

Camp Barton for not so Dummies

July 1-7, 2007 \$230 due 5/7

Troop 2 will be staying in the **Onondaga** campsite. Plan to arrive at Barton at 1:30 sharp on Sunday afternoon, July 1. Pickup will be after the final retreat at 10AM on Saturday (please check the lost and found). We will be taking all equipment out of the campsite before the final retreat. If you must come to camp late, or leave early, we need a signed note stating what time you expect to arrive or leave.

REMEMBER- no one will be allowed to stay without a Class 1 (signed this year) and a Class 2 medical form (within the past 3 years). New York State requires all camps to have a complete immunization history on file for all campers, not just the latest dates. **Please have these by the June 18th Court of Honor if possible.** ALSO NEEDED— Medication form if you bring medicine to camp.

www.bpmlegal.com/barton

www.troop2ithaca.org

Information for the week:

Troop Activities: The troop can sign up for canoe trips, hikes, rifle and archery shoots, etc.. Let the scoutmasters know what you want to do. We may also go to Cass Park on Monday to watch the fireworks.

Individual/group activities: Join the camp band, mile swim, earn Barton B segments (shooting, orienteering, nature, chaplain's aide, waterfront, camp improvement, athletic), make a troop plaque, night hike, polar bear swim, plus lots more.

A shower house is available.

There is a trading post with snacks, scoutcraft items and MB booklets.

Some Merit Badges require a fee.

The troop will keep a lock-box for money.

Keep food and sweets out of your tent.

It does draw raccoons, skunks and other wildlife.

Mail can be sent to the scout at

Name
Troop 2
Camp Barton
9640 Frontenac Road
Trumansburg, NY 14886

Phone: Scouts must have a note from the scoutmaster to use the camp pay phone.

Collect calls and calling card calls only.
Office phone 607-387-9250

The First Day at Camp:

On arrival, we'll unpack at the campsite (you'll carry your stuff there- a short hike, just a bit up hill.) We'll be sleeping in two man tents on wooden platforms with cots and mattresses. (Note: these are not three person tents- so don't ask to sleep 3 to a tent).

Medical checkout and swim test. The swim test consists of swimming 75 yards with any strong stroke (no dog paddling), then 25 yards with a restful backstroke, then floating nearly motionless on your back for a minute. There is also an easier beginners test. You are expected to get wet at the least. The staff is willing to help you and you may retake the test any time during the week. The swimming area is in the lake, which is quite fun, but expect it to be a little cool.

Family BBQ - Sunday evening (6PM)- Families are invited to join us for dinner. \$5 for Adults, \$4 ages 5-12, \$3 under five. (campers have already paid).

Merit Badge / Program Sign-up.

Sunday evening after dinner, you will go to the different program areas to officially sign up for your merit badges. See the merit badge schedule sheet for badges and other things you can do.

Campfire: Cap off the evening with entertainment from the camp staff.

What to bring to Camp Barton

For the past few years, people have been indecisive, and almost clueless, about what to bring to camp. Then they either bring too much, or almost nothing. Almost as if they thought it was a regular campout. Not true. It will be 6 nights. Here is a list that may help you.



The essentials

- Pack or duffel (*to store your stuff*)
- **Scout uniform** (shirt/neckerchief)
This is worn every evening at retreat and dinner and at the opening/closing campfires.
- Rain gear: *poncho or rain coat & pants (it does rain)*
- Lots of clean clothes (*t-shirts, shorts, socks, underwear- we'll be there 6 nights*)
- Comfortable walking shoes or boots
- Extra pair of shoes (*one pair is bound to get wet*)
- Hat
- Jacket or fleece
- Swim gear (*trunks and something to protect your feet from zebra muscles if you'll be in the shallow areas*)
- Sleeping bag or sheets/blankets (*we'll be on cots w/ mattresses*)
- Towel / Washcloth
- Soap / Deodorant
- Tooth brush / toothpaste
- Comb
- Sunscreen
- Flashlight w/**EXTRA BATTERIES**
- Pocket knife (no sheath knives)
- Insect repellent
- Water containers
- Paper and pen/pencil - *You need these for Merit Badges*

Optional

Scouts may want to include some of these items.

- Bible / Testament
- Scout book
- Pillow
- Camera
- Merit Badge Books (*from our librarian or the trading post*)
- Frisbee / ball
- Playing cards
- Fishing gear
- Musical Instrument
- Sewing Kit
- Watch/Clock
- Compass
- Mosquito netting
- Garbage/Ziploc bags - *useful to keep things dry*
- Spending money - *Some Merit badges have fees or require projects to be purchased.*

Additional items may be useful for certain merit badges - check the requirements beforehand - *Examples:*

First aid kit for First Aid MB.

Long sleeve shirt / trousers plus old shoes for Swimming MB - plan to get them wet.

Do Not Bring:

Firearms, ammunition, fireworks, sheath knives, radio boom boxes and CD players, RC or motorized toys, electronic games, aerosol cans, pets, valuables.