

## Camp Wakpominee Information Sheets

(aka: Most of what you will need to know for camp)

### Directions:

Take I87 North to exit 20. Take a left on Rte. 9 North (past all the outlets). Make a right onto 149. Drive 3-4 miles, turn left onto Buttermilk Falls Rd. Follow road to entrance to camp on left. (It is a bit of a drive and roadway will turn to dirt, but keep going)..... Park in lot on right (go in as far as they allow).

### Arrival/Departure:

Arrive at Camp by 1:00 pm on Sunday, July 24, 2011. We will be allowed to check in to camp at 1:30. Most of gear will be transported to the site (via pick-up). Some carry-in will be needed. **DO NOT BRING PETS TO CAMP.**

Departure will be at 9:00 am on Saturday, July 30, 2011. Individual tent sites need to be inspected by a Scoutmaster before a Scout can leave camp. Scouts should not leave camp until getting an okay to do so. Parents will need to come to camp site to check their scout out.

### Contact Information:

There will be several leaders at camp. However, here are two contact people that will be at camp all week:

Bob Lumpkins 461-4717

Steve Bianconi 877-8848

Emergency Camp Number 792-8849

To send mail to your scout: (send before they leave home so they get mail on the first day or two.....mail is a big thing, the scouts LOVE to get mail)

Scout Name

Troop 246

Camp Wakpominee

187 Sly Pond Rd.

Ft. Ann, NY 12827

General Information: Buddy System all week at camp

**Medication - All prescription medication must be in its original container with current dosage/instructions on the label and put in a Ziploc with scout's name and Troop 246 on it.** All prescription medications need to be carried/ brought with you when we do health check in. All forms that were turned in on time will have been pre-checked, but medication will need to be turned in to the health office at camp upon arrival. If medical forms were not turned in prior to our pre-check, you will need to wait in line for health review before your scout can go to site.

**Early Departure** - If your son needs to leave camp for an appointment, game, etc. or will be leaving the session earlier than Saturday morning, a **Custodial Permission to Leave Camp Form** must be filled out, signed by a scoutmaster, and turned in to the camp office. We will have the forms at camp. If you know in advance on Sunday of a time(s) that your son will be leaving camp, please fill out a form(s) before leaving. If you are sending your son up with someone else but know you will be taking him out of camp early, you can get a form off the Wakpominnee website and send it up with him.

**Pictures** - Formal camp photo will be taken early in the week. Scouts will need their Class A. Small fee for those interested to order one. Fee will be collected when you arrive at camp.

**BBQ** - Wednesday night is the family BBQ and campfire program. There is a fee per person to attend (I believe it is about \$7.00) Scouts and leaders in uniform do not need to purchase tickets. Tickets can be purchased at the Trading Post on Sunday or when you come up Wednesday. Families should be sure to bring their own flashlights to BBQ. The camp road gets **VERY dark and you will need one to find your car at the end of the night!** Bug spray is a good idea too.

**Firewood** - Any you can donate would be appreciated for our nightly campfires.

**Electronics** - NO cell phones (scouts), electronic games, radio, CD player, MP3, Ipods or any other form of electronic gaming/communicating, etc. that you can think of are allowed at camp.

### Merit Badge/Programs:

**Bring all partials that you have from last year so that you may complete them.**

Anyone planning on taking COPE or Mountain Biking will need to fill out a form and turn it in at sign-ups Sunday night

The following age requirements apply for merit badge work at camp:

Rifle - 12 yrs old

Shotgun - 13 yrs old with Rifle MB

COPE - 13 as of January 1, 2011

Mt. Biking - 13 yrs old

Kayaking - 13 yrs old

First Aid - will require a personal first aid kit so make one before you come (check handbook)

Swimming/Lifesaving/Pioneer Program - will require clothing inflation so **bring extra pants, button up long sleeve shirt to get wet. Jeans inflate best. Nylon wind pants DO NOT WORK.** You will go on a camping overnight, some sort of backpack needed.