

2018 CAMP MANATOC



PROGRAM GUIDE

Subject to minor changes.

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SUMMARY OF REVISIONS

01/04/2018	Release for 2018 Season



CAMP MANATOC
GREAT TRAIL COUNCIL- BOY SCOUTS OF
AMERICA
1075 TRUXELL ROAD
PENINSULA OH 44264

Greetings Scoutmaster and Senior Patrol Leader,

This book explains the program aspects of summer camp for the Senior Patrol Leader and Scoutmaster. It is a companion reference to the Troop Leaders' Guide and Forms Guidebook.

As leaders of your troop, you work hard to give your Scouts the best program throughout the year. Each of us involved in Camp Manatoc understands that and works to assist you in giving your troop a summer camp experience that compliments all your hard work year-round.

Long before you arrive at summer camp, you should review the contents of all the material available on the programming and planning for camp. Help your Scouts make a plan that will work in to their present Scouting level, and work to maximize the time available at camp. In this volume, we will provide information on the various Merit Badges offered at camp, and other program highlights, not only for the Scouts but training opportunities for the adults, too.

Scouts have been attending Manatoc since 1922. Through the years, the location, size, and facilities of the camp may have changed, however the purpose has not. The purpose is to provide and maintain quality program opportunities that allow youth and adults to provide service to others, build self-confidence, have affection for the outdoors, reinforce spiritual values, develop integrity, and acquire leadership skills so that Scouts and Scouters can say, "It was all we hoped for and more!"

That's the reason our sign reads, "To These Things You Must Return."

Yours in Scouting,

Mike Thompson,
Summer Camp Director

Chris Bergdorf,
Director of Camping

ADVANCEMENT

S-T-2-1 AND S-T-2-1 H2O (INCLUDING INSTRUCTIONAL SWIM)

A Scout's first year at summer camp should be fun and filled with daily activities to help him learn and master the basic scout skills necessary to advance in rank. Many requirements for Tenderfoot, Second Class, and First Class can be achieved at Camp Manatoc's very own S-T-2-1 (Scout to First Class) program

Daily at the Swimming Pool the S-T-2-1 and Aquatics Staffs are available for aquatics work for Second and First Class requirement. Additionally, they will provide individualized instructional swimming skills to work with Scouts to improve their skills.

MERIT BADGES

Camp Manatoc offers over 40 merit badges. While many of these can be completed at camp, most require a bit of work and preparation before arriving.

Leaders should guide scouts in reviewing the merit badges available at camp and any requirements that must be completed before arrival to complete the badge at camp.

These merit badges will be offered with the following notations:

C = CPR skills (CPR Certification is not offered at Camp Manatoc but CPR skills demonstration is)

E = Eagle Required

O = for scouts 14 and over

\$ = additional cost

S = must be a swimmer

Y = recommended for younger scouts

Animal Science (O)	Forestry
Animation (O)	Game Design (O)
Archery	Gardening
Art (Y)	Geocaching (O)
Basketry (Y)	Geology
Camping (E)	Indian Lore (O)
Canoeing (S)	Kayaking (S) (O)
Chess	Leatherwork (Y)
Climbing (O)	Lifesaving (E) (S) (C)
Communications (E)	Mammal Study (Y)
Emergency Preparedness (E)	Metal Working
Engineering	Motorboating (\$) (O) (S)
Entrepreneurship (O)	Moviemaking (O)
Environmental Science (E)	Orienteering
Family Life (E)	Pioneering
Farm Mechanics (O)	Plant Science (O)
Fingerprinting (Y)	Railroading (O)
First Aid (E)	Reptile and Amphibian Study
Fish and Wildlife Management	Rifle Shooting (\$)
Fishing	Rowing (S)

Safety (Y)
Scouting Heritage
Sculpture (Y)
Search and Rescue (O)
Shotgun Shooting (\$) (O)
Signs, Signals, and Codes (O)
Small Boat Sailing (C) (S)

Soil and Water Conservation
Space Exploration (\$) (S)
Swimming (E) (S)
Weather (Y)
Wilderness Survival
Wood Carving

The following Merit Badges require pre-camp work to complete the badge at camp. If a Scout does not complete these prerequisite requirements, the Scout will not earn the badge at camp:

Animal Science - Need to choose an animal for requirement 6.

Art - Complete requirement 6

Camping - Complete requirements 5e, 8c, 8d, 9a, 9b, and 9c. Scouts should be prepared to present gear for an overnigher for inspection (7b).

Canoeing - Scouts need to bring swimming trunks and shoes that will get wet.

Emergency Preparedness - Complete requirements 1 (First Aid Merit Badge), 2c, 6c (first sentence), 7, 8b. Plan on spending one afternoon outside the merit badge session to complete an emergency drill with troop (7a).

Engineering - Extra cost to purchase of model car kit and cartridge at Trading Post.

Environmental Science - This merit badge requires extra time for experiments and projects. (Requirement 3f could be done at home)

Family Life - Must attend pre-camp session on May 5 at 10:00-11:00 at camp and post-camp session on September 8 at 10:00. Scouts will have progress review during their week at camp. Badge cannot be started at camp. This badge requires several weeks of family duties and two home projects.

First Aid - Must be First Class and complete requirement 2d. This merit badge requires extra time for CPR training.

Fish and Wildlife Management - Number 5 and number 8 need to be done ahead of time. Requires some extra time.

Fishing - Scouts should bring their own fishing equipment.

Forestry - Completing requirement 1 is highly recommended. Complete requirements 5 and 8.

Gardening - Need to begin 90 days before camp to complete 1 item in requirement 1. Need to complete requirements 2a, 2b, and 5. Need seeds for requirement 4.

Geocaching - Complete requirements 7, 8, and 9.

Geology - Complete requirement 4.

Leatherwork - Leatherwork - Scouts should come prepared with kits that fulfill requirements 3 and 4 or be prepared to purchase them at the Trading Post.

Lifesaving - Complete Second Class requirements 8a-8c and First Class Requirements 8a-8c. Scouts need the following: swim trunks, shoes, socks, pants, belt, and a long-sleeve button-down shirt. It is strongly recommended that any Scout attempting this merit badge complete Swimming Merit Badge first.

Mammal Study - Complete requirement 3c unless the Scouts choose to spend an extra 15 hours during the week on requirement 3b.

Motorboating - Complete requirement 4b. There is also an additional fee for this merit badge.

Orienteering - It is recommended Scouts have completed map and compass skills for Second and First Class and that they have their own orienteering compass with base plate. Extra time is required.

Pioneering - Scouts should have already earned knot and lashing requirements for Tenderfoot, Second Class, and First Class.

Reptile and Amphibian Study - Complete requirement 8.

Rifle Shooting - Scouts will work on requirement 2 under option A (modern cartridge type) at camp. There is an extra cost for this merit badge from purchasing rifle chits. No personal firearms or ammunition are to be brought to camp.

Safety - Complete requirements 2 using a checklist found at meritbadge.org or usscouts.org. and requirements 3 and 4.

Scouting Heritage – Requirements 5 and 6. The collection in 6 must be assembled before camp and either brought to camp (not recommended if large) or photos of the collection brought to camp for discussion.

Search and Rescue - Requirement 6a may be done in advance.

Shotgun Shooting - Scouts will complete requirement 2 under option A (modern shot shell type) at camp. There is an extra cost for this merit badge from purchasing shotgun chits. No personal firearms or ammunition are to be brought to camp.

Signs, Signals, and Codes - Requirement 7 may be done in advance.

Soil and Water Conservation - Requirement 7 may be done in advance.

Space Exploration - Scouts will need rockets and motors. Scouts may bring their own rockets to camp but motors must be purchased from the camp and not brought from home.

Weather – Requirement 9 should be done in advance.

Wilderness Survival - Complete requirement 5. Scouts will have an overnigher (requirements 8, 9).

Wood Carving - A knife is mandatory and a sharpening stone is encouraged. Scouts who wish to finish this badge at camp should bring a planned, flat board (about 1 ft. by 1 ft.) for a relief carving. Neckerchief slide kits can be purchased at the Trading Post. The Scout must show a valid Totin' Chip card before attempting this badge.

SPECIAL PROGRAMS AND LEADER TRAININGS

BSA AQUATICS SUPERVISION: PADDLE CRAFT SAFETY

This course expands on the Safety Afloat training to include the skills, as well as the knowledge, needed for a leader to confidently supervise canoeing or kayaking excursions on flat water. This course is also open to leaders age 16 and older (who are swimmers), and will take approximately six hours to complete. Certification is good for three years.

BSA AQUATICS SUPERVISION: SWIMMING AND WATER RESCUE

This course provides leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. This course is designed for leaders age 16 and older and will take approximately 8 hours to complete. This course is the pre-requisite for units that wish to conduct swim tests before summer camp. Certification is good for three years.

CHAPLAIN AIDE TRAINING

The Chaplain's Aide Training program will be offered on Tuesday after Vespers. Scouts will learn how a Chaplain Aide serves the troop.

CLIMBING INSTRUCTOR TRAINING

This level one instructor training will allow adults to assist in unit climbing activities.

CLIMB ON SAFELY

This is the BSA's recommended procedure for organizing climbing and rappelling activities at all levels of the Scouting program. It is designed to help adult leaders organize a climbing and rappelling program for their unit.

COLOR TRAILS

There are five "Color Trails" throughout the Manatoc Scout Reservation and are part of the Honor Camper Program. They lead to interesting and historical places in camp.

CRITTER CONTEST

This is offered by the Nature Area in the afternoons and points are awarded for any reptile or insect brought in. Mammals or birds are not allowed. The winning patrol gets a prize at the end of the week.

CYBER CHIP

Cyber Chip is designed to encourage safe on-line use and is broken in to 4 grade levels. It cannot be completed at camp unless scouts work with their parents on requirement 2 beforehand. Cyber Chip is required for Scouts to have phones at camp.

DUTY TO GOD

The Duty to God Promotion Patch is a four-segment "puzzle" type patch. Only one segment will be offered in any given year. Participants are encouraged to earn all four segments over a four-year span. The Troop Chaplain Aide will be provided with a book of suggested daily devotions and the requirements for each boy and adult in the troop.

EAGLE SCOUT WORKSHOP

The Council Advancement Committee hosts an information session Monday evening after Vespers for Star and Life Scouts, and leaders interested in learning more about topics related to Eagle Scout advancement and procedures.

INTRODUCTION TO GPS

This program is tailored to Older Scouts who have earned Orienteering Merit Badge or are very proficient with a map and compass.

KAYAKING BSA

Kayaking BSA provides an introduction to kayaking skills and safety procedures. Mastery of Kayaking BSA skills is a first critical step towards satisfying Safety Afloat guidelines for safe kayak excursion.

LEADER SHOOTOUTS

Scouters are invited to participate in friendly shooting competitions Wednesday and Thursday during open shoots.

LEADER POSITION SPECIFIC TRAINING (“INDOOR”)

The course will provide Scoutmasters with the basic information and tools they need to lead successful Boy Scout troops. Scoutmasters and assistant Scoutmasters who complete this course, Introduction to Outdoor Leader Skills, and Youth Protection Training are considered trained for those positions.

LEADER INTRODUCTION TO OUTDOOR LEADER SKILLS (IOLS)

Working as patrols, this hands-on course provides adult leaders the practical outdoor skills they need to lead Scouts in the out-of-doors. Upon completion, leaders should feel comfortable teaching Scouts the basic skills required to obtain the First Class rank. Scoutmasters and assistant Scoutmasters who complete this course, Leader Position Specific Training, and Youth Protection Training are considered trained for those positions.

LEADERS’ BREAKFAST

Thursday morning, unit leaders in camp are welcome to join the Great Trail Council Scout Executive, and key council volunteers.

LEADERS’ DUTCH OVEN COOK-OFF

Monday evening, the Scout Leader Dutch oven cook-off, pits our unit leaders and their best Dutch Oven concoctions. You don’t have to cook to enjoy this event. Bring a copy of your recipe to share with your fellow leaders and enjoy the fellowship time. Those chefs wishing to cook on site may begin at 7:00. Those bringing delicacies to the event should arrive by 8:15pm.

LEAVE NO TRACE

Leave No Trace is dedicated to promoting and inspiring responsible outdoor behavior through education, research, and partnerships. It applies to all BSA youth and adult leaders.

MEDICINE MAN ADULT TRAINING AWARD

A fun award with requirements designed for leaders.

MILE SWIM

This is held on Tuesday evening after Vespers at the Swimming Pool and is open to all swimmers.

MUZZLE LOADING RIFLE SHOOTING

This is offered Thursday evening at the Rifle Range. During this time, .22's will not be shot.

NRA SHOOTING AWARDS

This provides incentive awards for developing and improving marksmanship skills. Progression is self-paced and scores are challenging but attainable. Performance is measured against established par scores and any shooter who meets or exceeds those scores is entitled to the corresponding recognition awards for that rating. The courses of fire in the qualification program are designed to take shooters from beginning skill levels (Pro-Marksman, Marksman) through intermediate levels (Marksman 1st Class, Sharpshooter) up to a nationally recognized skill level (Expert).

OUT TRIP

A trip the Summit during Weeks 2 and 4 will be offered. Please refer to separate information to reserve at Manatoc.org.

SAFE SWIM DEFENSE

BSA groups shall use Safe Swim Defense for all swimming activities. Adult leaders supervising a swimming activity must have completed Safe Swim Defense training within the previous two years.

SAFETY AFLOAT

BSA groups shall use Safety Afloat for all boating activities. Adult leaders supervising activities afloat must have completed Safety Afloat training within the previous two years.

STEM AND NOVA

STEM, (Science, Technology, Engineering, and Math) is designed to encourage the natural curiosity of scouts through the exploring of innovation. The STEM Area will offer one of the NOVA Awards designed to expand a sense of wonder in boys, allowing them to explore the basic principles of STEM, and discovering how fun and fascinating STEM really can be.

TREK SAFELY

Fun and safe overnight trekking activities require complete compliance with BSA's policy on Trek Safely by both youth and adults. This training course will review the seven elements that play an important role in the overall Trek Safely procedure. This course is not designed to teach the skills necessary for these activities. Camp Manatoc offers some courses that will help in learning these skills.

YOUTH PROTECTION TRAINING

This course is required of all leaders before they register and is renewable every two years. Instruction is available on the internet in the Administration Building.

THE ORDER OF THE ARROW AT CAMP

The Order of the Arrow is the Boy Scouts of America's National Honor Society. Marnoc Lodge, has been serving the Great Trail Council for nearly 80 years. The Order of the Arrow is designed to recognize Scouts and Scouters who best exemplify the ideals of Scouting and to provide opportunities for service and fellowship. Marnoc Lodge's summer activities are designed to complement the Summer Camp program by providing members with additional opportunities for leadership, service and fellowship. During Summer Camp, Marnoc Lodge is headquartered at the Buena Vista Cabin near the Trading Post.

TUESDAY EVENING FELLOWSHIP

On Tuesday nights, after Vespers at the Buena Vista Cabin, we invite adult leaders (members or non-members of the OA) and all youth members of the Order of the Arrow (any lodge) to join us for a time of fellowship. The purpose of this event is to provide a fun social environment; it is a time for adult leaders to meet with Order of the Arrow youth leadership and adult advisers and a time to gather. If you haven't renewed your membership for 2018 you can for \$15 at the fellowship.

If you want to make sure you get your membership renewed for 2018, don't wait until summer camp but rather pay at any lodge event before Summer Camp or online at <https://scoutingevent.com/433-marnocdues>.

ORDER OF THE ARROW AMBASSADOR

The Order of the Arrow Ambassador is available to assist units in camp understand the Order of the Arrow program and how it can complement your units' program. The Ambassador will help insure that your members who need to be recognized during the call-out program during the Wednesday Retreat are on the list. He will also organize the weekly "Service Corps" program.

TROOP REPRESENTATIVES

Immediately following Sunday dinner, Marnoc Lodge will hold an OA Troop/Team Representative meeting. At this meeting the OA Ambassador will provide important information about Lodge events occurring throughout the week. All units with Ordeal Candidates or OA Members should send a representative to this meeting.

OA SERVICE CORPS

This is an opportunity for ALL campers, youth or adult, Arrowmen and non-Arrowmen to do some cheerful service that benefits camp. The Service Corps will meet to work on service projects at the Buena Vista. Feel free to show up for some or all of these service opportunities. Those who work 3 hours or more throughout the summer can purchase a Marnoc Lodge Service Corps patch from the Trading Post for \$1.00. Service Corps meets Wednesday and Fridays from 2:30 to 5:00pm

BROTHERHOOD CEREMONY

Immediately following the Fellowship, every Tuesday night, Marnoc Lodge holds a Brotherhood Ceremony. Brotherhood is the second honor level in the Order of the Arrow, a confirmation of the ideals that were learned during the Ordeal. You do not have to "earn" the Brotherhood, you merely have to be willing to become more active in the lodge, even if only by attending more events. Ordeal Members with at least ten (10) months service to their unit are

eligible to become a Brotherhood member. Dues paid Ordeal Members interested in becoming a Brotherhood member need to attend the Brotherhood Review session Tuesday at 1:45pm at the Buena Vista Cabin. This meeting will review the Ordeal and cover any questions that might arise. If a current Ordeal member is interested in becoming Brotherhood, but is unable to attend this meeting, they must meet with the Ambassador at the Buena Vista Cabin to make arrangements before Tuesday's night's dinner.

The ceremony will be immediately following the Ice-Cream Social. Brotherhood Candidates must be in full field uniform, with their Ordeal sash, at Buena Vista Cabin at 8:00pm. The cost for the Brotherhood ceremony is \$25.00 (Payable at the Fellowship). Current Brotherhood or Vigil members are encouraged to attend and participate in the ceremony. Information about the ceremony site will be available at the Ice-Cream Social or from the Ambassador's Office.

If any Arrowman cannot make the scheduled Brotherhood dates during summer camp, a Brotherhood is planned as part of the Summer Fellowship on August 5th. Just be there for the Fellowship and we'll review what you need to know with you before the ceremony in the evening.

OA members who are already Brotherhood are invited to the ceremonies, regardless of whether you are a member of Marnoc Lodge or not. However, only members of Marnoc Lodge, who wish to seal their Brotherhood membership, may go through the Brotherhood ceremony at Camp Manatoc.

ORDEAL CALLOUT CEREMONY

The Callout Ceremony is the only public ceremony conducted by the Order of the Arrow. Being the only public ceremony, Marnoc Lodge, along with the Manatoc Staff, wants to make this a quality ceremony to be displayed for all. For this reason, the Callout Ceremony will take place during Retreat on Parents' Night (Wednesday). During this ceremony, every newly elected Candidate will be announced and asked to come forward; the candidate will leave his troop for the remainder of Retreat.

It is very important that every unit with newly elected Candidates give a list of all newly elected Candidates, in writing, to the OA Ambassador at registration on Sunday.

If you are an out of council troop, although you cannot complete your Ordeal with Marnoc Lodge, we will still call out those elected in your unit. Please, no exceptions to the Sunday deadline.

ORDEAL PROCESS AND CEREMONY

The Ordeal is a 24-hour intensive leadership development exercise designed to demonstrate to the candidate the values on which Scouting and the Order of the Arrow are based. The completion of the Ordeal is the first step that a newly elected Candidate takes to become a member in the Order of the Arrow. Elections must be completed and turned in to the lodge according to the procedures published in the Unit elections Packet, distributed in unit saddlebags and available online at www.marnoc.org by April 15, which is before summer camp.

Ordeal Registration is done online only at <https://scoutingevent.com/433-ordeal>. Walk-ins will be turned away.

Elections cannot be done during the week at summer camp. Candidates arriving without having met the requirements specified in the unit Elections Packet and not registered online will not be allowed to participate, without exception.

This year there will be three weekend Ordeals and two weekday Ordeals (Ordeals 1-4 are at the Manatoc Scout Reservation):

- Ordeal #1 - June 1-3 (Held during Spring Fellowship weekend)
- Ordeal #2 - June 27-28 (weekday, Week 2 of Summer Camp)
- Ordeal #3 - July 18-19 (weekday, Week 5 of Summer Camp)
- Ordeal #4 - August 10-13 (held during Summer Fellowship weekend)
- Ordeal #5 – September 14-16 at Camp Stambaugh

Because the Ordeal is designed to be a very personal experience, in which participants learn something about themselves and Scouting, the National Order of the Arrow Committee recommends only fifty (50) Candidates go through the Ordeal at one time. Marnoc Lodge works hard to abide by this recommendation; Every unit was given the Marnoc Lodge Unit Elections Packet, which contained the Ordeal registration information.

All reservations for an Ordeal must be submitted via the online registration system on a first come, first serve basis. It is recommended that elections be held as early as possible. Details on the Unit elections can be found in the Unit Election Packet that was delivered to every unit via saddle bag or by downloading the information from www.marnoc.org.

Only the following items are needed for the Ordeal and/or Check-In:

- | | |
|---|-----------------|
| • Current Health Form (PART A, B) | • Ordeal Fee |
| • Ground Cloth | • Field Uniform |
| • Rain Gear | • Work Clothes |
| • Shower Kit | • Sleeping Bag |
| • Medication in original container (If Any) | • Work Gloves |
| • Water Bottle | • Backpack |

Candidates who are camping at Summer Camp the same week as their Ordeal do not need an additional Health form.

The Ordeal fee is \$55. Money is due at registration during the online registration process: <https://scoutingevent.com/433-ordeal> Please do not pay at Council Office or the Camp Office (the money will not be accepted).

The Ordeal concludes with the Ordeal Ceremony, which starts approximately 8:00pm on the second night of the Ordeal. Attendance at the ceremony is only for OA members, and there is no photography allowed. In accordance with National Policy and the *OA Handbook* concerning ceremonies, nonmembers wishing to attend must meet with the Lodge Adviser prior to the ceremony. We highly discourage nonmembers from attending.

Prior to the ceremony there will be a meal provided to the new members and participants in the ceremony. This feast is part of the Ordeal and is free only to newly inducted members. At the conclusion of the Ordeal ceremony, there will be a short fellowship introducing the new Ordeal members their membership information. All Arrowmen and parents are welcome. Scouts are not dismissed until its conclusion. This will conclude the Ordeal by 11:00pm. Ordeals that occur on weekends the new members (former candidates) are encouraged to remain Saturday Night, dismissal will be around 9:30am on Sunday.

OUT OF COUNCIL UNITS

There are a good number of units from outside of Great Trail Council attending Camp Manatoc for summer camp. We encourage out-of-council OA members to attend the Marnoc Lodge events throughout the week. However, the Ordeal and Brotherhood Ceremonies are not open to units outside of the Council for inductions purposes, although you are welcome to come and watch or help. This decision was made by the Central Region Section C-4A Council of Chiefs and cannot be overturned or disregarded.

Marnoc Lodge apologizes for any inconvenience this may cause and we are willing to answer any questions regarding this issue through the Ambassador's Office. Ordeal Candidates from other Lodges may participate in the Call Out ceremony, but may not be candidates on the Ordeal or Brotherhood.

OA CAMP PARTICIPATION AWARD

Complete the following and your unit will receive the coveted OA Camp Participation Award. The award is a ribbon that can proudly be displayed on your unit's flag. Please see the OA Ambassador when you have completed the requirements.

1. Schedule a Troop Visitation.
2. Have at least 2 youth and 2 adults from unit participate in Service Corps. (if that many are present at camp)
3. Have your OA Troop Rep present at Sunday Meeting.
4. Have at least 2 youth and 2 adults attend the Tuesday Fellowship.

ACTIVE ARROWMAN AWARD

The Active Arrowman Award is open to all Marnoc Lodge Members. It is a special lodge flap that can be worn on the uniform. To receive yours, you must fill out the form available at the Buena Vista Cabin (during Summer Camp), and return it to the OA Trading Post Chairman with \$2.00. The requirements are as follows:

For Youth under 21 years of age:

1. Serve in a leadership position in your troop.
2. Pay your lodge membership dues annually.
3. Attend one major lodge event (One of the Fellowships OR the Winter banquet).
4. If eligible, seal your membership in the Order through the Brotherhood ceremony.
5. Attend a Marnoc Lodge ceremony as an observer (not as a candidate).
6. Promote the OA program within your troop and to other troops.
7. Participate in a Lodge Service project, either at a Lodge sponsored Service Day, as part of a Fellowship or Service Corps.
8. Assist in the physical arrangements (setup and takedown) for a Marnoc Lodge OA ceremony.

For Adults 21 and over (in addition to the above):

9. Help a youth Arrowman attend a lodge event by arranging for his transportation to and from the event.

OR

9. Serve as an Adviser to a Lodge Officer or Committee Chairman.

AWARDS

MANATOC BRAVE, CHIEF, AND SPIRIT

These awards are separate from the Honor Camper program and are designed for Scouts or leaders who are at least second year campers. A meeting for those interested in participating in this program is held Monday at 3:00pm at Scoutcraft. Anyone who is unable to attend this meeting should contact the program coordinator by Monday afternoon.) Only one award may be earned during the summer and they must be earned in order: Brave, Chief, Spirit.

Manatoc Brave

1. Be at least a second year camper and a First Class Scout.
2. Earn the Honor Camper Award. A letter of recommendation from the Scoutmaster is to be turned in to the Clerk at the Administration Building.
3. During the week, visit at least 20 Cairns. On a sheet of paper, write down the name, number and symbol of each Cairn. This sheet needs to be turned in to the Administration Building no later than Thursday dinner.
4. Attend either one morning hike or one evening hike.
5. Identify 20 plants, trees or shrubs.
6. On Thursday evening, find five Cairns as chosen by the Coordinator. (These will be Cairns you found during the week). After finding all five Cairns, you will spend the night in the open at a prearranged area.

Note: In lieu of advancement, adults are to assist at least one hour per day in a program area of their choice.

Manatoc Chief

1. Be at least a third year camper, Star Scout, and Manatoc Brave.
2. Earn the Honor Camper Award. A letter of recommendation from the Scoutmaster is to be turned in to the Clerk at the Administration Building.
3. During the week, visit at least 30 Cairns. On a sheet of paper, write down the name, number and symbol of each Cairn. This sheet needs to be turned in to the Administration Building no later than Thursday dinner.
4. Attend one morning hike and one evening hike.
5. Identify 30 plants, trees or shrubs.
6. On Thursday evening, you will find five Cairns as chosen by the Coordinator. (These will be Cairns you found during the week). After finding all five Cairns, you will spend the night in the open at a prearranged area.

Note: In lieu of advancement, adults are to assist at least eight hours during the week in program areas of their choice.

Manatoc Spirit

1. Be at least a fourth year camper, a Star Scout, and Manatoc Chief.
2. Earn the Honor Camper Award. A letter of recommendation from the Scoutmaster is to be turned in to the Clerk at the Administration Building.
3. During the week, visit at least 40 Cairns. On a sheet of paper, write down the name, number and symbol of each Cairn. This sheet needs to be turned in to the Administration Building no later than Thursday dinner.
4. Assist the Coordinator with the morning hikes and the evening hike.
5. On Thursday afternoon, assist the Coordinator with verification of the Cairn sheets. That evening, assist the Coordinator with the running of the overnight cairn hunt.

Note: In lieu of advancement, adults are to assist at least ten hours during the week in program areas of their choice. Time spent verifying Cairn sheets and helping with the overnighter can be counted toward this requirement.

MANATOC HONOR CAMPER AWARD

The Manatoc Honor Camper Ceremonies are the same today as in 1923. The Honor Camper Award is given to Scouts who have completed requirements which include visiting cairns, hiking trails and achieving advancement. Leaders are expected to allow Scouts who have truly earned this award to participate in the ceremonies. Although the ceremonies are by no means private, nor secret, they are steeped in tradition. To keep the ceremonies dignified and inspiring, older Scouts should not share with younger Scouts the spirit of each ceremony.

The patches given to Honor Campers are the same as those given in the 1920's and are to be treasured as tokens of honor. Wear the patch proudly. Do not lose it. The only way to get another patch is to re-earn the award. If a Scouts or adults leave camp on Friday, they cannot be given a patch. They must go through the ceremony to receive their patch.

Everyone attending the Friday Night Ceremonies shall be in their full field uniform. Units will assemble on the parade field before the ceremony.

Adults Leaders are encouraged to set an example by fulfilling the same requirements for their specific year and attend the Friday Night Ceremony with their Unit.

Scouts and adults will be seated in groups at the Council Ring, by the year ceremony that they will be attending, providing a quicker exit and less chaos when groups are led to their specific year ceremonies.

Before your unit leaves your campsite, line up in a single file line with those attending the 5th year ceremony first progressing to the 1st year ceremony participants at the end of the line. Adults should place themselves in the same line with the scouts preferably at the end of the grouping for the year ceremony that they will be attending. It is highly encouraged that if a troop has enough adult leaders or older scouts that have completed all 5 ceremonies, that one adult or senior scout attend each of the ceremonies to accompany the scouts back to their campsite after the ceremony completion.

Leave your campsite, so that your troop is assembled on the Parade Field in a single file line at 9:10pm on Friday evening. From the point in time that each unit leaves their campsite, they should consider this a time of honor & respect and proceed in total silence. Walking is preferable, no running, no marching, no calling cadence.

Once lined up on the Parade Field, Scoutmasters and adult leaders are expected to oversee the behavior of their scouts. No horseplay will be tolerated.

Requirements

First Year Camper

1. Live by the Scout Oath and Law.
2. Attend all Retreats (unless a waiter).
3. Complete five or more advancement requirements.
4. Be recommended by the Scoutmaster.
5. Complete two of the following options:
 - a. Visit and record the symbols of 5 Cairns.
 - b. Participate with the troop in cleaning the Bathhouse one morning.*
 - c. Participate in a troop to troop challenge.*
 - d. Participate in a troop service project.*
 - e. Attend all Vespers services.
 - f. Hike the White Trail.

Second Year Camper

1. Live by the Scout Oath and Law.
2. Attend all Retreats (unless a waiter) and wear your First Year Honor Camper patch on your uniform.
3. Complete five or more advancement requirements.
4. Be recommended by the Scoutmaster.
5. Complete two of the following options:
 - a. Visit and record the symbols of 10 Cairns.
 - b. Participate with the troop in cleaning the Bathhouse one morning.*
 - c. Participate in a troop to troop challenge.*
 - d. Participate in a troop service project.*
 - e. Attend all Vespers services.
 - f. Hike the Green Color Trail.

Third Year Camper

1. Live by the Scout Oath and Law.
2. Attend all Retreats (unless a waiter) and wear your Second Year Honor Camper patch on your uniform.
3. Complete five or more advancement requirements.
4. Be recommended by the Scoutmaster.
5. Complete three of the following options:
 - a. Visit and record the symbols of 15 Cairns.
 - b. Participate with the troop in cleaning the Bathhouse one morning.*
 - c. Participate in a troop to troop challenge.*
 - d. Participate in a troop service project.*
 - e. Attend all Vespers services.

- f. Complete two merit badges.
- g. Be a First Class Scout.
- h. Hike the Red Trail.

Fourth Year Camper

- 1. Live by the Scout Oath and Law.
- 2. Attend all Retreats (unless a waiter) and wear your Third Year Honor Camper patch on your uniform.
- 3. Complete five or more advancement requirements.
- 4. Be recommended by the Scoutmaster.
- 5. Complete three of the following options:
 - a. Visit and record the symbols of 20 Cairns.
 - b. Participate with the troop in cleaning the Bathhouse one morning.*
 - c. Participate in a troop to troop challenge.*
 - d. Participate in a troop service project.*
 - e. Attend all Vespers services.
 - f. Complete two merit badges.
 - g. Be a Star Scout.
 - h. Hike the Orange Trail.

Fifth Year Camper

- 1. Live by the Scout Oath and Law.
- 2. Attend all Retreats (unless a waiter) and wear your Fourth Year Honor Camper patch on your uniform.
- 3. Complete five or more advancement requirements.
- 4. Be recommended by the Scoutmaster.
- 5. Complete four of the following options:
 - a. Visit and record the symbols of 25 Cairns.
 - b. Participate with the troop in cleaning the Bathhouse one morning.*
 - c. Participate in a troop to troop challenge.*
 - d. Participate in a troop service project.*
 - e. Attend all Vespers services.
 - f. Complete two merit badges.
 - g. Be a Life Scout.
 - h. Hike the Yellow Trail.
 - i. Instruct younger Scouts in the Troop.

Sixth Year Camper (Mandatory requirements – Special form must be used)

- 1. Live by the Scout Oath and Law.
- 2. Attend all Retreats (unless a waiter) and wear your Fifth Year Honor Camper patch on your uniform.
- 3. Provide a total of eight hours of service during the week by working in any of the following areas: program areas (with approval of Area Director), color trail maintenance, service project (with approval by the Ranger or designee), service to the Troop (with approval by the

Scoutmaster), Order of the Arrow, or some other idea (with approval of the Camp Director). Hours can be in one area or in combination and must be approved when completed.

“Repeater” (Repeaters attend the same year ceremony)

1. Live by the Scout Oath and Law.
2. Attend all Retreats (unless a waiter) and wear your Honor Camper patch on your uniform.
3. Complete five or more advancement requirements.
4. Be recommended by the designated Scoutmaster.

* = denotes pre-approval needed from camp administration and are “first come, first served.”

All Awards are at the discretion of the Scoutmaster.

RETREAT BANNER

This ceremony dates back to the earliest times of the camp in 1923. Uniformity, attitude, and presentation are just a few things that go into winning the Retreat Banner. The winning unit receives the Retreat Banner for the day, has the honor to raise and lower the flags the next day, and say grace at lunch and supper the next day.

All units should form on the “Parade Deck” in front of the Butler Memorial (main camp flag pole) each evening prior to 5:45, in a complete uniform. Promptly at 5:45pm, the ceremony will begin.

The procedure for the ceremony is:

1. The Program Director and Senior Staff will come off the Memorial and approach the camp.
2. The Program Director will call the camp to attention and ask the Senior Patrol Leaders to report.
3. Each Senior Patrol Leader will report the status of his Troop by responding, “Troop (#) all present or accounted for, Sir.”
4. The Program director will bring the camp to, “Parade Rest.”
5. The Bugler will play *Retreat*, the cannon will fire, and the camp will salute the flag as *To the Colors* is played.
6. When the flag has been removed from the pole the Program Director will command “Two” to drop the salute.
7. The Program Director will call the camp to “Parade Rest” and then to “Pass in Review.”
8. Troops in order from left to right (facing the Memorial) march on the path leading to the Camp Staff formation where the Senior Patrol may return the Staff member’s salute.
9. Once the Troop has reached the first white stone on the path in front of the Memorial, Scouts will salute with eyes forward. Troop and Patrol flags will be dipped. The dipped flags and salute are maintained until the second white rock. There is to be no calling of cadence when the Troop passes between the rocks. This is to pay respect to H. Karl Butler and his contribution of land for the camp.

For the Retreat Banner, Units will be judged on the following:

1. All Scouts in complete uniform including green pants, green socks, and the Manatoc Honor Camper leather patch.
2. Unit marching in step.

3. Leadership of the Senior Patrol Leader.
4. Troop decorum and spirit during the ceremony.

CAMPSITE GATEWAY CONTEST 2018

Campsite Gateways have always played a big part in the traditions of Manatoc. Showing Scouts from other cities and states what is unique or interesting about your troop or hometown is a time-honored Scouting tradition and gateways are one of the most visible ways to do that. Allow your imagination to go wild and create your winning gateway.

Camp Commissioners will judge Troop Gateways on Thursday morning. The Gateways will be judged on a scale of 1-5 in three categories: 1) the Gateway's appeal, 2) the demonstration of scout skills, and 3) creativity.

CONSTRUCTION CONSIDERATIONS

1. There are no height or width limitations, but gateways must be erected within the boundaries of the Troop's campsite.
2. Gateways must be constructed of natural materials.
3. Any lashings and scout knots are to be used with whipped rope.
4. Duck tape, nails, chip-board, man made sheeting, and the like are not appropriate materials.
5. Gateways must include a sign displaying the troop number and hometown.
6. Gateways may be erected upon arrival on Sunday but should be finished for visitors.
7. No adults may work on the gateways. Adults may help plan, advise, and suggest. Adults need to be present during gateway set-up and removal to supervise and make sure Scouts follow safety precautions.
8. Use of power saws will disqualify a Troop.
9. American and Unit flags may be incorporated into the gateway but must be displayed properly.
10. Adult leaders must inspect sturdiness of construction, quality of knots/lashings, whipped ropes, and safety.
11. Tall structures must be assembled on the ground, then erected, and constructed to withstand high winds. All guide or anchoring ropes must be adorned with multiple visible flags or ribbons.

CAMP TRADITIONS

The word “tradition” comes from the Latin word meaning “to hand down”. A tradition is a set of customs or practices which have been handed down from one generation to the next. Since Camp Manatoc began in 1923, many traditions have been established and passed on to many generations of Scouts.

CAIRNS

The Cairns (pronounced “karns” or “kerns” or “ka-rens”) are historical landmarks found throughout the entire Manatoc Reservation. Back in the 1920’s and 30’s these were marked by heaps of stones the Scouts would leave. Today they are marked with Native-American symbols and there are more than fifty cairns. A Scout can visit cairns each year he is at summer camp to become an Honor Camper.

THE COUNCIL RING

The Council Ring, located in what is known as the “Sacred Pines” is a spot reserved for dignified and purposeful events. Cutting through or playing in the Pines or the Council Ring, even visiting the Council Ring, when not at an event, is discouraged.

DINING HALL PROTOCOL

The Dining Hall is a place for meals, special programs and fellowship. Many years of tradition are stored in this historical building and many of the tables and chairs date back to 1932. Leaning back on chairs is strictly prohibited. Table manners are expected and nothing is usually passed unless the word “Please” is used. Hats are never worn in the Dining Hall [except for religious or family reasons].

“HORSENGOGGLE”

The tradition of “Horsengoggle” is used if there is food left and more than one person wants it. Anyone wanting in on the leftover declares so and one person counts to three in German, “Einse, zwei, drei” and then says “Horsengoggle”. Each boy then holds out one to five fingers. The finger count is totaled and the caller counts around each boy wanting the food until he reaches that total number. The boy at the end of the count is the winner.

THE GIZMO

The Gizmo came in 1968 and is part of the Dining Hall tradition of fun.

TROOP TOTEMS

Troops are invited to make a “totem” for the Dining Hall and add to it for each year of summer camping at Manatoc.

COMMON COURTESY

The H. Karl Butler Memorial was built to commemorate a great man. To uphold his memory and generosity it needs to be kept in the finest of condition and treated with quiet dignity. Out of respect for the man who made Manatoc possible, campers either walk behind the Memorial or on the north side (Admin side) of the white stones. The Memorial is not used as a gathering place or an area for play.

The Manatoc Chapel is a place for worship and prayer. Campers are encouraged to use the Chapel at any time to be alone with God. Hats are always removed, unless it is a camper's faith tradition to keep his head covered. The Chapel is not to be used for general purposes or as a place to play.

Entering another Troop's campsite is done only by requesting permission. Upon approaching the site campers say, "Permission to enter your campsite?"

RETREAT

Nightly Retreat and Pass and Review are the oldest Manatoc traditions, dating back to 1923. Retreat is a solemn occasion and should be treated with respect. Passing in Review is a time when the entire camp pays respect to Karl Butler's generosity.

THE FOUNDING OF CAMP MANATOC

BY REV. DAVID WEYRICK

The Akron Area Council of the Boy Scouts of America, known today as the Great Trail Council, was founded in 1914. Within just a few years, the Scouts and leaders had need of a permanent camp to meet the demands of the fast growing Scouting program. A Troop camping cabin at the Gorge in Cuyahoga Falls, "Old Slabsides," and the "Troop Five Lean-To" in West Akron were not adequate. Attempts to camp on donated land on Kelly's Island in Lake Erie were difficult because of transportation and facilities.

The search began for a permanent camp in 1921 when leaders from the Council visited Boy Scout camps in surrounding states to discover the best in camping trends. These trends included camping areas, a dining hall, a large lake for aquatics and plenty of land to expand. The group met with leaders from the Akron area to share their vision and to ask for help in locating property which would meet the needs.

Through acquaintances at that meeting, H. Karl Butler was made aware of the Council's need and offered his 200 acres of land on Route 303 in Peninsula for Scouts to camp. Ironically, the Council leaders were not impressed with the property because of its hilly terrain and the amount of usable space, which was limited to a high plateau surrounded by two large ravines. Yet, through Karl Butler's calmness of purpose and Scout Executive Dwight Ramsey's determination, it was decided to allow three Troops to give it a try in the summer of 1922.

There were no facilities that first trial summer. The dining area was a large circus tent and Troops brought their own equipment. The ravine to the north, Haskell Run, was dammed up to create a swimming hole. The boys and their leaders were positive enough about their camping experience that the Council decided to invest time and energy into building a camp. The cost was right, since the Council could lease the property from Karl Butler for \$1 a year.

David Atwater was one of the Troop leaders for the prototype summer. He was trained as a Scoutmaster by Dan Beard, one of the founders of the Boy Scouts of America. While a student at Kenyon College, studying for the ministry, Atwater suggested a name for the camp, Manatoc, a Native-American word meaning: high plateau". While at college, during the fall and winter of 1922-23, he wrote the poem "The Spell of Marnoc". It was first introduced in 1923 and has been read every summer during the weekly honor campers' ceremonies.

There were 188 campers the first official summer of Camp Manatoc in 1923. They did not camp by Troop, however. They came individually and were assigned to a Patrol in an eight-man tent. Over the next few years, an administration building, assembly hall ("Rainbow Lodge"), dining hall, maintenance building and eight small sleeping cabins were built to keep up with the growing number of boys wanting to camp. Remains of the old camp, including foundation piers of the old buildings, concrete abutments of the dam that made the swimming hole and the chimney from the assembly hall can be seen today.

H. Karl Butler, born in 1882, was a small man, physically, who struggled with tuberculosis of the spine. Despite his disability, he enjoyed camping, ran a sugar plantation in Cuba and served as a personal assistant to a United States Senator.

He was proud of Manatoc and envisioned giving his property to the Council along with discussing options to purchase two surrounding properties to the south and west. He became active in Scouting and was elected Council President in 1926. But that same year, Butler became gravely ill

and was bed ridden within days. He was able to dictate the terms of his will before he died on December 13.

Karl Butler bequeathed his 200 acres to the Akron Area Council providing the Council could raise \$100,000 with five years to purchase the surrounding property to expand and develop Manatoc into a top-rate Boy Scout Camp. A community capital campaign was developed but could not begin until 1929 because two other non-profit organizations (the YMCA and Children's Hospital) had already scheduled similar campaigns. The unstable economy of 1929 forced the Council to postpone the campaign until the following year and yet again the year after that. Knowing that Butler's will stated the Council only had five years to generate the necessary \$100,000, Paul W. Litchfield, President of Goodyear Tire and Rubber Company, asked Akron's three big rubber companies (Goodyear, Goodrich and Firestone) to donate a total of \$100,000 to fulfill the terms of the will. However, the rubber companies' donation was contingent on the Council proceeding with a community-wide campaign to raise an additional \$125,000. The reason for the increase was that it had been decided not to expand the original Camp Manatoc, but build an entirely new camp on the acquired Truxell property adjoining to the south.

In May 1931, new Scout Executive Ted Foley and leaders of the Council began the campaign that eventually generated \$142,000; well over its goal. This is especially significant since this was during the Great Depression.

Work on the new camp began quickly. A rustic stockade gateway was built from donated telephone poles at the new entrance off Truxell Road. Part of Truxell Road was moved to permit the building of a dam across Salt Run to form a six-acre lake for aquatic activities. Three lodges, Forrester, Concord and Tree House (later renamed Explorer), along with a Dining Hall with a capacity of serving 400 people were built from chestnut trees brought from southern Ohio and milled on site. Several tree houses were built that could hold eight boys each. One building from the original camp was moved to the new camp. The Akron Lions Club erected an elaborated semicircular stone memorial with a one hundred foot flagpole on the highest point of the camp in memory of H. Karl Butler.

The new Camp Manatoc was dedicated on June 8, 1932 and has proudly served generations of Scouts ever since.