirely a classroom program. No sign up required. Certification card received.</p>
<b>CLIMBING INSTRUCTOR</b>	<p><b>INSTRUCTION TIME:</b> 12 hours of hands-on instruction and practice at the Storz Tower, resulting in BSA certification to run your troop climbing program and teach the climbing merit badge. Schedule through climbing/rappelling staff at camp.</p>
<b>INTRODUCTION TO OUTDOOR LEADER SKILLS</b>	<p><b>INSTRUCTION TIME:</b> At least three hours every day; schedule to be distributed at camp.</p> <p><b>NOTES:</b> Must attend all sessions to complete.</p>
<b>SAFE SWIM DEFENSE</b>	<p><b>INSTRUCTION TIME:</b> Tentatively Monday 7:30 PM.</p> <p><b>NOTES:</b> No sign up required.</p>
<b>YOUTH PROTECTION</b>	<p><b>INSTRUCTION TIME:</b> To be determined.</p> <p><b>NOTES:</b> No sign up required. You can also become trained online @ <a href="http://www.mac-bsa.org">www.mac-bsa.org</a></p>

# INDIVIDUAL AND PATROL ACTIVITIES

## ACTION ARCHERY

For the Scouts who have previously earned Archery merit badge, now the targets move.

## ADVANCED HORSEMANSHIP

No merit badge books or paperwork, just time spent with horses and riding. You will learn advanced riding techniques, experience extended trail rides, and play Horse Soccer. For Scouts who have previously completed horsemanship merit badge and are at least 14 years of age. Additional fee is \$15.

## ADVANCED ROPING

Learn how to use a lasso while on horseback. Prerequisite is Basic Roping. Additional fee is \$5. Basic Riding. Small group lessons. Improve your riding skills whether you are a beginner. Skills or an advanced rider. Additional fee is \$15.

## BASIC ROPING

Learn how to use a lasso while standing on solid ground. No additional fee.

## BLACK POWDER SHOOTING

Monday or Tuesday evening (weather dependent) at the Protzman Arena. Additional fee is \$1 for three shots at a target that you get to keep.

## BLACKSMITHING

This weeklong activity allows older Scouts to learn the basics of blacksmithing. Prerequisites include metalworking merit badge or instructor's approval. Limited class size with Scouts at least 15 years old. Additional class fee of \$15 will cover materials.

## COPE

Challenging Outdoor Personal Experience is a nationally recognized activity of the Boy Scouts of America. For the older Scout, in good physical condition, it is a chance to test himself and his group against a variety of obstacles. A Scout must be at least 13 years of age by January 1, 2010. There is a \$10 charge. A t-shirt and bandana are included.

## GEOCACHING

Try your luck finding the stashes around camp. Bring your own GPS unit or check out one of ours.

## HORSEBACK TRAIL RIDES

Even if you're not enrolled in the horsemanship merit badge, you can sign up for a one-hour morning (9:30 AM), afternoon (1:45 PM, 4:15 PM), or evening trail ride (7:15 PM, 8:00 PM, 8:45 PM Tues-Thurs and 6:45 PM, 7:30PM on Fri). No minimum age. All rides require a release form, and those under 19 must be signed by a parent or guardian. Additional fee is \$8 per ride.

## INSTRUCTIONAL SWIMS

Every day swimming instruction will be offered at the pool. All red and white swimmers are encouraged to attend.

## JR. EQUESTRIAN

Four whole days of excitement for the second-year Scouts. Safety, handling, grooming, roping, and 2 full trail rides. Additional fee is \$10.

## JUMPING 101

Learn how to safely ride your horse over low jumps in our new arena. Additional fee is \$10.

## MEDIEVAL JOUSTING

Wear chain mail and a medieval helmet and ride your trusty steed toward the ring target with your lance at the ready. Additional fee is \$15. ed trail rides, and play Horse Soccer. For Scouts who have previously completed horsemanship merit badge and are at least 14 years of age. Additional fee is \$1

## MOUNTAIN BOARDING

This is a cross between snowboarding and all terrain skateboarding, and we have plenty of safety equipment. Your Scouts will enjoy it! ed trail rides, and play Horse Soccer. For Scouts who have previously completed horsemanship merit badge and are at least 14 years of age. Additional fee is \$1

## NIGHT SKIES

Attend the special astronomy program on Tuesday night at the dining hall following dinner.

## OVERNIGHT EQUESTRIAN OUTPOST

This experience is for the rugged at heart. You will ride a horse over to Camp Eagle where you will spend the evening around a campfire and care for your horse. You will spend the night at our Lake Eagle outpost sleeping under the stars. In the morning you will eat breakfast and then ride back to Camp Cedars. Additional cost is \$15.

## TOWER

Even if you're not enrolled in the Climbing merit badge, try our Climbing and Rappelling Tower. There are platforms at 20, 35 and 50 feet.

## TRAIL TO EAGLE

Informal discussion with Eagle Scouts, veteran Scoutmasters, and committee members about Eagle service projects, paperwork, timelines, and more. This session is appropriate for Life Scouts and new adult leaders.

# OPEN SWIMS

4:10 – 4:55 PM

North Camp: Seline, Arapaho, Blackfoot, 4 Eagles, 3 Feathers, Butterfield, Doc R and Mandan.

5:10 – 5:55 PM

South Camp: Gratton, Haddix, Boyer, Hayes, Miller, Berek, Armstrong-McDonald, Getzschman/Heckman and Heritage.

## FRIDAY ONLY

Due to Parents Night activities, the open swim times are adjusted to: North Camp 1:30 – 3:15 PM

South Camp 3:30 – 5:15 PM

# DAILY ACTIVITIES

During the times listed below, each patrol or individual Scout may choose from several activities. Some of these activities require additional fees (\*).

## ANY TIME

**Fishing:** At the lake (Bring your own equipment – a limited # of poles can be checked out from the nature center when not in use by a class)

4:00 – 5:00

**Equestrian:** Trail Ride\* (Pre-signup required)

**Handicraft:** Basketry\*, Leatherwork\*, Woodcarving\*, Indian Lore\* and Pottery\*

**Nature:** Nature building open for exploring and MB help

**Scoutcraft:** Come build pioneering projects or work on other Scoutcraft skills

**Shooting Sports:** Archery

**Lakefront:** Open boating (time: TBA)

## EVENINGS

Upon arrival at camp you will receive a detailed listing of all our evening activities. Some of the evening activities are listed on the inside back cover of this camp guide and below.

Archery

Horse Trail Rides

Regalia Building

OA Brotherhood Ceremonies

Movie Nights

Wilderness Survival Outpost

Hikes

Black Powder Shooting

Rappelling/Climbing on Tower

Nani-Ba-Zhu Ceremonies

Campfire Programs

# HONOR CAMPING SOCIETIES

## THE ORDER OF THE ARROW

The Order of the Arrow (OA) is the national honor society of the Boy Scouts of America. The primary purposes of OA are to encourage and train youth leaders for Troops and to provide Cheerful Service to Scouting and the community. Kit-Ke-Hak-O-Kut Lodge #97 serves the Mid-America Council providing numerous service projects for Camp Cedars and other camps as well as encouraging leadership by its members through the local units. New Arrowmen are selected by their peers with an annual troop election and then are invited to participate in an Ordeal Weekend. The Order of the Arrow's primary role in Mid-America Council has been and continues to be the development of youth leadership. Camp Cedars and the OA maintain a long tradition of honoring youth leaders on a special day of recognition as part of the summer camp program at Camp Cedars. Every Tuesday at Camp Cedars is Order of the Arrow Day. Arrowmen are encouraged to wear their OA sash throughout the day.

Brotherhood Conversion Ceremonies are offered every week to all Brotherhood Candidates at Camp. After a minimum of 10 months as an Ordeal Member in the OA, a Scout or Scouter may seal his membership to the principles of the Order. In order to participate in the Brotherhood Ceremony the candidate must be a dues paid member, pay the brotherhood fee (covers the sash cost), write a letter to the Lodge Secretary on "What the obligation means to them", and go through a Brotherhood review. According to National Order of the Arrow Policy (found in the guide for Officers and Advisers 1995 Printing), Brotherhood membership can only be conferred by the home lodge/council.

More information about the Order of the Arrow Summer Camp Program will be announced at camp. If you have any questions concerning the Order of the Arrow please contact the OA Coordinator at camp.

## NANI-BA-ZHU

From 1919 to 1939 at Camp Gifford (the council camp prior to Cedars), an important tradition was called the Tribe of Nani-Ba-Zhu. This tradition has been renewed at Camp Cedars. Membership can be conferred on older Scouts (3rd year campers) and leaders who participate in long term camping at Cedars. The purpose of Nani-Ba-Zhu is to reinforce the principles of the Scout Oath and Law and encourage participation in Scouting and long term camping at Cedars. The use of Indian lore is part of the mystery and appeal of Nani-Ba-Zhu. Throughout the testing of candidates, and in all subsequent ceremonies, the character building aspects of Scouting are restated and renewed in a new and dramatic way. The very heart of the NBZ experience is to afford each member an opportunity for introspection as well as application of the Scouting ideals.

Regalia building for members is offered each Monday evening at Karp Pavilion. The regalia for braves will cost \$27 and does not include the moccasins and dark shorts that are required. Additional regalia for higher ranks will cost from \$5 to \$20 depending on the options selected.

# IMPORTANT DATES TO REMEMBER

## BEFORE CAMP

- January 15 \$100 reservation fee due to secure campsite space and free leader(s).  
March 1 Campership applications are due.  
April 15 Early registration deadline for camp fees and free t- shirt forms (Scouts and leaders). After April 15, the Scout fee increases to \$199.  
May 1 Deadline for entering t-shirt sizes for eligible Scouts on the online system.

## AT CAMP

- Sunday 4:30 PM Initial camp leader meeting at Rotary Shelter  
  
Mon-Fri 10:45 AM Leader meeting at the dining hall  
  
Tuesday 10:45 AM Troop invoices will be provided for class fees. Be prepared by either collecting fees from your Scouts or having a troop check available.  
  
Tuesday 12:00 PM Submit camp photo order form and payment to the Business Manager by this time.  
  
Friday 10:45 AM Scoutmaster reviews the status of their Scout's merit badges.

# HELPFUL HINTS FROM VETERAN LEADERS

- Bring this camp guide to camp, preferably in a 3-ring binder with page protectors. You will refer to it often.
- Remind your Scouts about the merit badge requirements that cannot be completed at camp. With a little advance planning and work, they can leave with a completion instead of a partial.
- Allow time for troop activities. Some of the best experiences your Scouts will have at camp are not planned in advance.
- If there is something that could make your stay at Camp Cedars better, let the senior staff know about it. They pride themselves on being responsive.
- Merit badge scheduling is a tedious process for staff. Provide them with as much information as possible to make their life (and yours) easier. For instance, if you intend for any particular Scouts to have common merit badge schedules, this must be denoted on the request sheets.
- About a month before your camp session, do a troop-wide health check looking for athlete's foot, rashes, and other medical conditions which might exclude your Scouts from using the swimming pool. This will allow your Scouts time to work on correcting the condition.

# FINAL CHECKLIST

This list will be helpful in assisting unit leaders prior to leaving for camp.

- Valid Tour Permit
- Annual BSA Health and Medical Record for all Scouts?
- Annual BSA Health and Medical Record for all Adults?
- Indicate health insurance information on all health forms.
- Roster of Scouts and Adults?
- Permission forms? (equestrian release, photo release, and early departure from camp)
- All transportation arranged? Individuals only ride in the cab of trucks.
- All fees paid? If not, bring the troop checkbook.
- Unit camping equipment? (Flags, dining flies, other items in “What the troop should bring to camp”).
- Unit program equipment? (Merit badge books, etc.)
- Do Scouts know what to bring to camp? Items listed in “What the Scout should bring to camp” and “Optional equipment the Scout may bring to camp”.
- Unit records? (Troop records, advancement records).
- Do Scouts have their “pre-camp” requirements for merit badges completed?
- Sufficient emergency funds?
- Sufficient adult leadership? (A minimum of two-deep leadership required every day and night of the week).
- Emergency phone numbers for all scouts?
- Do all parents have the camp number for emergencies? (402) 628-8146.

Please feel free to duplicate any and all material in this guide for distribution to leaders, Scouts and their families. All camp forms can be obtained through [www.mac-bsa.org](http://www.mac-bsa.org), Scouter Services, or your district executive.

# CAMP FORMS

This section lists the forms that are necessary for Camp Cedars registration and attendance. These forms can be downloaded from our internet site, [www.mac-bsa.org](http://www.mac-bsa.org) or obtained from Scouter Services.

## CAMP RESERVATION FORMS

- 2011 Camp Reservation
- 2012 Camp Reservation (online only)
- 2011 Provisional Camper

## TROOP/LEADER FORMS

- Local Tour Permit/National Tour Permit (if required)
- Annual BSA Health and Medical Record
- Leader roster
- Swim pre-check roster and requirements
- Campsite inspection form
- Troop photo order
- Troop T-shirt form
- Employer letter request
- Merit badge and activity registration - online instructions
- Payment calculation form

## SCOUT FORMS

- Annual BSA Health and Medical Record
- Equestrian & Photo release
- Merit badge and activity schedule (after February 1st)
- Merit badge and activity choices
- Campership application
- Aviation merit badge information
- Permission for Scout to leave camp

# THE WEEKDAY SCHEDULE

7:00 AM	Reveille
7:10 AM	Waiter's Call
7:15 AM	Flag Raising (Campsites)
7:30 AM	Breakfast (Dining Hall)
8:15 AM	Merit Badge Class I
9:30 AM	Merit Badge Class II
10:45 AM	Leader Meeting (Dining Hall)
	Merit Badge Class III
11:55 AM	Waiter's Call
12:15 PM	Lunch
1:00 PM	SPL Meeting (Rotary Shelter)
1:45 PM	Merit Badge Class IV
3:00 PM	Merit Badge Class V
4:10 PM	Patrol Activity Period
	Open Swim North Camp
5:10 PM	Open Swim South Camp
6:10 PM	Waiter's Call
6:15 PM	Flag Lowering (Campsites)
6:30 PM	Dinner
7:30 PM	Troop Activities
	Evening Programs
10:00 PM	Taps

## SPECIAL EVENING PROGRAMS

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
6:15 pm Flag Lowering (Parade Gr)	6:30 pm Chapel (Rotary Activity Center)	7:15 pm Horseback Trail Rides	7:15 pm Horseback Trail Rides	7:15 pm Horseback Trail Rides	5:45 pm Flag Ceremony (Parade Gr)
7:15 pm Camp Tour	7:15 pm Chapel (Rotary Activity Center)	7:30 pm Open Shotgun (Protzman)	8:00 pm NBZ Call-outs (Amph.)	7:30 pm Climbing/ Rappelling	6:10 pm Parents' Night Dinner
8:30 pm Opening Campfire (Amph.)	7:15 pm NBZ Tribal Mtg (Karp)	7:30 pm Climbing/ Rappelling	8:00 pm Horseback Trail Rides	7:30 pm 1st & 2nd Class Swim Req.	6:45 pm Horseback Trail Rides
	7:30 pm Black Powder (Protzman)	7:30 pm Night Skies (Dining Hall)	8:45 pm Horseback Trail Rides	7:30 pm NBZ Members: Youth-Rotary parking lot Adults-Ceremony site	7:30 pm Horseback Trail Rides
	7:30 pm Overnight Equestrian	7:30 pm Kit Fox II Hike (Scoutcraft)		8:00 pm Horseback Trail Rides	8:30 pm Closing Campfire (Amph.)
	7:30 pm Outpost	8:00 pm Horseback Trail Rides		8:00 pm Wilderness Survival Outpost	
	7:30 pm Kit Fox II Hike (Scoutcraft)	8:30 pm Order of the Arrow		8:45 pm Horseback Trail Rides	
		8:45 pm Horseback Trail Rides			

# MAP OF CAMP CEDARS



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