



June 20 – July 3, 2026

Last updated 6/15/2026

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Section 1

Important Stuff





Mission Statement

Camp E-Star provides Troop 35 Scouts with a unique two-week summer camp experience every year on the shore of the Chesapeake Bay in Kent County, MD.

Four Core Values of Camp E-Star

1. Learn Valuable Life lessons
2. Advancement in Rank and Merit Badges
3. Make Lifelong Friends
4. Have Safe Fun Outside

The Troop 35 Scouts pledge to continue to uphold these core values for summer camp this year and for many more summers to come.

Emergency Contact Information

Scouts will not be permitted to make phone calls home except for emergencies. We hope nothing comes up while your son is away at camp, but if it does and YOU need to contact us urgently, please reach out to the following ASM / Adult Camp Leaders:

Jeff Swett, MD Camp Doctor 410-960-6881 jtsbaltimore@hotmail.com	Jeff Vitelkites Camp Director 410-215-0742 vitelkites@gmail.com
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Camp Address (NOT the mailing address):

- 1 Fairlee Farm Lane, Chestertown MD (Driving directions in Parent's Guide)
- GPS Coordinates: 39.2468972, -76.2249272

Closest Fire Department:

- Chestertown Volunteer Fire Co; Emergency call 911

Closest Hospital:

- Chester River Hospital Ctr, 100 Brown St, Chestertown MD 410.778.3300

Closest Police Departments:

- Chestertown Police: 333 South Cross Street, Chestertown. 410.778.1800
- Maryland State Police: 101 Dixon Drive Chestertown, MD 410.778.4511

Camp Medics

- Dr. Jeff Swett, Dr. Clint Protack, Lt. Mike Smith, Dr. Charles Edwards.
- Camp Doctor/Medic will carry one radio and one will remain in SMASH.
- Horn or signaling device will be left at SMASH in case the radio fails



Some Need-to-Knows for First-Year Guys



Here's a few things you oughta know about Camp E*

<u>CAZBAH</u>	The camp store. Usually open after lunch and dinner.
<u>MAIL</u>	Delivered at lunch. Don't you forget to write home.
<u>SYMPOSIUM</u>	Rank and merit badge classes.
<u>INSPECTION</u>	Of your campsite every other day.
<u>BOATS</u>	Must have the Lifesaving merit badge to be in one.
<u>SMASH</u>	Medical tent. Always open.
<u>BLUE CARD</u>	Merit Badge Application. Complete ones go into a box @ the castle.
<u>CASTLE</u>	Place where you meet and eat.
<u>SHOES</u>	Wear them everywhere and always (except in the Bay).
<u>ICOSOLON</u>	13-event Olympics by patrol. Held 2 nd Thursday. A blast.
<u>ORDER OF THE ARROW</u>	Solemn camping honors ceremony. Last Friday of camp
<u>PIONEERING</u>	Wood and Rope stuff. Required Eagle badge for Troop 35!
<u>BIG BROTHER</u>	There to help. You got one. Ask him if you need something.
<u>ASST. SR. PATROL LEADER (ASPL)</u>	There to help. You got one. Ask him if you need help.
<u>POISON IVY</u>	Three leaves. DON'T touch!
<u>RUMBLE RAFT</u>	Lotta action here out on the water.
<u>BATHING RAFT</u>	No action here out on the water.
<u>CAMPFIRE PROGRAM</u>	Spooky stories, Guest speakers, songs, serious silliness, snacks.
<u>SILENT NIGHTER</u>	All Scouts Star and below go to tents @10:30pm and remain quiet.
<u>CAZ</u>	Carl A. Zapffe, Troop 35 Scoutmaster from 1955-1994.
<u>ELIASONS</u>	The "E" in E-Star. The family who has hosted our camp since 1984.

E-Star Scout Packing List

CAMPSITE

- Tent: 4-person umbrella-type tent or equivalent; suitably waterproof. Necessary accessories:
 - mosquito netting or screening, preferably as part of the tent structure
 - plastic floor and ground covering
 - fiber mat, placed at tent opening, to keep inside tent dirt/mud-free.
 - hand broom & dustpan
- Storage: One small trunk or plastic storage bin.
- Air Mattress & Sleeping Bag: w/a suitable liner, or a cot with blanket & sheets. Pillow optional.
- Water Canteen/Bottle: plastic with spigot is recommended
- Clothesline & Clothespins: Essential for hanging wet clothes
- Towels: we're at the waterfront daily!
- Flashlight: with two sets of batteries and a spare bulb
- Bug Repellent & Sunscreen: cream type. **AEROSOL CANS are PROHIBITED.**
- Battery-powered fan

CLOTHES: All clothing must be marked or tagged with the Scout's name. The below recommendation presumes that clean clothes will be exchanged for dirty clothes on Visitors' Day.

- | | |
|---|--|
| ☐ 1 Scout uniform | ☐ 3 pairs of shorts |
| ☐ 1 poncho or raincoat-with-hat | ☐ 1 pair of walking shoes |
| ☐ 5 changes of underwear | ☐ 7 pairs of socks |
| ☐ 1 pair of sneakers | ☐ 2 swimming trunks |
| ☐ 4 short-sleeved shirts | ☐ 2 long-sleeved shirts |
| ☐ 3 pairs of shorts | ☐ 1 sweater or jacket |
| ☐ 1-2 pairs lightweight long pants | |

HYGIENE:

- | | |
|--|--|
| ☐ 1 box of tissues | ☐ 1 toothbrush & toothpaste |
| ☐ 2 towels (beach & bath) | ☐ 1 nail file |
| ☐ 2 washcloths | ☐ 2 bars of soap (Ivory soap floats!) |
| ☐ 1 comb or brush | |

MISCELLANEOUS:

- | | |
|--|--|
| ☐ Scout handbook (in plastic bag) | ☐ Sports equip (baseball glove) |
| ☐ Pens & pencils | ☐ Stamps (for sending mail) |
| ☐ Medium Notepad | ☐ Bag chair/camp chair |
| ☐ Stationary or post cards | ☐ Hammock (optional) |

THE CAZbah

What is the CAZbah?

CAZbah is the name of the camp store that is open after Dinner and occasionally after Lunch. CAZbah will be closed all other times, except for special cases. NO ONE may enter the CAZbah outside of these times unless express permission is given by the Scout in charge of the CAZbah or the ASM advisor. CAZbah is here to service a scout's every want... It stocks all the finest candy and soda. It also has envelopes, stamps and postcards, batteries, and the Merit Badge Book Library.

How do I get things from CAZbah?

Your parent has already set aside a part of your camp fee for a designated account for you (usually \$1 for each day you're at camp). Every time you buy an item, the cost is subtracted from your account. You will NOT be allowed to go into debt- instead, you will be unable to get candy, soda, etc.

What if my account is zero?

You need to talk to your parents on Visitors Day and have them put more money into the account. They need to see the CAZbah's ASM advisor.

What if there is money left over in my account at the end of Camp?

Any money left in your account will be considered a donation to Troop 35 and will not be refunded.

Word to the WISE- Be sure to budget your account wisely so that you have money available at the end of the week!



The E-Star Patch



This patch was designed especially for CAMP E-STAR and is to be worn on the right hand pocket of the uniform. It is embroidered in green and gold (Troop Colors), and red and black on a white background.

The “E”, of course, is for the Eliason family, our great host and owners of the campground. If not for their generosity, there would be no CAMP E-STAR, and so we think of them as “STARS” in humanity. The EAGLE and ARROW symbolize the two highest awards in Scouting: Eagle Scout and Order of the Arrow, achievements that all true 35’ers strive to attain. The “M” and “M” are in memory of our previous camps, and Mr. Mangle and Mr. Momberger, who were our gracious hosts for so many years. They will not be forgotten.

Patches are available through the CAZBAH to anyone who completes at least one full week at camp.



2026 Tides at Camp E-Star

Date		High Tide				Low Tide				Sun		Moon
		AM	ft	PM	ft	AM	ft	PM	ft	Rise	Set	
20	Sat	12:30	2.4	12:52	2.7	6:31	0.9	7:20	0.7	5:37	8:33	
21	Sun	1:37	2.6	1:44	2.4	7:40	1.1	8:00	0.7	5:38	8:34	
22	Mon	2:37	2.7	2:32	2.2	8:49	1.2	8:39	0.7	5:38	8:34	
23	Tue	3:35	2.8	3:20	2.0	10:04	1.3	9:19	0.7	5:38	8:34	
24	Wed	4:31	2.9	4:13	1.9	11:15	1.3	10:02	0.7	5:38	8:34	
25	Thu	5:23	3.0	5:09	1.8			12:12	1.2	5:39	8:34	
26	Fri	6:09	3.1	6:02	1.8			1:00	1.2	5:39	8:34	
27	Sat	6:52	3.1	6:51	1.8			1:47	1.1	5:40	8:34	
28	Sun	7:33	3.1	7:39	1.8	12:05	0.8	2:31	1.1	5:40	8:34	
29	Mon	8:14	3.1	8:26	1.8	12:43	0.9	3:11	1.0	5:40	8:34	
30	Tue	8:55	3.1	9:11	1.9	1:25	0.9	3:48	1.0	5:41	8:34	
1	Wed	9:32	3.1	9:52	1.9	2:13	0.9	4:23	1.0	5:41	8:34	
2	Thu	10:06	3.0	10:31	2.0	3:01	1.0	4:56	0.9	5:42	8:34	
3	Fri	10:38	3.0	11:12	2.1	3:47	1.0	5:28	0.9	5:42	8:34	

<https://www.us harbors.com/harbor/maryland/chestertown-md/tides/?tide=2026-06#monthly-tide-chart>

Section 2

Leadership & Patrols



Adult Leadership

Scoutmaster:

Bob Carroll

Camp Chairman & Treasurer

Jeff Vitelkites

Camp Programs & Advancement

Ken Mangum

Camp Facilities

Derek Radebaugh

Castle & Food

Mark Pyne

Waterfront

Greg Walsh

Week 1 ASMs in Charge

Ryan Gatgens, Mark Pyne

Week 2 ASMs in Charge

Derek Radebaugh, Eric Brundick

Camp Medics

Check In: Alba Azola & Kristen Barinano

Week 1: Clint Protack, Jeff Swett, & Jason Smith

Week 2: Jason Smith, Jeff Swett, & Charles Edwards

Camp Leadership 2026

Scout Camp Director (Head Eagle)	Mason Coates
Sports	Matt Woelper
Pioneering & Inspections	Jackson Lynch
Order of the Arrow	Thomas Martin & Henry Mantay
Waterfront Director	Matthew Franklin
Waterfront Assistant	Lucas Hopkins
Marina Director	Colt Radebaugh
Advancement Director	Hayden Bouyea
Advancement Aid	Davis Dawn
Icosolon	Matt Woelper
Tournaments	Royce Kirk
Big Brother Program	Ethan Pyne and Ernest Thompson (Omega ASPLs)
Campfire Program	Ben Arneklev
Alpha Patrol ASPL	Colin Vitelkites
Beta Patrol ASPL	Jake Smith
Gamma Patrol ASPL	Grayson Bess
Delta Patrol ASPL	Gabe Pittas
Omega Patrol ASPL	Ethan Pyne and Ernest Thompson
CAZbah	Anders Reymer (Week 1) Cam Fetch (Week 2)
Librarian	Aarav Cohen
Nature Hut	Emmet Guertin
Archery Range	Alex Malmquist
Fire Chief	Henry Bassford
Slingshot Range	Will Nelson
SMASH Aid	James Swett
Flag Ceremonies	Charlie Zivcovitch
Weatherman	Nick Brundick
Orienteering	Andrew Taylor

Castle	Aaron Pitts
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TROOP 35 ----- 2026 Patrol Roster

EPSILON/ Sub-EP

Mason Coates SPL

Matthew Woelper
Aaron Pitts
Jackson Lynch

Colt Radebaugh
Thomas Martin
Matthew Franklin

Henry Mantay
Ben Arneklev
Hayden Bouyea

<u>ALPHA</u> (15) (<i>Advisor: C. Protack</i>) ASPL: Colin Vitelkites PL Conor Hopkins PL Andrew Protack Anders Reymer Andrew Marin Andrew Taylor Eli Batho Emmet Guertin Garet Holey Lucas Hopkins Luke Owsianny Malachi Sweenie Peter Owsianny James Swett	<u>GAMMA</u> (17) (<i>Advisor: Bassford</i>) ASPL: Grayson Bess PL Jack Mangum PL Franklin Walsh James Adams Henry Bassford Nicholas Brundick Lincoln Chambers Henry Guerin Joaquin Hinson Royce Kirk Zak Kozlowski Will Nelson Alexander Voss Alex Walsh Ethan Washington Franklin Weeks Charlie Zivkovich
<u>BETA</u> (17) (<i>Advisor: Thompson</i>) ASPL: Jake Smith PL Joaquin Gatgens PL Vincent McClean William Adler Jacob Claassen Jeremiah Clarke Connor Coates Elliott Cook Davis Dawn Samuel Gatgens William Guerin Pierce Hastings Ezra Lydecker Alex Malquist Braith Ortenzi Earnest Thompson Evan Thompson	<u>DELTA</u> (16) (<i>Advisor: Radebaugh</i>) ASPL: Gabe Pittas PL Arav Janssens-Cohen PL Teddy Baranano Brooks Arnett Lucca Azola Everett Crawford Cameron Fetsch Nole Fetsch Christopher Fisher Oliver Gordus Arav Cohen Scott Purnell-Saunders Ethan Pyne Theodore Shu Kiren Venkatesan Chase Wallace

OMEGA PATROL

Mentor – ASM Coates

In addition to being assigned to either Alpha, Beta, Gamma or Delta Patrols,
new T-35 Scouts who have been in the Troop for less than one year,
OR are below the rank of First Class are also part of the Omega Patrol

OMEGA A PATROL (17)—ASPL: Ernest Thompson

Braith Ortenzi	Samuel Gatgens	Ethan Washington
Luca Owsianny	Peter Owsianny	Zac Zozlowski
Elliott Cook	Andrew Marin	Henry Guerin
Garet Holey	Kiren Venkatesan	Malachi Sweenie
Pierce Hastings	James Adams	Connor Coates
William Guerin	Alexander Voss	

OMEGA B PATROL (17)—ASPL: Ethan Pyne

Vincent McClean	Alex Walsh	Will Adler
Eli Batho	Christopher Fisher	Jeremiah Clarke
Matthew Sweenie	Chase Wallace	Evan Thompson
Emmett Guertin	Ezra Lydecker	Noel Fetsch
Scott Purnell-Saunders	Lucca Azola	Lincoln Chambers
Everett Crawford	Theo Shu	

Patrols at Camp

A **Patrol** is a group of scouts that live together during Camp E-Star. They share the same patrol area at camp. They are responsible for: 1) Keeping their patrol area clean of trash and safe from injury 2) Keeping their tents and belongings organized and clean 3) Participating in the Patrol Pioneering activities.

Patrol Organization

Patrols are organized in order to create a chain of command for the group of scouts. The head of the Patrol is the ASPL (Assistant Senior Patrol Leader). They have 2 PLs (Patrol Leaders) to help support them. Each Scout has certain responsibilities to help the Patrol work as a team.

Responsibilities

ASPL

1. Communication with the ASM's and SL (Senior Leaders: Epsilon)
2. Make sure Patrols are kept clean and safe
3. Make sure Scouts are working on Rank and Merit Badges
4. Fulfilling Patrol Pioneering requirements
5. Safety of Patrol: Use of "Buddy System"
6. In charge of Service Patrol

PL

1. Lead by example
2. Help and Support ASPL
3. In absence of an ASPL, one PL will oversee the Patrol

Scout

1. Maintain a **clean and organized** Campsite (Tent)
2. **Respect** ASPL and PLs
3. **Work** on Rank and Merit Badges
4. **Encourage** other Scouts in your Patrol
5. Respect the **Chain of Command** (ASM, Epsilon, ASPL, PL)
6. Maintain Personal **Hygiene** (for example: brush teeth, change clothes, use bug spray)
7. Maintain a **Positive Attitude**
8. Participate in **ALL** patrol activities including pioneering

Service Patrol



SERVICE PATROL is a rotating responsibility among the patrols each day of camp and the schedule will be posted and announced each day. Members of the service patrol must do the following:

- Early Reveille for Breakfast preparation- Eagle of the Day will wake up the ASPL who will wake up the Patrol and will be sure that **ALL** members of the Patrol get to the Castle **on time**.
- Early arrival at the Castle is 30 minutes before **each** meal.
- Specific jobs will be assigned to Patrol Members by the ASPL **before and after** each meal.

Specific jobs:

Before Meals:

- Clean up around Castle & latrines-pick up all trash
- Rake entire dining area of Castle & beverage area
- Clean off tables & benches & sponge off
- Dump old water & add new water to washstands
- Put paper towels & soap as needed at the washstands
- Sweep out latrine stalls & put toilet paper in the latrines as needed
- Add lime to the latrine. Check urinal flush tank & fill with Bay water
- Empty trash cans in Castle & latrines
- Make juice; fill containers of milk, water & juice & put out cups
- Other jobs as may be assigned by ASPL

After Meals:

- Clean up around Castle & latrines-pick up all trash
- Rake entire dining area of Castle & beverage area
- Clean off tables & benches & sponge off
- Other jobs as may be assigned by ASPL and KB
- **NO ONE** leaves until after KB's inspection and approval

Service Patrol Assignments

Week 1

Saturday- Epsilon
Sunday- Alpha
Monday – Beta
Tuesday- Gamma
Wednesday- Delta
Thursday- Alpha
Friday - Beta

Week 2

Saturday- Gamma
Sunday- Delta
Monday – Alpha
Tuesday- Beta
Wednesday- Gamma
Thursday- Delta
Friday – Epsilon



Daily Boy Scout Law



This program is designed to reinforce the Boy Scout Law in a positive way. Each day one section of the Law will be focused on. It will be introduced at morning Convoke. During the day, Epsilon will be looking for that particular Law demonstrated in the patrols. Scouts or Patrols will be awarded with Superpatrol points according to how they genuinely demonstrate the Law of the Day (LoD).

Sample of Procedures for the Law of the Day:

- An Epsilon will announce the LoD.
- Pick a 1st year or 2nd year from assigned Patrol to read the description of the LoD.
- Ask any 2 scouts how the LoD can be demonstrated in their patrols.
- At Lunch ask each ASPL to mention any demonstration of the LoD in their patrols.
- At Dinner ask ASPLs to give a shout-out to any member of patrol that demonstrated the LoD.
- Announce any points given to individual scouts or patrols for the day.
- At Dinner pick the LoD Scout of the Day & Announce it at Dinner.

Laws of the Day

Morning Convoke Reading

Week One

- Sunday- Reverent
- Monday-Trustworthy
- Tuesday- Loyal
- Wednesday-Helpful
- Thursday- Friendly
- Friday- Courteous
- Saturday- Kind

Alpha
Beta
Gamma
Delta
Alpha
Beta
Gamma

Week Two

- Sunday- Obedient
- Monday- Cheerful
- Tuesday- Thrifty
- Wednesday- Brave
- Thursday- Clean
- Friday- Reverent

Delta
Alpha
Beta
Gamma
Delta
Any patrol

Super Patrol Contest

During summer camp, a competition is held among the patrols with the winning patrol receiving a prize. Points for the competition will be tallied daily and announced at dinner. The cutoff for placing badge blues and rank advancement records in the box is 6PM on the second Thursday. Points are outlined below.

ADVANCEMENT

MERIT BADGES

You have not passed the badge until you put the signed application part of the merit badge blue into the box in the Castle. Keep the other section just in case things get screwed up. If you got the badge in the past and put a blue in the box your patrol gets docked a point.

SCOUTMASTER'S CONFERENCE When you have completed your requirements for RANK, just walk up to any ASM and request a conference. After this, listen to announcements at meals about a Board of Review.

BOARD OF REVIEW Schedule one after you hear announcements. Show up in uniform, with all the requirements signed off in your book, and ready to try hard and show what you learned.

Merit Badges & Other Awards:

Eagle Required: 4 points
Elective Badges: 2 points
Mile Swim: 2 points
Tot'n Chip: 1 point
Thirteener: 3 points

Rank:

Scout: 2 points
Tenderfoot: 3 points
2nd Class: 4 points
1st Class: 6 points
Star-Eagle: 8 points

Mile Swim Bonuses: 1st place (10 pts) 2nd place (5 pts) 3rd place (3 pts)

Thirteeners: Only merit badges and rank count towards this award (Totin' Chip, Firem'n Chit, and Mile Swim do NOT count)



Super Patrol Contest

SPORTS

Certain inter-patrol sporting competitions, held in the evenings after dinner, will be awarded points. Such competitions will be announced in advance. Events include softball, capture the flag, volleyball, ultimate frisbee.

- **2 patrols vs 2 patrols:** 5 points each to winning pair, 1 point each to the losing pair
- **1 patrol vs 1 patrol:** 6 points to winning team, 1 point to losing team

THE ICOSOLON: 2nd Thursday (13 event relay race)

- Winner: 100 points
- Second: 75 points
- Third: 50 points
- Fourth: 25 points

PROJECTILE COMPETITIONS: 2nd Thursday

- **Archery, Slingshot, Ping Pong, & Hatchet Throwing:** Each patrol will have a team of two scouts participating in the archery, slingshot, and hatchet-throwing competitions. The same scout cannot participate in more than one competition. Their score will be cumulative for the patrol score. (5/3/1 (7) target scoring.
- **Giant Slingshot Balloon Catch:** Team of 4: Three shooters and a catcher. Thirty balloons: 5 practice & 25 that count. Minimum distance 30 yards. If catcher touches the water balloon: 1 point. If the catcher catches the water balloon and it remains intact: 3 points and the balloon can be reused as a bonus balloon for reshooting.
 - Winner: 10 points
 - Second: 5 points
 - Third: 1 point

Super Patrol Contest

INSPECTION & PIONEERING

There will be seven inspection days: **#3, 5, 7, 9, 10, 12, and 14.**

Patrol Appearance: Inspections are an important part of Patrol Competition. Each patrol will be given an overall score for outside appearance (no trash in campsite and in surrounding forest, areas raked, and no fire hazards) (**10 points** max per inspection)

Tent Interiors: Individual scores will be given for the inside of your tents. Here we are looking for EVERYTHING to be neat and orderly, the score will be 1 to 5 with each inspection there will be standards to meet, if you do not meet them there will be consequences. Note: Epsilon does not accept bribes. Individual scores will be aggregated to award a 1st place patrol score for tent interiors of 10 points, 2nd place 7 points, 3rd place 4 points, and 4th place 1 point.

Inside appearance of Tent

- Foot Locker or Duffel neat and orderly
- Cot or air mattress in good repair and clean
- Sleeping bag hanging on clothesline
- Door Closed
- Windows open
- Floor- no "Visible" dirt including under carpet

Outside Cleanliness

- No trash in area including trails to patrol area
- Empty trash can
- Area raked
- Water supply nearby
- Sleeping bag airing out
- NO dangerous tools or fire hazards

Pioneering Requirements: (max score 10 points)

- See pioneering section for each patrol's pioneering project

Section 3

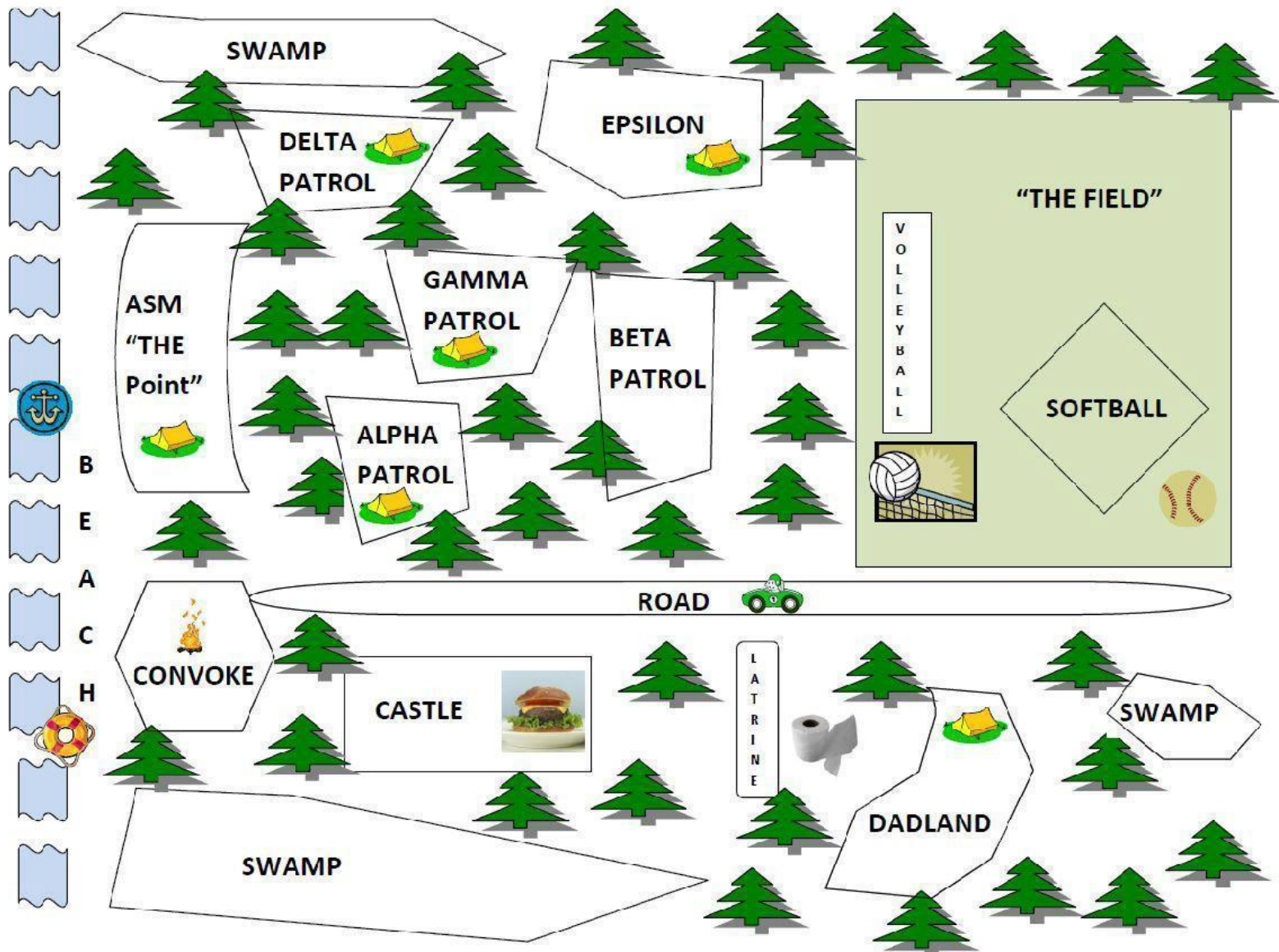
Rules of the Road



General Rules of Camp

1. **The BSA Troop 35 Code of Conduct** is in effect at all times at Camp E-Star. While at Camp E-Star, these additional rules are considered to be part of the Code of Conduct.
2. **Positively no one is permitted to leave the Campground boundaries for any reason.** Stay in wooded patrol campsite areas and out of the corn fields. Do not cross over any fences in the wooded area or crossroads or beyond posted signs on beach. Map follow this section.
3. **Wear shoes** at all times except when on the beach.
4. **Come to the Castle** anytime you hear a horn blow for 10 seconds straight.
5. **Bicycle helmets** must be worn at all times when on a bike. Bicycles are only to be ridden on announced bike trips. Keep them in the bike racks the rest of the time.
6. **Keep the campsite clean!** This means no trash, towels hung up, clothes and gear stowed in your tent etc. Inspections will help keep you on track.
7. **No fires of any kind in patrols other than Epsilon patrol area.** Period.
8. **No possession of alcohol, drugs, or other controlled substances.** Possession will result in immediate removal from camp. These and other prohibited items will be confiscated.
9. **NO CELL PHONES AT CAMP.** We are at camp to enjoy camaraderie and the great outdoors. Cell phones brought to camp will be turned in at check-in or confiscated if found during camp. Epsilon is permitted to have cell phones but must be kept in the Epsilon patrol.
10. **Scouts are not permitted at ASM Point or Dad Land.** Scouts who need to talk to an adult should stand at the border of each area, announce themselves, and wait for an adult to greet them before entering either area.

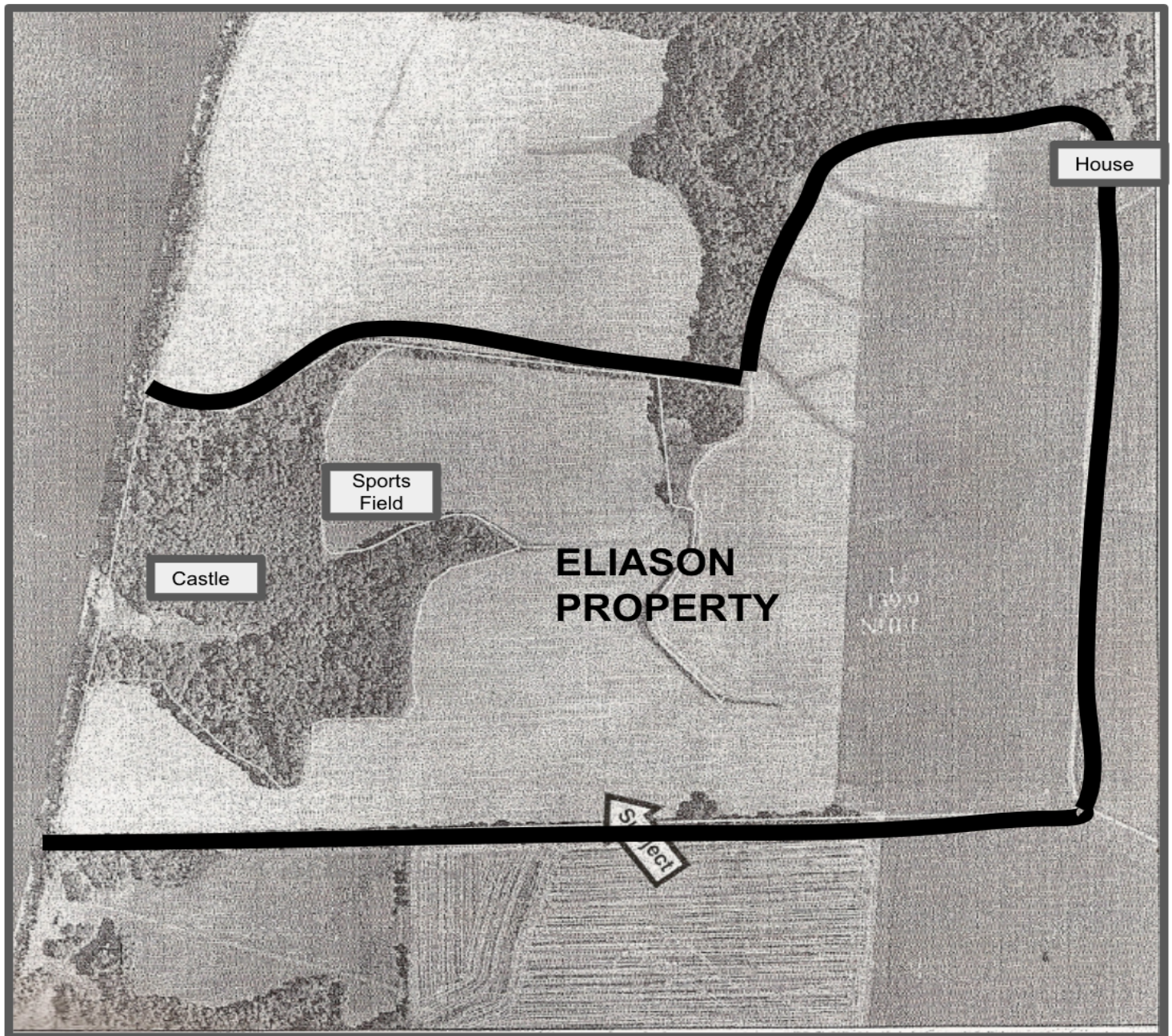
Camp Boundaries:



General Rules of Camp

Property Boundaries

Most of the time, unless with adult leadership, you should stay within camp boundaries as shown on the previous page. Our Camp resides on the Eliason property, by whose generosity we are able to enjoy this wonderful camp each year. **At NO TIME** should you leave the boundaries of the Eliason Property during our entire time at camp. The property boundaries are outlined below - it looks like a ski boot laid on its side.



Camp Phone Policy

Cell phones (regardless of cellular capacity), tablets, and similar electronics are prohibited from camp, except for adults and select scouts (See Below).

Upon entering camp, scouts will be expected to leave their phones with their parents or at home. ASMs conducting the welcome will confirm verbally with both the scout and their parent(s) that no devices are in the scout's possession. If a phone is seen or suspected during camp, it will be confiscated. Since ASPLs are expected to help their patrol follow camp rules, the patrol will lose 5 points per infraction. After 3 infractions the ASPL will lose use of his phone for a day whenever a patrol member is found with a device.

Why?

Camp is a unique opportunity to build relationships and immerse oneself in the natural surroundings. While we understand the importance of electronics in our daily lives, these two weeks offer a chance to disconnect. Almost all activities and classes at camp can be enjoyed without cell phone usage. In cases where phones are needed, adult counselors will assist using their devices. While this change may be challenging for some scouts, it is essential in preserving the special atmosphere of camp.

Epsilon and ASPLs

Certain leaders have the privilege of bringing their phones. ASPLs (of A,B,G,D) and members of Epsilon may use their phones for public music and logistic coordination. Leaders are expected to use their phones only when they do not distract from group activities. Note that this is a privilege, and leader's phones may be confiscated if they are used incorrectly.

Waterfront Rules

SWIMMING

1. Buddy System- You gotta pair up to get in the water and when Lifeguard calls a buddy check!
2. Swimcheck- You must prove yourself BEFORE you swim!
3. Place your name tag on the board each time before you enter the water.
4. Lifeguards- There has to be one in the chair or U can NOT swim.
5. On the pier- NO HORSEPLAY- Someone could get hurt...BAD
6. **NO Diving** from the pier or the rumble raft.
7. NO Adults on the rumble raft, except at designated times.
8. Rafts: Rumble raft is for rumbling. Guppy raft is definitely NOT.
9. Rumbling is supposed to be fun! But know when it gets too rough..and STOP!

LIFEGUARDING

1. What to Do: If you are assigned, be there: NO excuses. Show up ON TIME! Get in the Chair- see & be seen. Substitutes are OK, but YOU are responsible for seeing your job gets done!
2. Call periodic buddy check- anyone not obeying has to hit the beach ASAP- along with buddy!!
3. Watch for: Swimmers and boats must be monitored. Know where the nearest adult is and remember what you have learned from the LIFESAVING Merit Badge and Red Cross.
4. Boundaries: Keep swimmers and boats apart. Swimmers do not travel out of boundaries; boats do not drift into the swimmers' boundaries. Also warn boaters about ramming and overloading.

BOATS

1. Skills: You must have SWIMMING and LIFESAVING Merit Badges to be in a boat! (Sanctioned armadas excepted provided you have passed the swim test.) You must get permission from the waterfront director to show a new kid what it's like on a boat.
2. Check: You must pass motorcheck or sailcheck to use the boats.
3. Jackets: Lifejackets save lives-so wear one! It's the LAW!
4. Equipment: Check it BEFORE you leave shore. When finished, put all lifejackets, boats, oars, sails, etc. up before you leave. Place boats upside down.



The Outdoor Code

For more than 60 years, the Outdoor Code has served as an inspirational statement of everything that a Scout seeks to achieve while in the outdoors. Being clean in our outdoor manners, careful with fire, and considerate means we can enjoy the outdoors in ways that do the environment no harm. For example, using the principles of Leave No Trace, you can hike and camp in an area while minimizing your impact. Tread Lightly principles help on the trip to and from the trail. Being conservation-minded encourages the protection and thoughtful use of natural resources and doing your part through conservation service that improves the condition, and ultimately the health, of the land and environment.

As an American, I will do my best to: Be clean in my outdoor manners.

We will clean up after ourselves using pack-it-in, pack-it-out techniques. We will avoid leaving graffiti, fire rings, camp gadgets, and other signs of our presence.

Be careful with fire.

Fire is an important tool, but one that can be devastating if it gets out of hand. We think about the need for fire, how best to use it, and how to minimize its impacts.

Be considerate in the outdoors.

We will think about others as well as ourselves and how our presence impacts them. We think about not just our impact on other humans, but also on wildlife and the environment.

Be conservation-minded.

We will think about our impacts on the environment. We take steps to correct and redress damage to the environment.

BSA Troop 35 Code of Conduct

These policies are in place at any and all Troop 35 Events

Scouts will:

- Conduct themselves by the [Scout Oath](#) and will follow the [Scout Law](#).
- Exhibit leadership by following rules and asking others to do the same.
- Follow directives from an adult or junior leader.
- Become quiet when the scout sign goes up.
- Respect another person's property.
- Respect other people's feelings.
- Follow the [Outdoor Code](#).
- Place fires only in designated locations at OV's and Camp.
- Observe lights out or 'silent nighter' at OV's and Camp and be courteous of your neighbors.

Scouts will not:

- Swear or use offensive language or gestures.
- Lie. Lying will not be tolerated under any circumstances.
- Display unruly, loud, disrespectful or disobedient behavior.
- Initiate or allow inappropriate physical roughness amongst fellow Scouts. No shoving punching, kicking or stick fighting is permitted.
- Fight. Fistfights, hurtful comments, jokes at other people's expense, etc. will not be tolerated.
- Carry or use a knife, saw or ax until proper training & valid "Tot'n Chip" is earned.
- Leave an activity or designated area without an adult supervisor's express permission.
- Intentionally destroy or damage natural or manmade areas, personal, or troop property.
- Venture off alone. The "buddy system" will be used at all times and applicable activities.
- Threaten or intimidate another Scout by word or action: no hazing, "put-downs," ridiculing, or name-calling.
- Do practical jokes that may cause property and or personal damage, such as hiding someone else's gear, sabotaging tents, etc.
- Borrow or use other individuals' or troop equipment or property without prior consent.
- Use Cell Phones or other electronic devices during OV's.
- Play in, near, or with fire or put items in a fire that could be hazardous to others. No flame of any kind is permitted inside tents (including matches, stoves, etc).

Scouts are prohibited from having the following items at all Troop 35 Events:

- Alcohol, drugs, tobacco, or any controlled substance not prescribed by a doctor.
- Fireworks, flammable liquids, propane.
- Sheath knives or knives with 4" blade or longer.
- Slingshots, peashooters, axes, hatchets, pistols, or rifles.
- Pornography.
- Pets.
- Aerosol sprays (including sunscreen and bug spray!)

Code of Conduct violations will be handled per the BSA Troop 35 Discipline Policy

BSA Troop 35 Discipline Policy

The best discipline is preventive in nature rather than regulatory and restrictive. Unfortunately, there will be instances when it is necessary to discipline a Scout. The primary purpose of this policy is to ensure a Scout understands “why” he was disciplined, to ensure the Scout is treated fairly, appropriately, and consistently for the violation that occurred and the consequences if they break the rules. Adults always have the right and responsibility to immediately step into any situation they consider unsafe. The Scoutmaster is ultimately responsible for the proper behavior of Troop members and will be expected to enforce a fair and consistent disciplinary plan, and BSA's Youth Protection Guidelines must always be followed. Discipline:

- is to be conducted as soon as practical after the violation occurs.
- is only authorized by personnel as outlined in this policy.
- conducted off to the side but must be in full view of at least **two** adults and fellow scouts as applicable. Discipline shall NEVER be behind closed doors and NEVER consist of a 1 on 1 situation between an adult and a Scout.

Level 1: Scouts Handle the Situation: This is the preferred method to handle all situations except the most extreme. Through this process, Scouts will have an opportunity to develop their individual leadership skills.

- Code of Conduct violations or other unacceptable behaviors will be brought to the immediate attention of the Scout's Patrol Leader (PL) or Assistant Senior Patrol Leader (ASPL).
- The ASPL or PL will discuss the situation with the Scout and attempt to solve the discipline problem by coaching or, if necessary, issuing a **first verbal warning**.
- If the problem continues, the ASPL or PL will issue coaching and a **second verbal warning and a natural consequence** (for example, refusal to pick up trash can lead to picking up trash around the whole camp).

Level 2: SPL and Adult verbal counseling

- If problems continue, the ASPL/PL will notify the Senior Patrol Leader (SPL) at camp, this is Eagle of the Day.
- If the ASPL or PL cannot remedy the situation, the SPL shall *immediately* notify the Scoutmaster or ASM that a discipline situation has arisen and will inform him of the plan to remedy the situation in accordance with this policy.
- The adult will ensure the Scout understands the nature of the offense, discusses appropriate behavior, and, with the Scout, seek ways to correct the issue that resulted from the Scout's action. The Scout will then be issued a warning by two adult leaders in the form of a *verbal counseling session* in full view of additional adult leaders.
- After the counseling session, *the Scout will be temporarily removed* from the activity. This can include, but not limited to being sent outside from a Troop meeting to a tent on a campout, etc.

Level 3: Written Counseling Session with ASM In Charge (ASMIC)

- If unsatisfactory behavior continues, a **meeting will be conducted** with the Scout, the Scoutmaster or Assistant Scoutmaster in Charge (ASMIC) the SPL, and the ASPL or PL. A **written incident report will be issued** stating what violation occurred and why it has resulted in written counseling.
- The Scoutmaster will maintain a file of all written counseling sessions and at his discretion, may contact parents.

Level 4: Removal from Activity/Sent Home

- If the misbehavior continues, or if the Scout's actions are continually distracting or disruptive to the operation of the Troop, or the violation is more severe in the judgment of the Scoutmaster or ASM In Charge, *the Scout will be asked to leave the activity*.
- If a parent cannot be contacted, the Scout will sit out the activities under supervision until such time the parents can be contacted and the Scout sent home.

Major Incidents start at Level 3 or Level 4 based on Scoutmaster or ASMIC discretion, & include but are not limited to:

- Use or possession of Alcohol, tobacco, or other controlled substance
- Any abuse allegations of a Scout by a Scout.
- Deliberate destruction of Troop, Personal, or Private property
- Fights where another is injured (or multiple fights with or without injury)

Additional consequences for Major Incidents are applied by the Scoutmaster and may include one or more of the following: (a) Scoutmaster Conference with the Scout and parents (b) One-to-one apology with Scoutmaster present (c) Withhold rank advancement due to failure of the "demonstrates Scout Spirit" requirement (d) Removal from position or office (e) ineligibility for election or appointment to a leadership post (f) Block Order of the Arrow eligibility (g) ineligibility to attend OVs or camp.

Parental Notification: Parental notification shall occur at Level 2 after Verbal Counseling has occurred between the Scout and two adult leaders. Adult leaders may use their discretion to notify parents at any time they feel it appropriate to do so. Parental notification will continue until the Scout's behavior improves or they are removed from the activity.

WARNING

DO NOT, under **ANY** circumstances, bring any of the following items to Camp:

- DRUGS, ALCOHOL or TOBACCO
- CELL PHONE, CELL PHONE, OR CELL PHONE
- FIREWORKS, FLAMMABLE LIQUIDS, or PROPANE
- KNIVES WITH 4" BLADES OR LONGER
- AXES, HATCHETS, PISTOLS, or RIFLES
- CELL PHONES, CELL PHONES, or CELL PHONES
- AEROSOL CANS (BUG SPRAY, SUNSCREEN, ETC)
- PORNOGRAPHY
- SLINGSHOTS, PEA SHOOTERS
- CASH
- ELECTRONIC GAMES
- TELEVISION SETS, DVD PLAYERS
- PETS OF ANY KIND
- WEAPONS OF MASS DESTRUCTION
- ANYTHING THAT CANNOT GET WET!

NOTE: The Camp Leadership reserves the right to inspect your personal property. Don't risk being sent home!

CAZ SAYS...

A bit of Troop 35 philosophy for both Scouts and Dads



Ever seen a black owl? Troop 35 Leadership believes (a) that our organization is positively enjoying Higher Guidance from the centrality we place upon the Lord's Prayer, (b) that the "forgiving of trespasses" is the key that unlocks this whole power, and (c) that all of it then plays itself out on the stage of life, in what we call the "upslope-downslope" attitude and activity.

Thus we caution the boy to maintain a constructive or "Upslope" attitude and we urge adults and boys alike to "forgive the trespass" when somebody makes a mistake and goes "downslope". This should therefore be developed throughout all our Troop 35 activities, taking off from the Twelfth Point of the Scout Law "Reverence" which we regard so highly as to place first as well as last, whence comes the special Troop 35 "Thirteener Scout Law".

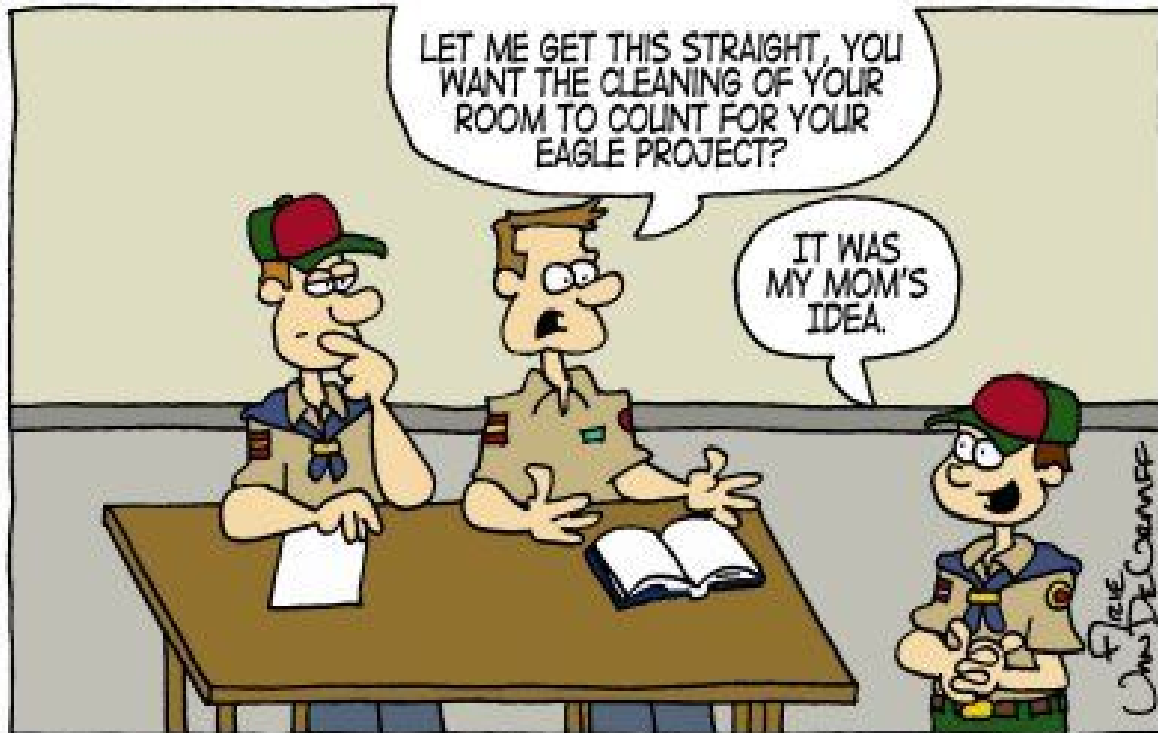
At the opposite and cold pole of this discussion, we find the **BLACK OWL**, another Troop 35 specialty. Certainly it is a striking feature of our operation that we never penalize or discipline our boys; never use bugle calls to put them to bed at night or get them up in the morning; and in general never use either superior strength or authority of position to "push a kid back in place". In a nutshell, the whole adult approach is (a) to do all that can reasonably be expected of us, (b) to expect the boys to respond in turn and then, (c) to hope that they will forgive any of our shortcomings, in exactly the same manner that we forgive theirs. Examples in point are that we give them nothing but the best campsites, allow them maximum freedom throughout the day, and then simply expect that they will put themselves to bed at some appropriate hour and proceed to fulfill what we define as a "Silent Nighter" eight full hours in bed, lights out, no talk above a whisper.

The BLACK OWL then stands as the single penalty, the one exception in our whole plan, reserved for the boy who refuses to "get the message". If the behavior of a Scout gets to that point where his company is no longer desirable, the Scoutmaster and/or his Staff assign the BLACK OWL. It is very simple, very quiet. It means that this lad is no longer invited to attend any of the outdoor or special events prepared for the Troop enjoyment, and which have so often been prepared by much time and effort expended on the part of the adults. He has failed to "get the message", passing the Service Ideal along to others, and he will now be left to play it his own way- some place else. A BLACK OWL at Summer Camp means he goes home within 24 hours. Thereafter he may attend the regular Friday meetings; but not until the BLACK OWL is lifted will he be welcome at any of our special events. They make it lousy for everybody so they get to take a ride ... HOME.

Why not forgive this trespass also? We will, in due course of time, usually about three months. Some guys just don't want to play by the rules. You know what's right and what's wrong.

Section 4

Schedules



E-Star Camp Calendar 2026

Sun.	Mon.	Tues.	Wed.	Thurs.	Fri.	Sat.
14	15	16	17	18	19 Leaders Pitch 12 noon Dock assembly Leader Dinner	20 <i>Camp E*</i> BEGINS (registration 9am-12pm) ASPL Camp tours Sports
21 <i>Camp E*</i> Campfire Church Service Symposium Short sessions Campfire Program	22 <i>Camp E*</i> Regular Schedule Sports A	23 <i>Camp E*</i> Regular Schedule Sports B Campfire Program	24 <i>Camp E*</i> Regular Schedule Sports A	25 <i>Camp E*</i> <i>Pintail Shooting Excursion & Merit badge work</i> Mile Swim Dad vs All Star Softball Game Kona Ice	26 <i>Camp E*</i> Regular Schedule Week 1 Merit badge wrap up Sports B Campfire Program Comedy	27 <i>Camp E*</i> <i>Camp E* Clean-Up</i> VISITOR'S DAY (9:00am-5:00pm)
28 <i>Camp E*</i> Campfire Church Service <u>Symposium Sessions Start for 2026</u> Campfire Program	29 <i>Camp E*</i> Regular Schedule Sports A	30 <i>Camp E*</i> Regular Schedule Sports B Campfire Program	July 1 <i>Camp E*</i> Regular Schedule <i>Sports Rain Delays</i> <i>Order of the Arrow Voting</i>	2 <i>Camp E*</i> ICOSOLON Mile Swim (rain date) Merit Badge Wrap Up <i>Order of the Arrow Ceremony</i>	3 <i>Camp E*</i> Camp Breakdown <i>Dismissal following clean up</i>	4

E-Star Camp Daily Schedule

[Subject to Change]

The following schedule applies to **Monday, Tuesday, Wednesday, and Friday** of the first week and **Monday, Tuesday, Wednesday** of the second week. There are seven of these “regular days” in all. The remaining days are listed separately.

6:45	REVEILLE for SERVICE PATROL
7:15	REVEILLE for everyone not on Service Patrol
7:30 – 8:30	BREAKFAST and MORNING CONVOKE
8:30 – 9:00	FREE TIME
9:00 – 10:00	SYMPOSIUM I (everyone in one of the classes!)
10:00 - 10:30	MORNING BREAK
10:30 - 11:30	SYMPOSIUM II (everyone in one of the classes!)
11:30 - 12:30	ACTIVITIES (Optional: Hatchet, Catapult, Slingshot, Horseshoes, Ping Pong)
12:00	**SERVICE PATROL report to the Castle**
12:30-1:15	LUNCH
1:15 - 2:30	PIONEERING & BOARD OF REVIEWS, MERIT BADGE
COUNSELING	
2:30 - 4:00	SYMPOSIUM III (everyone at the waterfront!)
4:00 - 4:30	WATERFRONT ACTIVITIES & FREE TIME (sailing, armadas, competitions)
4:30 - 5:30	SYMPOSIUM IV (Optional) WATERFRONT & ACTIVITIES Archery, Hatchet, Slingshot, Catapult, Funnelator, Ping, Pong, Horseshoes
5:30	**SERVICE PATROL report to the Castle**
6:00-6:45	DINNER (2 nd Monday Dinner at 5PM for scouts on sailing trip)
7:00-8:00	Sports: Softball, Flag Football, Soccer, Ultimate Frisbee
8:10- 8:20	Rinse off at the Bay
8:30	Snacks in the Castle
8:40 -9:40	CAMPFIRE ACTIVITIES, MOVIES in the Castle, Counseling
9:45 -10:00	PATROL MEETINGS
10:00	<u>Silent Nighter</u>



E-Star Camp Special Schedule Week 1

[Subject to Change]

The following special schedules supersede the typical schedule. Be sure to LISTEN at Convoke for any special announcements of changes!

FIRST SATURDAY - DAY #1

9:00-12:00	Set up your tents
12:00	Say goodbye to Parents/Emergency Action Plan Drill, safety/medical, camp rules...
1:00-2:00	Lunch, Introduction of scout leadership team and adults
2:00-3:00	Camp tour- patrols, waterfront, archery range, ball field, hatchet, slingshot ranges, etc
3:00-3:30	Swim Test (Everyone must pass to be in the Water)
3:30-5:00	Big/Little Brother Waterfront relays, rumble raft, tubing.
5:00-6:00	Patrol tug of wars and tournament intros & sign up
6:00-7:00	Dinner
7:00-8:15	Funnellator games and sports on the field
8:15-8:30	Clean off in the Bay
8:30-9:15	Campfire informal /music and Snacks in the Castle
9:15-10:00	Patrol Meetings

SUNDAY- DAY #2 & 9

7:00	REVEILLE for SERVICE PATROL
7:30	REVEILLE for everyone not on Service Patrol
8:00-9:00	BREAKFAST and MORNING CONVOKE
9:00-9:30	CHURCH at the Campfire Area
9:30-10:30	1ST SYMPOSIUM INTRO
11:00-12:00	2ND SYMPOSIUM INTRO
12:00	SERVICE PATROL report to the Castle
12:30-1:15	LUNCH
1:15-2:30	INSPECTION CLINIC & PATROL PIONEERING
2:30-4:00	SYMPOSIUM III INTRO
4:00-4:30	WATERFRONT ACTIVITIES & FREE TIME (sailing, armadas, competitions)
4:30- 5:30	SYMPOSIUM IV INTRO & Waterfront Open-
5:30	SERVICE PATROL report to the Castle
6:00-7:00	DINNER
8:30	Campfire Program & Snacks in the Castle

FIRST THURSDAY-DAY #6

8:30-1:00	Senior Scout Pintail Excursion
9:00-11:00	Environmental Project and pioneering
12:00	SERVICE PATROL report to the Castle
12:30-1:15	LUNCH
2:00-3:00	FREE TIME / MILE SWIM (if Bay is calm)

3:30	Meet at the Castle for Roll Call
3:30-7:00	Activities & Boards of Review
7:00-9:00	Scout All Star & Dad Softball

MIDDLE SATURDAY - DAY #8 - VISITORS DAY

8:00-9:00	Camp Clean up
9:00 – 5:00	Parents are allowed at Camp and may take their scouts into town for lunch and supplies.
	<u>BE SURE TO SIGN OUT AND SIGN IN.</u>
6:00	Dinner
7:00	Merit Badge Lesson Plan Review (Teachers meet with Adults mentors)
8:30	Campfire program (Big Brother-Little Brother)

E-Star Camp Special Schedule Week 2

[Subject to Change]

SECOND THURSDAY- DAY #13

The day starts out the same as usual, but this is **ICOSOLON DAY**. Use extra time to finish up your merit badges. Special events are as follows:

9:00-12:00	ICOSOLON
12:30-1:15	LUNCH
2:00-4:00	INTERPATROL PROJECTILE COMPETITION (Archery, Hatchet, Horseshoes, Sling Shots)
2:00-6:00	Merit Badge Wrap Up and Counseling. Deadline to turn in blues.
8:00	Acknowledgement of Rank & Badges Earned, and Special Court of Awards

SECOND FRI - DAY #14

6:45	REVEILLE for SERVICE PATROL
7:15	REVEILLE for everyone not on Service Patrol
7:30-8:30	BREAKFAST (last meal at Camp) and MORNING CONVOKE
8:30-11:00	Camp break down: Waterfront equipment & dock, Ball field backstop, archery & Hatchet ranges
11:00	STRIKE CAMP

E-Star 2026 Sports Schedule

- ❖ Absent rain cancellations Sports will function under an A/B day schedule.
- ❖ Two games will be held simultaneously per night.
- ❖ Roll call will be conducted. (minus 1 point for unexcused absences)
- ❖ 4 points for first-round wins, 6 points for second-round wins.

A Sports

Softball

- Full patrols utilized at bat and on the field
- Play an equal number of innings, until time has run out
- ASPLs are in charge of organizing player positioning and batting order

Soccer

- Use large cones to mark goal zones
- No roughhousing or over aggressiveness
- Play until time runs out, separate periods
- Be cautious that the ball does not interfere with the softball field

B Sports

Flag Football

- Use large cones to mark endzones, mark boundaries
- Always use flags- no tackle
- ASPLs must make sure their patrols are fully equipped

Ultimate Frisbee

- No Contact
- Frisbee holders may only take 3 steps before passing
- An interception or foul immediately switches the defense to offense

Sports Schedule

Sports Day 1 **A**

- Alpha v Beta SOFTBALL
- Gamma v Delta SOCCER

Sports Day 2 **B**

- Alpha v Gamma FLAG FOOTBALL
- Beta v Delta ULTIMATE FRISBEE

Sports Day 3 **A**

- Gamma v Delta SOFTBALL
- Alpha v Beta SOCCER

Sports Day 4 **B**

- Beta v Delta FLAG FOOTBALL
- Alpha v Gamma ULTIMATE FRISBEE

Sports Day 5 **A**

- Winners SOFTBALL
- Winners SOCCER

Sports Day 6 **B**

- Winners FLAG FOOTBALL
- Winners ULTIMATE FRISBEE

Sports Day 7 **A/B**

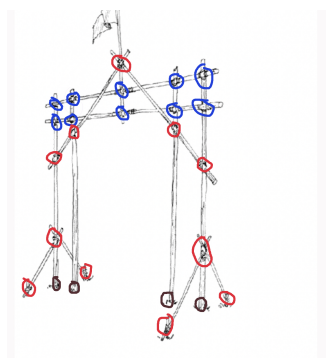
- Rain delays or Winner's bracket make up day if one patrol has won both A Sports or both B sports.

Pioneering 2026

Every year, the ASPLs are tasked with planning their own individual pioneering plan to execute at camp. This is done to promote creativity and patrol individuality. Each patrol will construct their own structure in the allotted time periods. Throughout the two weeks, inspections will be held every few days to judge progress of the pioneering, as well as patrol cleanliness. Pioneering is supposed to be challenging, but it is a great way to grow leadership and bond in the patrol. When camp ends, each patrol should have a structure to be proud of.

The patrols' pioneering should consist of at least 50 lashings. The lashings should vary, including square, diagonal, and floor methods. Additionally, each patrol should create an identifying structure for their patrol, whether that be a flagpole or pioneering of a greek letter.

	Mon Wk 1	Wed Wk 1	Fri Wk 1	Sa-Su Wk 2	Mon Wk 2	Wed Wk 2
ALPHA	First side done	Second side done	Half of X trestle done	X trestle completed + ladder done	Final side done	2nd floor railings done
	Mon Wk 1	Wed Wk 1	Fri Wk 1	Sa-Su Wk 2	Mon Wk 2	Wed Wk 2
BETA	First side done	Second side done	Third side done	Half of fourth side	Fourth side completed	Railing and floor lashings done
	Mon Wk 1	Wed Wk 1	Fri Wk 1	Sa-Su Wk 2	Mon Wk 2	Wed Wk 2
GAMMA	Poles in ground, materials organized	Cross beams and front/back support beams done	Roof cross beam and other supports done	Half of floor lashings done	Floor lashings completed	Overflow work completed
	Mon Wk 1	Wed Wk 1	Fri Wk 1	Sa-Su Wk 2	Mon Wk 2	Wed Wk 2
DELTA	First trestle done	Second trestle done	Side frames done	Side frames joined + seat support done	Seat bottom done	Seat completed with back and bracing done



Section 5

Achievement



2026 Merit Badge Offerings

Subject to change - Check the bulletin board!

Symposium	Merit Badge	Year at Camp	Scout Lead	Dad Mentor
Symp 1 Week 1	First Aid	1st year required	M. Coates	Dr. Swett & Dr. Protack
	Nature	2nd year +	Emmet Geurtin	I. Guertin
	Archery	2nd year +	Alex Malquist	ASM Pyne
	Space Exploration	2nd year +	Henry Bassford	Dr. Fetsch
	Chemistry	3rd year +	Anders Reymer	Dr. Gordus
	Archeology	3rd year +	Joaquin Gatgens	A. Adler
	Engineering	3rd year +	Andrew Protack	R. Gatgens
Symp 2 Week 1	Rank	Required until 1st Class	Ernest Thompson, Ethan Pyne, & Jake Smith	ASM Coates & other dads
	Communication	2nd year +	Hayden Bouyea	H. Bess
	Environmental Science	2nd year +	Ben Arneklev	ASM Thompson
	Wilderness Survival	2nd year +	Matthew Woelper	Capt. J. Smith
	Nuclear Science	3rd year +	Franklin Walsh	Dr. Gordus
	Pioneering (Part 1 of 2)	3rd year +	Jackson Lynch	ASM Bassford
	Citizenship in the Nation	3rd year +	Thomas Martin	Ken Mangum
Symp 3 Week 1	Swimming	1st year required	Matthew Franklin	ASM Gatgens
	Canoeing	2nd year required week 1 or 2	Teddy Baranano	B. Chan-Sweenie
	Kayaking	2nd year +	Henry Mantay	P. Cook
	Rowing	3rd year +	Oliver Gordus	ASM Vitelkites
	Small Boat Sailing (Part 1 of 2)	3rd year +	Will Nelson	ASM Coates & Dr. Walsh
	Motorboating	3rd year +, MD Boater Course	Colt Radebaugh	Ken Mangum
Symp 4 Week1	Bird Study	1st year +	Royce Kirk	E. Thompson
	Sports	1st year +	Chase Wallace	M. Oswinney
	Wood Carving	2nd year + <i>must have totin chip</i>	Ben Arneklev	ASM Bassford
	Orienteering	2nd year +	Andrew Taylor	ASM Pitts
	Fish & Wildlife Study	3rd year +	Malachi Chan Sweeney	ASM Mantay
	Art	1st year +	Teddy Baranano	S. Cohen

Symp 1 Week 2				
	Safety	1st year +	Aaron Pitts	Dr. Protack
	Archery	2nd year +	Alex Malmquist	ASM Radebaugh
	Camping	2nd year +	Henry Mantay	C. Edwards
	Fire Safety	2nd year +	Lucas Hopkins	ASM Pitts
	Leatherworking	3rd year +	TBD	ASM Walsh
Symp 2 Week 2	Rank	Required until 1st Class	Ernest Thompson, Ethan Pyne, & Jake Smith	ASM Coates, other dads
	Geology	2nd year +	Andrew Taylor	Pete Cook
	Weather	2nd year +	Nick Brundick	Eric Brundick
	Emergency Preparedness	2nd year +	Thomas Martin	Capt. J. Smith
	Forestry	3rd year +	Charlie Zivkovich	T. Zivkovich & B. Carroll
	Pioneering (Part 2 of 2)	3rd year +	Jackson Lynch	ASM Bassford
Symp 3 Week 2	Lifesaving	1st year required	Matthew Woelper	M. Bouyea
	Canoeing	2nd year required week 1 or 2	Cameron Fetsch	W. Donald
	Kayaking	2nd year +	Elliott Cook	Pete Cook
	Small Boat Sailing (Part 2 of 2)	3rd year +	Will Nelson	ASM Walsh
	Motorboating	3rd year +, <i>MD Boater Course required</i>	Colt Radebaugh	Ken Mangum
	Water Sports	3rd year +	Hayden Bouyea	Dr. Edwards
Symp 4 Week 2 (up to 2 badges)	Signs, Signals & Codes	1st year +	Jack Mangum	Ken Mangum & David Marin
	Reading & Scholarship	1st year+	Davis Dawn	Sean Cohen
	Astronomy	2nd year +	Will Adler	Eric Brundick
	Fishing	2nd year +	Emmet Guertin	ASM Radebaugh
	Law	3rd year +	Henry Bassford	M. Bouyea & Aaron Adler

Activities:

Archery, Slingshot, Hatchet Throwing, Horseshoes, Ping Pong, Campfire band

Voluntary Participation in Activities

Your son will be given the opportunity to participate in a variety of Scout-directed and adult-supervised activities at Camp. Kids and their parents have a broad range of tolerance for activities with inherent risks. Therefore, accommodations will be made if there are certain activities you prefer your son NOT to participate in.

If you do **NOT** want your son to participate in any of these activities the please check all activities that you do not authorize your son to participate in and return the form to Jeff Vitelkites before camp (Scan & text/email is fine to Jeff Vitelkites: vitelkites@gmail.com or 410-215-0742)

Camp E-Star Adult-Supervised Onsite Activities:

- ☐ Archery Target Shooting
- ☐ Hatchet Target Throwing
- ☐ Slingshot target shooting
- ☐ Funnellator (Giant slingshot) Target Practice
- ☐ Jet Skiing, passenger
- ☐ Water Skiing, Tubing
- ☐ Large Boat Sailing

Possible Off Site Excursions (Available for Scouts serving as lifeguards)

- ☐ Clay Pigeon Shooting

Parent: Sign & Print Name

Scout: Sign & Print Name

Note: Additional “standard” activities such as swimming, boating, pioneering, sports, and camping have inherent risks. Your registration and BSA Form A shall serve as permission for your son to participate in all such activities not explicitly mentioned above.

Awards & Honors

“Second Thursday” is also Election Day for the special awards and honors discussed below. You will cast your private ballot for these awards after snacks in the evening.

1. **TROOP 35 AWARD:** The Top Scout under 18 years of age, whether at camp or not, who “Best fulfills the Scout ideal”. This is the biggest award of our Scouting Year.
2. **BLACK BUFFALO AWARD:** The Best Scout among all the regular campers, not including Eagle Scouts.
3. **ORDER OF THE ARROW:** This is a nomination to the National Honorary Organization for top campers, chosen from a special list of Scouts meeting basic requirements.



About the Order of the Arrow: Scouting's National Honor Society

For more than 95 years, the Order of the Arrow (OA) has recognized Scouts and Scouters who best exemplify the Scout Oath and Law in their daily lives. This recognition provides encouragement for others to live these ideals as well. Arrowmen are known for maintaining camping traditions and spirit, promoting year-round and long-term resident camping, developing leaders, and providing cheerful service to others. OA service, activities, adventures, and training for youth and adults are models of quality leadership development and programming that enrich, support, and help to extend Scouting to America's youth.

Mission

The mission of the Order of the Arrow is to fulfill its purpose as an integral part of the Boy Scouts of America through positive youth leadership under the guidance of selected capable adults.

Purpose

As Scouting's National Honor Society, our purpose is to:

- Recognize those who best exemplify the Scout Oath and Law in their daily lives and through that recognition cause others to conduct themselves in a way that warrants similar recognition.
- Promote camping, responsible outdoor adventure, and environmental stewardship as essential components of every Scout's experience, in the unit, year-round, and in summer camp.
- Develop leaders with the willingness, character, spirit and ability to advance the activities of their units, our Brotherhood, Scouting, and ultimately our nation.
- Crystallize the Scout habit of helpfulness into a life purpose of leadership in cheerful service to others.

History

The Order of the Arrow was founded by Dr. E. Urner Goodman and Carroll A. Edson in 1915 at the Treasure Island Camp of the Philadelphia Council, Boy Scouts of America. It became an official program experiment in 1922 and was approved as part of the Scouting program in 1934. In 1948 the OA, recognized as the BSA's national brotherhood of honor campers, became an official part of the Boy Scouts of America. In 1998, the Order of the Arrow became recognized as Scouting's National Honor Society when it expanded its reach beyond camping to include a greater focus on leadership development, membership extension, adventurous programming, and broader service to Scouting and the community. Today, its service, activities, adventures, and training for youth and adults, are models of quality leadership development and programming that enrich, support, and help extend Scouting to America's youth.

Eligibility

- Be a registered member of the Boy Scouts of America.
- Hold the First Class rank of the Boy Scouts of America, as a minimum.
- After registration with a troop or team, have experienced 15 days and nights of Boy Scout camping during the two-year period prior to the election. The 15 days and nights must include one, but no more than one, long-term camp consisting of six consecutive days and five nights of resident camping, approved and under the auspices and standards of the Boy Scouts of America. The balance of the camping must be overnight, weekend, or other short-term camps.

Section 6

Safety



Camp Emergency and Evacuation Plan

Reviewed & Confirmed 2026

EMERGENCY AND EVACUATION PLAN AND PROCEDURES

Emergency Location

The camp 911 location coordinates are 10222 9940; BSA Troop 35, Eliason Campsite, Bayshore Road, Eliason Farm Road, Fairlee, MD 21620.

General

Troop 35 provides a safe camping environment at Camp E-Star in accordance with COMAR and Boy Scouts of American Guidelines. The Troop 35 E-Star Emergency Plan and Procedures are documented below. This is reviewed regularly, communicated to campers ASMs and parent volunteers, and available in writing to all camp personnel

Review of Plan & Procedures

Camp E-Star has two daily (breakfast and dinner) mandatory roll calls where each boy is identified and accounted for. The Dads and ASM's (Assistant Scoutmasters) know the boys by sight. Camp rules and safety procedures are reviewed with all attendees following roll call on the first day of camp.

Emergency Drill

A practice emergency drill is held the first Saturday of camp by the Summer Camp Chairman and the ASM in Charge (ASMIC).

Communication

A telephone is located in the farmhouse ½ mile away for emergency calls. In addition, we have at least one cellular phone on site at all times. Prior to the beginning of camp, the State and local police are notified of our camp dates. In the past they have delivered messages in emergencies. In addition, the Coast Guard, Fire Department, Bay Pilots, DNR and local hospital emergency room are made aware of our location.

Weather Emergency Procedures

Weather is monitored by radio daily. Approaching storms can typically be seen moving across the bay, which allows us 30 to 45 minutes to close the waterfront and prepare the camp.

Waterfront

If open, the waterfront is immediately closed at the first sighting of lightning. All boats are secured and the swimmers are cleared from the water. At least one Red Cross / Star Guard certified adult and one certified scout lifeguard are on duty whenever the beach is open. Troop leaders are also certified for BSA Safety Afloat and Safe Swim.

Camp Emergency and Evacuation Plan

Emergency Assembly Procedures

- The ASMIC will determine if conditions require an emergency assembly.
- The ASMIC will have the EMERGENCY AIR HORN sounded as THREE OR MORE 2-SECOND BLASTS at the meeting of Alpha and Gamma patrols. Blasts may be repeated.
- ALL camp members, parents and kids alike, must proceed directly to the dining hall and sit AND STAY at the EMERGENCY TABLE designated for their patrol.
- PATROL LEADERS will make sure that all scouts in their patrols have been alerted and sent to the Castle.
- PATROL LEADERS call roll and report to the ASMIC.
- Once roll call has been made ONLY ASM or Dads will be sent by the ASMIC to find stragglers.
- The tarp sides of the dining hall are lowered and tied down if required.
- Everyone will stay in the dining hall until the emergency condition passes or an evacuation is ordered.
- If the emergency condition passes, we return to the normal routine.
- If conditions worsen, the ASMIC determines the dining hall is unsafe, or in danger, he may direct all boys to take shelter in the kitchen.
- The ASMIC may alternatively decide to evacuate the camp.

Emergency Evacuation Procedures

- Emergency Assembly procedures will be ordered by the ASMIC
- Scouts will each be assigned to a driver [ASM or Adult volunteer].
- Each boy will be checked out of camp.
- No driver will leave until we account for all Scouts.
- All transport will meet at a point outside of camp to be determined by the ASMIC
- The BSA 'no one on one' rule applies

The Troop maintains at least two days of emergency (non-perishable) food and water on site.

First Aid

- Troop 35 has a medic assigned for every day of camp. A doctor prepares a first aid chest with up-to-date supplies prior to camp. Every boy is required to take and pass the First Aid merit badge and must either have the Lifesaving merit badge or is in a class to earn the Lifesaving merit badge during camp. Several of the adult ASMs and volunteers have CPR certificates.

The Outdoor Archery Range at Camp E-Star

The Outdoor Archery Range at Camp E-Star (the “Range”) is an integral part of the camp’s activities and shall be used exclusively by its resident campers under the supervision of certified archery instructors. It shall operate at designated times from June 15 until June 29, the dates that the camp is in session. All operating and safety features shall comply with the provisions of COMAR 10.16.06.49, Specialized Activities: Archery.

I. Range Specifications

1. The Range shall consist of three zones, defined by three lines (See Attachment #1):
 - a. A waiting area, bounded by the Waiting Line. Youth archers (“archers”) will await their turn to shoot behind the Waiting line.
 - b. The range proper, bounded by the Shooting Line. When given the command to shoot their arrows, archers will advance to the Shooting Line and straddle it to shoot.
 - c. A target area, bounded by the Target Line. In each shooting lane, there will be one 80-centimeter (32 inch) five-color target that uses ten region scoring. When given the command to retrieve their arrows, archers will advance to the Target Line and wait until it is their turn to do so.
2. The different zones shall have set depths:
 - a. The distance between the Waiting Line and the Shooting Line shall be fifteen feet.
 - b. The distance between the Shooting Line and the Target Line shall be thirty feet for experienced archers and fifteen feet for less experienced archers.
 - c. The distance between the Target Line and the targets shall be five feet.
3. The waiting area shall be fifteen feet deep. Behind the waiting area will be a controlled access spectator area, where non-archers may observe range operations.
4. The Range shall have five shooting lanes, each of these five feet wide. Each lane will be used by one archer actively practicing archery skills. At most, five archers will be on the Shooting Line at a time.
5. Each lane shall have a ground quiver to hold arrows and rest the bow when the archer goes to retrieve arrows from the target. A bow hanger will be set between the Shooting and Waiting Lines where archers replace their bows at the end of a round.
6. The Target, shooting, and Waiting Lines will be clearly marked with eco-friendly spray paint or chalk and these markings will be refreshed at intervals to ensure they are readily visible at all times.
7. The ground shall be flat and free of obstacles. Range staff shall clear the Range of all potential trip hazards before the Range opens each day.

II. Archery Safety Plan

1. **Authority:** The archery range (the “Range”) shall follow a safety plan in compliance with the provisions of COMAR 10.16.06.49, §§A – C, and COMAR 10.16.06.52.
2. **Purpose:** This safety plan is established to set standards for the conduct of archery activities at Camp E-Star. All camp staff and volunteers shall become familiar with its provisions, so they will understand what actions they must follow to ensure the safety of campers who participate in the program.
3. **Availability of Safety Plan:** A copy of this archery safety plan will be maintained in the camp’s procedures and policies manual at the camp office (the “Castle”). All camp staff and volunteers shall also receive a personal copy of the archery safety plan in their camp manual.
4. **Staff Training in Range Operations and Safety:** Prior to the beginning of camp, all instructors and camp volunteers shall receive training on Range operations and safety procedures. This orientation will be mandatory, offered in a group format, and those present will have the opportunity to ask questions. Attendance will be documented, and attendance records will be maintained at the Castle.
5. **Health and Safety Risks:** Ranges that follow safety and operational standards accepted by the sport have extremely good safety records. To avoid the danger of overdraw injuries, arrows will be fitted to the bows and archers. To lessen overall risk, every archer will receive safety instruction before entering the Range, as well as personalized supervision on the range. All persons on the Range shall wear closed shoes at all times. In the unlikely event of an archery-related injury, camp medical staff include licensed physicians who can provide first aid and transportation to a local hospital when needed.
6. **Parental Consent:** Prior to camp, parents will be notified there will be an archery range at camp and given an opportunity to choose whether they wish to allow their campers to take part. A parent or legal guardian who consents to have his or her camper participate in archery shall be required to give written consent before they may do so. Camp E-Star will use the parental consent form developed by the Boy Scouts of America (BSA) for this purpose (See Attachment #2).
7. **Participation Eligibility Requirements:** All members of Scouts BSA are eligible to participate in target and field archery at a camp range. Youth ages 11 to 18 may take part, as well as ten year olds who have completed fifth grade or earned the BSA’s Arrow of Light award. The Range shall be open to all registered campers who are Scouts in good standing and members of BSA Troop 35.
8. **Youth Archer Orientation Class:** Prior to using the Range, all youth archers (“archers”) shall attend an orientation class of roughly 90 minutes in duration. This class will include information about the equipment they will use, archery technique, and range safety rules. This orientation shall be delivered by one or more certified archery instructors.

9. **Range Safety Rules:** Safety is the most important lesson in any archery orientation. During our class, archers will learn a number of range rules, which will also be posted on the Range (See Attachments #1 and #5):
 - a. Always walk on the range.
 - b. Keep your arrows in your quiver until told to shoot.
 - c. Only release the bow string when an arrow is notched and safely pointed.
 - d. Leave dropped arrows on the ground until instructed to retrieve them.
 - e. If there is an emergency on the range, immediately alert the instructor.
10. **Qualifications and Training of Archery Instructors:** One Level 2 and one Level 1 archery instructor shall be present at all times the Range is open. Each of these instructors shall possess instructor certification from USA Archery (See Attachment #3) and demonstrate competence in teaching archery skills and technique.
11. **Other Training and Credentials:** All archery instructors and range volunteers shall have current Youth Protection Training from the Boy Scouts of America (BSA) and the lead instructor shall possess SafeSport Sexual Misconduct Awareness Training (See Attachment #4).
12. **Staff Responsibilities:** During each session, one instructor shall work with archers to teach archery skills and form. The other instructor shall serve as a Range Safety Officer (RSO) and control the movement of archers around the range. A third adult shall be present to supervise campers in the waiting and controlled access areas and ensure that no unauthorized person enters the Range or its safety zones.
13. **Archer to Staff Ratio:** At most ten campers will be present on the range, five at the Shooting Line and five behind the Waiting Line. Others may observe from the controlled access spectator area outside the Range but will not be actively involved in the ongoing activities. Two instructors and one monitor will provide a 10:3 archer to staff ratio.
14. **Archer Stations:**
 - a. All Lines on the Range shall be clearly marked with eco-friendly spray paint or chalk.
 - b. All archery sessions will begin with all archers positioned behind the Waiting Line.
 - c. Only those archers in the first round shall advance to the Shooting Line; archers waiting to shoot shall remain behind the Waiting Line.
 - d. Archers shall straddle the Shooting Line and only shoot down-range. Aiming a bow at another individual shall result immediate dismissal from the Range.
 - e. Archers may shoot only when the RSO gives the command to commence shooting.
 - f. Archers shall not advance to the Target Line until the RSO gives the command to retrieve their arrows.
 - g. Archers shall remove their arrows from the targets one at a time, using the technique which they have been taught, and carry them back to the Shooting Line in both hands with their points toward the ground.
15. **Common Shooting Line; Beginning Archers:** Archers in a group shall not use different Shooting Lines; all archers taking part in a round shall use the same Shooting Line. For those archers whose skill level makes a shorter distance appropriate, the instructors shall move the Shooting Line closer to the target, but still equal for all archers participating in the round. In this way, archers with less experience can work to develop their skills in a safe manner.

16. **Range Hours:** The Range shall be open at regular hours each camp day, but only when the camp director or his designee is present at camp. The Range shall be open only during daylight hours and close whenever there is rain.
17. **Measures to Prevent Unauthorized Persons from Entering the Range:**
 - a. For purposes of safety, the Range shall be located approximately 1000 feet from the campsites and all other activities.
 - b. The only entrance to the Range shall be at the rear of the waiting area, where a volunteer will supervise entry and monitor for unauthorized persons in the vicinity.
 - c. The Range shall be buffered by safety zones where no one is allowed: (a) a 150 foot zone behind the targets, where arrows that overshoot the targets can land safely; and (b) two zones to the left and right of the Range, each fifteen feet wide, where arrows that stray can land safely.
 - d. Rope lines shall be set up at the perimeter of the Range to prevent campers from wandering onto it or its safety zones.
18. **Caution Signs and Warning Flag:** Signs shall be posted on all sides of the Range to warn persons not to enter the area without permission (See example in Attachment #1). A red flag shall be flown when the range is "hot," *i.e.*, in use.
19. **Voice and Whistle Commands:** The RSO shall use both voice and whistle commands to control the movement of archers on the range. The whistle commands are standard ones in target archery, as detailed here:
 - a. Two whistle blasts = Go to the Shooting Line.
 - b. One whistle blast = Commence shooting.
 - c. Three whistle blasts = Retrieve your arrows.
 - d. Five or more whistle blasts = Emergency stop
20. **Emergency Stop (Cease Shooting):** The RSO shall issue an emergency stop or cease shooting command when there is imminent danger on or around the Range. Examples include, but are not limited to malfunctions of archery equipment, persons or animals near or straying upon the range or its safety zones, impending severe weather, and other hazards. Upon hearing the command for an emergency stop, archers shall not fire another arrow, even if their bow is drawn, but rather relax their bowstring, place their bow and arrow in the ground quiver, and move behind the Waiting Line as quickly as possible, consistent with safety.
21. **Northern Orientation of Range:** The Range shall be oriented in a northerly direction to minimize glare from the sun that could blind archers and lead to erratic shots.
22. **Inclement Weather and Other Emergencies:** The Range shall follow the camp's inclement weather policy. In the event of lightning or thunder, archery activities shall be immediately suspended and archers shall report to the Castle, where attendance will be taken. In the event of additional lightning or thunder, this thirty minute interval shall restart. When there is impending severe weather or another life-threatening emergency, staff at the Castle shall sound three blasts of an air horn to alert campers, repeating this signal a number of times. Upon hearing the blast, archers shall cease their activity and report to the Castle, where attendance will be taken.

23. **Protective Equipment:** All archers shall be issued wrist guards to avoid abrasions. Those archers who experience discomfort from pulling the bowstring with their fingers shall be given finger tabs to use.
24. **Care and Maintenance of Archery Equipment:** Archers will be instructed that they must never “dry fire” their bows, *i.e.*, release the bow string without an arrow nocked in, as this is likely to cause permanent damage to the bow. Before each day’s session, the instructors shall inspect bows, arrows, and targets, and service equipment when needed using the Range’s archery repair kit. Bows with hairline cracks on their limbs and arrows with cracks, bends, or breaks shall be marked as defective and discarded. Loosened center servings and other involved repairs shall be taken to an archery retailer for service.
25. **Securing Archery Equipment:** Archers may never shoot unsupervised. When the range is closed, bows and arrows shall be stored in a locked container.

ARCHERY RANGE RULES

- ➡ ALWAYS WALK ON THE RANGE
- ➡ KEEP YOUR ARROWS IN YOUR QUIVER UNTIL TOLD TO SHOOT
- ➡ ONLY RELEASE THE BOW STRING WHEN AN ARROW IS NOCKED AND SAFELY POINTED TOWARD THE TARGET
- ➡ LEAVE DROPPED ARROWS ON THE GROUND UNTIL INSTRUCTED TO RETRIEVE THEM
- ➡ IF THERE IS AN EMERGENCY ON THE RANGE IMMEDIATELY ALERT THE INSTRUCTOR

WHISTLE COMMANDS

2 WHISTLE BLASTS = GO TO THE LINE
1 WHISTLE BLAST = SHOOT
3 WHISTLE BLASTS = RETRIEVE ARROWS
5 OR MORE WHISTLE BLASTS = EMERGENCY — IMMEDIATELY STOP SHOOTING, RETURN BOWS TO THE RACK AND GO BEHIND THE WAITING LINE

**KNOW AND OBEY ALL WHISTLE
COMMANDS AND RANGE RULES**



SAFETY IS OUR #1 PRIORITY!

NEVER TOUCH A BAT

BATS CAN HAVE RABIES



Photo credit: Lee Mackenzie



You can't tell by looking!

- Bats are shy animals that avoid human contact
- Any bat can have rabies, a deadly disease
- You could get rabies from a bat bite
- If you get bitten by a bat, wash the wound with soap and see a doctor

Keep bats out of your home:

- Ask your parents to bat proof your home
- If you find a bat in your home, call the health department

If you can touch a bat, don't!

- We need bats so don't hurt them
- A bat that lets you touch it may be sick
- If you see a bat, do not touch it
- Call an adult for help

Facts about Rabies

- Rabies is a viral disease that attacks the nervous system of all mammals
- Rabies is nearly always fatal once symptoms appear
- Raccoons, skunks, foxes, cats, and bats are the most common rabid animals in Maryland
- Rabies virus is in the saliva of infected animals and is spread by biting

How is rabies spread?

- Being scratched or having saliva come in contact with eyes, nose, mouth, or open wounds may also be considered an exposure
- Petting a rabid animal or coming into contact with blood, urine, feces or skunk spray of a rabid animal are not rabies exposures
- The rabies virus is killed by heat, sunlight, drying, and many common detergents and disinfectants
- Animals with rabies may spread the virus before they show signs of disease

Can I tell if an animal has rabies?

- Changes in an animal's behavior may indicate rabies. Wild animals may act friendly. Domestic animals may become aggressive.
- Rabid animals may stagger, drool, or become paralyzed.

Rabies vaccines for humans

- There is an effective treatment to prevent rabies in humans if given promptly after an exposure.
- Pre-exposure rabies vaccination is available for people who may have frequent contact with potentially rabid animals, such as veterinarians, animal control workers, and international travelers.

What if I've been bitten or exposed?

- If you are bitten by a wild animal, try to safely capture or confine it.
- If the animal must be killed, try not to damage its head.
- Immediately wash the wound thoroughly with soap and water. If available, also use a disinfectant.
- Seek medical attention promptly.
- Report the bite or exposure to your local animal control.



Tick Bites

While most tick bites are harmless and don't require medical treatment, some ticks (like the deer tick, wood tick, and others) can carry harmful germs and cause diseases like Rocky Mountain spotted fever and Lyme disease. The deer tick is tiny, no larger than a pencil point. Other ticks are larger and easier to find on the skin.

Signs and Symptoms of Tick-Related Diseases:

- a red bump ringed by an expanding red rash, which looks like a bull's-eye (Lyme disease)
- red dots on the ankles and wrists (Rocky Mountain spotted fever)
- flu-like symptoms such as fever, headache, fatigue, vomiting, and muscle and joint aches

If the tick is still attached to the skin, remove it:

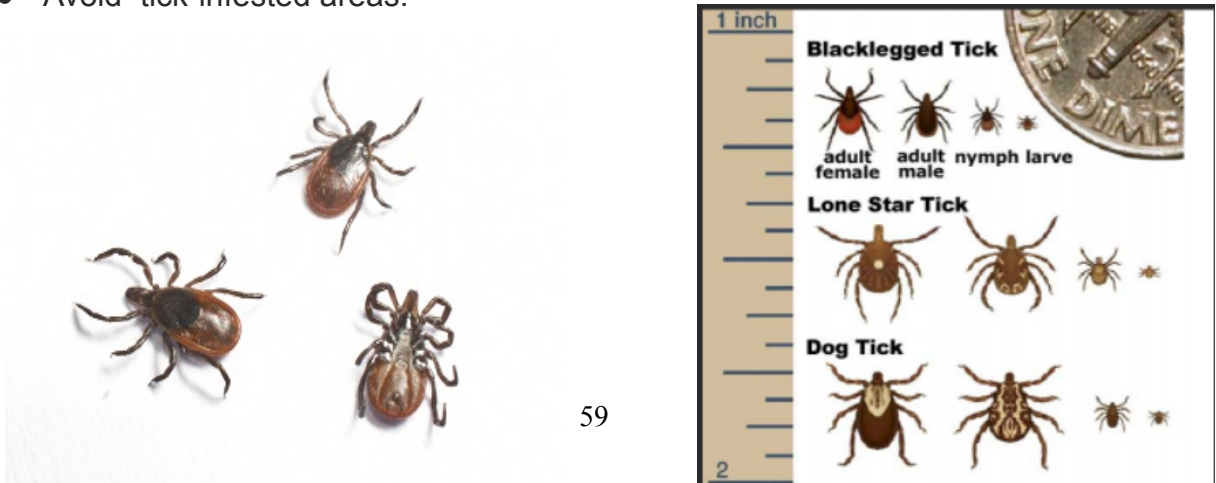
- Using fine-tipped tweezers, grasp the head of the tick close to the skin.
- Firmly and steadily pull the tick straight out of the skin. Do not twist the tick or rock it from side to side while removing it.
- Put the tick in a sealed container or zip-locked bag and save it to show the doctor if you become ill.
- Do not use petroleum jelly or a hot match to kill and remove the tick.
- Wash your hands and the site of the bite with soap and water.
- Swab the skin with alcohol.

Seek Medical Care if:

- The tick might have been on the skin for more than 24 hours
- Part of the tick remains in the skin after attempted removal
- A rash of any kind develops (esp. a red-ringed bullseye rash or red dots on wrist/ankles).
- The bite area looks infected (increasing redness, warmth, swelling, pain or pus).
- Symptoms like fever, headache, fatigue, chills, stiff neck or back or muscle/joint aches.

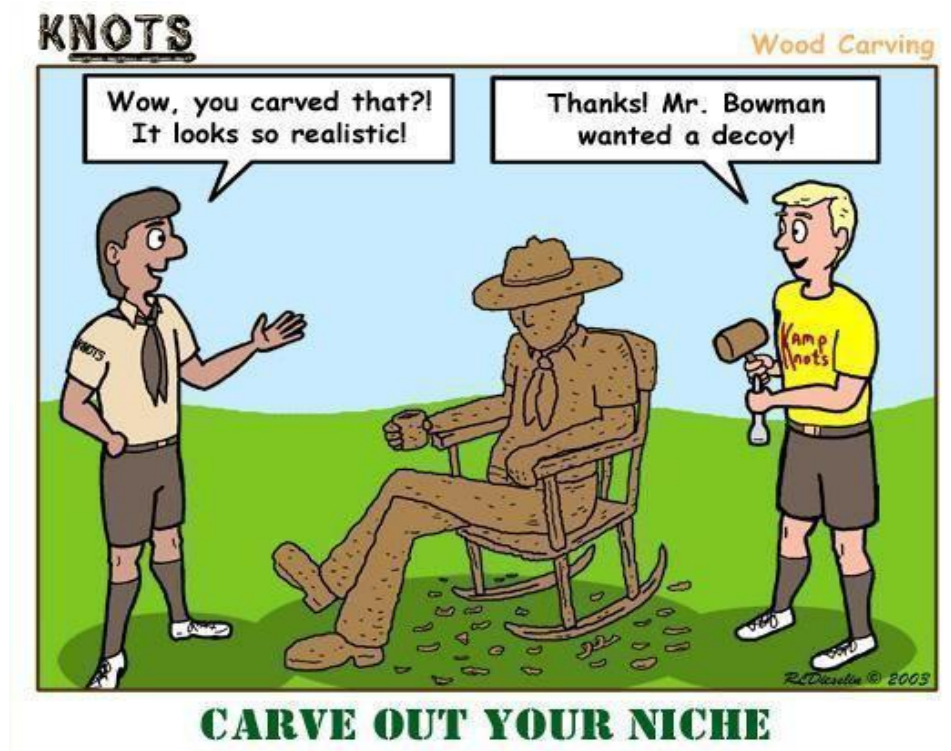
Think Prevention!

- After kids play outside, check their skin and hair - especially the scalp, behind the ears, the neck, and under the arms.
- When playing in wooded areas, children should wear long-sleeved shirts and pants and tuck pant legs into their socks.
- Use an insect repellent with at least 10% to 30% DEET for protection against bug bites and stings in kids older than 2 years, always carefully following the directions for application.
- Avoid tick-infested areas.



Section 7

Miscellaneous



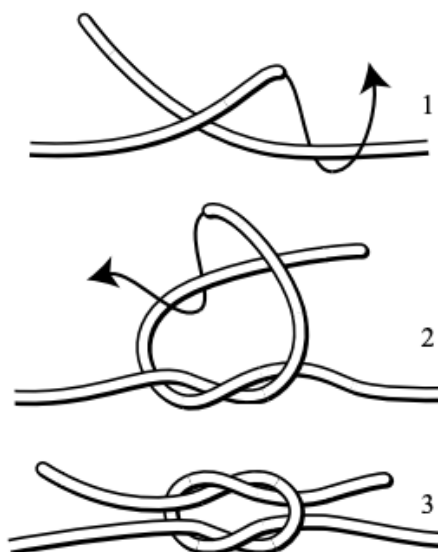
The Six Boy Scout Knots

version: 8-20-01

by John Geffre

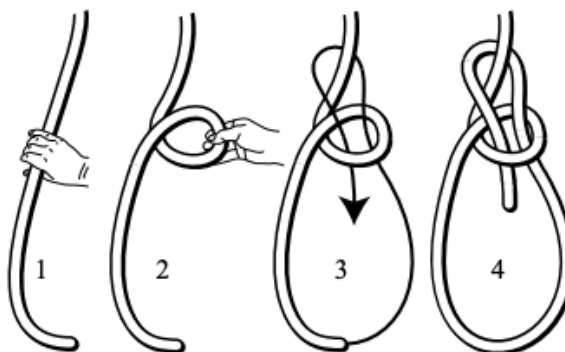
Square Knot

The square knot is used as a binding knot for such things as clamping a pad on a wound, tying a gathering rope on the male end of an extension cord, or as a shoestring knot. The bowknot we all use to tie our shoes with is really just a double slipped square knot. The books say not to use the square knot to tie two ropes together because it can untie itself under the right conditions but I have used a single slipped square knot to tie two ropes together for years without a problem yet.

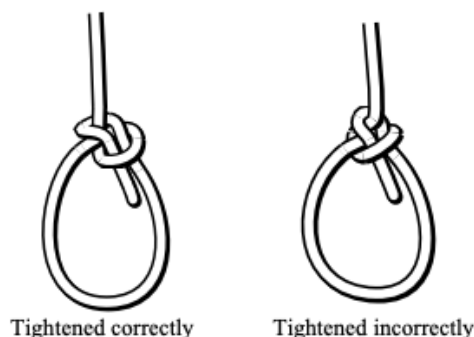


Bowline

The bowline is used to make a non-slip loop on the end of a rope. It is called the king of knots and it is so dependable that it can be used for rescue work.



After the bowline has been formed, you must tighten it correctly like this.

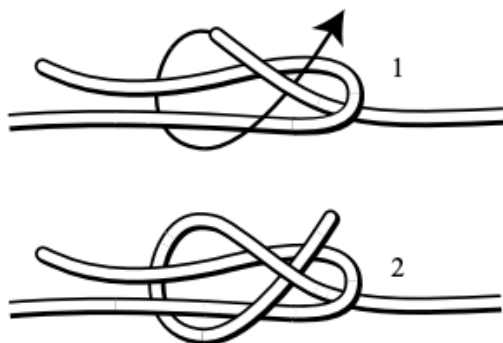


Tightened correctly

Tightened incorrectly

Sheet Bend

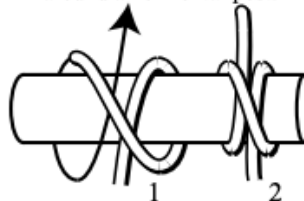
The sheet bend is the knot you are "supposed" to use to tie two ropes together. You can tie on to a sheet or blanket with it if you fold the corner of the sheet into a point and substitute it for the left rope below.



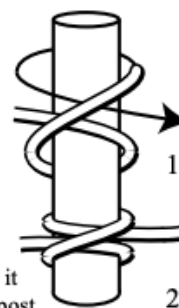
Clove Hitch

The clove hitch is known in the oilfield around here as a claw hitch. It is the best knot to use with stiff large diameter rope because it never makes a sharp bend. It is also used to start and finish lashings. A lashing is a series of wraps tying two poles together.

Here is how to tie it around a horizontal post.

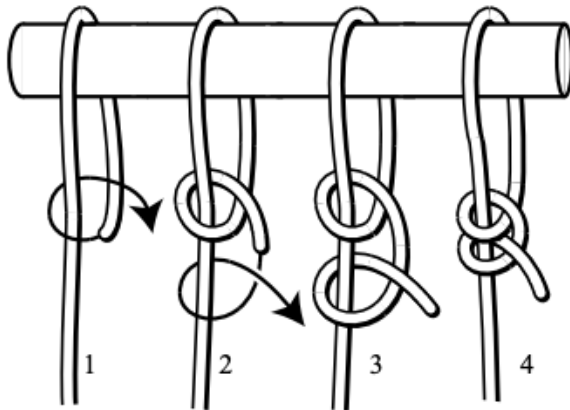


Here is how to tie it around a vertical post.



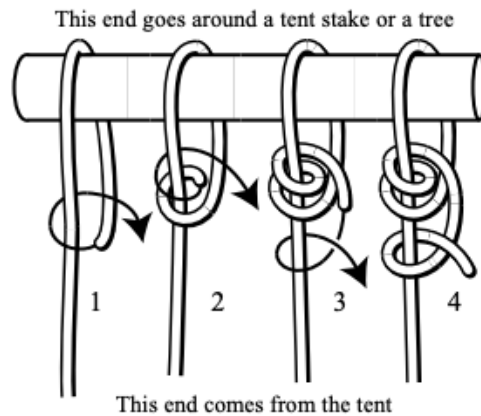
Two Half Hitches

Two half hitches is my favorite knot. You can tie onto almost anything with it. In the first step, if you go around the post one and a half times instead of just one half time as shown, you will make a knot called "a round turn and two half hitches" which will grip onto the post extremely well. If you go around the post two and a half times or more, you will make a knot called "the pipe hitch" which will form a death grip on the post.



Taut-line Hitch

The taut-line hitch is my least favorite of the six boy scout knots. It is used as an adjustable knot in tent guy lines and that's about all it is used for. This knot has to be internally tightened quite tight for it to work properly. Two half hitches works almost as well as this knot for tent guy lines and the trucker's knot works even better.



Other Useful Knots

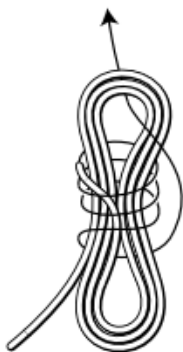
Overhand Knot

Use this knot on both ends of your rope to keep it from unraveling and as a "stopper" knot. I have found that I like a stopper knot better than "whipping" because both can come off the end of the rope but you can retie an overhand knot quickly and without having to find some whipping material.



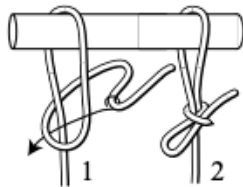
Coiling a Rope

Learn how to do this, it is important.



Hitching Tie

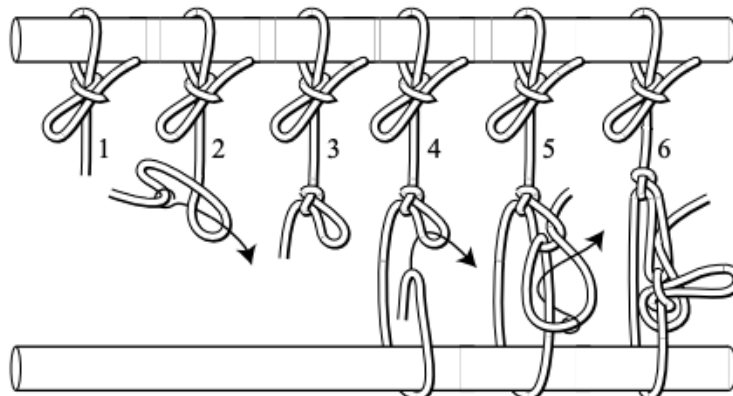
So cowboy, how do YOU tie your horse to the hitchin' rack? Learn how to tie this knot real fast and you can tie a rope to anything in about 3 seconds and untie it in nothing flat.



The Trucker's Knot

This is the most useful knot that I know of. Use it to make a very tight rope between two objects. The knot in step 1 can be a clove hitch, two half hitches, or my favorite the hitching tie as shown. The knot in step 3 is called the slip knot. In step 4 after you have pulled the "bight" (bight means "rope folded in half") through the slip knot as tight as you can, pinch the crossing with your left thumb and forefinger so your right hand can tie the knot in step 5. The knot formed in step 5 is called a slippery half hitch or a slipped half hitch. By the way, a hitching tie is actually a slipped slip knot for anyone who cares about such things.

If you tie the trucker's knot using a hitching tie as shown, the whole conglomeration can be untied with only four pulls in the right places. See if you can figure out which are the four right places.



Icosolon Events 2026

1. Swamp run
2. Push up pie
3. Red solo toss & catch over monkey bridge (10 catches) *
4. 4 water bottle flips (1 person) *
5. Crab walk from flag to field *
6. Bike to road and back to White House (3 miles)
7. Run from house to home plate (1 mile)
8. Human wheelbarrow around the diamond (2 people)
9. Frisbee - trash can target
10. Bunny hop from home plate to flagpole
11. Mystery event
12. Three Ringers Horseshoes
13. Human pyramid for 10 seconds (3,2,1)
14. Calisthenics (50 chin-ups, 200 push ups, 300 sit ups)
15. Pong (water pong with 6 cups in 3,2,1 formation)*
16. Backwards kayak around swim line
17. 5-man canoe (no paddles: 1 senior scout and 4 junior scouts)
18. Swim around Swim line
19. Water balloon retrieval relay from water trampoline *
20. Greasy watermelon (1 guard) (30 seconds for first 5 minutes then 20 seconds)
Watermelon to Epsilon table.

All mystery events will be revealed the morning of the Icosolon

Troop 35 & E-Star Trivia

How much do YOU know about Troop 35 and E Star? Find out by answering the questions below. If you don't know the answers, ASK someone! Epsilon will determine when the Contest will be held. The Patrol that comes up with the most correct answers for either of the two sections below will win a prize determined by Epsilon!

Part 1: Beginner's Luck (for scouts who have been at Camp one or two years):

1. In what Maryland County is Camp E Star located?
2. Who is the owner of the Camp E Star property?
3. What is the mailing address at Camp E Star?
4. Who is the 2017 Camp E Star-Summer Camp Chairman?
5. How many years has Troop 35 been at Camp E Star (including this year)?
6. Who built the Castle and for whom was it named?
7. Name the five current patrol areas.
8. Name the Four patrol leaders (ASPLs) for 2017 Camp E Star.
9. What three Scout ranks are earned between Tenderfoot and Life?
10. Why does Troop 35 have 13 Scout Laws when BSA has only 12?
11. Where does our food come from and when?
12. What is a "honey dipper"?
13. Who is the current Scoutmaster?
14. List all Eagle required badges, including those that T35 requires, above and beyond BSA.
15. Name the current Scoutmaster and any of the previous scoutmasters before him.
16. What is a "Sub-Ep"?
17. What qualifies a scout to stay in Epsilon?
18. What does one blast on the horn at the Castle mean and what do you do?
19. What does three blasts on the horn at the Castle mean and what do you do?
20. What is the chartering organization that sponsors for Troop 35 ?
21. How long is the mile swim?
22. Name two things that can give you rabies at Camp E Star.
23. Name three things you can't bring to camp.
24. What do you have to wear everywhere, except at the waterfront?
25. When is "bombs away" day? (month, day and date)

Part 2: Expert Section (for scouts who have been at Camp three or more years):

1. For whom is the Henderson Field named and why?
2. What are the names of the two Troop 35 summer camps that preceded Camp E Star?
3. For whom is the Wyman Waterfront named and why?
4. Where is the Troop 35 time capsule buried?
5. What is the meaning of “icosolon”?
6. What and where is Zeta?
7. Who put in the Scout Law steps in the chow line outside the Castle? (multiple choice):
(a) The Eliason Family (b) Scout Austin Hanley. It was his Life scout project or (c)ASM’s Conklin & Colman in 2003 (d) Eagle Alum Jebus.
8. Who/what was “Old Blue” and what happened?
9. Name two of the founding members of the Walrus Club (hint: 2 ASMs and 4 scouts)
10. What year was Troop 35 established?
11. Where is the “Gum Thicket” What was it supposedly used for?
12. Name the (5 total) currently active dads or ASM’s that were once scouts in Troop 35.
13. What was the military use of the rumble raft?
14. Identify the type of forest at Camp E Star.
15. Identify the crops that border the ball field.
16. What is the distance from Bay Shore Road to the Castle?
17. What is the name of the nearest community to Camp E Star?
18. What is the name of Troop 35’s legendary scoutmaster? (bonus points for correct spelling)
19. What kind of dead critter was once found in the latrine in 2003? (Hint: ask ASM Conklin).
20. What does SMASH mean?
21. What is a Black Buffalo and how is it different from a Black Owl.
22. What is the origin of “CAZbah” & what is it?
23. True or False- ASM Vahle loves bowling so much that he started the bowling night at camp.
24. True or False- ASM Kidd tried convincing Michael Phelps to quit swimming to stay in scouts.
25. How many Eagle Scout ranks (total #) have been awarded to BSA-Troop 35

Section 8

Parent Guide to Camp



Directions to Camp E-Star

Setting your GPS / Google Maps to **1 Fairlee Farm Lane, Chestertown MD** will get you close, but we recommend you follow the below directions and watch for the yellow T35 signs as you get close!

Directions to Camp E-Star (Northern Route)

- **Take I-95-North** (towards Elkton), toll at Susquehanna River Bridge.
- **Take Exit 100, MD 272.** Bear RIGHT on the exit ramp to MD 272-South.
- Proceed for 2 miles to the traffic signal & turn LEFT on **US 40-East** (towards Elkton).
- Proceed for 6 miles, turn RIGHT on **MD 213-South** (Burger King on this corner).
- Stay on MD 213-SOUTH, over C&D Canal Bridge, through Cecilton and into Galena.
- At the **traffic signal in Galena**, TURN RIGHT to stay on **MD 213-SOUTH.**
- Turn RIGHT onto **MD 298** at the Intersection (near Vonnie's Restaurant)
- Stay on MD 298 to the small town of **Fairlee** (see map below)
- Watch the 25 mph speed limit(!) and turn RIGHT onto **Bay Shore Road.**
- Stay on BAY SHORE RD, past Easterseals Camp Fairlee, then RIGHT onto **Fairlee Farm Rd.**
- Follow T-35 signs to CAMP E-Star.

Directions to Camp E-Star (Southern Route)

- **Take I-695-(Beltway) to I-97 SOUTH** (towards Annapolis).
- Take **US 50/301 EAST** Towards the Bay Bridge
- Cross the Bay Bridge (toll).
- At the US 50/ US 301 split, bear LEFT onto **US 301.**
- Stay on US 301; take the ramp to **MD 213 North** (toward Chestertown).
- Stay on MD 213 NORTH, through Centreville, to Chestertown.
- Pass Washington College & turn LEFT at **MD 291** signal.
- Stay on MD 291 for a short distance and turn RIGHT on to **MD 20.**
- Stay on MD 20, turn RIGHT on to **Old Fairlee Road**
- Watch the 25 mph speed limit(!). Go a very short distance on Old Fairlee Road, then take another RIGHT on to **Parsons Road** to a STOP SIGN at MD 298.
- At the **STOP SIGN, BEAR RIGHT, AND THEN TAKE AN IMMEDIATE LEFT TURN** on to Bay Shore Road
- Stay on Bay Shore Road, pass Easterseals Camp Fairlee, and turn RIGHT on to **Fairlee Farm Lane.** Follow T-35 signs to CAMP E-Star.

Directions to Camp E-Star

As you exit Bay Shore Road to Fairlee Farm Lane, follow the T-35 signs and the overhead map below to get to the camp entrance



Important 2026 Camp Dates for Parents

Leaders Pitch: Friday, June 19th @ Noon → Scout Leaders arrive early

This advanced group of Leaders includes ASPLs and Epsilon scouts along with their Dads and Adult camp leaders to do the initial work needed to begin camp.

Check-in: Saturday, June 20th @ 9am → All Scouts arrive at camp

Plan on arriving around 9am. Scouts should be unpacked and set up by noon. Turn in any missing forms, medications, at the Check-in Table. Lunch on this first day is for the boys and camp staff only.

During Camp → Parents visiting

- Scouts are NOT to be taken out of Camp without permission of the ASM in charge.
- The Scout Patrol sites are off limits to parents and siblings except on Visitor's Day

Visitor's Saturday: June 27th 9:00am to 5pm → Come visit your son!

- Plan to arrive at the Camp no earlier than 9:00 A.M. / leave no later than 5:00 P.M.
- We start with a church service at the campfire at 9:00 A.M.
- Visitor's Day lunches are provided at the Castle only for those boys without visiting parents. Please bring your own picnic munchies if you plan to stay for lunch at Camp.
- If you take your son out of Camp for lunch, PLEASE ASK YOUR SCOUT TO CHECK-OUT with the ASM-in-Charge when you leave and CHECK- IN when you return.
- On Visitor's Day, most families go into Chestertown or Rock Hall, so no Scouts will be scheduled for either lifeguard or boat guard/driver shifts and the waterfront will be CLOSED unless Certified Eagle Alums or Scout Lifeguards have volunteered to man the waterfront.

Important 2026 Camp Dates for Parents

Final Thursday: July 2nd - Early Arrival at @ 4pm → See Awards & Honors Ceremony

Parents are welcome after 4 P.M. and may camp overnight in the ball field, HOWEVER:

- Parents have to stay out of the Patrol Campsites until Friday morning.
- Scouts must spend the night in their Patrol Campsites, not their parent's tent.
- Parents and other family members are welcome to attend the Rank/Merit Badge announcements at the Castle at 8pm & the Order of the Arrow ceremony that follows.
- No cameras/video allowed at the Order of the Arrow Ceremony. This is a solemn and meaningful ritual in Scouting. Please give it the respect it deserves.

Final Friday: July 3rd @ 8am → Pack up early and Leave No Trace!

- Please arrive as early as possible, preferably by 8am to assist with closing Camp.
- No Scouts or parent is permitted to leave Camp until we dismantle and pack it up. We need everyone's help, so come prepared to lend a hand.
- Camp Leaders will determine when each Patrol is restored to the condition we found it, and when it is OK to CHECK-OUT. Our goal is to be out of Camp by 11:00 A.M.
- We are guests of the Eliason Family. If we want to be invited back, we must follow the BSA principles of "Leave No Trace" and leave Camp E-Star as good as we found it.
- All RANK and MERIT BADGES earned will be awarded at the Fall Court of Awards.

Medication Instructions at Camp E-Star

First, if you haven't filled out your BSA Forms A, B, C and Online Medical Questionnaire, **STOP READING AND DO THIS NOW** at campestar.com/forms.

If your child is bringing medicine to camp (including daily allergy medicine), please follow the instructions below.

1. Bring the original medication bottles with the medicine name and dispense instructions to camp when dropping him off.
2. Ahead of camp, dispense your child's pills into a 7-day pill box (see picture below).
3. We need 1 pill box for each time of day your child gets a medication, so one each for breakfast, dinner, bedtime in your child takes medicine 3 times a day.
4. If your child is staying for two weeks, please provide filled boxes for each week (e.g. two boxes)
5. Label all 7 daily pill boxes with your child's name and time of day for the medicine (see picture below).
6. Put the pill box in a plastic bag with the original bottle(s) (see example picture below).
7. Leave at least one original pill in each bottle so we can confirm which pill is which based on the bottle's label. This will also give us an extra pill in case something happens (yes, we have rarely had kids drop their pill on the wet ground and not want to take them).
8. You can get Pill Boxes at any local pharmacy. Below also are links to Amazon if you'd like to buy there:
 - a. <https://www.amazon.com/USA-Merchant-Organizer-Containers-Supplements/dp/B07S31D83Z/>
 - b. <https://www.amazon.com/Organizer-Vitamin-Medicine-Containers-Supplements/dp/B09XF879VR/>
9. Reach out to Jeff Swett a jtsbaltimore@hotmail.com or cell phone 410-960-6881.



Dads: Welcome to Camp E-Star!

First, a whole-hearted THANK YOU to Dads who are committed to both your boys and to enabling an excellent and safe scouting experience at Camp E-Star this year. Serving at Camp in any capacity is a great way to enjoy time with your son, mentor scouts, and participate in outdoor activities. Also, **we need adult helpers** – so please lend a hand. If you might have interest in serving as a scout leader, Summer Camp is also a great opportunity to test out the waters. Here are some need-to-knows:

- **This is a scout-run camp:** Therefore, Dads aim to encourage scouts in their badge teaching, activity planning, and event coordination, but not to run events for the scout leaders. If you observe unsafe behavior, speak up. If you have suggestions for improvement, please share such with one of the two ASM's in Charge for that week. Otherwise, we try to let the scouts enjoy some level of independence.
- **Where should I sleep?:** Scouts will each camp in their own tents in their patrols, not with parents. Dads therefore have their own camping area called "Dad Land" where you can set up your own gear, or we also have a number of tents and cots set up if you plan to be in and out during the course of camp. Scouts are not allowed in Dad Land, and Adults are not allowed in Patrols (except during camp set-up and on visitors day). ASMs and Adult Camp leaders have a dedicated camping area called "ASM Point."
- **What will Dads do to help out?** Some Dads have already been recruited to help oversee major areas of camp such as foodservice or the waterfront. Several of you are mentoring scouts who are teaching Merit Badges. For dads without an assigned "job", there is always something to do! If you find yourself idle or see other adults being busy, ask what you can do to help:
 - Helping scouts with advancement, such as mentoring a merit badge, sitting in on a board of review.
 - Making meal, supplies or mail runs to Chestertown, including dropping off the day before's trash.
 - Assisting with mealtime serving and cleanup, at the direction of the "Castle" lead.
 - Cleaning up around the campground as you see trash or other needs.
 - Latrine disinfectant, deodorizing or supply replenishment (hand washing water, toilet paper, paper towels)
 - including helping at mealtimes, making supply runs, activity/waterfront oversight, maintenance projects, rank counseling and boards of review are the most common. Each morning after breakfast we'll round up the Dads and assign some things we need to be done that day.
- **That sounds like a lot! When can I relax?** There is plenty of time for relaxation and serenity in the great outdoors. Watching sports & sunset at ASM Point after the scouts retreat to their patrols are enjoyable pastimes. Some Dads will accompany scouts on outings. Waterfront activities are particularly enjoyed by Dads, although we always give scouts preference for use of boats.
- **Contraband:** Vaping, smoking, or drinking alcohol could result in a scout being sent home. Dads need to be good examples, so please refrain from smoking or vaping and do not bring alcohol to camp. Many of us require cell phones to be accessible for work. However, please keep in mind that scouts are not permitted to use cell phones or any electronics at camp so limit their use in common areas and keep 'em at ASM Point. The signal is better there anyway.
- **Coming & Going:** Please let the ASM in charge know when you come and go from camp and never take a scout out of camp without their knowledge. The [no 1-on-1 contact rule](#) applies.
- **Youth Protection Training:** You need to have a current Safeguarding Youth Training (SYT) certificate completed *before* camp begins. Please complete that [here](#) and send certificate to Arielle Bess at ahbess08@gmail.com and Dan Taylor at edantaylor@gmail.com if you haven't already.

Sending mail or packages

Your sons will love getting mail from you while they're away for two weeks! It takes about one week for mail to reach camp so plan ahead - if you want your son to get mail or packages in the first week, send the letter a week before camp starts to the following mail address:

(Scout's Name)
Boy Scout Troop 35
General Delivery
Chestertown, MD 21620

We'll do a mail run to the post office every day. *Do not* send packages directly to Fairlee Farm Lane as they will most likely not make it here.

IMPORTANT: There is a long tradition of reading post cards aloud at Camp (typically, comical ones from fictitious weeping girlfriends missing their favorite scout). If a note is sincere and intended to be private, please send it in a sealed envelope.

Frequently Asked Parent Questions

REGISTRATION

What scouts are eligible to participate in camp? All Troop 35 Scouts properly registered with the Troop (includes all annual dues current).

I'm driving another scout besides my son to camp, anything I need to do? If you are driving any Scout(s) other than your own to Camp, be certain that he/they have all of the items listed above. If any are incomplete, by Troop 35 and Kent County regulation, they cannot be admitted to camp, and you will be responsible for returning the Scout to his home.

When is my paperwork due? All forms and payment are due no later than June 1st. Checks are payable to BSA Troop 35 and can be sent to Dan Taylor, 5801 Roland Avenue, Baltimore MD 21210.

My scout can no longer attend camp to cancel - how do I obtain a refund? Refund of camp fees paid is available, if notice is provided to Dan Taylor by June 1st.

I saw an additional fee for the "Cazbah" on the registration form. What is that? The Cazbah is a camp store selling candy and drinks that is open a couple of times a day for the boys to get some snacks. The optional fee is \$15 for 2 weeks stay per Scout; \$7 for 1 week stay per Scout. Note: At the end of camp, any remaining Cazbah funds will be deposited into the Summer Camp general fund.

MEDICAL

My scout woke up not feeling well before we headed off to camp. Can he still attend? Parents are discouraged from sending Scouts to Camp with fevers or minor medical problems. If warranted, the Camp physician will examine a Scout on the first day of camp. If the Scout is determined to have a problem that poses a danger to that Scout or any other Scout, he will be sent home until it is determined that the condition is no longer present. Any special health needs must be brought to the attention of the Camp physician **prior to the opening day of camp**. Advance knowledge of your Scout's special needs, such as allergies, will allow the Camp Medical Director time to make all necessary provisions.

My scout needs to bring medication with him to camp, how should I handle that? For Scouts taking medication during Camp, please fill out the BSA Form Part B and also the questionnaire offered up during online registration. When arriving at camp, you should turn in the medication for your son to the Camp Doctor in the original packaging and clearly labeled with your son's name. The camp medic will administer medication.

Are there specific inoculations required to attend camp? All three types of oral Sabin Polio and Tetanus Toxoid. For everyone's protection, no Scout will be allowed to enter Camp until all necessary forms are in.

VISITING & COMMUNICATION

Can my son bring his mobile phone to camp so I can call him? **NO.** Cell phones and other electronic devices are not allowed at camp. Any such articles will be confiscated and returned to the parent at the end of Camp. They are here to enjoy the great outdoors, camaraderie with fellow scouts and some independence. In case of a family emergency, you may reach any of our adult leaders via cell phone.

Can I send mail to my son while he is at camp? Scouts love to receive mail & care packages. Feel free to send mail to: Your Son, c/o Boy Scout Troop 35, General Delivery, Chestertown, Maryland 21620. Note that post-cards may fall prey to public reading, so sender beware!

Can I visit my son during camp? Visitors are limited to immediate family, and only on Visitors' Day. Since camp meals will not be available to visitors, please remember to bring a picnic lunch with you, unless going to town. Note: Scouts are allowed to leave Camp with family on Visitors' Day, but only after obtaining permission from the Scoutmaster in charge (so that we know where boys are at all times).

ARRIVAL AND DEPARTURE

Where is Camp E-Star? The address is 1 Fairlee Farm Road, Chestertown MD 21620, which takes you to the start of Camp Access Road. There will be several T35 road signs placed along the way to let you know you're on the right track. Once you arrive at Camp Access Road, Please note that **it is very important to follow the speed limit (<10 MPH)** on the road leading into camp. Troop 35 is a guest of the property owners and the surrounding farms. There have been complaints in the past of people driving too fast down the road leading into camp. The crops are impacted by the dust and dirt as well as it is not safe for the boys or cars that are traveling in the opposite direction around the curves. So, please drive safely and ensure that Troop 35 does not receive any complaints.

When do scouts need to arrive? All Campers are required to be in camp by 11 AM on opening Saturday. The first meal to be served will be lunch on that day. Each camper will be assigned to a specific patrol and campsite before opening of camp. All campsites are comparable in size. Improper use of a campsite may result in appropriate disciplinary action. Epsilon and ASPL's (Senior scout leaders) will receive a special invitation to arrive early on Friday afternoon to help set up camp.

When do scouts depart? All Campers must depart no later than noon on Saturday July 3rd (unless assisting with camp closing) and the last meal will be breakfast served that morning. No camper may leave Camp until his campsite passes inspection and he is provided the approval to leave by the ASM in charge.

What's the Closing Ceremony? We hold a closing ceremony on the last Friday of camp at 8pm. Parents and friends are asked to not arrive before 4pm that day if they wish to attend the ceremony.