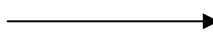


Suffolk County Council - Activity

Activity: Spring Camp Date Sunday 4/1- Friday 4/6/07

Cost: Payment and Registration made directly (by Parents) to Suffolk County Council

Location: Baiting Hollow Scout Camp, Sound Ave
LIE, Exit 71 and turn left onto Edwards Ave. Continue North to Sound Ave.
Turn left on Sound Ave. Camp Baiting Hollow is 1 mile west at the top of the hill.
{See Map on Back  }

Meet at Baiting Hollow Scout Camp at about 6:00

Parents need to arrange rides and car-pooling for this event (both ways)

Camp ends: 5:00 Friday night April 14th (no dinner served Friday night) Approx Time Home 6:00 pm
Early Dismissal From Camp (any time before 5:00), **MUST** be arranged in advance.

NOTE: NO dinner will be served on Sunday & Friday night... eat before you leave
(and when you return home).

All Scouts should have received a letter from the camp confirming their registration and including camp information.

We will use Medical Physicals from last summer camp for Spring Camp, but they must be updated with any new information and medications and then signed/dated by the Parent. If you did not attend summer camp you need a physical before Sunday.

IF you need your Medical from Summer Camp 2006, call Mr. Santosus.

If you have a Summer Camp merit badge partial, you may be able to complete it at Spring Camp.
Bring some money, there is a Trading Post where you can buy craft supplies (for merit badges), candy, soda...

In unheated Cabins – If bringing a light sleeping bag, , then bring a sweatsuit or extra blanket in case it gets cold
Bring a sleeping pad (form or air mattress), in case we are in the lean-tos.

The weather is still unpredictable... bring a coat, sweatshirt for the mornings/evenings when it will be cool.
Bring a drinking cup (like a mug for hot chocolate, for use at the cabin, write your name or initials on it)
Put name on anything that may be mixed-up with others.

The Camp has showers... bring soap and a towel .

Plan ahead for the merit badges, try to do some of the written requirements at home.

Remember: Wear Full Class 'A' Uniform To this Event

Items to remember when packing: (Pack in foot locker or large duffle bag – **bring small day pack**)

Pens (more than one), Paper (in loose leaf binder, or on clip board... just so that you have support when writing)

Scout Handbook

Paper-work you did at home for any of the merit badges you plan to take... like the map for the Citizenship in the Community

Materials you need for merit badges... like the home first aid kit for First Aid merit badge, fishing pole if you are doing Fishing merit badge

Bring any Merit Badge pamphlets that you may need... they should also be available for purchase at camp.

Bring games for use in the cabin at night (no electronic games No Electronic Games, CD Players, Cell Phones)

Rain gear, water-proof hiking boots

Flashlight

canteen/water-bottle (you may go on a short hike)

pocket knife (this should be attached to your belt... scratch your name or initials on it)

