



**Delivering the Promise
Grand Canyon Council
Boy Scouts of America**

Camp Geronimo Leaders Almanac



Dale Willis
Council President

Dan Drake
Council Commissioner

Larry C. Abbott
Scout Executive

2969 N. Greenfield Road
Phoenix, AZ 85016-7715
(602) 955-7747
Fax: (602) 955-0570

1555 E. Cedar
Flagstaff, AZ 86004
(928) 774-0685
Fax: (928) 779-3084



Table of Contents



About the Camp 4

- ◆ Grand Canyon Council, Inc. Boy Scouts of America
- ◆ Camp Geronimo Management Team 4
- ◆ About this Book 5
- ◆ How to Get to the Camp 5

Camp Policies 6

- ◆ Civil Rights Statement 6
- ◆ Our Camp Law 6
- ◆ The “Buddy System” at Camp 7
- ◆ Safe Scouting 8
- ◆ Youth Protection 8
- ◆ Hazing 9
- ◆ Reserved Areas 9
- ◆ Uniforming 9
- ◆ Rest 10
- ◆ Smoking 10
- ◆ Alcohol & Drugs 10
- ◆ Damaged Equipment 10
- ◆ Trees 11
- ◆ Pets 11
- ◆ Knives 11

Camp Services 12

- ◆ Headquarters 12
- ◆ Commissioner Service 13
- ◆ Health Lodge 13
- ◆ Church Services 14
- ◆ Food Service 14
- ◆ Trading Post 15
- ◆ Phone Service 16
- ◆ Mail Service 16

Before Camp 17

- ◆ 2012 Session Dates 17
- ◆ Camp Fees 17
- ◆ Camp Fees & Payment Process 17
- ◆ Leader's Fees 18
- ◆ Provisional Troop 18
- ◆ Camperships 18
- ◆ Medical Information 20
- ◆ Preparing for Camp 21

Camp Arrival 23

- ◆ Arrival-Parking 23
- ◆ Arrival-Unloading 24
- ◆ Arrival-Changing Leaders 24
- ◆ Parents & Visitors & Parking 24

◆ Arrival and Check In Process 27

- Saturday Arrival and Check In 25
- Program Planning Suggestions for Saturday Evening 26
- Sunday Check In Continued 26
- Program Planning Suggestions for Sunday 26
- Monday Arrival and Check In 27
- Suggestions for Monday Arrivals 28

At Camp 29

- ◆ Safety Around the Camp 29
- ◆ Flag Ceremonies 29
- ◆ Wristband Instructions 29
- ◆ Camp Geronimo Week Schedule **Error!**
Bookmark not defined.
- ◆ Camp Geronimo Troop Specific Activities 31
- ◆ Camp Geronimo Duty Schedule 32
- ◆ Camp Geronimo Map 33
- ◆ Your Campsite 34
- ◆ Generic Campsite Guidelines 35

Camp Activities 37

◆ Special Events 37

- Opening Campfire 37
- Honor Trail & Order of the Arrow Program 37
- Wednesday Evening Inter-Troop Campfire 37
- Listen to the Legend 37
- Mighty Mogi Challenge 37
- Friday Night Campfire 37

◆ Special Activities 38

- Honor Fire Guard/Perpetual Fire of Citizenship 38
- Polar Bear 38
- Tenderfoot Run 38
- I Did It All at Camp Geronimo 39
- Chaplain Aide Training 39
- Geronimo Geocaches 40

◆ Big "G" Award 40

◆ Tonto Rim Tribe 42

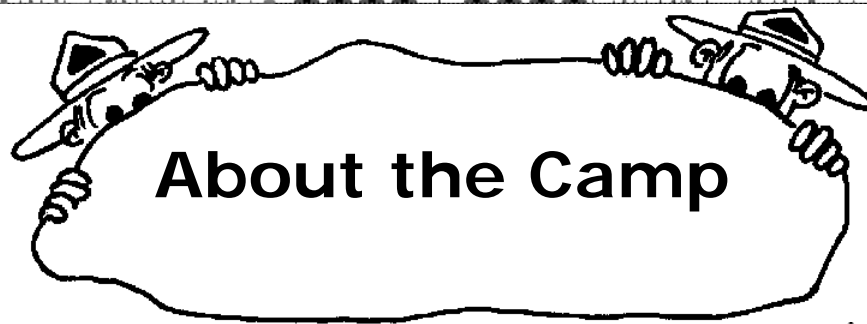
◆ Camp Geronimo Rainbow Trails 44

- The Rainbow Trails 44
- Special Trails 46
 - Chief Miller's Trail 46
 - Levi Young's Nature Trail 46
 - Solo Hike 46
- Night Eye Trails 47

◆ Troop 1 of Camp Geronimo	49
■ Troop 1 Activities during the Week	49
■ Adult Leader Training Opportunities	49
Camp Program Areas	50
◆ Aquatics Area	51
■ Aquatics Merit Badges	51
■ Lake Merit Badges	51
■ Lake Activities	51
■ Aquatics Training	52
■ Pool Merit Badges	52
■ Pool Activities	53
● Open Pool Time	53
● Mile Swim BSA	53
● Snorkeling BSA	53
● Kayaking BSA	53
● BSA Lifeguard	53
◆ Handicraft Lodge Area	54
■ Handicraft Merit Badges	54
■ Handicraft Activities	55
◆ Health Lodge	55
■ Health Lodge Merit Badges	55
◆ Nature Lodge Area	56
■ Nature Lodge Merit Badges	56
■ Nature Lodge Activities	57
■ Nature Lodge Hours	57
◆ Outdoor Skills Area	58
■ Outdoor Skills Merit Badges	58
● Scheduled Merit Badges	58
● Appointment Only Merit Badges	59
● Native American Village Merit Badges	59
■ Outdoor Skills Activities	60
◆ Shooting Sports Area	61
■ Archery & Rifle Range Schedules	61
■ Archery Range	61
● Archery Range Merit Badges	61
● Archery Range Activities	61
■ Rifle Ranges	62
● Rifle Ranges Merit Badges	62
● Rifle Ranges Activities	62
■ Shooting Sports "Off-Season"	62

Camp Adventure Programs	63
◆ Climbing Tower	63
■ Climbing Tower Merit Badges	63
■ Climbing Tower Activities	63
◆ Horse Corral	64
■ Horse Corral Merit Badges	64
■ Horse Corral Activities	64
◆ Spade Ranch	65
■ Spade Ranch Program	65
■ Spade Ranch Program Requirements	65
■ Spade Ranch Program Activities	65
◆ Top Shot Program	66
◆ Order of the Arrow Wipala Wiki Lodge	67
Camp Merit Badges Schedule & Signup	68
◆ Camp Geronimo Merit Badge Program Schedule	69
◆ Camp Geronimo Merit Badge Program Sign-Up Sheet	70
◆ Summer Camp Merit Badge Application	70





Scouts and Scouters,

Welcome to the Grand Canyon Council Boy Scouts of America Summer Camp Season!

We look forward to a great year of summer camp activities at Camp Geronimo. The camp experience is always an excellent forum for Troop and Team members to hone their skills and develop new ones while having fun in the great Arizona outdoors.

This year, as in some previous years, it is possible that some National Forest lands may be closed to public access. We remain steadfast in our commitment to providing the best program possible if the surrounding Forest lands are closed. We urge you to consult our talented program staff upon arrival for tips, options and suggestions on in-camp programs.

We appreciate your patience and understanding over these past years as we battled repeated drought, bark beetles, fires, floods and other challenges. Camp Geronimo has benefited from our Capital Campaign funds in many ways thanks to your generosity. Our staff is ready to help facilitate an outstanding program for you and your scouts this summer.

Enjoy camp! Sincerely,

Jeff Nelson
Vice President, Program

Tyler Page
Council Program Director

Grand Canyon Council, Inc. Boy Scouts of America

Camp Geronimo Management Team

Doug Coleman
Camp Director

Dave Whitmer
Program Director



GRAND CANYON COUNCIL

Boy Scouts of America



About this Book

The **CAMP RAYMOND LEADER'S ALMANAC** is the annual supplement to the **GRAND CANYON COUNCIL SUMMER CAMP PROGRAM GUIDE** (a downloadable 8½x11 inch "PDF" document from the Grand Canyon Council website at WWW.GRANDCANYONBSA.ORG) that provides the specific details for the current summer camp program.

You will find detail descriptions of the merit badge programs and required prerequisites that need to be completed prior to camp along with the current schedule and merit badge signup forms in the almanac.

The almanac also contains the current camp season week and day schedules duty assignments, camp activities schedules, patrol and troop competitions and special features.

Both the guide and the almanac together provide the information needed for your Camp Raymond Summer Camp experience. But, if some question is not answered, please feel free to contact the Grand Canyon Council Scout Service Center:

2969 North Greenfield Road Phoenix, Arizona 85016-7715 (602) 955-7747

How to Get to the Camp

Leaving from the Phoenix Metro-Area:

Allow 2 to 2½ hours driving time.

1. Take SR 87 north through Payson about 12 miles until you reach highway marker 265.
2. Then turn right on to the (dirt) Control Road.

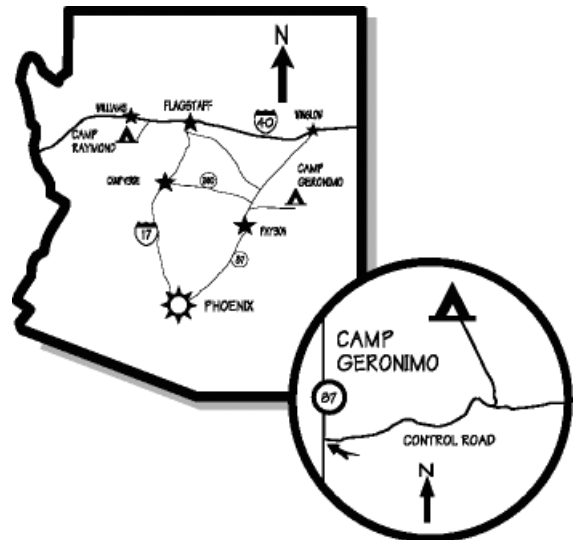
Leaving from Flagstaff"

Allow 2 to 2½ hours driving time.

1. Take Lake Mary Road to SR 87 south past Pine to highway marker 265.
2. Then turn left on to the (dirt) Control Road.

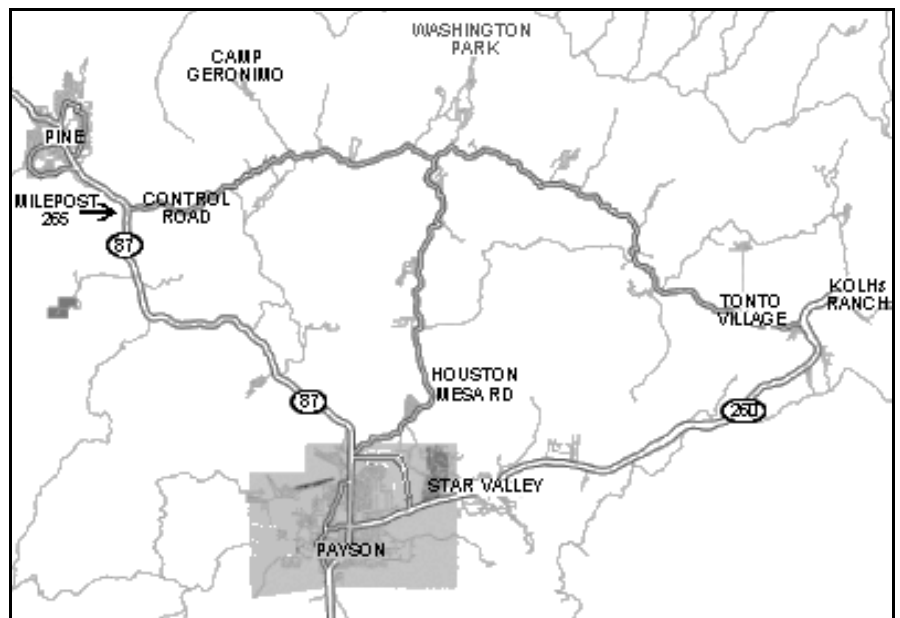
Leaving Winslow,

1. Take State Route 87 south past Pine to highway marker 265.
2. Then turn left on to the (dirt) Control Road.



On the Control Road:

3. Turn left on Control Road (dirt) for about six miles,
4. Then turn left onto the Webber Creek Road and drive approximately 1½ miles into camp.





Civil Rights Statement

In keeping with the policies of the Boy Scouts of America, the rules for acceptance and participation in the camp programs are the same for everyone without regard to race, sex, creed, color, national origin, age or physical disability.

Our Camp Law

One of the often-told Scoutmaster Minutes deals with how a camp is just like a city. Cities have roads, camps have trails. Cities have homes, camps have tents. Where a city has a lot of laws, at a Scout camp we have just one:

**A Scout is...
followed by the 12 points to the Scout Law.**

Why mention that in here? Because that gets right into the philosophy of personal conduct that we have at camp.

You should be aware that at camp each Scout must meet stringent criteria in order to become a member of our camp staff. Besides the interviews and screening process, all of the staff agrees to live by the 12 points in the Scout Law. Many of our staff are Eagle Scouts; most are members of the Order of the Arrow. With a total of 120-plus members on staff, we bring together for two months out of the year a fine representation of what Scouting is: strong, youthful, meaningful, with interest and excitement. As a staff that has been screened to serve, we commit to live this oath and law. We will work to show Scouts and leaders that it is our way, and you can expect this from every staff member.

Scouts at camp are expected to live the law at all times. It is an effort; but if it is practiced, it shows how we can live in a small city, together.

As a leader, we expect you to instill the law in your Scouts.



Many Scouts learn from the attitude of their leaders.

Live and demonstrate the oath and law and show your Scouts it works.

Our camp is guided by these 12 points.

All camper and staff conduct is judged as to how it measures against these guidelines. At camp, we cannot tolerate and will not permit activities which do not meet the criteria of standards set by the 12 points of the Scout Law.

We ask your cooperation and understanding as adults in helping us maintain high standards of moral and personal behavior. We can do no less.

The "Buddy System" at Camp

We ask that the Buddy System be used in camp at all times.

Scouts should always travel in a group of at least two, so certain activities have been prepared during the week which will encourage this to work and Scouts will have fun together.

Scouts must know where the unit and camp boundaries are and not to go beyond them without permission. It is the responsibility of unit leaders to educate their Scouts on this issue.

National Camping Standard M-23

"The buddy system of having two or more campers together is used in all appropriate activities, such as aquatics, backpacking, climbing/rappelling, COPE, off-camp activities and in all Cub Scouting activities."

"Camp programs include reminders to campers that the buddy system is important. Camp staff and leaders are required to enforce use of the buddy system."

Tenderfoot Scout Rank Requirement #9:

Explain the importance of the buddy system as it relates to your personal safety on outings and in your neighborhood. Describe what a bully is and how you should respond to one.

BSA Handbook

"The buddy system is a way for Scouts to look after one another, especially during outdoor adventures. When your troop goes swimming, for example, each Scout will be assigned a buddy. You keep track of what your buddy is up to, and he knows at all times where you are and how you are doing. Now and then a Scout leader might call for a buddy check. That means you must immediately hold up the hand of your buddy. If anyone is missing, everyone will know it right away. The buddy system should always be used when a troop or patrol is hiking, camping, and participating in any aquatics activities. It's a way of sharing the good times and preventing the bad."

So..., while exploring the camp and the surrounding forest during your summer camp week, take along a buddy when you leave your campsite.

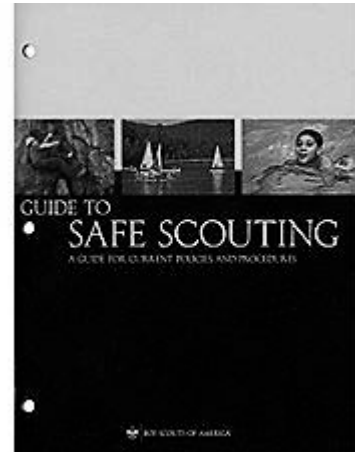
It's the smart thing to do! Besides...
it's more fun if you have someone to SHARE your discoveries with!!

Safe Scouting

The rules are the ones we know well: the Scout Oath & Law.

We create a safe haven in Scouting, a place where everyone should feel physically and emotionally secure. We do this in several ways:

- ⊖ We set the example for ourselves and others by behaving as Scouts should.
- ⊖ We live by the Scout Oath and Law each moment of each day, to the best of our abilities.
- ⊖ We refuse to tolerate any kind of inappropriate put-down, name-calling or physical aggression.
- ⊖ We communicate our acceptance of each other through expressions of concern and by showing our appreciation whenever possible.
- ⊖ We create an environment based on learning and fun. We seek the best from each participant, and we do our best to help him achieve it.



Youth Protection

Because of the great concern the Boy Scouts of America has for the problem of child abuse in our society, the Youth Protection program has been developed to help safeguard both our youth and adult members.

All adult leaders must have completed the Youth Protection Program of the Boy Scouts of America.

Publications and video taped materials have been prepared to give leaders information on the resources available for educating our membership about child abuse: how to avoid it, how to identify it, and how to deal with it. Youth Protection training and certification is available through the Grand Canyon Council website at WWW.GRANDCANYONBSA.ORG.

These materials and local council training programs are designed to give parents and their children basic information that will increase their awareness and sense of personal power to assist in their own protection.

Hazing

Older Scouts sometimes feel that new Scouts should be "initiated" into the troop with a hazing activity. You should be alert to this desire of older boys and direct their desires in a positive direction.

Older Scouts may also have the urge to play tricks or "pick-on" younger Scouts they encounter at camp - discourage this.

Hazing has no place in Scouting, nor does running the gauntlet, belt line, or similar punishments.

Physical violence, hazing, bullying, theft, and verbal insults have no place in the Scouting program and may result in the revocation of a Scout's membership and removal from camp.

Respect of Others

Do not create a disturbance or cause others to have a bad experience at camp.

- ⊖ Respect other campsites.
- ⊖ Respect the private property of the neighbors surrounding the camp property - lines are marked.
- ⊖ Respect staff quarters and residences - no camper should enter the staff living quarters.
- ⊖ Respect the privacy of others in bathrooms and showers and take care of the camp facilities and equipment.

Reserved Areas

Camp Geronimo has more than enough space for everyone's activities within its 200 acres. However, certain areas are reserved for occupation and use by the staff and their families.

These areas are:

- ⊖ The family cabins & meadow below the lake.
- ⊖ The Webber Creek area below the lake.
- ⊖ The family cabins south of the Dining Hall.
- ⊖ The Rangers house & maintenance yard.
- ⊖ The Carson Center
- ⊖ The Staff Village and meadow on the Westside Road.
- ⊖ The RoughRiders' guest house and surrounding area.

Please keep your Scouts out of these areas at all times. Our staff works very hard to help you and your troop to have a good camping experience; please respect that they, in turn, enjoy the privacy of their living area, just as you expect from your campsites.

Uniforming

The official Scout uniform is appropriate dress at any time during the week at camp.

We encourage all Scouts to be in ***FULL UNIFORM*** for the chapel services, evening meals, campfires, KP, flag ceremonies, and other formal ceremonies.

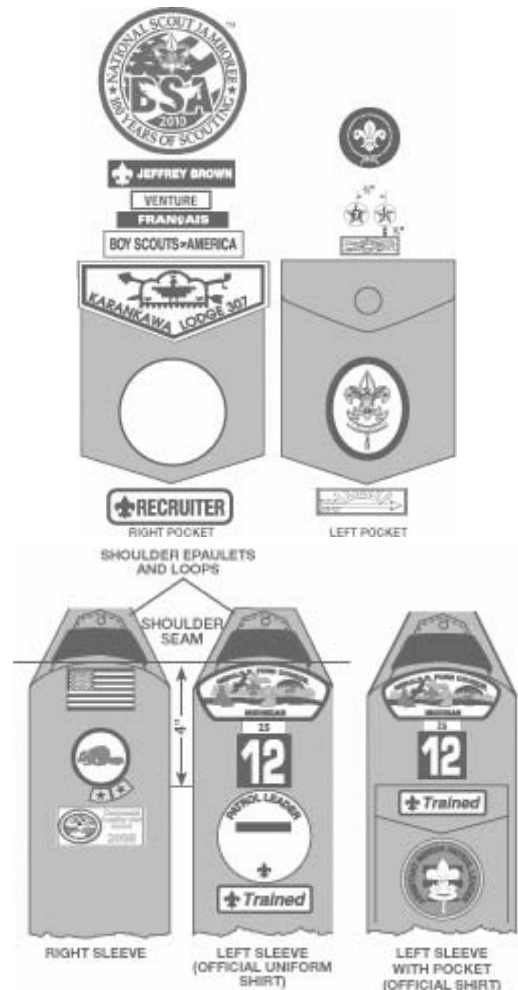
Demonstrate your troop spirit and Scouting pride by being the best uniformed troop in camp.

For normal daytime activities, a troop T-shirt or other T-shirt is suggested.

***FULL UNIFORM*:**

The Boy Scout uniform consists of the following:

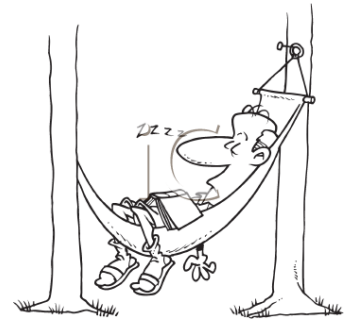
- 4 Official Scout shirt
- 4 Official Scout pants (long or short)
- 4 Official Scout socks worn with shorts
- 4 Scouting belt.
- 4 Hats and neckerchiefs are optional, but must be worn uniformly.



Rest

Sleep can mean the difference between a great week or a poor week. Each person needs a certain number of hours each day to rest.

The Scoutmaster should see that from 10:00pm until 6:00am the camp is quiet to permit those who wish to sleep the chance to get in eight hours of rest.



Smoking

The Boy Scouts of America feels strongly that adult leaders should support the attitude that young adults are better off without tobacco.

Therefore, the use of tobacco products at any BSA activity, including camp, which involves youth participants, is prohibited.

The legal age, in the state of Arizona, for the use of tobacco products is 18. You, as a leader, can inform your Scouts that the use of tobacco products by anyone under the age of 18 will not be tolerated at camp.

For those adults of legal age who do smoke, the designated smoking area is only your own troop campsite. Adults caught smoking outside of this area may be asked to leave camp. Youth will be asked to leave camp and may be remanded to the authorities.

Alcohol & Drugs

It is the policy of the Boy Scouts of America that the use of alcoholic beverages and controlled substances is not permitted at encampments or activities on property owned and/or operated by the Boy Scouts of America or at any activity involving participation of youth members.

**This policy will be strictly enforced for all who use our camp facilities.
Those in violation will be asked to leave.**

Damaged Equipment

It is expected that Scouts will properly take care of all equipment they use. Sometimes, however, equipment is damaged and it needs to be repaired or replaced. If members of your unit misuse camp equipment, the cost of repairing or replacing any damaged equipment should be settled before your unit leaves camp. Damages should be reported to either your Commissioner or the Headquarters Staff. In the event damages are discovered after your departure from camp, an invoice will be sent to your unit for payment.

If you find something that needs repair in your campsite, please notify your Commissioner or the Headquarters Staff. Our staff prides themselves on meeting your needs in a timely fashion. Nobody is perfect, however. If a pressing need is not being met, please approach a member of the Commissioner's staff or camp management and they will be happy to help facilitate your request.

Trees

Trees are similar to people. Both can withstand massive amounts of some types of damage and survive, but even small amounts of certain types of trauma can result in death.

People are seldom cognizant of how easily a tree can be killed. Trees may not show symptoms of damage until 24 months or longer after damage has occurred. Please do not cut any live trees unless advised by a camp official. They are having enough trouble surviving droughts, bark beetles, fires, floods and other challenges without having Scouts chopping or carving on them.

Cutting or damaging trees could result in financial charges.

Pets

Camp Geronimo abounds with natural wildlife.

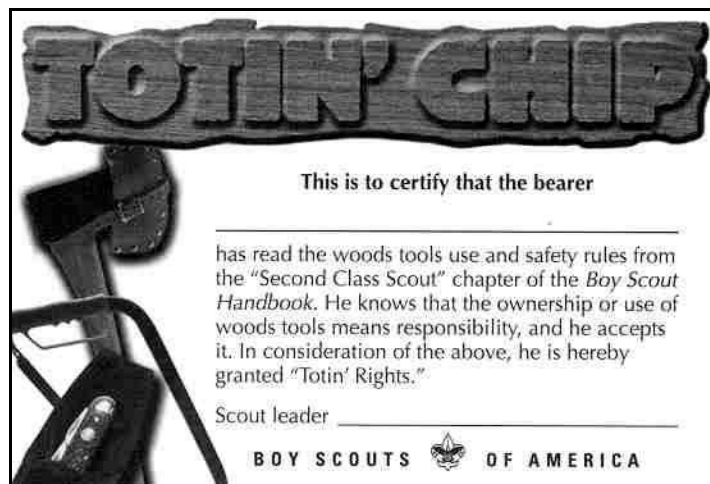
- ⊖ Scouts and leaders are asked not to bring any pets to camp.
- ⊖ Visitors may not walk pets around camp property, except in the parking lot area.

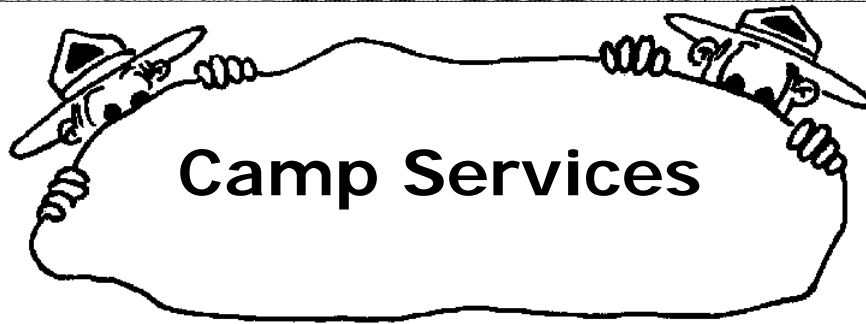
Please do not ask to take home any of our wildlife
(like squirrels, deer, mountain lions, or lizards).
However, you are required to take your Scout wildlife home.

Knives

Knives are permitted to be carried when an individual can show proof of completion of a knife safety class, such as Totin' Chip. Knife style and design should be in keeping with appropriate Scouting uses.

Folding pocketknives or Leatherman-type tools work best. No sheath knives are permitted. Anyone found to have threatened others with knives while at any of the Grand Canyon Council camps will be asked to leave camp.





Headquarters

Hours of Operation

Saturday:	12:30pm to 5:00pm (at check in area)
Monday:	8:00am to 5:00pm
Tuesday:	7:30am to 5:00pm
Wednesday:	7:30am to 5:00pm
Thursday:	7:30am to 5:00pm
Friday:	7:30am to 5:00pm
Saturday:	7:00am to Noon



Phone: (928) 474-4688 / Fax: (928) 474-3582

Headquarters is the location for all forms, paperwork, and mail.

Lost & Found locations are at HQ, the Pool House, and the Dining Hall.
Please check the Lost & Found locations before you leave to retrieve personal property that has been turned in to throughout the week.

Headquarters is the location to pay all camp fees.
Troops are required to pay all remaining fees when they arrive at camp.

If you are planning a hike outside of camp property, you are required to submit a Hiking Permit at Headquarters.
You are required to report when you leave and when you return.
If you return after hours, report your return with the Health Lodge



Brownsea Island 1908

Commissioner Service

Camp Geronimo provides a Commissioner Staff which is our front line team. If there is ever a question, the Commissioner is the troop's first source for an answer. He knows what is going on or will get you an answer.

The Commissioner needs to meet with your troop on Monday afternoon in your campsite to assist you with developing your plan for the week.

Equipment, tools, trash bags, toilet paper, and program materials are available at the Commissioners' Lodge during these hours. Keys to separate bathrooms for women are available. Also available are reference materials (Scout handbook, field book, song-book, and skits).

As you can see, Camp Commissioners have a lot of duties and responsibilities. They are very important people in the camp and their primary job is to help troops meet their goals and have a good time at camp.

Commissioners' Lodge Hours

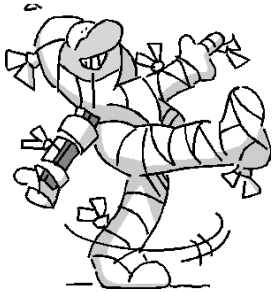
Saturday:	7:00am - 10:30am
	1:00pm - 4:30pm
Monday - Friday:	8:00am - 11:50am
	1:30pm - 4:30pm

You can help your Commissioner

ensure you have a great week by having the troop prepared in the following ways:

- Know each Scout's advancement goals and plot their plans for camp.
- Attend the Downhill meeting in Phoenix prior to camp.
- Have your program and troop roster ready for review.
- Make sure your boys are assigned by patrols for duty rotation and activity participation.
- Post your Fireguard Chart and Campsite Inspection form on your latrine or on a bulletin board.

Your Commissioner is
a friend,
a counselor, and
an expert in many areas.
Rely upon your Commissioner
to help your troop.



Health Lodge

The Health Lodge staff is in camp to ensure our camp community remains a safe and healthy environment for our campers.

- ⊖ A doctor or trained first-aid person is on duty at all times.
- ⊖ The Health Lodge is available at all times to treat emergency situations.
- ⊖ Daily medical sick call is 7:30am & 6:30pm. Scouts will be excused from activities if necessary.

Please keep the following considerations in mind while at camp and while visiting the Health Lodge, either to be treated or to learn.

- ⊖ Wash your hands & face frequently, including after you use the restroom & before eating.
- ⊖ Remember to drink plenty of water, every day, all day long.

Plan to bring one or two canteens to carry with you at all times.
Soft Drinks and other high sugar liquids from the trading post Do Not Equate to Water.

- ⊖ Have fun, but refrain from careless horseplay.
- ⊖ Follow Totin' Chip safety guidelines when using pocket knives & other cutting tools.
- ⊖ Protect yourself appropriately from the sun and biting insects.



Arizona's sun can burn you quickly and harshly.
Biting insects are always an enormous nuisance
at Camp Geronimo, especially during June.



Church Services

Sunday Services are scheduled for 9:15am and the location of the various chapels is indicated on our camp map. Any changes will be announced at the Saturday Senior Patrol Leader's Meeting.

- ⊖ **Protestant** - Spade Ranch
- ⊖ **Catholic** - Chapel beside pool
- ⊖ **Church of Jesus Christ of Latter-day Saints** - Pioneer Chapel
- ⊖ **Jewish Sabbath Services** are held Friday, 6:30pm behind the Commissioners Lodge when personnel are available to conduct services.

The **Duty to God Segment** allows the Scout to follow the 12th point of the Scout Law while earning a segment at the same time. The form is available at check in or can be picked up at Headquarters.

Food Service

Camp Geronimo contracts with a food service to prepare all meals which are served cafeteria-style. For each meal, the kitchen staff is supported by troop members. Each troop will be assigned a specific number of Scouts and adults to participate in serving meals and cleanup. These assignments will be made on Saturday. An adult will need to be with the Scouts during their kitchen duty.

Meals will be served in shifts scheduled during the following times:

	First Shift	Second Shift
Breakfast:	6:30 - 7:10am	7:00 - 7:40am
Lunch:	12:30 - 1:00pm	1:00 - 1:30pm
Dinner:	5:30 - 6:00pm	6:00 - 6:30pm

Troops in sites 1-15 will eat during First Shift.
Troops in sites 16-29 will eat during Second Shift.

Tuesday Cookout is a camp-wide cookout. Each troop will receive a menu of meat, potatoes, carrots and onions or cold sandwich preparations. Bring along your own supplements and cooking and eating utensils.

Trail Meals will be available through our Dining Hall for your overnight or day hike. Requests must be filed at the Dining Hall 24 hours in advance. A second meal out of the dining hall is requirement for Big "G" Silver.

For Special Dietary Needs contact the council Program Department (602-955-7747 x 219) three weeks in advance of your arrival date for any dietary restrictions or requests.

Camp Geronimo Plan B Campers Food Services

The camp provides Saturday evening dinner and one additional meal of your choice. The troop provides all other meals and cooking utensils.

- ⊖ The camp has limited cold storage available and can assist with some perishables if needed.
- ⊖ Submit a written list to the Council Program Office no later than May 28th.
- ⊖ Payment for perishables must be settled directly with contracted food service while at camp.

Guests to camp are welcome to join us for any and all meals, at the following costs:

4 \$7.00 for Breakfast 4 \$9.00 for Lunch 4 \$12.00 for Dinner

Trading Post

Camp Geronimo offers a full selection of souvenir and comfort items for sale to Scouts and Scouters during the week. The Scoutmasters' Lounge is located in the west end of the Trading Post and has the same hours as the Trading Post. The phone in the Leaders' Lounge is for adult use only.

Advancement Items

- ⊖ Leather Kits
- ⊖ Basket Kits
- ⊖ Merit Badge Books
- ⊖ Indian Lore Materials
- ⊖ Wood Carving Materials

Misc. Scout Equipment



Souvenirs

- ⊖ Camp Mugs
- ⊖ Camp T-Shirts
- ⊖ Camp Patches
- ⊖ Hat Pins
- ⊖ Hiking Stick Medallions

Food and Candy

- ⊖ Hot Dogs
- ⊖ Candy Bars
- ⊖ Ice Cream
- ⊖ Soft Drinks
- ⊖ Nachos

Comfort Items

- ⊖ Batteries
- ⊖ Flashlights
- ⊖ Compass
- ⊖ Sunscreen
- ⊖ Chapstick
- ⊖ Hygiene Items

Other Items

- ⊖ Ice
- ⊖ Stamps
- ⊖ Postcards
- ⊖ Propane
- ⊖ Charcoal

- ⊖ About \$40 is enough to meet most souvenir and snack needs during the week. Other money might be needed if the merit badge has some materials (such as a craft merit badge).
- ⊖ Some specialty items may be available upon request.
- ⊖ It is suggested that the Scoutmaster or some other adult serve as "banker" during the week and allow Scouts to check their money in and out from him.

This prevents "sticky fingers" and "butterfingers" alike.

- ⊖ Credit Cards are accepted at the Trading Post for purchases and camp fees.

The store hours may vary from this schedule. Please check the Hours of Operation posted at the Trading Post.

Store Hours	Morning	Afternoon	Evening
Saturday:	8:00 - 10:00		6:30 - 8:30
Sunday:		1:30 - 4:30	
Monday:	8:00 - 11:30	1:30 - 4:30	After Campfire
Tuesday:	9:00 - 11:30	1:30 - 4:30	
Wednesday:	9:00 - 11:30	1:30 - 4:30	
Thursday:	9:00 - 11:30	1:30 - 4:30	
Friday:	9:00 - 11:30	1:30 - 4:30	After Campfire

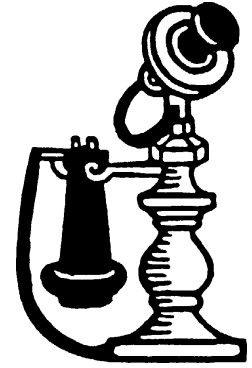
The store will be open from 6:30pm-7:30 pm Friday Evening for Scoutmasters or Assistant Scoutmasters to pickup ordered patches.

The Scoutmasters' Lounge is located in the west end of the Trading Post and has the same hours as the Trading Post. The phone in the Leaders' Lounge is for adult use only.

Phone Service

We have a Call-Out Phone for Scouts and adults at HQ. Scouts must have an adult with them to use the phone. When the HQ is not open, the phone is in a locked box just outside the front door. You can get the combination to the lock from your commissioner. This phone requires a collect call or a phone card.

There is also a Call-Out Phone for adult use only in the Trading Post Leaders' Lounge. This phone requires a collect call or a phone card.



Phone cards are available in the Trading Post.

We highly discourage the use of cellular phones by the youth.

If Scouts use the phones, a Scoutmaster must be present during the call.

Mail Service

Mail is delivered into camp once a day and a letter or postcard can take anywhere from one to three days to get to camp. The letter from home can be one of the greatest cures for both homesickness and getting down to work.

Address mail to camp as follows:



Family of Camper
MisUlots Ave.
Hometown, AZ

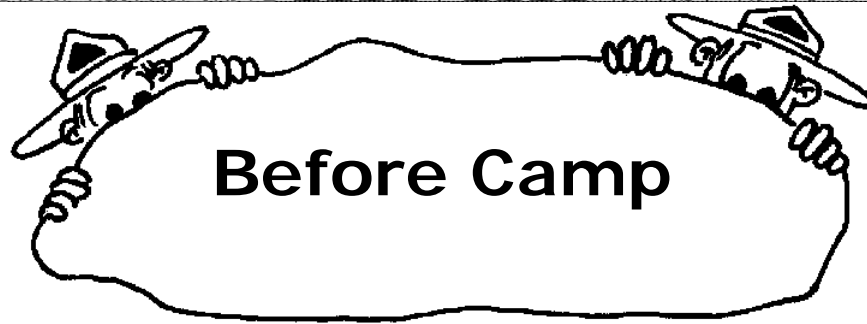


Scout's Name
Troop Number
Campsite Number
Session Number
Camp Geronimo
2599 W. Weber Creek Rd.
Payson, AZ 85541


Please do not send mail or packages that need to be signed for, as we have to go to Payson to pick them up. We do not go to Payson on a regular schedule. Our experience shows that many of these items are returned to sender instead of reaching your Scout.

Senior Patrol Leaders & Scoutmasters are the only people who can pick up mail for your troop. Please check for mail and messages daily.

Mail goes out at 2:00pm and is picked up after 4:00pm There is a sign that tells you if the mail is in.



2012 Session Dates

	Webelos Weekend:	June 1-2
	Session 1:	June 2-9
	Session 2:	June 9-16
	Session 3:	June 16-23
	Session 4:	June 23-30
	Session 5:	June 30-July 7
	Session 6:	July 7-14
	Session 7:	July 14-21
Webelos Encampment:		July 28-31

Camp Fees

- ⊖ **Plan A - \$335* Per Scout:** Camp provides all food, tentage, tables, some tools, and activities such as horseback rides.
- ⊖ **Plan B - \$250* Per Scout:** Camp provides tentage, tables, some tools, Saturday evening dinner and one additional meal of your choice. The troop provides all other meals and cooking utensils.
- ⊖ **Out of Council Troops - \$355* per Scout:** Plan A only.
- ⊖ **Provisional Troop (Session 5) - \$355* per Scout:** Camp provides leadership.

* All Fees Include a \$6.00 Environmental Management Assessment Fee.

Please come prepared with enough troop or personal checks to cover your fees and trading post purchases.

We accept credit cards for fees and purchases.

Camp Fees & Payment Process

Campsite Reservation Fee, Space Reservation Fees, payment processes & schedules, refunds, etcetera are presented and discussed in the **GRAND CANYON COUNCIL SUMMER CAMP PROGRAM GUIDE** (a downloadable 8½x11 inch "PDF" document from the Grand Canyon Council website at WWW.GRANDCANYONBSA.ORG).

And, don't forget to **STAKE YOUR CLAIM FOR NEXT YEAR**

Leader's Fees

A leader is defined by all current requirements established by the National Council of the Boy Scouts of America and must be 21 years of age or older except an Assistant Scoutmaster who must be 18 years of age or older. All adult leaders must be current in their youth protection training. Persons under the age of 18 at the time the troop attends camp must pay the established camp fee.

Two adults are required for any Scout troop attending camp.

- ⊖ If a troop, at any point during the week, cannot provide Two Deep Leadership, an adult staff member (over 18 years old) will be assigned to the troop at a cost of \$35 per day or any portion thereof.
- ⊖ If another adult leader does not arrive during the next 24 hour period, the troop will be asked to leave camp.

Each troop needs to plan and schedule their adult leaders to ensure two deep leadership at all times.

All leader fees are \$125.00 per leader attending camp.

- ⊖ For a troop bringing up to 16 Scouts, two leaders may attend camp for \$6 each.
- ⊖ For every additional 8 Scouts, one additional leader may attend camp for \$6.

Scouts in Camp	Number of Leaders								
	1 & 2	3rd	4th	5th	6th	7th	8th	9th	10th
1 – 16	\$6 ea	\$125	\$125	\$125	\$125	\$125	\$125	\$125	\$125
17 - 24	\$6 ea	\$6	\$125	\$125	\$125	\$125	\$125	\$125	\$125
25 - 32	\$6 ea	\$6	\$6	\$125	\$125	\$125	\$125	\$125	\$125
33 - 40	\$6 ea	\$6	\$6	\$6	\$125	\$125	\$125	\$125	\$125
41 - 48	\$6 ea	\$6	\$6	\$6	\$6	\$125	\$125	\$125	\$125
49 - 56	\$6 ea	\$6	\$6	\$6	\$6	\$6	\$125	\$125	\$125
57 - 64	\$6 ea	\$6	\$6	\$6	\$6	\$6	\$6	\$125	\$125
65 - 72	\$6 ea	\$6	\$6	\$6	\$6	\$6	\$6	\$6	\$125

Provisional Troop

If your troop is not going to Geronimo this summer, or maybe a Scout's parents have planned a family vacation the same week that your troop chose to go, come join the Provisional Troop. Maybe the Scoutmaster can't get off work to come with your troop to camp this summer. Geronimo will provide leadership with the Provisional Troop. Join us at Geronimo for Session 5, June 30-July 7.

The Provisional Troop week is run just like any other week at Camp Geronimo. Merit badge classes are held each morning Monday through Friday. The Mighty Mogi Challenge is on Friday. There are lots of activities planned each day for you, and don't forget the hiking trails. Be sure to bring a compass and flashlight for the "Eye" trails at night.

Scoutmaster's or Parents: Please provide rank and list of merit badges the boy wants to earn at camp. Please have each scout bring a handbook and any completed merit badges prerequisites. (Merit badges offered at Camp Geronimo are listed in this handbook.)

The fee for this week is \$355 per Scout.

Camperships

A limited number of camperships are available to help boys in need of financial assistance.

Council Camp Campership Application forms are available in both English and Spanish:

- ⊖ At the Council Service Center.
- ⊖ On the Grand Canyon Council website at GRANDCANYONBSA.ORG/FORMS & RESOURCES.

Campership applications must be received at the Council Service Center no later than April 30, 2012, to ensure equitable distribution of designated monies. Provide campership certificate to Camp Headquarters at check-in. Camperships are non-transferable.

Medical Information

Health Forms must be provided on check-in.

All adults and Scouts will go through medical checks during check in.

A medical lodge is provided at camp. A doctor or trained first-aid person is on duty at all times.

Chronic and on going medical conditions should be dealt with by your personal physician prior to arrival at camp

Serious injuries or illness requiring hospitalization will be transported to Payson Regional Medical Center.

Daily medical sick call is 7:30am & 6:30pm. Scouts will be excused from activities if necessary.



Camp Geronimo sits at 5,200 feet of elevation. Every place you go in camp requires walking uphill. All adult participants should be capable of walking every place they must go during their stay in camp.

Campers are advised not to come to camp if they exhibit flu like symptoms in the 7 days prior to camp: Fever of 101 degrees or greater and cough or sore throat. Any vomiting in the 24-36 hours prior to camp is also included.

Troops sponsored by the Church of Jesus Christ of Latter-day Saints need to bring LDS insurance claim forms. The church and the Scout's parent's personal insurance is used in case of any injuries while at camp.

Out of Council Troops need to bring proof of insurance to camp and claim forms in order to be covered for any injuries while at camp.

The Health Lodge is required to be informed of all prescription medications brought to camp by Scouts and leaders.

A prescription medication sheet is provided in your check in packet.

This will be reviewed during your medical recheck.

All adults and Scouts are to use form #680-001 available online at WWW.GRANDCANYONBSA.ORG.

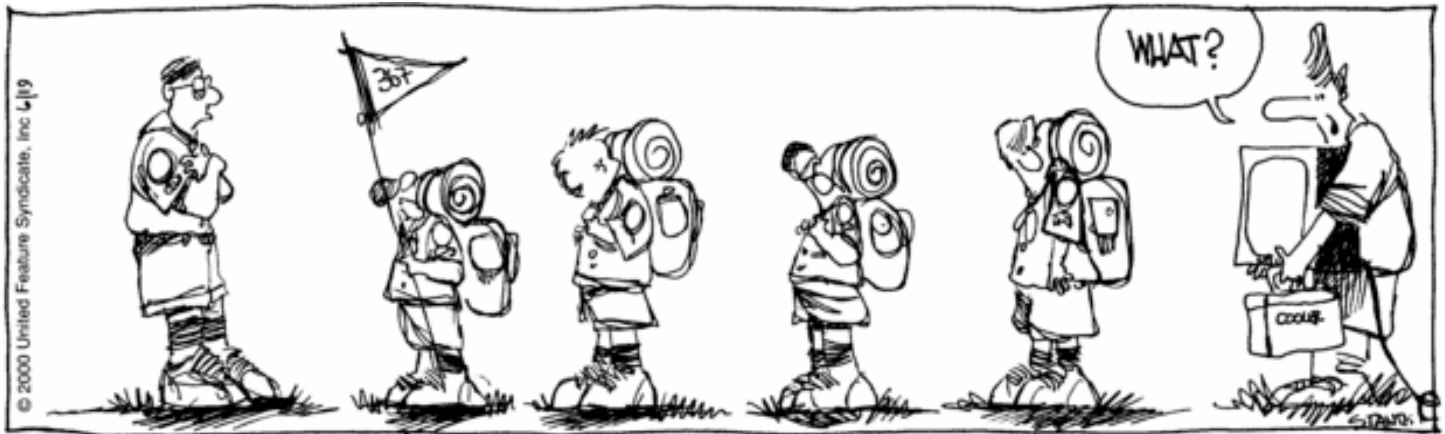
No Exceptions.

All adults and scouts attending a long-term camp for any amount of time must have a current health history supported by a medical evaluation performed by a physician licensed to practice medicine within the past 12 months. Actual immunization dates must be noted on the form, the note "current" is not acceptable.

The approved medical form also contains an authorization form for emergency treatment. This must be signed within the last 12 months by the parents of all minors.

Adults and Scouts without acceptable medical forms may not stay at camp and will be asked to leave camp.

Preparing for Camp



Courtesy of "The Buckets" by Greg Cravens at comics.com

The following topics & items are discussed in detail and provided in the **Grand Canyon Council Summer Camp Program Guide** (a downloadable document from the GCC website at WWW.GRANDCANYONBSA.ORG).

- ⊖ **Summer Camp Planning Timeline Checklist** (a downloadable document from the GCC website at WWW.GRANDCANYONBSA.ORG).
- ⊖ **Our Program** and the **Program Sign Up** process
- ⊖ **Promotional Ideas**
Recommendation about promotional and informational data that should be shared with the Scouts and parents in your troop **Before You Go** to Camp Geronimo including what **Experience Tells Us...** regarding merit badges and advancement.
- ⊖ Details for a **Parent's Information Meeting** and **Suggested Agenda** with an **Important Facts to Know** form letter to use for the parents of the Scout going to Camp Geronimo. (The **Parents' Letter** is also a downloadable document from the GCC website at WWW.GRANDCANYONBSA.ORG).
- ⊖ **The Camper's Equipment List; Troop & Patrol Equipment List;** and an **Items Provided for Each Campsite** (a downloadable document from the GCC website at WWW.GRANDCANYONBSA.ORG).

Other extremely useful tools for preparing and planning for camp are the following schedules and forms which are in this book:

- ⊖ **Camp Geronimo Map** (page **33**)
Your Campsite (page **34**)
GENERIC CAMPSITE GUIDELINES (page **35**)
The **Camp Geronimo Campsite Packet** is available in a downloadable document from the GCC website at WWW.GRANDCANYONBSA.ORG.
Also, a **Camp Geronimo Campsite Site Maps Packet** is available in a downloadable document from the GCC website at WWW.GRANDCANYONBSA.ORG.
- ⊖ **CAMP GERONIMO WEEK SCHEDULE** (page **29**);
CAMP GERONIMO DUTY SCHEDULE (page **30**);
CAMP GERONIMO KP DUTY SCHEDULE (page **31**)
The **Camp Geronimo Schedule Packet** is available in a downloadable document from the GCC website at WWW.GRANDCANYONBSA.ORG.
- ⊖ **SPECIAL EVENTS** (page **37**)
SPECIAL ACTIVITIES (page **38**)

⊖ **CAMP GERONIMO RAINBOW TRAILS** (page 42)

Complete information on the **Grand Canyon Council's Trails Awards - Camp Geronimo Rainbow Trails** is available in a downloadable document from the GCC website at WWW.GRANDCANYONBSA.ORG (complete with a color reproduction of Camp Geronimo Rainbow Trails map located at Headquarters).

⊖ **NIGHT EYE TRAILS** (page 47)

The form can be submitted to the council anytime after the Downhill Meeting, but must be submitted no later than four weeks before you arrive at camp.

The **Camp Geronimo Rainbow Trails Night Eye Trails Signup Sheet** is available in the **Grand Canyon Council's Trails Awards - Camp Geronimo Rainbow Trails** (a downloadable 8½x11 inch PDF document from the Grand Canyon Council website at WWW.GRANDCANYONBSA.ORG).

⊖ **CAMP ADVENTURE PROGRAMS** (page 63)

• **CLIMBING TOWER ACTIVITIES PRE-ASSIGNED SCHEDULE** (page 63)

This is the schedule for campsites to use the tower.

• **HORSE RIDE PRE-ASSIGNED SCHEDULE** (page 64)

This is the schedule for campsites for horse rides.

⊖ **CAMP GERONIMO MERIT BADGE PROGRAM SCHEDULE** (page 69)

CAMP GERONIMO MERIT BADGE PROGRAM SIGN-UP SHEET (page 70)

SUMMER CAMP MERIT BADGE APPLICATION (page 70)

The merit badge schedule and signup sheet is a guide for you to use for each Scout attending camp.

The **Camp Geronimo Merit Badge Packet** is available in a downloadable document from the Grand Canyon Council website at WWW.GRANDCANYONBSA.ORG.

Specific prerequisites and details for each individual merit badge may be found in the **CAMP PROGRAM AREAS** section of this book or in the **Camp Geronimo Merit Badge Packet**.

• Current Merit Badge Requirements are available at the **BSA INTRODUCTION TO MERIT BADGES** website.

• Merit Badge Worksheets are available at MERITBADGE.ORG.

Registration for merit badges for each Scout will be done online. The troop leader will be given instructions for online registrations.

All merit badge registrations should be completed at least one week before your camp arrival date.

Last minutes changes can be made up to midnight the Friday before you arrive.

You will receive an email confirmation of your scout's merit badge registrations.

When you get to camp, you will have the opportunity to sit down with your campsite Commissioner and Program Director on Saturday, review your schedule and make any last-minute changes.

⊖ **SATURDAY ARRIVAL AND CHECK IN** (page 25);

PROGRAM PLANNING SUGGESTIONS FOR SATURDAY EVENING (page 26);

PROGRAM PLANNING SUGGESTIONS FOR SUNDAY (page 26)

⊖ **MONDAY ARRIVAL AND CHECK IN** (page 27)

**If you have questions,
give the program department at (602) 955-7747 a call
we'd love to help you.**



**No one rides in the bed of a truck or trailer
AT ANY TIME.**

Follow all posted speed limits.

Arrival-Parking

A parking lot is provided at the entrance to camp for leaders or visitors.

Saturday is the only day vehicles are allowed in camp.

All vehicles are to remain in the parking lot until after check-in.

Only one vehicle will be allowed to transport heavy troop equipment to campsites, and must immediately return to the parking lot.

All vehicles must be out of the campsites by 5:00pm Saturday.

Please be sure you inform your drivers that they should follow the flow of cars in the parking lot and observe all posted speed limits.

Please do not drive into parking spaces or Parallel Park as this takes up too much room and causes chaos.

Only back into parking spaces; this makes it easy to leave in case of an emergency

No personal vehicles will be permitted past the parking area for the week except as needed for medical reasons.

Trailers, motor homes, specialty camping vehicles, or large storage equipment must be approved by the camp director prior to arriving at camp.

No one rides in the bed of a truck or trailer AT ANY TIME.

Follow all posted speed limits.

Arrival-Unloading

Scouts must pack in all of their own equipment.

You may take your camp equipment to your camp site and allow your Scouts to set up their tents after check-in is completed.

Only one vehicle will be allowed beyond the parking area to transport heavy unit equipment to campsites, and must immediately return to the parking lot immediately after unloading troop equipment.

No vehicles are allowed stay in or near campsites overnight, except under conditions of disability and only then, with Camp Director approval.

No trailers will be allowed at campsites without prior written permission of the Camp Director. This policy is in place as a health, safety, and liability precaution.

All vehicles must be out of the campsites by 5:00pm Saturday.

Arrival-Changing Leaders

If you change Leaders during the week, they are required to pack gear to/from the parking lot and check-in at Headquarters to receive wristband. Remember: "A Scout is Helpful!" Get some of your boys to help.

Outgoing Leaders are required to check-out at Headquarters when leaving camp. Remember: "A Scout is Helpful!" Get some of your boys to help.

Parents & Visitors & Parking

Parents and friends are welcome at camp.

Visitor's days are Saturdays and Sundays.

All visitors must check in at Headquarters immediately upon arrival.

Any guests who wish to eat with the campers must purchase meals in advance and receive a wristband at Headquarters.

Meals are available at a reasonable cost,
\$7.00 Breakfast -- \$9.00 – Lunch -- \$12.00 Dinner.

Overnight accommodations or camping are not available.

No one rides in the bed of a truck or trailer AT ANY TIME.

Follow all posted speed limits.

Arrival and Check In Process

NO EARLY CHECK-IN. NO LUNCH PROVIDED.

Check-in begins at 12:30pm.

Please do not plan on checking in any earlier.

Saturday Arrival and Check In

... 12:30 - 1:30pm: Arrive at Camp Geronimo; Check-In at the parking lot.

When you arrive at camp, you will be greeted by the Camp Director, and then the Scoutmaster and Senior Patrol Leader must check in at the gate.

..... 1:00 - 4:00pm: Scoutmasters or adults who will be in camp meet with:

- 4 The Campsite Commissioner to receive & review your information packet; to receive table, KP & shower duty assignments; and to schedule special events.
- 4 The Program Director to discuss merit badge/schedule changes with the program director.
- 4 Headquarters Personnel to pay final fees and obtain wristbands.

This is a chance to finalize your program and to learn about camp rules and procedures. Please bring any questions about camp which haven't been answered.

Remember to get your wristbands before dinner Saturday

..... 1:00 - 4:00pm: Troops set up camp.

- 4 Campsite Equipment may be checked out from 1:00 - 4:30pm at the Commissioners' Lodge.

Scouts Are Expected To Pack In All Of Their Own Equipment.

Your troop will be allowed one vehicle in camp to drop off heavy troop equipment (subject to weather and road conditions).

THEN THE VEHICLE MUST BE REMOVED IMMEDIATELY.

All vehicles must be out of the campsites by 5:00pm Saturday.

..... 1:00 - 4:00pm: Medical checks at Health Lodge as scheduled.

- 4 Every adult or Scout who attends camp must have a medical recheck upon arrival.
- 4 The doctor or medical person will recheck each person's medical form.

..... 1:00 - 4:00pm: Swim Checks are available at the pool.

- 4 Every person who wishes to use the pool or lake must take a swim test to determine his ability level.
- 4 A Scoutmaster must be in attendance with the troop.

Swim checks may be available during some of the Aquatic Merit Badge Classes.

- 5:00pm: **ALL vehicles are out of camp & in the parking lot.**
- 5:00pm: **1st Shift (Sites 1-15) Evening Flag & Dinner**
- 5:45pm: **2nd Shift (Sites 16-29) Evening Flag & Dinner**
- 7:00pm: **Honor Fire Orientation** (full uniform at Headquarters).

All Honor Fire Guards for the week need to attend.
(Requirements for the Honor Fire are on page **38**.)

Program Planning Suggestions for Saturday Evening

After Saturday afternoon check-in and your campsite is all setup,
the following programs could be done or planned:

- Complete the **Totem to Totem Orientation Trail**.
- Work on the activities of ***I DID IT ALL AT CAMP GERONIMO*** (page **39**).
- Work on your ***BIG "G" AWARD*** (page **40**) improvement project in camp or on the trails.
- Build some Pioneering projects in your site.
- Take an overnight hike on one of the ***CAMP GERONIMO RAINBOW TRAILS*** (page **42**) and camp out.
- Have a campfire and prepare skits, songs and cheers for the Wednesday evening campfires.
- Plan to do one of ***NIGHT EYE TRAILS*** (page **47**).

Sunday Check In Continued

..... 9:15am **Religious Services are available at the various chapels in our camp**

Refer to the ***CHURCH SERVICES*** section on page **14** for locations & details.)

..... 1:30-4:30pm: **Program Areas Open for Activities**

Program Planning Suggestions for Sunday

These activities can be done before and after church.

- Take one of the ***CAMP GERONIMO RAINBOW TRAILS*** (page **42**) and hike it in the morning.
Conduct a church service or meditation time during the hike.
- Hike the ***LEVI YOUNG'S NATURE TRAIL*** (page **46**) or the **Totem to Totem Orientation Trail**.
- Work on your ***BIG "G" AWARD*** (page **40**) project in camp or on the trails.
- Work on merit badge applications and complete merit badge sign up procedures in the troop.
- Cook a breakfast or lunch in the site.

Menu requests should be sent in early or turned in upon arrival at camp.

No one rides in the bed of a truck or trailer AT ANY TIME.

Follow all posted speed limits.

Monday Arrival and Check In

Honor Fire Orientation will be missed by checking in on Monday.
There is no makeup time for orientations for the honor fire.

..... 7:30 - 8:30am: Arrive at Camp Geronimo; Check-In at the parking lot.

When you arrive at camp, you will be greeted by the Camp Director, and then the Scoutmaster and Senior Patrol Leader must check in at the gate.

... 8:00 - 11:00am: Scoutmasters or adults who will be in camp meet with:

- 4 The Campsite Commissioner to receive & review your information packet; to receive table, KP & shower duty assignments: and to schedule special events.
- 4 The Program Director to discuss merit badge/schedule changes with the program director.
- 4 Headquarters Personnel to pay final fees and obtain wristbands.

This is a chance to finalize your program and to learn about camp rules and procedures.
Please bring any questions about camp which haven't been answered.

Some merit badges have sign-ups on Sunday Afternoon.

Refer to **CAMP MERIT BADGES SCHEDULE & SIGNUP** (page 68) and **CAMP GERONIMO MERIT BADGE PROGRAM SIGN-UP SHEET** (page 70) for the specific details.

Remember to get your wristbands before lunch Monday

... 8:00 - 11:00am: Troops set up camp.

- 4 Campsite Equipment may be checked out from 8:00 - 11:00am at the Commissioners' Lodge.

Scouts Are Expected To Pack In All Of Their Own Equipment.

Your troop will be allowed one vehicle in camp to drop off heavy troop equipment
(subject to weather and road conditions).

THEN THE VEHICLE MUST BE REMOVED IMMEDIATELY.

All vehicles must be out of the campsites by 11:00am Monday.

... 8:00 - 11:00am: Medical checks at Health Lodge as scheduled.

- 4 Every adult or Scout who attends camp must have a medical recheck upon arrival.
- 4 The doctor or medical person will recheck each person's medical form.

... 8:00 - 11:00am: Swim Checks

- 4 Every person who wishes to use the pool or lake must take a swim test to determine his ability level.
- 4 A Scoutmaster must be in attendance with the troop.

Swim checks may be available during some of the Aquatic Merit Badge Classes.

..... 11:00am: ALL vehicles are out of camp & in the parking lot.

..... **11:00am: Senior Patrol Leaders' Meeting at Commissioners' Lodge.**

The senior patrol leaders play an important role at camp and should be in attendance at the meeting with the Commissioners.

4 This is held at the Commissioners' Lodge and will give the SPL much information.

4 Additional SPL meetings are scheduled during the week.

Pen and paper are suggested items to be brought to these meetings.

..... **11:45am Emergency Drill:**

Go directly to the assembly area at the camp fire ring.

..... **12:30pm: Scoutmasters Lunch with Commissioner**

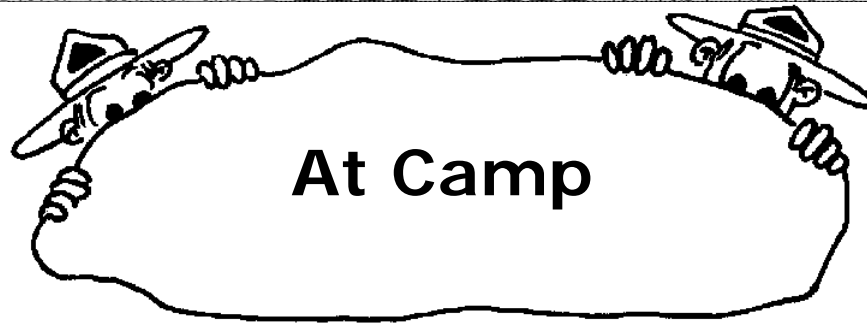
..... **12:30pm: 1st Shift (Sites 1-15) Lunch**

..... **1:00pm: 2nd Shift (Sites 16-29) Lunch**

Suggestions for Monday Arrivals

If your troop is arriving Monday morning, you will be ahead of the game if you do the following:

- Ensure that merit badge classes are selected for all of your Scouts.
- Have a campout at Camp Geronimo in April or May. This will give you time to orient your Scouts to camp and work on a Big G project.
- Do a map orientation for the Scouts showing them the campsite and the location of all merit badge classes if you cannot have a campout at Camp Geronimo.
- Plan to arrive at Camp Geronimo not later than 7:30am Monday morning.



Safety Around the Camp

Enter a program area only when a director or assistant director is present.

Camp Geronimo has many animals that live here as well, especially skunks. **To keep both you and the animals safe, please stow your food safely, keep food away from your sleeping area.**

Refrain from chewing gum while at Camp Geronimo as it is also a danger to the animals and an annoyance to other campers.

Flag Ceremonies

Troops will hold formal flag ceremonies in their sites each morning and evening.

In addition, camp-wide flag ceremonies are held before breakfast and supper each day on the parade ground.

Troops will be given the opportunity to lead the flag ceremony.

All Scouts are requested to be in ***FULL UNIFORM*** for the evening camp-wide ceremonies.

Wristband Instructions

During check-in you will be given a wristband for each Scout and adult leader in your troop who is listed on your roster and has paid-up fees.

The wristband is proof that the Scout or adult leader belongs here and is entitled to all the meals and services paid for, such as merit badge classes. The wristband must be worn on the dominant wrist in order to attend classes, to be served meals, and to use the trading post.

If a wristband is lost, a replacement wristband will cost \$1.00, and may be purchased at Headquarters or the Dining Hall during meal times.

Anyone who doesn't have a wristband may purchase meals at Headquarters or at the Dining Hall (during meal times).
Cash or check only please!

CAMP GERONIMO WEEKLY SCHEDULE

SATURDAY	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
				Polar Bear 5:15 - 6:05		Tenderfoot Run - 5:30
			Morning Flag 6:25 Breakfast 6:30			
			Morning Flag 6:55 Breakfast 7:10			
Check-out by 10:00 Leave Camp by 10:30	Church Service - 9:15	Check In 8-10:30 Emergency Drill 11:45 Scoutmaster/SPL 12:30 Lunch w/Commissioner	Safe Swim Defense 8:15 Youth protection 10:00 Leaders Mid-Week Break 11:00 SPL Meeting 12:00	Physical Wellness 9:00	Safety Afloat 8:15 Leaders Roundtable 11:00	Trek Safely-and Climb On Safely 8:15
			LUNCH 12:30 - 1:30			
Program / Med. Swim Checks 1:00 - 4:00	TROOP ACTIVITIES	Merit Badge Classes per schedule 1:30 - 4:40		OPEN ACTIVITIES 1:30-4:30		OPEN ACTIVITIES 1:30 - 2:30
Evening Flag 5:15 SUPPER 5:30		Flag 5:10		Leave No Trace 1:30	Chaplain Aide Training 1:30	Mighty Mogi Challenge 3:00 - 4:30
Evening Flag 5:45 SUPPER 6:00		Flag 5:40	All Camp Cook-out pick up food by 4		Evening Flag 5:15 SUPPER 5:30	
					Evening Flag 5:45 SUPPER 6:00	
TROOP ACTIVITIES	TROOP ACTIVITIES	TROOP ACTIVITIES		Honor Trail/OA 6:30/7:30	TROOP ACTIVITIES	
		OA Meeting - 6:30	OA meeting 7PM		OA Brotherhood Induction Ceremony	Campfire - 7:30 assemble
	TROOP ACTIVITIES	Campfire - 7:30 assemble	Astronomy MB Observations 8:00 - 9:30 PM	Commissioner's Inter-Troop Campfires	Mogollon Monster Story - 7:45	Open Telescope after Campfire
				Astronomy MB 8:30 - 10:00 PM		

Camp Geronimo Troop Specific Activities

Troop Specific Activities	Date	Time
Night Eye Hike		
Rainbow Trail Hike		
Troop Swim		
Troop Horse Ride		
Troop Tower Climb		
Troop OA Elections		
K.P. Duty		
Shower Duty		
Camp Service Project		

Camp Geronimo KP Duty Schedule

Each troop has the responsibility of serving on KP duty.

All adult leaders must be with their Scouts during each of their kitchen patrol (KP) assignments.

Scouts must wear long pants and closed shoes when working in food service.

KP Duties

Under the direction of our great kitchen crew, your duties include, but may not be limited to, the following:

1. Report to KP on time.
2. Help with serving preparations as directed by the kitchen staff.
3. Serve the meal.
4. Smile and provide friendly service.
5. Once the meal is over, you will do the following:
 - Clean the tables.
 - Sweep & mop the floor.
 - Return all necessary service supplies to the kitchen.
 - Empty trash cans in the dining hall.
 - In the kitchen, clean all cooking utensils, sweep the floor, and empty the trash.

Remember safety while in the kitchen.

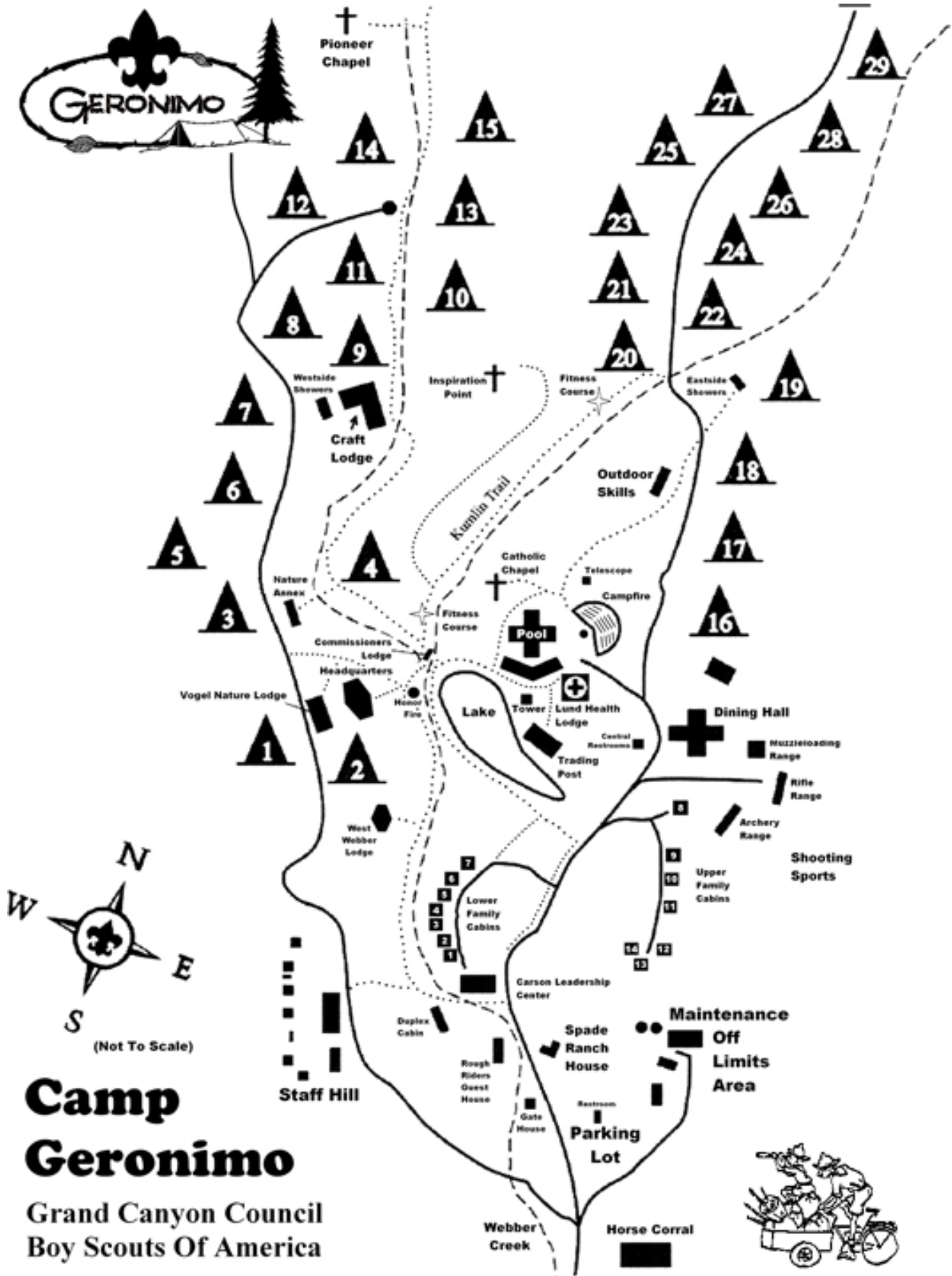
Camp Geronimo Duty Schedule

Shower Hours of Operation: 6:00am to 10:00pm.
Please avoid troop showers after 10:00pm.

Central Restrooms	Shower Cleanup Time	Location
Wednesday: 6am - NOON	Saturday: 6pm - 10pm	West
	Sunday: 6am - NOON Friday: 6pm - 10pm	West
Friday: NOON - 6pm	Sunday: NOON - 6pm	West
	Sunday: 6pm - 10pm Friday: 6am - NOON	West
Tuesday: NOON - 6pm	Monday: 6am - NOON	West
Tuesday: 6pm - 10pm	Monday: NOON - 6pm	West
	Monday: 6pm - 10pm Friday: NOON - 6pm	West
Wednesday: 6pm - 10pm	Tuesday: 6am - NOON	West
Sunday: 6pm - 10pm	Tuesday: NOON - 6pm	West
Sunday: 6am - NOON	Tuesday: 6pm - 10pm	West
Monday: NOON - 6pm	Wednesday: 6am - NOON	West
Sunday: NOON - 6pm	Wednesday: NOON - 6pm	West
	Wednesday: 6pm - 10pm Thursday: 6pm - 10pm	West
Tuesday: 6am - NOON	Thursday: 6am - NOON	West
Friday: 6pm - 10pm	Thursday: NOON - 6pm	West
	Saturday: 6pm - 10pm Thursday: 6am - NOON	East
	Sunday: 6am - NOON Thursday: NOON - 6pm	East
	Sunday: NOON - 6pm Thursday: 6pm - 10pm	East
	Sunday: 6pm - 10pm Friday: 6am - NOON	East
	Monday: 6am - NOON Friday: NOON - 6pm	East
Saturday: 6pm - 10pm	Monday: NOON - 6pm	East
	Monday: 6pm - 10pm Friday: 6pm - 10pm	East
Thursday: NOON - 6pm	Tuesday: 6am - NOON	East
Wednesday: 6am - NOON	Tuesday: NOON - 6pm	East
Thursday: 6am - NOON	Tuesday: 6pm - 10pm	East
Thursday: 6pm - 10pm	Wednesday: 6am - NOON	East
Monday: 6pm - 10pm	Wednesday: NOON - 6pm	East
Monday: 6am - NOON	Wednesday: 6pm - 10pm	East

The shower must be cleaned once during your shift.
 Take out trash, hose down the floor & squeegee the floor as dry as possible.
 Make the place as clean as you would want it. Do both sides.

Camp Geronimo Map



Camp Geronimo

Grand Canyon Council
Boy Scouts Of America

Your Campsite

The campsites consist of two person tents on platforms, Adirondacks (adult sleeping area) with bunks without mattresses, picnic tables, latrines, wash stands, flag poles, drinking fountain type bubblers, and hose bibs with hose. After checking in, each troop will be issued a shovel, broom, rake, and an American flag.

Your campsite is your home for the week,
so work at making it comfortable by bringing extra items such as
"banners and flags" to dress it up to make your stay more comfortable and fun.

If your troop exceeds campsite capacity, please bring your own tents.

CAMP GERONIMO CAMPSITES MAPS is a downloadable 8½x11 inch "PDF" document from the Grand Canyon Council website at WWW.GRANDCANYONBSA.ORG.

The list below indicates the quantity of facilities and equipment in each campsite.

Site #	Site Name	# of Youth	Plat- forms	Adiron- dacks	Shel- ter	Tables	Flag Poles	Fire Ring	Bub- bler	La- trine	Wash Stand	Hose Bib
1	Moqui	20	10	1	1	5	3	1	1	1	1	1
2	Arapaho	40	20	2	2	5	1	1	1	2	1	1
3	Blackfeet	16	8	1	1	2	1	1	1	1	1	1
4	Paiute	40	20	2	1 lg	8	1	1	1	2	1	1
5	Cheyenne	16	8	1	1	2	1	1	1	1	1	1
6	Pima	18	9	1	1	3	1	1	1	1	1	1
7	Chippewa	20	10	1	1	3	1	1	1	1	1	1
8	Apache	18	9	1	1	4	1	1	1	1	1	1
9	Creek	18	9	1	1	2	1	1	1	1	1	1
10	Comanche	14	7	1	1	3	1	1	1	1	1	1
11	Bannock	16	8	1	1	2	1	1	1	1	1	1
12	Kickapoo	16	8	1	1	2	1	1	1	1	1	1
13	Potawatomi	34	17	1	1 m	3	1	1	1	1	1	1
14	Fox	16	8	1	1	2	1	1	1	1	1	1
15	Hoopla	20	10	1	1	2	1	1	1	1	1	1
16	Shoshone	40	20	1	1 lg	7	1	1	2	1	1	1
17	Ute	30	15	1	1 m	5	1	1	1	1	1	1
18	Navajo	20	10	1	1	3	1	1	1	1	1	1
19	Crow	50	25	2	1 lg	11	1	2	2	2	2	2
20	Osage	28	14	1	1 lg	3	1	1	1	1	1	1
21	Hopi	18	9	1	1	3	1	1	1	1	1	1
22	Seneca	18	9	1	1	3	1	1	1	1	1	1
23	Ponca	22	11	1	1	2	1	1	1	1	1	1
24	Dakota	14	7	1	1	2	1	1	1	1	1	1
25	Iroquois	14	7	1	1	2	1	1	1	1	1	1
26	Aztec	16	8	1	1	2	1	1	1	1	1	1
27	Wyandot	14	7	1	1	3	1	1	1	1	1	1
28	Cherokee	16	8	1	1	2	1	1	1	1	1	1
29	Yaqui	16	8	1	1	2	1	1	1	1	1	1

It is everyone's responsibility to keep the tents and equipment in good shape.

Generic Campsite Guidelines

Neatness of Campsite

- 4 Flaps should be rolled up in good weather.



Campsite Equipment

- 4 Equipment in use (shovels, rakes, etc) stored out of the way but still handy.
- 4 Equipment not in use maintained in a neat, orderly way and protected from bad weather.

Grounds

- 4 Litter cleaned up over whole campsite.
- 4 Ground cover removed only around fire areas.
- 4 Axe yard laid out for safety in chopping.
- 4 No evidence that boys in site this week have caused damage to standing timber.

Tents and Personal Gear

- 4 Platforms swept.
- 4 Personal equipment and extra clothing placed out of sight in packs.
- 4 Uniforms may be laid in packs or may be neatly folded on bunks.
- 4 No clothes hangers on tent poles.
- 4 Same system should be used throughout.
- 4 All bedding should be laid out neatly on cots, but whatever the case, the same system should be used in entire camp.

Health and Safety

Garbage Disposal

- 4 All combustibles (including uneaten food) burned in wash water stove.
- 4 Leave no wet garbage in area or food on ground.
- 4 Rinse bottles and cans to remove food, remove and burn labels if possible and place in clean covered trash can.
- 4 Remove both ends of and flatten tin cans before placing in trash can.
- 4 Ashes should be soaked, dried as much as possible, and disposed of as directed by your Camp Commissioner.

Cooking Gear

- 4 Cooking gear, pots, pans and dutch ovens, should be clean with no food particles or grease on them.
- 4 Hang on racks wherever possible.

- 4 Cutlery stored in chuck boxes in clean holders.
- 4 Dutch ovens "lightly" greased with lids on.
- 4 Latrine
- 4 Box fly tight, seat down and toilet paper and water for rinsing urinal conveniently placed.
- 4 Hose floor daily.



CONSTRUCTING A NATURAL SHELTER



Special Events

Opening Campfire

An opening camp-wide campfire will be held Monday at 8:00pm at the campfire circle above the swimming pool. This program will be provided by the camp staff for your entertainment and enjoyment.

- ⊖ East side campsites meet at 7:30pm at the Outdoor Skills Area.
- ⊖ West side campsites meet at 7:30pm at the Trading Post.
- ⊖ Both groups will be led to the campfire site at 8:00pm by the Order of the Arrow.

Honor Trail & Order of the Arrow Program

Following dinner on Wednesday, your troop will join with the rest of the camp and be led through the Scout Oath and Law, reconfirming ourselves to the principles of Scouting.

Wednesday Evening Inter-Troop Campfire

On Wednesday, after the Honor Trail, each commissioner will host an inter-troop campfire. Each troop is to have prepared a song, cheer, and skit to present to the rest of the group. From this campfire, skits, songs, and cheers will be offered for selection for Friday evening's campfire.

We will also all take part in an Order of the Arrow program in which we honor those Scouts and Scouters who best exemplify the principles of Scouting as they start their journey in this Brotherhood of Honored Campers.

Listen to the Legend

The Legend of the Mogollon Monster is told by the storyteller on Thursday evening at 7:30pm at the Spade Ranch House.

Mighty Mogi Challenge

- ⊖ A camp-wide program will be held Friday afternoon between 3:00pm and 4:30pm
- ⊖ Awards will be presented on a patrol basis. Suggested patrol size is six to eight Scouts.
- ⊖ A list of events will be given to each troop at camp and will consist of competition at the pool, lake, field sports, physical fitness, and other areas.
- ⊖ Around 4:45pm we will hold the Scoutmasters Big Splash Contest.

Friday Night Campfire

This event is Friday evening please assemble at 7:30pm at your designated area: a variety show second to none and you provide the skits and songs!

That's right - the troops are the main attraction here, so plan now to participate. Wednesday night area campfires will give you an opportunity to practice and sign up for Friday's campfire.

Special Activities

Honor Fire Guard/Perpetual Fire of Citizenship

Throughout the years at Geronimo, a fire has burned in camp to represent the spirit and the citizenship of Scouting.

Started from ashes carried back to Arizona from the first National Jamboree in 1937 at Washington, DC, the flames are reignited each year with ashes from the previous summer's fire.

The fire, tended by Scouts, is kept burning in front of Camp Headquarters

To qualify as an Honor Fire Guard you must:

- Have one year camping experience at Geronimo or a like camp.
- Be a First Class Scout.
- Be appointed or elected by your troop.
- Have a complete Scout Uniform.

A schedule will be available at camp. Those Scouts selected will receive a certificate of honor and the Firekeeper segment.

Polar Bear

Brrr. The name Polar Bear is just what it implies: A cold swim in the morning.

Those who enjoy a brisk swim first thing in the morning will join this elite group.

An early-bird swim will be held Tuesday, Wednesday, and Thursday from 5:15-6:05am for Scouts and Scouters who dare.

Segments will be awarded to those who complete all three swims.

Tenderfoot Run

On Friday at 5:30am those Scouts and Scouters who like to run, jog, or walk can attempt the run from the entrance gate at Shooting Sports back to the entrance gate at Shooting Sports.

1. You will leave the gateway at Shooting Sports after getting your mark.
2. Proceed down the road into the parking lot to the green gate that leads to the west side road.
3. Go around the gate, and cross the creek and continue on the road past Staff Hill, Campsite 2, and in front of the Nature Lodge.
4. Turn right and go towards the Honor Fire and cross the bridge in front of the Commissioners' Lodge and the right of camp site 4.
5. Pick up the trail to the left of the Commissioners' Lodge and take it to where it junctions with the east road.
6. Turn right and cross the creek and follow the road back to the Shooting Sports gate and get your last mark.

An alternative start and end point is road in front of the Nature Lodge.
--

Segments will be awarded for completion of the course.
--

"It is impossible to do it all at Geronimo,"
said the inexperienced Scoutmaster.

I Did It All at Camp Geronimo

"No, it isn't," said the worn out Scoutmaster and his senior patrol leader, "and we do it all at Camp Geronimo!" And, you know what? There are some who can do it all at Geronimo, or at least enough for us to want to make sure they get some recognition for it.

When you get to camp, we will give each of the leaders and Scouts a score card that lists all the real neat but hard stuff to do at Geronimo, and if you can do it all — and we mean all — then we will give you a nifty segment saying **"I DID IT ALL."**

Oh, Yeah — What Do You Have To Do?

Ha-Ha! Here It Is...

4 Tie five basic knots in Scoutcraft:



- | | |
|---|---|
| 4 Successfully complete your dining hall duties with smiles and enthusiasm | 4 Shoot a score at the Archery Range |
| 4 Complete the Tenderfoot Run | 4 Try your pacing and bearing on an Eye Trail |
| 4 Complete the Polar Bear | 4 Shoot a score at the Rifle Range |
| 4 Hike a Rainbow Trail | |
| 4 Take the Levi Young Nature Trail | |
| 4 As a troop, sing a song and give your troop yell at the flag ceremony in the morning or at a meal | |

If you want to have ***I DID IT ALL SCORE CARDS*** before camp, they are available for download from the Grand Canyon Council website at WWW.GRANDCANYONBSA.ORG. This template is built on an **Avery® 5302 Small Tent Cards** (2x3½) product or equivalent. However, they can also be printed on a normal sheet of letter paper and cutout.

Extra score cards are available at Headquarters at camp

Chaplain Aide Training

Chaplain Aide Training will be held on Thursday at 1:30pm and 2:30pm in the Catholic Chapel. In case of inclement weather, the training will be held in the Dining Hall.



- ⊖ Trail to Eagle
- ⊖ Campsite Cache
- ⊖ Commissioners Cache
- ⊖ Creekside Cache
- ⊖ Pillars of Scouting
- ⊖ The Code

Geronimo Geocaches

⊖ Geronimo

Try one of the above courses with your GPS.
See the Shack Staff to get a coordinates sheet.
We have several GPS units available for you to check out.

If you have a problem with a cache, please come back and see the Shack Staff for guidance.

Once you complete the geocache, a segment is available for purchase at the trading post.

Big "G" Award

The Big "G" Award is a program designed to build a cohesive group at camp, and assists you in developing a successful week at camp. In order to recognize those troops for their development, the Big "G" will have three levels.

Big "G" -- Big "G"-Silver -- Big "G"-Gold

The standards for these levels are based on camp requirements, troop program, and the ideals of Scouting. This is a troop award - not an individual's award - and, as such, Scouts and adult leaders all participate.

It is the goal of the Big "G" to help troops work towards new levels. Yet, every troop should be able to earn some level of the Big "G" Award. Our challenge to your troop is to do its best.

If your troop has successfully completed the requirements for the **Big "G"** and wants to reach higher, you can go for the **Big "G" with Silver Recognition**.

If your troop has successfully completed the requirements for the **Big "G" with Silver** and wants to reach even higher, you can go for the **Big "G" with Gold Recognition**.

The ***BIG "G" AWARDS CHECKLISTS*** is a downloadable 8½x11 inch "PDF" document from the Grand Canyon Council website at WWW.GRANDCANYONBSA.ORG.

Big "G"- Requirements

- 1. Have two registered adult leaders in camp all week. One leader must be at least 21 years of age.
- 2. Inspection rating of Good or Excellent four out of five days.
- 3. Prepare at least one meal away from the dining hall.
- 4. Complete a camp improvement project approved by your Commissioner. Projects count toward the Tonto Rim Tribe. Check those requirements to see how many hours should be spent on the project.
- 5. Participate as a troop in at least two of the following:
Levi Young Nature Trail, Cat Eye, Golden Eye, Eagle Eye, Hawk Eye Trail, Geocache.
- 6. Use the Totem to Totem Trail as an orientation for all Scouts new to Geronimo.
- 7. Attend the Honor Trail/O.A. Calling Out.
- 8. SPL attend Tuesday SPL meeting at 12:00 at the Commissioners' Lodge.
- 9. Adult leaders attend the Tuesday Mid-Week Break at 11:00am at the Commissioners' Lodge.
- 10. Plan a week program of individual, patrol, and troop activities for the week, post that program on the bulletin board, and review with your Commissioner.
- 11. Successfully complete assigned KP and shower/restroom cleanup duties.
- 12. All paid adults and Scouts wear wristbands at uniform inspections.

Big "G" Silver- Requirements

- 13. Have the same trained adult leader in camp Saturday (Monday for late arrivals) through Wednesday.
- 14. Earn an inspection rating of Excellent four out of five days without a "NO" rating any day.
- 15. Attend the Inter-Troop Campfire Wednesday evening.
- 16. Prepare two or more meals away from the dining hall.
- 17. Hike one of the camp Rainbow Trails using proper reporting procedures.

Big "G" Gold- Requirements

- 1. Have the same trained adult leader in camp all week.
- 2. Earn an inspection rating of Excellent five out of five days.
- 3. Presents itself in *FULL UNIFORM* Sunday and Wednesday at dinner.
- 4. Have its troop flag at the uniform inspection Sunday and Wednesday.
- 5. Troop patrols have patrol flags at the uniform inspection Sunday and Wednesday.
- 6. Have one or more trained Youth Leaders who can discuss the troop's Youth Leader Training Program with their Commissioner.
- 7. Scouts must go through the council's NYLT, or equivalent out of council activity before arriving at camp.

Tonto Rim Tribe

Since its inception, Scouts and Scouters in the Tonto Rim Tribe have provided many thousands of hours of conservation and worthwhile projects in camp.

This organization is designed to promote:

- ⊖ The long-term camping experience.
- ⊖ Service that will upgrade the program & physical condition of Camp Geronimo.

Only campers attending our summer camp are eligible to become members of the tribe.

These are the five positions in the tribe and the requirements for membership:

Brave	Warrior	Chief
4 One summer at Camp Geronimo	4 Earned Brave	4 Earned Warrior
4 One hour of work on a service project	4 Two summers at Camp Geronimo	4 Three summers at Camp Geronimo
4 Earn one merit badge	4 Three hours of work on a service project	4 Three hours of work on a service project
4 Hike one camp trail	4 Earn one merit badge	4 Earned two merit badges
	4 Have advanced at least one rank from previous summer (Eagles exempted)	4 Have advanced at least one rank from previous summer (Eagles exempted)
	4 Hike one camp trail (minimum 5-miles)	4 Hike one camp trail (minimum 5-miles)
Medicine Man		Old Ones
4 Earned Chief		4 Earned Brave, Warrior, Chief & Medicine Man
4 four summers at Camp Geronimo		4 At least once, have earned a Polar Bear, Tenderfoot Run, or I Did It All Awards
4 four hours of work on a service project		4 Five summers at Camp Geronimo
4 Earn two merit badges		4 Lead your troop/patrol on at least one camp trail. Work with Commissioner to work out details
4 Have advanced at least one rank from previous summer (Eagles exempted)		4 While at camp, serve in a leadership position in your troop or as a program aide in a specific area as assigned by the Camp Commissioner, or participate in the Spade Ranch program
4 Hike one camp trail (minimum 1-mile) or two 5-mile hikes		4 Develop and carry out the troop Big "G" project with your leader's advice
4 Serve as program aide to a Commissioner or program area for two of the four hours of service project work		

Segments will be issued to each Scout who completes requirements.

If you want to have the **TONTO RIM TRIBE PROGRESS CARDS** before camp, they are available for download from the Grand Canyon Council website at WWW.GRANDCANYONBSA.ORG. This template is built on an **Avery® 5302 Small Tent Cards** (2x3½) product or equivalent. However, they can also be printed on a normal sheet of letter paper and cutout.

Tonto Rim Tribe progress cards, also, are available at camp headquarters.

Camp Geronimo Rainbow Trails

With over 5,000 acres of surrounding national forest, the possibilities of getting out and seeing the wilderness are almost limitless. Geronimo offers some of the greatest trails in the state to hike.

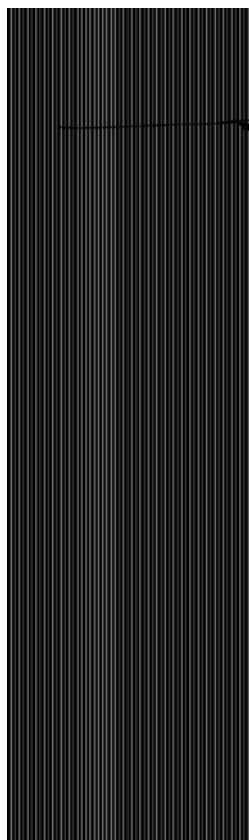
To recognize Scouts and leaders who take on the challenge of the Rim Country, a Rainbow Trails program has been established and a beautiful, embroidered, multicolored four-inch patch is available for purchase to be worn on a patch jacket, vest or your backpack.

As you hike each trail, you may add a segment with that trail's color and name around the patch, until you have collected all of them — an achievement to be proud of.

Complete information on the **GRAND CANYON COUNCIL'S TRAILS AWARDS - CAMP GERONIMO RAINBOW TRAILS** is available in a downloadable 8½x11 inch "PDF" document from the Grand Canyon Council website at WWW.GRANDCANYONBSA.ORG (complete with an 8½ by 11 inch color reproduction of Camp Geronimo Rainbow Trails map located at Headquarters).

So, look over the trails and include some in for the troop's summer program.

The Rainbow Trails



In Camp Trails

Border Trail

Totem to Totem Trail

4.0 miles

Fireside Trail

2.0 miles

Out of Camp Trails

Highline Trail

2.9 miles

Rim View Trail

2.3 miles

Lower Miller Trail to Rim View

0.8 miles

East Webber Trail

2.0 miles

Turkey Springs Trail

2.3 miles

Milk Ranch Point Trail

1.4 miles

West Webber Trail

1.9 miles

Milk Ranch Point West Trail

1.3 miles

Old Spade Ranch Road

4.0 miles

Geronimo Trail

1.6 miles

**Here are some possible “out-&-back” day hikes
or overnight backpacking trips while at camp.**

Rainbow Trails Loop 1 (3.3 mile trip)

Geronimo Trail to Turkey Springs Trail	1.6 miles
Geronimo (Turkey Springs) Trail to Continuation Junction.....	0.3 miles
Geronimo Trail Continuation to East Webber Trail	1.1 miles
East Weber Trail to camp.....	0.3 miles

Rainbow Trails Loop 2 (4.1 mile trip)

Highline Trail to Bear Springs	1.8 miles
Rim View Trail Bear Springs to Lower Miller Trail.....	1.5 miles
Lower Miller Trail to Camp East Side Showers.....	0.8 miles

Rainbow Trails Loop 3 (4.9 mile trip)

Turkey Springs Trail to Milk Ranch Point West Trail Junction.....	0.3 miles
Milk Ranch Point West Trail to West Webber Trail Junction	1.3 miles
West Webber Trail to Milk Ranch Point Trail Junction	0.6 miles
Milk Ranch Point Trail to Turkey Springs Trail	1.4 miles
Turkey Springs Trail to Camp	2.3 miles

Rainbow Trails Loop 4 (6.1 mile trip)

Highline Trail to Bear Springs	1.8 miles
Rim View Trail to East Webber Trail.....	2.3 miles
East Webber Trail to camp	1.0 miles

Rainbow Trails Loop 5 (6.2 mile trip)

Turkey Springs Trail to West Webber Trail Junction	0.6 miles
West Webber Trail Junction to Balanced Rock.....	1.0 miles
Balanced Rock to Northern End of Milk Ranch Point Trail.....	0.7 miles
Milk Ranch Point Trail	1.4 miles
West Webber Trail to Turkey Springs Trail Junction	1.9 miles
Turkey Springs Trail to camp.....	0.6 miles

Trail food is available for your use.

All out-of-camp hikes other than scheduled night hikes
require a hike permit on file at Camp Headquarters.

You must Sign-Out/Sign-In for all hikes at Headquarters
or at the Health Lodge after hours.

Permits are not needed for in-camp hikes.

Remember, being surrounded by National Forest,
Camp Geronimo offers unlimited hiking opportunities for Scout campers.

Special Trails

(With Restricted Availability)

Chief Miller's Trail

A continuing Camp Geronimo tradition is the Chief Miller's Trail to Roosevelt Peak. The trail & award, named for George F. "Chief" Miller, is a strenuous award to earn. This hike is part of the Spade Ranch Program, and is also open to adult leaders.

The Miller's Trail Hike is scheduled on Wednesday at 8:00AM departing with a staff guide from Knappenberger Lodge. Ask your program commissioner for details.

This Hike Is Not Available For General Troop Hiking.

Levi Young's Nature Trail

The Levi Young's Nature Trail is available as part of Nature Lodge program, this hike includes nature quiz to qualify. Scouts can learn about the trees and plants of Camp Geronimo.

The Levi Young Nature Trail can be scheduled Sunday through Thursday between 1:30pm and 4:00pm at the Nature Lodge where a self guided package is available. Please limit your group to 20 people. The trail should take between 45 minutes to 1 hour to complete.

The Levi Young's Nature Trail is an excellent Sunday afternoon activity for your troop. Also, it one of requirements for the "**I Did It All**" segment and is part of the **Big "G"** requirements.

Solo Hike

This is an outstanding experience available only to Scouts nominated by their Scoutmaster after three or more years at Camp Geronimo for at least three prior summers and who stand out among all campers.

- ⊖ Selected Scouts will hike solo to a secret place and spend a night alone before returning to camp.
- ⊖ Scoutmasters may make recommendations to the Camp Director concerning boys who may qualify.

Recommendations must be turned in on Sunday by 5:00pm to Headquarters so that interviews and selections can be made as early as possible. Each Scout must convince the camp director that he is prepared to challenge the secret route and spend the night alone in the wilderness.

To Be Selected Is An Honor, To Succeed Is A Thrill!

Solo Hike applications are available at Camp Headquarters.

Only seasoned Scouts need apply.

Night Eye Trails

These evening compass courses are introductory hikes, designed to provide experience and adventure on the trail for boys who are new to Scouting and Camp Geronimo. A compass, a good flashlight and determination make these night hikes fun for young and old alike.

Your Scouts will enjoy thinking that any one of the fluorescent eyes might be the real thing (AND IT MIGHT!).

Start with the Cat Eye for the new Scouts and let them work their way up through these hikes of varying difficulty to give your Scouts a challenge.

Cat Eye Eagle Eye Golden Eye Hawk Eye Tiger Eye

The **Camp Geronimo Rainbow Trails Night Eye Trails Signup Sheet** is available in the *GRAND CANYON COUNCIL'S TRAILS AWARDS - CAMP GERONIMO RAINBOW TRAILS* (a downloadable 8½x11 inch "PDF" document from the Grand Canyon Council website at WWW.GRANDCANYONBSA.ORG).

The form can be submitted to the council anytime after the Downhill Meeting, but must be submitted no later than four weeks before you arrive at camp.

A Few Hints for the Eyes!

- ⊖ Take along flashlights with GOOD batteries.
- ⊖ Arrange your Scouts in patrols of no more than 6 people.
 - Each patrol looks for and spots one set of eyes glowing in the distance.
 - Each Scout leads the patrol there, and retires to the rear.
 - This way, all the boys get several turns.
- ⊖ Watch for eyes of various colors. Many will be red, but others may be white, green, or yellow.
- ⊖ Upon reaching a pair of eyes: STOP... take your next compass reading, continue along what appears to be the beaten path — the eyes are moved frequently to keep the trails fresh and interesting.
- ⊖ If the trail seems to disappear, a few "Scouts" may be sent out to find where it picks up again. Remember, leave several fellows at the last pair of eyes you spotted.
- ⊖ Verify previous bearing before continuing.

The end of each trail is a definite location and requires a written answer. Your Commissioner will verify your success.



GRAND CANYON COUNCIL

Boy Scouts of America



Camp Geronimo Rainbow Trails Night Eye Trails Signup Sheet



Troop #:	# of Scouts:	Session #:	Campsite:
At Camp Scoutmaster's Name:			
Address:	City:	ST:	ZIP:

Place the name of the trail(s) you wish to complete and the desired time.

PM	Saturday	Monday	Tuesday	Thursday
7:30				
7:50				
8:10				
8:30				
8:50				
9:10				
9:30				
9:50				

Troop 1 of Camp Geronimo

Troop 1 is the Adult Leader Troop of camp. The purpose of Troop 1 is as follows:

- ⊖ Bring the leaders of the troops and each commissioner together.
- ⊖ To form patrols and build camp enthusiasm through flags, cheers, and songs.
- ⊖ To allow all leaders to be supportive of one another.
- ⊖ To allow the leaders an avenue to prevent problems from arising between troops.

Troop 1 Activities during the Week

Scoutmasters or adults in charge must attend the following:

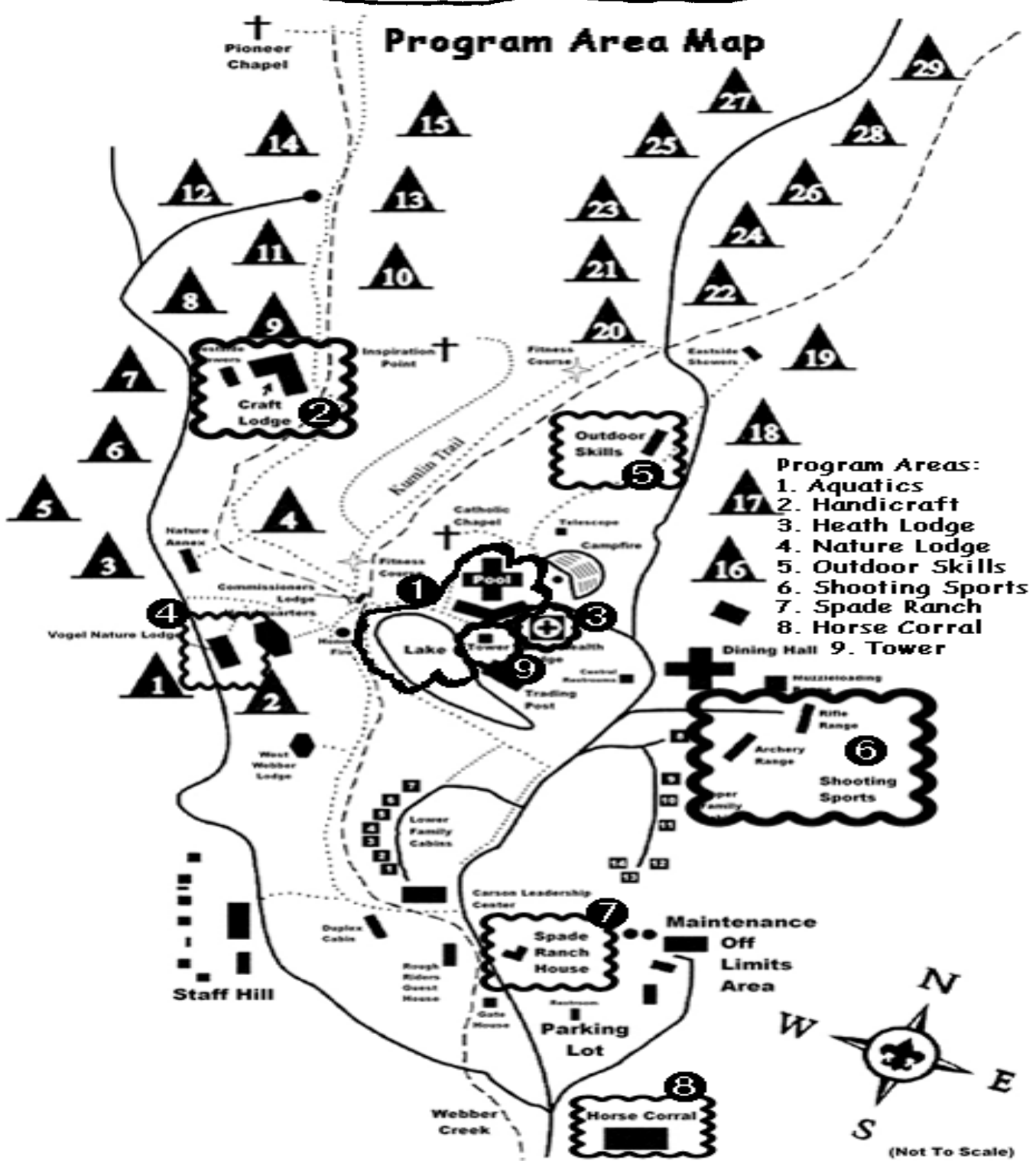
- ⊖ Attend a Scoutmaster's Luncheon with your Commissioner on Sunday afternoon at 12:30pm at the Commissioners' Lodge, followed by a meeting.
- ⊖ Form patrols.
- ⊖ Attend the Tuesday mid-morning leaders' meeting. Have patrol flags and cheers ready for this meeting, if not before.
- ⊖ Attend the Friday morning leaders meeting for checkout procedures and recognition.
- ⊖ Participate as a patrol in the Mighty Mogi challenge.
- ⊖ Participate with Troop 1 patrol in Friday evening's campfire.

Adult Leader Training Opportunities

Opportunity	Day	Time	Location
Health & Wellness	Wednesday	9:00am	Dining Hall
Leave No Trace	Wednesday	10:30am	Commissioners' Lodge
Safe Swim Defense	Thursday	8:30am	Pool
Safety Afloat	Tuesday	8:30am	Pool
Swim & Water Rescue	Tuesday	9:00am	Pool
Swim & Water Rescue	Thursday	9:00am	Pool
Trek Safely & Climb on Safely	Friday	8:15am	Dining Hall
Watercraft Safety	Wednesday	9:00am	Pool
Watercraft Safety	Friday	9:00am	Pool
Youth Protection	Tuesday	10:00am	Dining Hall

- ⊖ No registration is required for these classes; just show up at the time and place indicated.
- ⊖ To earn the Geronimo Leader's Award please bring your training cards.

Camp Program Areas



- Program Areas:**
1. Aquatics
 2. Handicraft
 3. Heath Lodge
 4. Nature Lodge
 5. Outdoor Skills
 6. Shooting Sports
 7. Spade Ranch
 8. Horse Corral
 9. Tower



Aquatics Area

Our Aquatics Director is BSA trained at National Camp School and can provide leaders with program ideas in swimming.

At the pool and the lake, strict safety procedures are adhered to by the staff.

The pool and the lake close at first sight of lightning or sound of thunder, and opens 30 minutes after last occurrence.

Every adult and camper who uses the pool or lake must take the swim test of 100 yards.

Campers must qualify as swimmers in order to take any of the Aquatics Merit Badge classes.

Campers should bring a lock to lock up their personal equipment

Aquatics Merit Badges

GENERIC MERIT BADGE PREREQUISITES

Scouts must have schedules to participate in merit badge classes.

Please check current Merit Badge Requirements prior to camp.

Ensure that required prerequisites are completed prior to coming to camp.

All Scouts are required to READ & BRING the current merit badge pamphlet.

Lake Merit Badges

ROWING MERIT BADGE

Comments	⊕ Some time to practice needed, also, strength to row.
Prerequisites	<input type="checkbox"/> COMPLETE the BSA Swimmer Test in a strong, confident manner. <input type="checkbox"/> Must have an additional pair of tie on shoes that can get wet.

CANOEING MERIT BADGE

Comments	⊕ This is a difficult merit badge for younger Scouts. ⊕ Strength and time needed to practice strokes. (Scouts may be denied participation in the canoeing merit badge if they do not have the physical strength to carry and launch a canoe solo.)
Prerequisites	<input type="checkbox"/> COMPLETE the BSA Swimmer Test in a strong, confident manner. <input type="checkbox"/> Must be at least 13 years old. <input type="checkbox"/> MUST HAVE an additional pair of tie on shoes that can get wet.

Lake Activities

No Swimming in the Lake.

The Geronimo Lake, south of the pool area, is the setting for other aquatic adventures. As with the pool, strict safety procedures are adhered to by the staff.

Open Lake Time: The lake is open Tuesday-Thursday from 1:30 - 4:30pm and Friday afternoon 1:30 – 2:35pm for fishing and boating

Fishing: Camp Geronimo is one of the few places where only Scouts may fish.

Scouts 14-18 years of age must have a State of Arizona fishing license and trout stamp. If you intend to fish, please secure state license before arrival at camp.

Aquatics Training

- ⊖ **Safe Swim Defense Adult Classes** will be available Thursday at 8:30am.
- ⊖ **Safety Afloat Adult Classes** will be available Tuesday at 8:30am.
- ⊖ **Swim & Water Rescue Youth & Adult Classes** will be available Tuesday & Thursday at 9:00am. (Youth can sign up for training Monday at the Pool.)
- ⊖ **Watercraft Safety Youth & Adult Classes** will be available Wednesday & Friday at 9:00am. (Youth can sign up for training Monday at the Pool.)

Pool Merit Badges

SWIMMING MERIT BADGE	
Comments	<ul style="list-style-type: none"> ⊖ Swimmer Buddy Tag required. ⊖ To ensure the prerequisites have been met, scouts must be First Class or higher in rank. Evidence of rank must be presented by the scout if requested by either presenting his Scout Handbook or his scout uniform with his rank patch affixed. See Aquatics Director for exceptions.
Prerequisites	<ul style="list-style-type: none"> <input type="checkbox"/> COMPLETE the BSA Swimmer Test in a strong, confident manner. <input type="checkbox"/> COMPLETE Second Class rank requirements #7a-#7c. <input type="checkbox"/> COMPLETE First Class rank requirements #9a-#9c. <input type="checkbox"/> MUST BE ABLE to execute basic strokes in good form and strong manner. <input type="checkbox"/> MUST BE TRAINED to identify conditions for First Aid & CPR. <input type="checkbox"/> MUST BE ABLE to demonstrate First Aid & CPR. <input type="checkbox"/> BE PREPARED for requirement #4 by bringing CLEAN street clothes: shoes, socks, long-pants, belt, and a long-sleeve shirt. (Swim trunks must be worn under long-pants. Dirty shoes and garments will not be allowed in the pool.)

LIFESAVING MERIT BADGE	
Comments	<ul style="list-style-type: none"> ⊖ Swimmer Buddy Tag required. ⊖ To ensure the prerequisites have been met, scouts must be First Class or higher in rank. Evidence of rank must be presented by the scout if requested by either presenting his Scout Handbook or his scout uniform with his rank patch affixed. See Aquatics Director for exceptions.
Prerequisites	<ul style="list-style-type: none"> <input type="checkbox"/> COMPLETED the Swimming Merit Badge. <input type="checkbox"/> COMPLETE the BSA Swimmer Test in a strong, confident manner. <input type="checkbox"/> MUST ALREADY BE TRAINED IN, and MUST BE ABLE to recognize the need for rescue breathing and to identify conditions for CPR. <input type="checkbox"/> MUST BE ABLE to demonstrate both rescue breathing and CPR for 3 minutes without stopping. <input type="checkbox"/> MUST PRESENT a current CPR certification card. CPR Training Will Not Be Offered. <input type="checkbox"/> BE PREPARED for requirement #7e by bringing CLEAN street clothes: shoes, socks, long-pants, belt, and a long-sleeve shirt. (Swim trunks must be worn under long-pants. Dirty shoes and garments will not be allowed in the pool.)

Pool Activities

Camp Geronimo's Olympic-Size Pool provides the clean setting for aquatic instruction and activity. The pool staff will be on hand to provide programs & activities.

Open Pool Time

The pool is open Sunday from 1:30pm to 3:30pm, Tuesday-Thursday from 1:30pm to 3:30pm, and Friday from 1:30pm to 2:35pm for open swimming, swimming instructions, water games, and other fun pool activities.



Mile Swim BSA

This award is earned by continuously swimming one mile after training several hours during the week.

- ⊖ Open to scouts that complete the BSA Swimmers Test in a strong, confident manner.
- ⊖ To earn the Mile Swim, a swimmer must pass the daily buildup requirements.
- ⊖ Scouts will need to sign-up on Monday during check-in to set an individual swimming exercise program to complete the requirements of the award.
- ⊖ The pool is open Monday – Thursday from 3:30pm to 4:30pm for working on the Mile Swim.
- ⊖ The final mile is on Thursday.

Snorkeling BSA

This class is an introduction to the equipment, skills and safety precautions of snorkeling.

- ⊖ Open to scouts that complete the BSA Swimmers Test in a strong, confident manner.
- ⊖ Scouts will need to sign-up on Monday during check-in and attend each class to complete the requirements of the award.

Kayaking BSA

This class provides an introduction to kayaking skills and safety procedures and is a critical step towards satisfying Safety Afloat guidelines for safe kayak excursions.

- ⊖ Open to scouts that complete the BSA Swimmers Test in a strong, confident manner.
- ⊖ Scouts will need to sign-up on Monday during check-in and attend each class to complete the requirements of the award.

Kayaking BSA is not a merit badge.

BSA Lifeguard

Non-Merit Badge Class Certificate

This class is for **RE-TRAINING** those who are BSA Lifeguard whose training is current or has expired no longer than 12 months ago.

Training is valid for three years provided First Aid and CPR/AED for the Professional Rescuer training are kept current during that period.

- ⊖ Must present your current or recently expired BSA Lifeguard certification card.
- ⊖ Must present a current CPR certification card from the American Red Cross, the American Heart Association, or the National Safety Council.

CPR Training Will Not Be Offered.

- ⊖ Must attend all sessions, and demonstrate a current knowledge of and ability to perform the skills required by performing each of the BSA Lifeguard requirements.
- ⊖ Sign-up on Monday during check-in.

Handicraft Lodge Area

Handicraft Merit Badges

GENERIC MERIT BADGE PREREQUISITES

Scouts must have schedules to participate in merit badge classes.

Please check current Merit Badge Requirements prior to camp.

Ensure that required prerequisites are completed prior to coming to camp.

All Scouts are required to READ & BRING the current merit badge pamphlet.

Paper and pencil required for all classes.

All Handicraft Lodge merit badges require some short tests and one extra hour at the Handicraft Lodge.

Kits & Materials are available at the Trading Post.
All prices are estimated and subject to change.
Finishing supplies are free.

Bring projects to the first class on Monday.

Instruction and individual time needed to complete the projects.

BASKETRY MERIT BADGE

Comments	<ul style="list-style-type: none"> ⊖ Instruction and individual time needed to complete the projects. ⊖ Basket Kits are available at Trading Post.
Prerequisites	<ul style="list-style-type: none"> <input type="checkbox"/> UNDERSTAND Requirements #1, #2. <input type="checkbox"/> BRING round reed and square reed basket kits. Estimated expense for kits about \$12 at the Trading Post.

LEATHERWORK MERIT BADGE

Comments	<ul style="list-style-type: none"> ⊖ Instruction and individual time is needed to complete the projects. ⊖ Project must be completed by Friday morning to receive badge. ⊖ Leatherwork kits and braiding material are available at the Trading Post. ⊖ Some leather pieces are available for projects at the Handicraft Lodge at no cost.
Prerequisites	<ul style="list-style-type: none"> <input type="checkbox"/> BRING kit and 2 yards of vinyl lace (braiding materials). Estimated expense for kits about \$10 at the Trading Post.

METALWORK MERIT BADGE

Comments	<ul style="list-style-type: none"> ⊖ Because of equipment involved, this badge is for Scouts 14 years of age or older.
Prerequisites	<ul style="list-style-type: none"> <input type="checkbox"/> Must be at least 14 years old. <input type="checkbox"/> UNDERSTAND Requirements #1, #2. <input type="checkbox"/> RESEARCH requirement #4 prior to camp. <input type="checkbox"/> BRING (#10) tin cans for work. Scouts will create their own artifacts and design their patterns.

POTTERY MERIT BADGE

Comments	<ul style="list-style-type: none"> ⊖ The Pottery Merit Badge material and tools are provided at the Handicraft Lodge.
Prerequisites	<ul style="list-style-type: none"> <input type="checkbox"/> COMPLETE requirements #3 & #7 prior to camp. <input type="checkbox"/> BRING drawings for requirements #3 & #7 to camp.

WOODCARVING MERIT BADGE

Comments	<ul style="list-style-type: none"> ⊖ Choose a simple kit for first time wood carvers. ⊖ Some wood will be provided at the Handicraft area. ⊖ Wood carving kits are available at the Trading Post. ⊖ Wood carving knives are available at the Trading Post. ⊖ Totin' Chip Card Required. ⊖ Additional work is required to complete merit badge.
Prerequisites	<ul style="list-style-type: none"> <input type="checkbox"/> BRING Totin' Chip card. (Totin' Chip classes available afternoons at the Outdoor Skills Area.) <input type="checkbox"/> BRING a small sharp (1½-2 in.) bladed pocket knife, leather gloves, and a thumb guard. <input type="checkbox"/> BRING wood carving kits to the first class on Monday. Estimated expense for kits about \$10 at the Trading Post.

Handicraft Activities

- ⊖ Bring materials & supplies and staff will assist you with your creation.
- ⊖ Making hiking sticks, leather belts, totem poles, and signs are encouraged.

Health Lodge

Health Lodge Merit Badges

GENERIC MERIT BADGE PREREQUISITES

Scouts must have schedules to participate in merit badge classes.

Please check current Merit Badge Requirements prior to camp.

Ensure that required prerequisites are completed prior to coming to camp.

All Scouts are required to READ & BRING the current merit badge pamphlet.

Paper and pencil required for all classes.

FIRST AID MERIT BADGE

Comments	<ul style="list-style-type: none"> ⊖ Work book will be given at camp and must be completed accurately for the merit badge. ⊖ A written test will be given. ⊖ Class participation and testing will be closely monitored to determine achievement of specific requirements.
Prerequisites	<ul style="list-style-type: none"> <input type="checkbox"/> BE PREPARED to complete requirement #1 at camp. <input type="checkbox"/> COMPLETE requirement #2d prior to camp. <input type="checkbox"/> COMPLETE requirement #3b prior to camp. <input type="checkbox"/> BE PREPARED to practice hands on first aid. <input type="checkbox"/> BRING your first aid kit ready to show to the Health Lodge staff.

Nature Lodge Area

Nature Lodge Merit Badges

GENERIC MERIT BADGE PREREQUISITES

Scouts must have schedules to participate in merit badge classes.

Please check current Merit Badge Requirements prior to camp.

Ensure that required prerequisites are completed prior to coming to camp.

All Scouts are required to READ & BRING the current merit badge pamphlet.

Paper and pencil required for all classes.

Scouts must complete reports and fulfill pet keeping requirements before camp to get completions.

The following merit badges will be offered in a block schedule:

- ⊖ Block A - Mammal Study / Fish & Wildlife Management
- ⊖ Block B - Nature / Forestry
- ⊖ Block C - Forestry / Fish & Wildlife Management
- ⊖ Block D - Geology / Soil & Water Conservation
- ⊖ Block E - Insect Study / Geology
- ⊖ Block F - Insect Study / Nature

ASTRONOMY MERIT BADGE

Comments	<ul style="list-style-type: none"> ⊖ Astronomy MB will meet daily and in the evening. ⊖ Observation at the Monday & Tuesday evening classes is MANDATORY for the merit badge.
Prerequisites	<ul style="list-style-type: none"> <input type="checkbox"/> COMPLETE requirements #6 & #7b prior to camp. <input type="checkbox"/> COMPLETE Moon and Planet observations before coming to camp.

BIRD STUDY MERIT BADGE

Comments	⊖ Several reports required.
Prerequisites	<ul style="list-style-type: none"> <input type="checkbox"/> COMPLETE requirements #5 & #6 prior to camp. <input type="checkbox"/> BRING binoculars.

ENVIRONMENTAL SCIENCE MERIT BADGE

Comments	<ul style="list-style-type: none"> ⊖ Two observation times of 30 minutes each are required outside of class at camp. ⊖ Start observations on Sunday.
Prerequisites	<input type="checkbox"/> COMPLETE requirement #3Ea or #3Eb prior to camp

FISH & WILDLIFE MANAGEMENT MERIT BADGE

Prerequisites	<input type="checkbox"/> COMPLETE requirements #5, #7, and #8 prior to camp.
----------------------	--

FORESTRY MERIT BADGE

Prerequisites	<input type="checkbox"/> COMPLETE requirement #1 prior to camp.
----------------------	---

GEOLOGY MERIT BADGE

Prerequisites	<input type="checkbox"/> COLLECT and IDENTIFY 10 different rocks or minerals, <input type="checkbox"/> BRING collection to camp.
----------------------	---

INSECT STUDY MERIT BADGE

Prerequisites	<input type="checkbox"/> COMPLETE requirements #4, #5a, #7, #8, #11 prior to camp. <input type="checkbox"/> BRING photos you have taken of insects and articles you have observed to camp. <input type="checkbox"/> BRING articles about insects you have observed to camp.
----------------------	---

MAMMAL STUDY MERIT BADGE

Comments	☉ Recommended for younger Scouts. ☉ Additional work is required to complete merit badge.
-----------------	---

NATURE MERIT BADGE

Comments	☉ Photos, collections or 1 page descriptions will verify prerequisites. ☉ A note from teacher, parent, or Scoutmaster will help with prior camp requirements.
Prerequisites	<input type="checkbox"/> COMPLETE requirement #4 prior to camp.

REPTILE & AMPHIBIAN STUDY MERIT BADGE

Comments	☉ This merit badge cannot be completed without requirement #8 being done prior to camp. ☉ Additional work is required to complete merit badge
Prerequisites	<input type="checkbox"/> COMPLETE requirement #8 prior to camp.

SOIL & WATER CONSERVATION MERIT BADGE

Prerequisites	<input type="checkbox"/> BRING work gloves.
----------------------	---

SPACE EXPLORATION MERIT BADGE

Prerequisites	<input type="checkbox"/> BRING a 2-liter bottle.
----------------------	--

WEATHER MERIT BADGE

Prerequisites	<input type="checkbox"/> COMPLETE requirement #10 prior to camp.
----------------------	--

Nature Lodge Activities

In addition to merit badges, there are also a number of other activities:

- Nature Trails (schedule in advance)
- Conservation Projects
- Star Watch: The telescope is open to everyone Friday night after campfire.

Nature Lodge Hours

	Monday	Tuesday	Wednesday	Thursday	Friday
Merit Badges:	1:30-4:30	8:00-Noon	8:00-Noon	8:00-Noon	8:00-Noon
Open Activities:	8:00-Noon	1:30-4:30	1:30-4:30	1:30-4:30	1:30-2:30

Outdoor Skills Area

Outdoor Skills Merit Badges

GENERIC MERIT BADGE PREREQUISITES

Scouts must have schedules to participate in merit badge classes.

Please check current Merit Badge Requirements prior to camp.

Ensure that required prerequisites are completed prior to coming to camp.

All Scouts are required to READ & BRING the current merit badge pamphlet.

Scheduled Merit Badges

COOKING MERIT BADGE

Comments	⊖ Food provided.
Prerequisites	<input type="checkbox"/> COMPLETE & BRING to camp requirements #3, #8. <input type="checkbox"/> COMPLETE requirement #4 prior to camp and BRING a signed statement attached to the merit badge application. <input type="checkbox"/> PRACTICE.

GEOCACHING MERIT BADGE

Comments	⊖ Geocaching is recommended for older Scouts.
-----------------	---

ORIENTEERING MERIT BADGE

Comments	⊖ Recommended for older Scouts. ⊖ Much additional time needed to set up compass courses. ⊖ Fast walking or jogging required to cover 2 miles in 30 minutes. The course is 5 miles long.
-----------------	--

PIONEERING MERIT BADGE

Comments	⊖ For all Scouts. ⊖ Splices most difficult. ⊖ Requires participation in a project during the afternoon.
Prerequisites	<input type="checkbox"/> KNOW your knots. <input type="checkbox"/> PRACTICE.

WILDERNESS SURVIVAL MERIT BADGE

Comments	⊖ Time needed Monday, Tuesday, or Wednesday to prepare a shelter and sleep in it overnight. ⊖ Shelters will not be built at troop camp sites. ⊖ Shelters are required to be torn down and the area restored prior by Friday.
Prerequisites	<input type="checkbox"/> PREPARE & BRING to camp a small survival kit (requirement #5). <input type="checkbox"/> PRACTICE

Appointment Only Merit Badges

Appointment Only Merit Badge Sign-up is Sunday Afternoon at Outdoor Skills.

BACKPACKING MERIT BADGE

Comments	<ul style="list-style-type: none"> ⊗ This class is taught in the afternoon and is by appointment only. ⊗ Schedule with Outdoor Skills.
Prerequisites	<ul style="list-style-type: none"> <input type="checkbox"/> COMPLETE requirements #6b, #8c, #9, #10, & #11 prior to camp and BRING a signed statement attached to the merit badge application.

CAMPING MERIT BADGE

Comments	<ul style="list-style-type: none"> ⊗ This class is taught by appointment only. ⊗ Schedule with Outdoor Skills.
Prerequisites	<ul style="list-style-type: none"> <input type="checkbox"/> COMPLETE requirements #3, #4, #5a, #5e, #7, #8c, #8d, #9 prior to camp and BRING a signed statement attached to the Merit Badge application.

HIKING MERIT BADGE

Comments	<ul style="list-style-type: none"> ⊗ This class is taught in the afternoon and is by appointment only. ⊗ Schedule with Outdoor Skills.
Prerequisites	<ul style="list-style-type: none"> <input type="checkbox"/> READ & BRING the current merit badge pamphlet. <input type="checkbox"/> COMPLETE requirements #4, #5a, #6, #7, prior to camp (They cannot be done at camp.) and BRING a signed statement attached to the merit badge application.

Native American Village Merit Badges

Not only will Scouts have the opportunity to earn the Indian Lore & Archaeology Merit Badges, but they take part in Indian games, cooking, and crafts.

The Indian Lore Merit Badge and the Archaeology Merit Badges are incorporated together as a block badge.

INDIAN LORE MERIT BADGE

Comments	<ul style="list-style-type: none"> ⊗ Some costume supplies available at camp trading post. Estimated cost \$25.00. ⊗ Extra time needed to work on some aspects of this Merit Badge.
Prerequisites	<ul style="list-style-type: none"> <input type="checkbox"/> COMPLETE & BRING to camp requirement #1, "History of Local Tribes", in order to write or give an oral report.

ARCHAEOLOGY MERIT BADGE

Comments	<ul style="list-style-type: none"> ⊗ Come prepared to learn the techniques and history of ancient cultures.
Prerequisites	<ul style="list-style-type: none"> <input type="checkbox"/> BRING an article about one archaeological site for requirement #4a or b.

Outdoor Skills Activities

Trail Begins

A program designed to help new Scouts and Tenderfoot Scouts to advance by completing rank requirements.

Sign-up is required and the class is taken as an alternative to a merit badge.

A list of requirements completed will be given for each Scout at the end of the week.

The Scout is required to PREPARE and BRING a personal first aid kit.



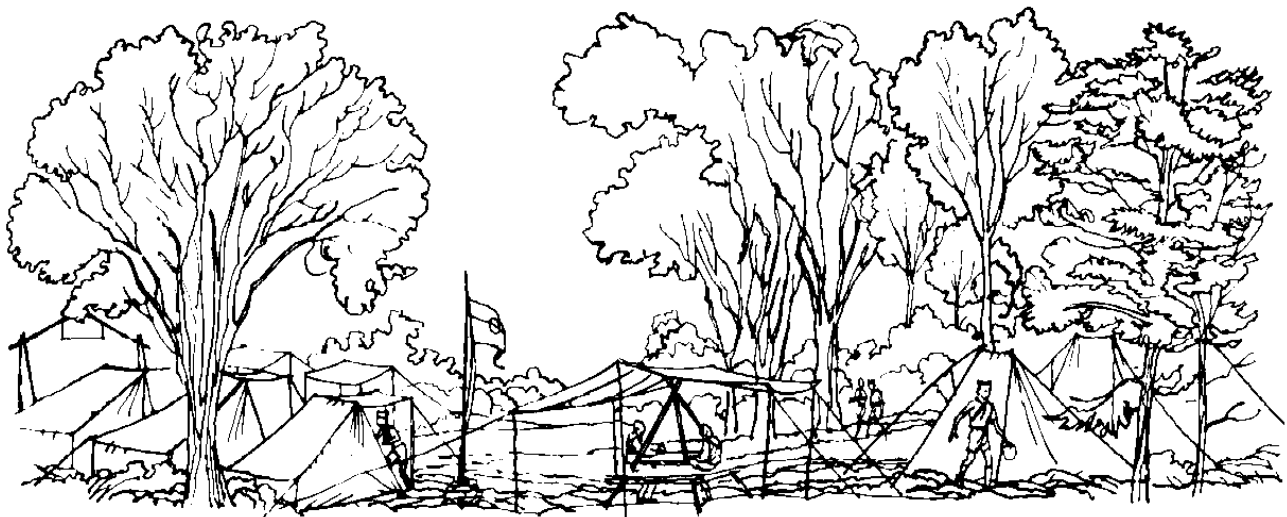
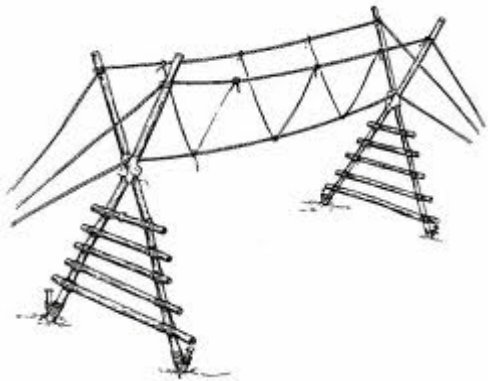
Totin' Chip Classes

Totin' Chip Classes are offered Sunday through Wednesday at 1:45pm, 2:45pm, and 3:45pm.

Knot Tying Activities

Knot Tying Activities are offered Sunday through Thursday at 1:30pm-4:30pm and Friday: 1:30pm-3:00pm for the "I DID IT ALL" program

Try lashings and tower building, monkey bridges, knots, and compass games. You can also check your pace and get information on the Eye Trails.



Shooting Sports Area

BSA National Requirements and insurance regulations stipulate strict guidelines for use of the range.

Archery & Rifle Range Schedules

	Monday	Tuesday	Wednesday	Thursday	Friday
Merit Badges:	1:30-4:30	8:00-Noon	8:00-Noon	8:00-Noon	8:00-Noon
Open Shoots:	8:00-Noon	1:30-4:30	1:30-4:30	1:30-4:30	1:30-2:30

Archery Range

The archery range is under the direction of the Shooting Sports department and is available to all campers.

You must wear close-toed shoes to shoot.

**DO NOT BRING ANY
Personal Archery Equipment to Camp!**

Archery Range Merit Badges

GENERIC MERIT BADGE PREREQUISITES

Scouts must have schedules to participate in merit badge classes.

Please check current Merit Badge Requirements prior to camp.

Ensure that required prerequisites are completed prior to coming to camp.

All Scouts are required to **READ & BRING** the current merit badge pamphlet.

Do not sign up for this class if you have the Merit Badge.

ARCHERY MERIT BADGE

Comments	<ul style="list-style-type: none"> ⊖ This is not an easy Merit Badge to earn and is recommended for older Scouts. ⊖ Extra Time is needed at the range for practice to achieve the needed scores. (⊖ In the merit badge class, Scouts not only concentrate on their scoring and proper use of the bow, but also learn how to make a bow string and arrow.
-----------------	--

Archery Range Activities

The archery range is open to every Scout and leader.

<p>J Sunday afternoon is used for qualifying shoot, safety orientation, and free shoot for "I Did It All".</p> <p>J Beginners Instruction</p> <p>J Open Shooting every afternoon</p>	<p>J NAA Awards - Certificates are awarded and emblems may be purchased.</p> <p>J Top Archer of the Week Award - Certificates are awarded and emblems may be purchased.</p>
--	---

Rifle Ranges

**Safety is first and foremost at both our
16-point Small-bore Rifle Range & 8-point Muzzleloading Rifle Range.**

The rifle ranges are under the direction of the Shooting Sports department
The directors are trained in the use of firearms and their safe operation.
Both ranges are operated under NRA sanctions by Certified NRA Firearms Instructors.
The rifle ranges are open to every Scout and leader

DO NOT BRING Personal Firearms of ANY Type or Caliber to Camp!

(This includes airsoft, BB, paintball and other "projectile" devices.)

Rifles, targets, and ammunition will be provided at no charge.

Rifle Ranges Merit Badges

GENERIC MERIT BADGE PREREQUISITES

Scouts must have schedules to participate in merit badge classes.

Please check current Merit Badge Requirements prior to camp.

Ensure that required prerequisites are completed prior to coming to camp.

All Scouts are required to READ & BRING the current merit badge pamphlet.

Do not sign up for this class if you have the Merit Badge.

RIFLE SHOOTING MERIT BADGE

Comments	<ul style="list-style-type: none">⊖ Option "A" (modern cartridge type) is offered.⊖ Option "C" (Muzzleloading Rifle Shooting) is offered.⊖ If a Scout has completed the A or C selection, they cannot do the badge again.⊖ Extra practice on the range is required to achieve the needed scores.
-----------------	---

Rifle Ranges Activities

The rifle ranges are open to every Scout and leader.

- ⊖ Sunday afternoon is used for qualifying shoot, safety orientation, and free shoot for "I Did It All".
- ⊖ Beginners Instruction
- ⊖ Open Shooting every afternoon
- ⊖ NRA Awards - Certificates are awarded and emblems may be purchased.
- ⊖ Top Rifleman Award - Certificates are awarded and emblems may be purchased.

Shooting Sports "Off-Season"

Muzzleloading Rifles are not available at the Heard Scout Pueblo.

During the off-season, Scouts can continue archery and rifle progress at the Heard Scout Pueblo 1901 E. Dobbins Phoenix, AZ.
Call the Council Service Center for more information at (602) 955-7747.



Climbing Tower

Climbing Tower Merit Badges

GENERIC MERIT BADGE PREREQUISITES

Scouts must have schedules to participate in merit badge classes.

Please check current Merit Badge Requirements prior to camp.

Ensure that required prerequisites are completed prior to coming to camp.

All Scouts are required to **READ & BRING** the current merit badge pamphlet.

CLIMBING MERIT BADGE

Comments	Ⓞ A Scout must be 13 years of age to take the Climbing Merit Badge.
Prerequisites	<input type="checkbox"/> BRING & WEAR Long pants and close toed shoes.

Climbing Tower Activities

All climbs are by appointment only.

Wear long pants and close toed shoes.

Climbing Tower Activities will be available for pre-registration on Grand Canyon Council Website

Days & times are subject to change because of weather or special requests.

Please arrive at the tower 10 minutes before your scheduled time.

A climb will be scheduled for adult leaders with current "Climb on Safely" certification.

Horse Corral

Horse Corral Merit Badges

GENERIC MERIT BADGE PREREQUISITES

Scouts must have schedules to participate in merit badge classes.

Please check current Merit Badge Requirements prior to camp.

Ensure that required prerequisites are completed prior to coming to camp.

All Scouts are required to READ & BRING the current merit badge pamphlet.

Do not sign up for this class if you have the Merit Badge.

HORSEMANSHIP MERIT BADGE

Comments	⊖ Some previous riding experience is helpful, but not required.
Prerequisites	☐ KNOW requirements #2, #3, #6, #7.

Horse Corral Activities

All rides are by appointment only.

All riding is under the direction of Head Wrangler and staff.

These rides are primarily for Scouts. Adults may ride if horses are available.

Horse Ride will be available for pre-registration on Grand Canyon Council Website

All riders must be at the stables 15 minutes before their scheduled riding time. Troops that do not show up for their scheduled time may not be allowed to reschedule.

Rides may be cancelled or rescheduled due to the weather or other circumstances related to health and safety at the Head Wrangler's discretion.

For the 12:30pm ride, please make arrangements for a sack lunch from the dining hall before the ride.

Helmets will be provided and required during rides by all riders.
Riders are not allowed to wear treaded type boots or sandals.
(Treaded type boots and sandals make it hard to get in and out of stirrups.)
Tennis-type shoes, etc. are okay. Riders **MUST** wear long pants.

The horses are chosen for size and temperament to suit Scouts.
We therefore ask that anyone over 250 pounds not ride.

Spade Ranch

Spade Ranch Program

- ⊖ The concept of the program is to provide older Scouts with another alternative to the scheduled program.
- ⊖ The specific itinerary for each week will vary; the Scout will receive a schedule for the week when arriving at camp.
- ⊖ Although there are no structured classes in the Spade Ranch program, Scouts may work on selected badges through coordination with the Spade Ranch Director.
- ⊖ The sign up form for a Scout wanting to participate in the program will be in your registration packet.

Spade Ranch Program Requirements

- ⊖ A Scout must be 14 years old to participate.
- ⊖ A Scout must be a First Class Scout
- ⊖ A Scout must have been to camp or had previous summer camp experience.
- ⊖ A Scout must be physically and mentally prepared for a week of hiking, camping, and backpacking.

A Scout enrolled in this program must complete all requirements and activities to receive all the recognition provided.

This means participating in all activities.

Spade Ranch Program Activities

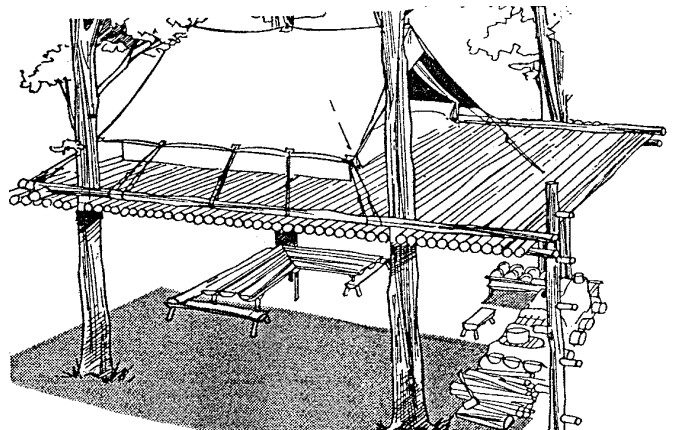
There will be a maximum of 12 Scouts who may participate each week.

The Scouts will:

- ⊖ Hike
- ⊖ Backpack
- ⊖ Climb
- ⊖ Rappel
- ⊖ Ride
- ⊖ Shoot
- ⊖ Cook their own meals
- ⊖ Work the land
- ⊖ Build pioneering projects
- ⊖ Spade Ranch Aquatics
- ⊖ Project COPE.
- ⊖ Compete in activities
- ⊖ Work on other activities such as Paul Bunyan

Please make sure your Scout brings the following:

- sleeping bag with ground cloth
- a way to hike with at least 2-liters of water
- backpack
- hiking shoes & socks
- personal mess kit



Top Shot Program



To qualify as the that week's **Top Shot**, the Scout must be 14 years of age or older and have the highest combined score across all three shooting sports disciplines at summer camp.

- 4 Muzzle Loading Score (out of 50 points)
- 4 Rifle Shooting Score (out of 50 points)
- 4 Archery Score (out of 50 points)

The winner will be the scout with the most points at the end of the day

The scout that has the top combined will achieve that week's "Top Shot."

Total possible points are 150.

Recognition will be awarded to the camp top shot each week at the Friday evening camp fire.

The top shooter each week at summer camp will receive an invitation to attend the Council's Top Shot competition in September at Camp Raymond

The winner of the Council Top Shot Competition will be recognized at the Annual Sporting Clays Auction in November and be able to shoot in the Sporting Clays Competition.



Order of the Arrow Wipala Wiki Lodge

The Order of the Arrow, Honor Camper Society of the Boy Scouts of America, is an integral part of the Council's Camping Program.

Members, non-members, Sr. Patrol Leaders, and troop leaders are encouraged to meet with the Camp Chief Monday night at 7:00pm for information concerning OA and Camp, Brotherhood requirements, and the Honor Trail.

The fee for each Ordeal candidate is \$40.00, which can be paid at the Ordeal or Council Service Center. This fee also includes the members' annual dues.

The fee for Brotherhood is \$15.00 for active Wipala Wiki Lodge members.

If you wish to renew your lodge dues, payment is only \$10.00 for 2012

All troop elections should take place before your arrival at camp.

Troops are encouraged to complete their elections prior to May 1st. This will allow those Scouts elected and called out to participate in one of the pre-camp Ordeals.

If elections fail to happen in your unit prior to camp, special arrangements may be made with the Camp Raymond OA election team. However, they are only able to make such arrangements with units residing in the Grand Canyon Council.

For additional information concerning troop elections and the adult requirements, contact your district Chapter Chief or Chapter Advisor.

Those candidates unable to take their Ordeal prior to summer camp can complete it at one of the fall Ordeals.

WWW Ordeals Schedule WWW

February 24-26, 2012: Yuma

May 18-20, 2012: R-C Scout Ranch

September 7-9, 2012: Camp Raymond

October 12-14, 2012: Heard Scout Pueblo



Wednesday is designated O/A day.
Please wear your O/A sash.



GENERIC MERIT BADGE PREREQUISITES

Scouts must have schedules to participate in merit badge classes.

Please check current Merit Badge Requirements prior to camp.

Ensure that required prerequisites are completed prior to coming to camp.

All Scouts are required to READ & BRING the current merit badge pamphlet.

Paper and pencil required for all handicraft & nature classes.

All merit badge prerequisites must be documented on an authorized merit badge form or card signed by a merit badge counselor; or completed work must be presented to the program area director.

The merit badge schedule and signup sheet is a guide for you to use for each Scout attending camp.

The **Camp Geronimo Merit Badge Packet** is available in a downloadable document from the Grand Canyon Council website at WWW.GRANDCANYONBSA.ORG.

- ⊖ Specific prerequisites and details for each individual merit badge may be found in the **CAMP PROGRAM AREASG/SITECORE/CONTENT/HOME/BOYSCOUTS/ADVANCEMENTANDAWARDS/MERITBADGES.ASPX" INTRODUCTION TO MERIT BADGES** website.
- ⊖ Merit Badge Worksheets are available at MERITBADGE.ORG.

Registration for merit badges for each Scout will be done online. The troop leader will be given instructions for online registrations.

All merit badge registrations should be completed at least one week before your camp arrival date.

Last minutes changes can be made up to midnight the Friday before you arrive.

You will receive an email confirmation of your scout's merit badge registrations.

When you get to camp, you will have the opportunity to sit down with your campsite Commissioner and Program Director on Saturday, review your schedule and make any last-minute changes.

Camp Geronimo Merit Badge Program Schedule

Ensure that required prerequisites are completed prior to coming to camp.

Nature	Orientation	Merit Badge 1	Time Days	Merit Badge 2	Time Days
Block A	1:30-2:10 / M	Mammals	8:00-8:50 / W & F	Fish & Wildlife Mgt	8:00-8:50 / T & T
Block B	2:20-3:00 / M	Nature	9:00-9:50 / W & F	Forestry	9:00-9:50 / T & T
Block C	3:10-3:50 / M	Forestry	10:00-10:50 / W & F	Fish & Wildlife Mgt	10:00-10:50 / T & T
Block D	4:00-4:40 / M	Geology	11:00-11:50 / W & F	Soil & Water Cons	11:00-11:50 / T & T
Block E	3:10-3:50 / M	Insect Study	10:00-10:50 / W & F	Geology	10:00-10:50 / T & T
Block F	4:00-4:40 / M	Insect Study	11:00-11:50 / W & F	Nature	11:00-11:50 / T & T

Merit Badge	Monday				Tuesday - Friday			
	1:30-2:10	2:20-3:00	3:10-3:50	4:00-4:40	8:00-8:50	9:00-9:50	10:00-10:50	11:00-11:50
Astronomy			Nature	Nature			Nature	Nature
Basketry	Handicraft	Handicraft	Handicraft	Handicraft	Handicraft	Handicraft	Handicraft	Handicraft
Bird Study	Nature	Nature			Nature	Nature		
Climbing		Tower	Tower	Tower		Tower	Tower	Tower
Environmental Science	Nature	Nature	Nature	Nature	Nature	Nature	Nature	Nature
First Aid	Health Lodge	Health Lodge	Health Lodge	Health Lodge	Health Lodge	Health Lodge	Health Lodge	Health Lodge
Leatherwork	Handicraft	Handicraft	Handicraft	Handicraft	Handicraft	Handicraft	Handicraft	Handicraft
Metalwork	Handicraft	Handicraft	Handicraft	Handicraft	Handicraft	Handicraft	Handicraft	Handicraft
Pioneering	Outdoor Skills	Outdoor Skills	Outdoor Skills	Outdoor Skills	Outdoor Skills	Outdoor Skills	Outdoor Skills	Outdoor Skills
Reptile & Amphibian Study	Nature	Nature	Nature		Nature	Nature	Nature	
Rowing	Pool	Pool	Pool	Pool	Lake	Lake	Lake	Lake
Salesmanship		Trading Post				Trading Post		
Space Exploration	Nature	Nature	Nature	Nature	Nature	Nature	Nature	Nature
Swimming	Pool	Pool	Pool	Pool	Pool	Pool	Pool	Pool
Weather			Nature				Nature	
Wilderness Survival	Outdoor Skills	Outdoor Skills	Outdoor Skills	Outdoor Skills	Outdoor Skills	Outdoor Skills	Outdoor Skills	Outdoor Skills
Wood Carving	Handicraft	Handicraft	Handicraft	Handicraft	Handicraft	Handicraft	Handicraft	Handicraft

Merit Badge	Monday			Tuesday - Friday		
	1:30-2:20	2:30-3:20	3:30-4:20	8:00-9:10	9:20-10:30	10:40-11:50
Archery	Archery Range	Archery Range	Archery Range	Archery Range	Archery Range	Archery Range
Canoeing	Lake	Lake	Lake	Lake	Lake	Lake
Indian Lore/Archeology (block)	Outdoor Skills	Outdoor Skills	Outdoor Skills	Outdoor Skills	Outdoor Skills	Outdoor Skills
Lifesaving	Pool	Pool	Pool	Pool	Pool	Pool
Orienteering	Outdoor Skills	Outdoor Skills	Outdoor Skills	Outdoor Skills	Outdoor Skills	Outdoor Skills
Pottery	Handicraft	Handicraft	Handicraft	Handicraft	Handicraft	Handicraft
Rifle Opt A (22 cal.)	Rifle Range	Rifle Range	Rifle Range	Rifle Range	Rifle Range	Rifle Range
Rifle Opt C (Muzzleloading)	Muzzleloading	Muzzleloading	Muzzleloading	Muzzleloading	Muzzleloading	Muzzleloading

Merit Badge	Monday		Tuesday - Friday	
	1:30-2:50	3:00-4:20	8:00-9:50	10:00-11:50
Cooking	Outdoor Skills	Outdoor Skills	Outdoor Skills	Outdoor Skills
Horsemanship	Corral	Corral	Corral	Corral
Trail Begins	Outdoor Skills	Outdoor Skills	Outdoor Skills	Outdoor Skills

**Camping / Geocaching
/ Hiking / Backpacking**
By appointment only;
signup @Outdoor Skills

Camp Geronimo Merit Badge Program Sign-Up Sheet

Troop #	Session:	Site:	
Scout Name:	Age:	Scout Rank:	
Scoutmaster (at camp)			
Address:	City:	ST:	Zip:

Minimum Age Requirements Reminder

Canoeing - 13

Climbing- 13

Metalwork - 14

Listed below are the merit badges offered at Camp Geronimo and their length of time.

5. Please choose your top six (6) choices and your Scoutmaster and the camp staff will do everything he can to give you as many of your top choices as possible.
6. Please number your choices (1, 2, 3, 4, 5, 6).

Merit Badges

Choice	Time	Merit Badge
		Archery
		Astronomy
		Basketry
		Bird Study
		Canoeing
		Climbing
		Cooking
		Environ. Science
		First Aid
		Horsemanship
		Indian Lore / Archeology (Block Merit Badge)
		Leatherwork
		Lifesaving
		Metalwork
		Orienteering
		Pioneering
		Pottery
		Reptile & Amph. Study
		Rifle Opt A (22 cal.)
		Rifle Opt C (Muzzleloading)
		Rowing
		Salesmanship
		Space Explor.
		Swimming
		Weather
		Wilderness Survival
		Wood Carving

Nature Area Merit Badge Blocks

Choice	Area	Merit Badge 1 / 2
	Block A	Mammal Study / Fish & Wildlife Mgt
	Block B	Nature / Forestry
	Block C	Forestry / Fish & Wildlife Mgt
	Block D	Geology / Soil & Water Cons
	Block E	Insect Study / Geology
	Block F	Insect Study / Nature

Merit Badges by Appointment Only

Sign Up for these Merit Badges Monday at the
Outdoor Skills Area

	Camping
	Hiking
	Backpacking
	Geocaching

Other Activities

Sign Up for these activities Monday at the Pool

	Mile Swim BSA
	Snorkeling BSA
	Kayaking BSA

Older Scout Activities

	Spade Ranch
	BSA Life Guard

Sign up for this activity Monday at the Range

	NRA Shoot
--	-----------

Youth Leader Training

Sign up for training Monday at the Pool

	Swim & Water Rescue
	Watercraft Safety

Duplicate as Needed

Grand Canyon Council, Inc.; Boy Scouts of America

2969 N. Greenfield Road
 Phoenix, AZ 85016-7715
 (602) 955-7747
 Fax: (602) 955-0570



1555 E. Cedar
 Flagstaff, AZ 86004
 (928) 774-0685
 Fax: (928) 779-3084

Summer Camp Merit Badge Application

Select the appropriate camp and complete the specific information required.

 <input type="checkbox"/> Camp Geronimo	 <input type="checkbox"/> Camp Raymond	 <input type="checkbox"/> Lake Pleasant Aquatics and Nature Camp	
Session Number:		Site Number:	
Name:		Troop:	Team:
Address:		City:	ST:
		ZIP:	
Name of Merit Badge:			
Leader's Signature:			Date:

PARTIAL COMPLETION

The following requirements have been completed

1 _____ 2 _____ 3 _____ 4 _____ 5 _____ 6 _____ 7 _____
 8 _____ 9 _____ 10 _____ 11 _____ 12 _____ 13 _____

Counselor: Initial requirement numbers and letters that have been finished.
 Line out those not needed.

Counselor's Comments:	Date:
Counselor's Name:	Phone:

MERIT BADGE COMPLETED

This certifies that the Scout named above has successfully completed the requirements for this merit badge.

Counselor's Signature:	Date:
------------------------	-------