

Camp Coker

2016

Leader's Guide



Pee Dee Area Council
Florence, SC



Dear Scout Leaders,

Thank you for bringing your troop to Camp Coker in 2016. We know that there are other camps out there and we truly appreciate you choosing Camp Coker. We had a fantastic year in 2015 but there is always room for improvement. As you well know, Scouts receive about 6 months of program at the troop level with their 1-week of camp. We as a staff want to insure that you and your Scouts leave camp feeling they had the best Scouting experience possible.

Check out our great first year camper program “Trailblazers” and you may want to consider enrolling your first year Scouts in this program. We are putting a very strong emphasis on this program, as we did last year, by the mature leadership required to keep a first year Scout’s attention. They will still have the opportunity to earn a couple of merit badges in the afternoon.

This year we have an exciting new program, “The Trail to Eagle.” This is designed to give Scouts the opportunity to work on multiple Eagle Scout Merit Badges while also learning key information about the Eagle Scout Workbook.

During the time between now and this summer, prepare your Scouts for all the merit badge work that may be required before attending camp. As you well know, all merit badges cannot be completed at camp. Every Scout should have the best chance of completing any merit badge attempted at camp.

Keep in mind that merit badges are only part of the Summer Camp experience. We as a Staff also believe that each Scout should have time for just fun. He may want to fish, talk to friends, free swim, and do the other numerous programs offered at camp.

I would like to again thank you for your commitment to your troop and the Scouting program. This guide should answer most of your camp questions, but if not, please feel free to contact me at the Council Service Center 843-662-6306, my cell phone 706-768-2385 or by email joshua.hanes@scouting.org.

Yours in Scouting,

Joshua Hanes
Camp Director

Brian Davis
Program Director

Larry Green
Council Camping Committee Chairman

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Guiding Principles of Camp Coker

MISSION STATEMENT OF THE BOY SCOUTS OF AMERICA

It is the mission of the Boy Scouts of America to serve others by helping to instill values in young people and, in other ways, to prepare them to make ethical choices over their lifetimes in achieving their full potential. The values we strive to instill are based on those found in the Scout Oath and Law.

SCOUT OATH

On my honor, I will do my best. To do my duty to god and my country and to obey the Scout Law. To help other people at all times: To keep myself physically strong, mentally awake, and morally straight.

SCOUT LAW

A Scout is: Trustworthy, Loyal, Helpful, Friendly, Courteous, Kind, Obedient, Cheerful, Thrifty, Brave, Clean, and Reverent

SCOUT MOTTO

Be Prepared

SCOUT SLOGAN

Do a Good Turn Daily



Camp Coker Summer Program Dates

Staff Week	June 5—11, 2016
Boy Scout Summer Camp Week 1	June 12—18, 2016
Boy Scout Summer Camp Week 2	June 19—25, 2016
Webelos Adventure Camp	June 26—29, 2016
Cub Buddy Weekend	July 1—3, 2016
OA Week	July 18—24, 2016

Health Lodge at Camp Coker

- A Boy Scout Medical Form Part's A, B, & C must be completed for all Scouts and Adults at Camp Coker.
- All Medical Forms must be signed by a Doctor and presented along with the Scout or Adult at the Health Lodge.
- All Medications must be brought to camp in original packaging with instruction.
- If multiple medications are need then please bag in a Zip lock bag with the Scout's Name.
- A lockable storage box must be used to keep medications in campsite provided by the leader and inspected by the Health Officer.
- All medications requiring refrigeration will be kept in the Health Lodge.
- Upon check in a Medical Screening will take place in the Health Lodge.

Campsite Capacity

Arrowhead	12 Tents	24 Scouts & Leaders
Burlington	Currently Not In Use	
Cayce	12 Tents	24 Scouts & Leaders
Clemmons	12 Tents	24 Scouts & Leaders
Copenhaver	16 Tents	32 Scouts & Leaders
Elk	12 Tents	24 Scouts & Leaders
Hartsville	20 Tents	40 Scouts & Leaders
Holiday	18 Tents	36 Scouts & Leaders
Horry	3 Tents, 3 Adirondacks	24 Scouts & Leaders
Shaw	2 Tents, 3 Adirondacks	22 Scouts & Leaders
Stowe	12 Tents	24 Scouts & Leaders

If a unit plans on bring more Scouts than there are tents in a campsite please call the Camp Director to see if any accommodations can be added otherwise the unit must provide the extra tents.

Campsite Capacity was updated on 10/12/15

Cost of Summer Camp

In Council

Early Bird Fee
Must pay in full on or before April 29, 2016 by 5:00pm

Youth: \$200
Adult: \$90

Regular Camp Fee
Must pay in full on or before May 27, 2016 by 5:00pm

Youth: \$225
Adult: \$115

Late Camp Fee
Must pay in full on or before June 10, 2016 by 5:00pm

Youth: \$275
Adult: \$165

Discount for Adult Leaders

If a unit brings 8 youth to camp then one leader is free. If the unit brings 16 youth to camp the second adult is half price, therefore pays \$45. There are no discounts on 16 or more youth. If you have 7 youth then you will have to pay full price for all adults. If you have 15 youth, you will receive one adult free but all other adults will be full price.

Registration

Troop Registration:

When a unit registers, they will submit a roster of the youth and adults that are paying to come to camp. All camp fees collected will be associated with a youth or adults name. The forms can be found at the end of this guide. If a youth or adult decides not to attend Camp Coker, one of two things can be done. One, the unit may fill the slot with another youth or adult or two, the individual youth's parents or adult can request a refund. Unit Rosters and Merit Badge Selections must be turned in by May 27, 2016.

Provisional Scouts:

When a provisional Scout registers, their payment will be associated with their name and Troop. They will also need to fill out the Provisional Scout Form found in the back of this guide when they pay. Campsites for provisional Scouts can be done two ways, one the Scout can contact a Troop and request to stay with the Troop for the week, or two, the Camp Director will assign a Troop to stay with during check-in. This choice will be noted in the provisional Scout Form. Merit Badge Selections must be turned in by May 27, 2016.

Merit Badge Fees :

All Merit Badges fees will be paid at Camp in the Trading Post on Sunday or Monday. No Fees will be accepted at any other location or time. Also No credit will be accepted to cover merit badge supplies in the Trading Post.

Refund Policy

Camp Coker strives to provide the very best quality program possible. We enter into obligations with our staff and vendors in the spring before summer camp opens. Because cancellations after May 1st undermine our ability to provide a quality program, no fees will be refunded after May 1st, 2016, except in cases of the death of an immediate family member, sickness or injury, or a military transfer. In these cases we will refund all but the first payment when verified by a physician, military commander or other such official. Reasons such as vacation schedule, summer school and last minute changes of mind are not acceptable reasons for refunds. Scouts who leave during a week of camp will not receive a refund. All Refund requests must be submitted in writing before May 1, 2016 to the office to the attention of the Camp Director.

What to Bring to Camp

Clothes	Bedding	Toiletries	Optional Gear
<ul style="list-style-type: none"> • Scout Uniform (Field & Activity) • T-Shirts (6 minimum) • Boots / Shoes • Socks (6 Pairs minimum) • Long Pants • Sweater / Jacket • Swim Suit • Raincoat / Poncho 	<ul style="list-style-type: none"> • Sleeping Bag / Sheets • Pillow • Mosquito Netting 	<ul style="list-style-type: none"> • Comb / Brush • Towel / Washcloth • Deodorant • Soap & Shampoo • Toothbrush & Toothpaste • Sunscreen & Bug Spray • Shower Shoes • First Aid Kit 	<ul style="list-style-type: none"> • Flash Light with batteries • Camera • Folding Pocket Knife • Fishing Gear • Sunglasses • Compass

Advancement Materials to Bring to Camp

• Scout Handbook	• Pen and Pencil	• Notebook	• Merit Badge Pamphlet
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What Not to Bring to Camp

• Hunting or Sheath Knives	• Firearms / ammunition	• Fireworks	• Bows / Arrows
• BB / Airsoft Guns	• Sling Shots	• Mp3 Players	• 2 way Radios
• Electronic Games	• Cell Phones	• Candy	• Soft Drinks



Order of the Arrow

The Order of the Arrow is Scouting's National Honor Society. Camp Coker is home to Santee Lodge 116. During Summer Camp there are plenty of ways to see the Santee Lodge in action and be involved.

Santee Lodge Call-Out

The Santee Lodge Callout is Wednesday night at 8:30 pm in the council ring. Units should meet at the Flag Pole at 8:00 pm. All those in camp are requested to attend this important event.

National Policy Regarding OA Ceremonies

Youth and Adults elected into the Order of the Arrow have earned the privilege of learning leadership abilities through a safeguarded ceremonial induction. The ceremonies are true to Scout tradition and within the spirit of the Scout Oath and Law. If there are any concerns please contact Santee Lodge or the Camp Director. Leaders please advise non-OA members including parents, adults, and other leaders regarding OA ceremonial policy: The call out on Wednesday is the only public recognition ceremony.

Order of the Arrow Cracker Barrel

The Order of the Arrow Cracker Barrel offers food and fellowship to all members of the Order. Guest lodge members are always welcome. Cracker Barrel will be Thursday night at 8:00 pm in the dining hall.



The following policies have been adopted to provide additional security for youth in the program. In addition, they serve to protect adult leaders from situations in which they are vulnerable to allegations of abuse.

Two Deep Leadership

Two registered adult leaders or one registered adult leader and a parent of the participant, one of whom must be 21 years of age or older, are required on all trips and outings. The Chartered Organization is responsible for ensuring that sufficient leadership is provided for all activities.

No One-On-One Contact

One-on-one contact between an adult and youth member is not permitted. In situations that require a personal conference, such as a Scoutmaster conference, the meeting is to be conducted in view of other adults and youth.

Respect of Privacy

Adult Leaders must respect the privacy of youth members in situations such as changing into swimming suits or taking showers at camp and intrude only to the extent that health and safety requires. They must also protect their own safety in similar situations.

Separate Accommodations

When camping, no youth is permitted to sleep in the tent of an adult other than his own parent. Camp Coker has individual shower and latrine facilities used by youth and adults.

Proper preparation for high endurance activities

Activities with elements of risk should not be undertaken without proper preparation, supervision, and safety measures.

Boy Scouts of America Smoke Free Policy

It is BSA policy to provide a smoke free environment for all Scouting participants. Therefore, smoking is not permitted on Camp property, in the presence of youth, or in buildings. You can smoke only in the parking lot across the street from Camp Coker.

Check In/Out Procedure

Before you arrive

Do a check on BSA Medical Form Parts A, B, & C. You will need one for both youth and adult. If there are any personal medications, please have them in a zip lock bag with the Scout's name, Troop number, and Campsite on it. Remember, you will need two adults in camp with your Troop, one must be a registered Scout leader. All Leaders coming to camp must bring a copy of their Youth Protection Certificate to turn in at check in.

Upon arrival

Camp opens for check in at 2:00 pm and we ask that each unit park in the main parking lot during this time. The Scoutmaster should be on hand, during and after registration, to supervise Scouts during move-in. The Camp Tour will be given by your Troop Guide. The Guide will direct you to your swim check for all campers and to the Health Lodge for Medical Screening. All check in paper work and other administrative duties are in Stallworth.

You may drive one vehicle to the campsite for unloading, at a time. No vehicles are allowed at campsites after 7:00 pm. The main parking lot located across the road from Stallworth Lodge. Do not go to your campsite until Scoutmaster verifies campsite assignment, and your Troop Guide has given you a tour of Camp Coker.

Checkout Procedure

At 7:30 am breakfast is served at the Dining Hall. One Scoutmaster reports to Medical Lodge for Medical Records. The Scoutmaster must then supervise the Scouts preparing to leave the campsite. Troop Guide's will be on hand to inspect the campsite. No units are to leave their campsites without clearance. Failure to obtain clearance from the Camp Director or representative will result in a \$100.00 cleaning and or administrative fee.

Visitors

Except for family night, visitors are welcome between the hours of 4:00 pm and 10:00 pm. All visitors must check in at the camp office (Training Center). Remember no pets are allowed at camp. Visitors are welcome on Wednesday night for Family Night when troops savor the opportunity for a covered dish meal from home. Remember that ALL VISITORS MUST follow Camp Coker Rules and Dress Code.

Leaving / Returning Camp

If for any reason you must leave camp, you need to sign in/out at the Camp Director's Office (Training Center on the Porch). Leaders: remember you still must maintain two deep leadership, even if you need to leave camp.

Vehicles In Camp

Vehicles will only be allowed in camp during loading or unloading on Sunday afternoon and Saturday morning one per Troop. On Wednesday afternoon one vehicle will be allowed for each Troop to transport food into the campsite.

If a vehicle is needed for medical reasons, the unit can apply for a vehicle pass two weeks prior to camp, in writing to the Camp Director. The pass will only allow for the Scout or adult with the medical reason and a driver if applicable. If the driver is seen by staff driving around anybody else the pass will be revoked.

General Camp Rules

- No firearms, bows and arrows, or ammunition of any kind may be kept in the possession or brought to camp by any Scout, Scouters, or Adults.
- No Alcoholic beverages, marijuana, or other unlawful drugs are permitted on camp property. There are absolutely no exceptions to this policy. One strike and you will be asked to leave camp property.
- Shoes must be worn at all times. Flip-flops or open toed shoes or shoes with holes in them are not allowed except in the showers. Leaders set the example.
- Everyone must sign in or out when entering or leaving camp at the Camp Director's Office (Training Center Porch).
- A Field Uniform, correctly worn, is required for all evening meals, and to be worn on family night.
- No pets are permitted on camp property.
- No Bikes or ATV.
- No Sheath knives.
- No Smoking except in designated areas. This included electronic cigarettes. The designated smoking area in the parking lot across the street.

Mail at Camp Coker

The camp has daily service. Please inform your parents or guardian that mail should not be sent to campers after Wednesday of a given week because it probably will not arrive before the camper leaves camp. Mail call will be daily at lunch! Letters and cards should be addressed as follows:



Scout's Name
Troop # / Campsite
Camp Coker, BSA
2056 Camp Coker Road
Society Hill, SC 29593

Outgoing mail is placed in the mailbox every morning at 9:30 am. There is a drop basket in the Trading Post for outgoing mail and stamps are available in the Trading Post.

Camp Coker Schedule 2016

Sunday

- 2:00pm Gates Open (registration at Stallworth Lodge, camp tour, swim check, health screening)
- 5:00pm Retreat to Campsites (set-up and prepare for dinner)
- 5:15pm Scoutmaster meeting at Dining Hall porch
- 5:45pm Evening Assembly (Flagpole near Dining Hall)
- 6:00pm Dinner (Dining Hall)
- 7:00pm Mandatory Shooting Sports Safety Briefing (Anybody taking Rifle, Shotgun, Archery)
- 7:30pm Vesper Service (Copenhaver Chapel)
- 8:30pm Assemble for Campfire (Flagpole near Dining Hall)
- 8:45pm Welcome Troops (Council Ring)
- 11:00pm Taps (Good Night!)

Monday—Thursday

- 7:00am Good Morning! Camp Coker
- 7:45am Morning Assembly (Flagpole)
- 8:00am Breakfast
- 9:00am Advancement Session One (ends at 9:50 am)
- 9:15am Scoutmaster Meeting (Dining Hall Porch)
- 10:00am Advancement Session Two (ends at 10:50 am)
- 11:00am Advancement Session Three (ends at 11:50 am)
- 12:00pm Lunch Assemble (Dining Hall Porch Steps)
- 12:15pm Lunch
- 12:45pm Free Time
- 1:30pm Advancement Session Four (ends at 2:20 pm)
- 2:30pm Advancement Session Five (ends at 3:20 pm)
- 3:30pm Open Swim, Boating and Ranges
- 5:00pm Free Time Ends (prepare for dinner)
- 5:45pm Evening Assembly (Flagpole near Dining Hall)
- 6:00pm Dinner (Dining Hall)
- 7:00pm Troop Activity (refer to your Troop's schedule)
- 9:00pm Free Time
- 11:00pm Good Night! (Quiet Time! A Scout is Courteous!)

Camp Coker Schedule 2016

Wednesday

- 5:45pm Front Lawn-Retreat Ceremony
- 6:00pm Dinner with Family and Friends (campsites) (Request only for Dining Hall)
- 7:00pm Camp Fun Activity
- 8:00pm Campfire Assembly (Flagpole near Dining Hall)
- 8:45pm Family Night Campfire and OA Callout
- 11:00pm Good Night Camp Coker!!!

Friday

- 7:00am Good Morning! Camp Coker!
- 7:45am Morning Assembly (Flagpole near Dining Hall)
- 8:00am Breakfast (Dining Hall)
- 9:00am Advancement Session One (30 Minute Session at 9:25 am)
- 9:15am Scoutmaster Meeting (Dining Hall Porch)
- 9:30am Advancement Session Two (ends at 9:55 am)
- 10:00am Advancement Session Three (ends at 10:25 am)
- 10:30am Advancement Session Four (ends at 10:55 am)
- 11:00am Advancement Session Five (ends at 11:25 am)
- 11:30am Free Time (refer to troop activities)
- 12:00pm Lunch Assembly (Dining Hall Porch Steps)
- 12:15pm Lunch (Dining Hall)
- 1:15pm SPL Meeting (Information for the afternoon events)
- 1:45pm CAMP COKER CHALLENGE
- 5:45pm Dinner Assembly (Flagpole near Dining Hall)
- 6:00pm Dinner (Dining Hall)
- 6:45pm Free Time
- 8:30pm Campfire Assembly (Flagpole near Dining Hall)
- 9:30pm Troop Time
- 11:00pm Taps (Good Night!! Camp Coker!!)

Saturday

- 7:30am Breakfast in the Dining Hall
- 8:00am Check out Begins

Activities & Competitions

Camp is more than just Merit Badges and the fun does not stop when class is over. Check out some of the activities that will happen during the week after Merit Badge classes. The Camp Staff hopes to utilize every inch of our main Camp area to bring you and your Scouts constant activities and events from ‘Good Morning’ to ‘Good Night’. Here are just a few of those activities:

Open Ranges

- Open Archery Monday and Tuesday from 3:45pm to 4:45pm
- Open Rifle Monday 3:45 to 5:15pm and Tuesday 7:30pm to 9:30pm (\$1 for 20 shots payable at the Trading Post with a max of 40 shots per day per Scout)
- Scoutmaster Shoot off Monday from 7:30pm to 8:30pm
- Scoutmaster VS Senior Patrol Leader Shoot off Thursday from 3:45pm to 4:30pm
- Senior Patrol Leader VS Senior Patrol Leader Shoot off Thursday 4:30pm to 5:15pm

Open Aquatics

- Troops must provide qualified supervision to help out with aquatics activities or they may be limited or canceled.
- Open Swim Monday and Thursday from 7:00pm to 8:30pm
- Open Boating on Tuesday from 7:00pm to 8:30pm
- In and Out Canoe Race Wednesday at 7:00pm

Troop Competitions

- Troops must register at the SPL meeting the day of the event. All competitions start at 7:00pm.
- Volleyball on Monday
- Basketball on Tuesday
- Kick Ball on Thursday

Camp Games

Throughout the week, there will be many free time games for anyone interested. There are: Checkers, Playing cards, Volleyball, Basketball, Kick Ball, and Ping Pong Ball to name a few.

Adult Activities at Camp Coker

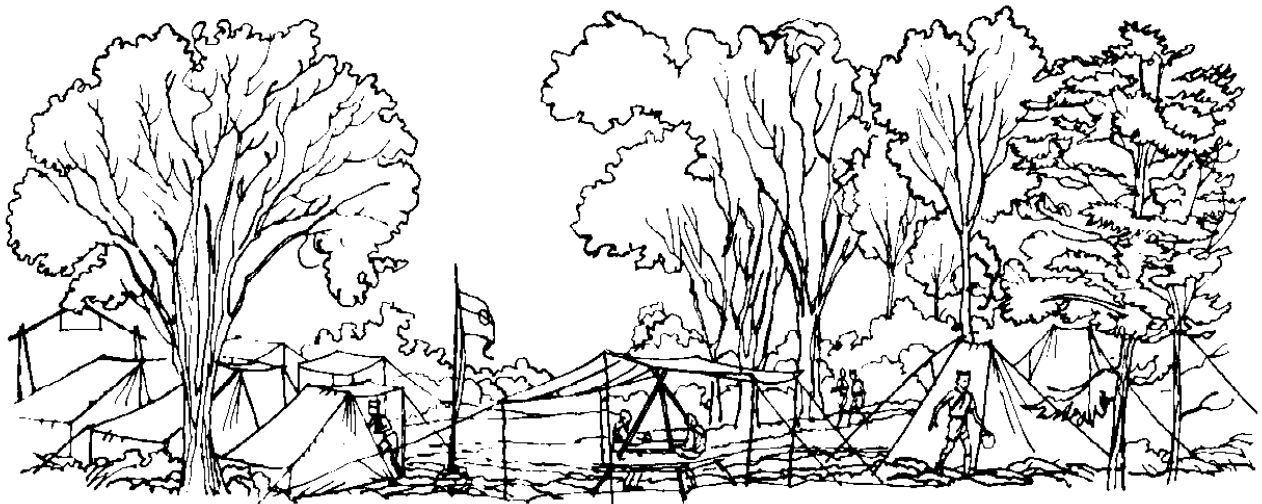


Camp is no longer just a place for Scouts to have fun and earn merit badges. Adults are also encouraged to get down and dirty, have a great time, and participate in our activities for adults.

This year at Camp Coker we have several training opportunities planned such as Safety Afloat and Safe Swim Defense. Camp is not only about getting training to help provide a better and safer program for your units but also having fun, such as the Scoutmaster Shoot Off Monday evening.

In addition do not forget about the Scoutmaster Merit Badge, it is a fun and easy way to get involved while you are at Camp Coker and earn a patch in the process.

A detailed list of activities will be published in April 2016.



Trailblazers

For those Scouts who are working on their early rank requirements:

Trailblazers is Camp Coker's premier first year campers program. This program has been revised to teach your first year Scouts many of the skills pertaining to the revised requirements for the Scout Rank through First Class.

Scouts will be formed into patrols for the duration of their week at camp. A dedicated member of Camp Coker's Trailblazer staff will lead each patrol. The patrols will work together each morning, learning important Scout Skills such as:

- Knot Tying
- Lashing
- Wood Tools Safety
- First Aid
- Orienteering
- Camping & Hiking Skills Safety
- Teamwork & Leadership
- Citizenship
- Fire Safety

Purpose

To provide a structured, skill-oriented summer camp program to fulfill the needs of the first year camper, especially those who are just beginning in Scouting.

Objectives:

- To teach basic Scout skills
- To teach the patrol method through practical application
- To work on selected requirements and teach the Boy Scout advancement program
- To make learning and advancement fun
- To increase the tenure in Boy Scouts troops



Trail to Eagle



The Trail to Eagle is a brand new program at Camp Coker this year. The program is designed for First Class to Life Scouts that want to work on Eagle Merit Badges and understand the Eagle Scout Work Book. Scouts will need to register for this program just like they do for merit badges. The class will be limited to 30 Scouts. This class is offered 3th, 4th, and 5th period. The class will work on the following merit badges: Personal Management, Personal Fitness, Citizenship in the Community, Citizenship in the Nation, Citizenship in the World, Communications, Family Life. None of the merit badges will be completed at camp. A chart of what requirements will be worked on is below.

Merit Badge	Requirements to be worked on at Camp
Citizenship in the Community	1, 2b, 6
Citizenship in the Nation	1, 3, 4, 5, 6, 7, 8
Citizenship in the World	1, 2, 4A, 4C, 5, 6
Communications	1C, 2B, 3
Personal Fitness	1A, 2, 3, 4, 5, 6, 7, 9
Personal Management	1A, 1B, 3, 4, 5, 6, 7



Emergency Procedures

Limitation of Activity

Campers and Leaders will be notified as necessary if activity must be limited because of temperature, humidity, or severe weather. Scouts & Leaders will receive information at their program area.

Emergency Call

The general emergency call will be the ringing of the bell at the Dining Hall. Units should line up at the Flagpole in formation when they hear the call.

Fire

In the case of fire, evacuate the tent, building, or area immediately. Notify the Program Director, Camp Ranger, or Camp Director. Report to Activity Field by the Handicraft Lodge.

Medical

Stay calm! Immediately notify the Camp Medical Officer or nearest staff member. All injuries must be logged in at the Health Lodge.

Child Abuse

Suspected child abuse whether physical, mental, emotional, or sexual should be reported to the Camp Director or, if he is not present, the Program Director. You should try not to seek proof yourself or to question any Scouts.

Earthquake / Flood/ Severe Weather

Take cover. The program or Camp Director will assemble units if required. Assemble at the Dining Hall or in a building with cover.

Lost Person/ Lost Swimmer

If you suspect a lost person or lost swimmer, immediately notify the Program or Camp Director. All Troops assemble at the Flagpole for headcount.

Unauthorized Persons

If you suspect unauthorized persons have intruded into camp, immediately notify the Program Director, Camp Director, or Camp Ranger. Authorized visitors must sign in at the Training Center.

Dining Hall Procedures

No wet bathing suits, sleeveless shirts, chewing gum, hats, hiking staffs, backpacks or flagpoles are allowed in the Dining Hall.

Table Waiter System

1. Units will be assigned tables on Sunday afternoon and will sit at these tables for all meals.
2. Table Waiters will be assigned for every table and will serve for three meals beginning Sunday evening, then rotating with other Scouts in the Troop.
3. Table Waiters will report to the director at the Dining Hall at 7:45 am for breakfast, 12:00 pm for Lunch, and 5:45 pm for Dinner.
4. Table Waiters will set up their Troop seating area before meals, and will clear the area after meals. Clean up includes wiping tables, sweeping around the tables and mopping.
5. After the meals, the Waiters leave the Dining Hall when the Sanitation Director dismisses them.

Menus

Dining Hall menus are well balanced and designed to feed hungry Scouts and Leaders. In addition to the main entrée offered at each meal, other options are available for those with special dietary needs. Peanut butter and jelly, and a salad bar are available at all noon and evening meals.

Special Dietary Needs

If a Scout has a dietary restriction and the dining hall will need to make special accommodations, a request must be submitted in writing to the Camp Director by May 27, 2016. Camp Coker will make every effort to accommodate the need however, there may be some accommodations that can not be made.

Camp Coker 2016 Merit Badge Class

Merit Badge	Period 1	Period 2	Period 3	Period 4	Period 5	Additional Information
Archery	X	X	X	X		Limit 12, Fee \$25
Basketry			X		X	Kit \$15 - \$25
Canoeing	X	X				
Cit. Nation*			X			
Electricity	X			X		
Electronics		X			X	
Emergency Preparation*				XX	XX	
Environmental Science*	XX	XX				Age 13+, Limit 25
Fire Safety	X			X		
First Aid*	XX	XX				
Fishing	X					Bring all need gear to fish.
Forestry			X		X	
Game Design	X					Limit 12
Geology				X		
Geocaching		X	X		X	Limit 15
Indian Lore		X			X	Kit \$15 - \$25
Kayaking			X			
Leatherwork		X		X		Kit \$15
Lifesaving*		XX	XX			
Motor Boating				X	X	Fee \$10
Nature		X		X		
Personal Fitness*			X			
Pioneering				XX	XX	Age 13+
Rifle Shooting			X	X	X	Limit 16, Fee \$20
Search and Rescue	X		X			
Sign, Signals, and Codes		X				
Shotgun	X	X				Age 13+, Limit 12, Fee \$20
Small Boat Sailing				XX	XX	Limit 8
Swimming*	XX	XX		XX	XX	
Trailblazer	XXX	XXX	XXX			
Wilderness Survival			X		X	Materials for Reqmt. 5
Woodcarving	X			X		Kit \$12, Totin' Chip Reqd.
Trail to Eagle			XXX	XXX	XXX	1st Class and Up

An "X" represents the merit badge class being offered during that period. "XX" means it is a 2 period class or "XXX" is a 3 period class. A blank area means there is not class being offered.

* Notes Eagle Required Merit Badges

All Boating & Swimming Merit Badges require passing the BSA Swim Test during Check In at Camp Coker.

All Merit Badge Fees are to be paid at the Trading Post on Sunday or Monday during Camp. No Fees will be accepted before Camp.

If a merit badge has a Kit Fee, this is a kit that is bought at the Trading Post. If there is a range for the price, that means that multiply

Camp Coker Summer Camp 2016 Merit Badge Scheduling and Registration Form

Scoutmaster or Assistant Scoutmaster:				Phone Number: ()		
Troop Number:				Week Number:		
Scout Name	9:00am Session 1	10:00am Session 2	11:00am Session 3	1:30pm Session 4	2:30pm Session 5	Merit Badge Fees

Provisional Scout

A Provisional Scout is a camper who attends camp without their Troop. Provisional camping allows all Scouts to have a camping experience. This is a chance for a Scout to attend a second week of camp or to attempt to earn more merit badges or challenge themselves to high adventure activity. Provisional Scouts will be put with another Troop camping the same week. All provisional Scouts must fill out the form and send it in with the payment to council. The Scout must bring his BSA Medical Form filled out and signed to check in on Sunday.

Scout's Name: _____ Troop Number: _____

Address: _____ Phone Number: _____

City: _____ State: _____ Zip Code: _____

In Case of Emergency Contact Name: _____

Relation to Camper: _____ Phone Number: _____

Cell Number: _____ Work Number: _____

Parent Signature: _____

Scoutmaster Signature: _____

Merit Badge Schedule

Period 1: _____

Period 2: _____

Period 3: _____

Period 4: _____

Period 5: _____



2016 Camp Coker Summer Camp Campsite Reservation Form

To reserve a campsite for the 2016 Camp Coker Summer Camp Season fill out the following form and return to the Pee Dee Area Council Office. The cost to reserve a campsite is \$100. This is required for any unit sending more than 3 Scouts and 2 adults to camp. If a reservation is canceled the deposit is forfeited.

Summer Camp Week 1 is June 12-18, 2016

Summer Camp Week 2 is June 19-25, 2016

Council Name: _____

District Name: _____

Troop Number : _____

Scoutmaster's Name: _____

Cell Number: _____

Email: _____

Committee Chair's Name: _____

Number: _____

Email: _____

Summer Camp Scoutmaster's Name: _____

Cell Number: _____

Email: _____

Summer Camp Week: _____

Campsite Requested: _____

Please mark your method of payment: Visa Mastercard Discover Cash Check CK # _____

(Make all checks payable to Pee Dee Area Council or PDAC)

For Credit Card Payment:

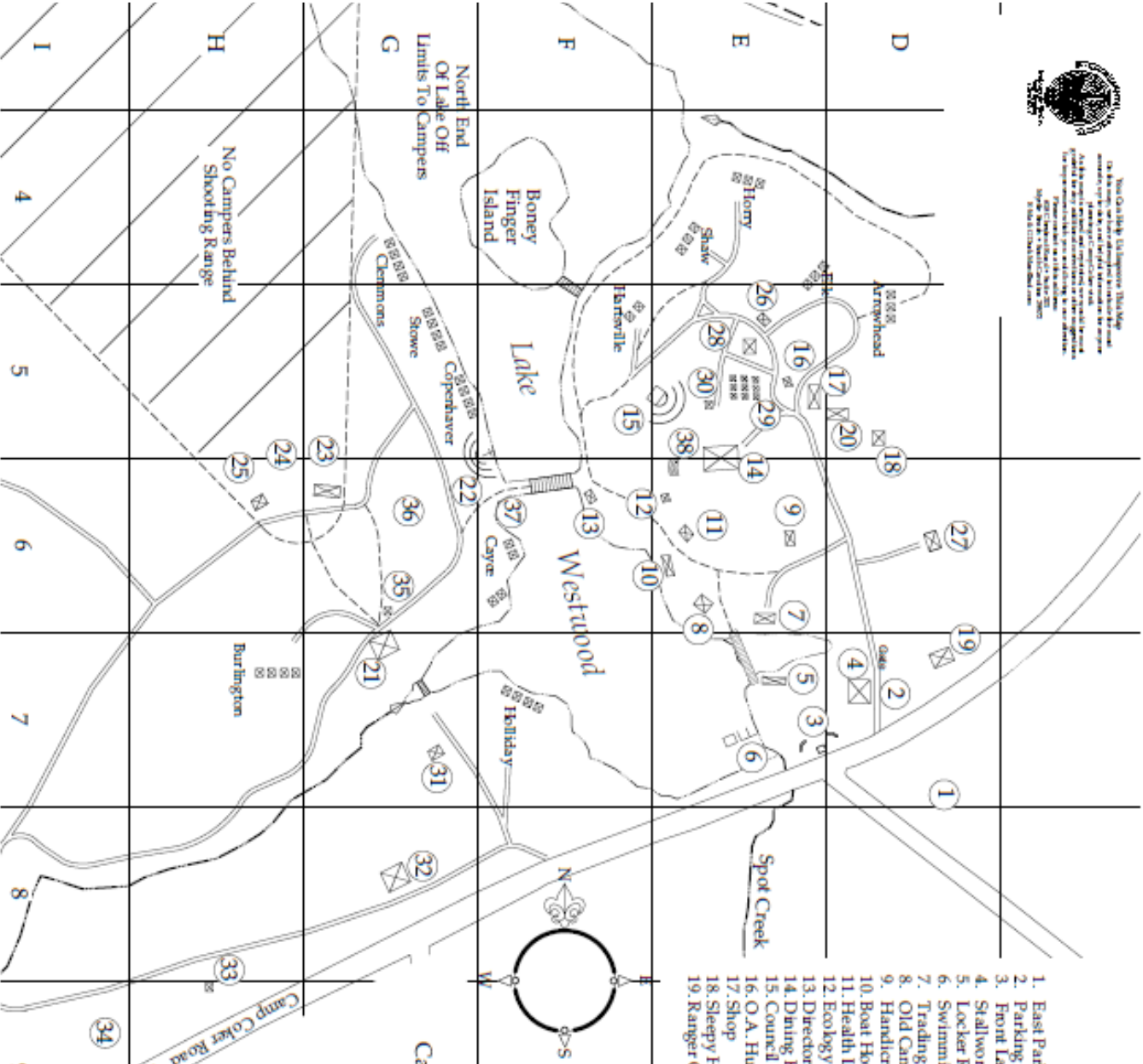
Name as it appears on card: _____ CC # _____

Exp. Date: _____ 3-Digit Code: _____ Signature for Authorization: _____

Camp Coker Map



Not On Scale. Distances That May Appear on this map are not intended to be used for navigation. Distances are approximate and should not be used for navigation. Distances are approximate and should not be used for navigation. Distances are approximate and should not be used for navigation. Distances are approximate and should not be used for navigation.



Facilities

- 1. East Parking
- 2. Parking
- 3. Front Lawn: Flag Poles
- 4. Sealthorn Lodge: Check In
- 5. Locker Rooms
- 6. Swimming Area
- 7. Trading Post
- 8. Old Camp Office
- 9. Handicraft Lodge
- 10. Boat House
- 11. Health Lodge
- 12. Ecology Hut
- 13. Director's Cabin
- 14. Dining Hall
- 15. Council Ring
- 16. O.A. Hut
- 17. Shop
- 18. Sleepy Hollow
- 19. Ranger Quarters
- 20. Warehouse
- 21. West Central Showers
- 22. Chapel
- 23. Rifle Range
- 24. Shotgun Range
- 25. Archery Range
- 26. East Central Showers
- 27. Training Center
- 28. Staff Showers
- 29. Staff City
- 30. O.A. Restrooms
- 31. Santee Tower
- 32. C.O.P.E. Training Center
- 33. Climbing Tower
- 34. Activity Field
- 35. West Commissioner / The Box
- 36. Outdoor Skills
- 37. Causeway Bridge
- 38. Flag Pole Assembly

Legend

- Campsite
- Creek
- Camp Road
- Wetland
- Camp Trail (Feet)
- Lake
- Boundary
- Building



2003
Camp Map
Of

CAMP COKER

Pee Dee Area Council, BSA
Chesterfield County • South Carolina