



# 2019 Summer Camp Informational Guide

San Diego-Imperial Council, BSA  
1207 Upas Street  
San Diego, CA 92103

## **WELCOME CAMPERS!**

On behalf of the entire staff of Mataguay Scout Ranch, we are absolutely thrilled that you've decided to come and visit us this summer. We look forward to sharing the wonders of this amazing valley with you and your Troop.

We've been hard at work crafting a program that will not only create fun and memorable adventures for your scouts, but will go beyond the typical experience of a Boy Scout summer camp. To that end, in addition to the traditional choices of archery, canoeing, hiking, and horse riding, we give Scouts the chance to fly in a plane, drive an ATV, fire a pistol, and bike from one end of the valley to the other. Here at Mataguay, we're all about giving scouts amazing experiences, allowing them to discover unknown interests, and aiding them in exploring the world around them.

We're also pleased to be continuing our innovative Track System, in which inter-connected merit badges are offered together so as to immerse Scouts in activities they might find engaging and complete requirements through large projects. In doing so, we've found that Scouts receive a more well rounded experience as they are allowed to be journalists, scientists, inventors, or artists for a week. All of your Mataguay favorites are also back, including hikes, Rugged O's, and the ever popular Dragon Boat Races. With so much going on this summer, it's a safe bet to say that we've truly got something for everyone.

As we come up to the start of camp this year, we're sure you'll have questions and we are more than happy to help you solve any issues as they arise. Please don't hesitate to get in touch if you have any questions about Mataguay Scout Ranch or the summer camp program. We look forward to seeing you at camp this summer!

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**“TIMELESS VALUES—TRUSTED TRADITIONS—LIFETIME MEMORIES”**

We are excited to have your Scout join us this year at MSR and once again welcome to

# **“THE RANCH!”**

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# MSR Summer Camp Philosophy

## Program Overview

One of the awesome privileges of the staff at Mataguay is to deliver to our Scouts and Scouters our programs designed to educate, train, and equip. The results have been fantastic over the past years as we have designed programs that reflect the highest traditions of scouting as well as meet the needs and desires of the ever changing camp experience.

The Result: Scouts return home with new friendships, stronger relationships with their units, and accomplishments for their hard work.

## The Track System

Designed by one of our staff members, the track system has allowed the camp to create programs that are able to satisfy multiple merit badges, thereby maximizing the time Scouts have at camp with the greatest opportunity to achieve merit badges. This system continues to help highlight education and training with one result being a completed merit badge. Tracks allow the camp to offer more—more opportunities—more depth—more fun.

## Schedule Overview

The schedule located towards the end of this guide is a sample of the schedule we use at camp. It can be subject to change. You will be provided with copies of the updated schedule for your session during check in.

## Pre-Camp & Post-Camp

Before camp units have the opportunity to call / email and have all their questions answered before they step foot into their camp site. Our commissioner corps will call units 15 days—to 1 week out to confirm numbers, campsites, and handle any final needs for summer camp.

After camp, we are always here to tie up any loose ends that may have appeared.

## Handicrafts



### Sculpting Design

Learn the skills it takes to create three-dimensional art. Scouts will learn how to create a variety of art pieces by manipulating clay. In this track scouts can complete the Pottery and Sculpture Merit Badges. **Additional cost of \$20**

### Basketry Merit Badge

Many people take everyday objects like baskets for granted. Come learn how they are made and make some yourself. Scouts will learn a variety of weaves and the history of basketry. **Additional cost of \$12-\$24 depending on project chosen (purchase at camp)**



### Art Merit Badge

Get your drawing on as you learn the various forms of art, and the principles of design. Scouts can even create a piece of art for The Mataguay Art Museum.

### Leatherworking Merit Badge

Make your own leather items to show off to friends and family. Scouts will learn how to tool, shape, and stitch leather. Scouts will have the opportunity to brand their projects as well! **Additional cost of \$8-\$15 depending on project chosen (purchase at camp)**



### Woodcarving Merit Badge

Take your whittling skills to the next level. Scouts will learn how to shape wood, identify types of wood, and properly use tools. **Additional cost of \$5.**

**Totin' Chip Required—can be earned at camp**



## Aquatics

### Overview

The Ranch offers two pools and a boating lake for Scouts to use throughout their camp experience.



### Swimming Merit Badge

Swimming is not only an important skill that can be used for the rest of your life, but is also a great way to cool off during warm Mataguay summer days. Scouts will learn basic swimming strokes, water safety, and some lifesaving skills.

### Lifesaving Merit Badge

Water safety is the aim. Scouts will learn how to effectively and safely help someone in distress in the water. Must be Swimmer level, already have the swimming MB, complete 1A prior to camp, be prepared for requirement 9 (long sleeve shirt), and be able to swim 400 yards as well as demonstrate knowledge of freestyle, breast, side and elementary backstroke PRIOR to working on other requirements.



### Canoeing Merit Badge

Water safety is combined with fun and a chance to learn how to recover from a tipped over vessel is just a small part of this program.



## Aquatics (continued)

### Water Dogs

Scouts and Scouters are invited to wake up early and participate in some pre-breakfast shenanigans with our Aquatics staff. Barking, doggy paddling, and the dreaded “Ice-Capades.” Attend all three morning sessions to earn the exclusive Water Dogs Patch!

### Mile Swim



Skilled swimmers with proficient stroke and adequate endurance can go for the challenge of the BSA Mile Swim. Sign up with the Aquatics Director for a time during the week to practice and then to complete the mile swim.

*Please Note: The Mile Swim requires more than just getting into the water and swimming a mile; it is a four day course requiring increasing lengths of swimming until the final “mile swim” on the fourth day.*

### MSR Swim Tritons

Mataguay’s premier aquatics program, Tritons will push participant’s aquatics skills to the edge. Participants will earn their Aquatics Supervision: Swimming and Water Rescue Certification and Aquatics Supervision: Paddle Craft Safety, while learning about all aspects of our aquatics program.

### Fishing Merit Badge

The fishing merit badge teaches different types of fish, poles, bait and knots used as well as safety around the water and the elements.



## Aquatics (continued)

### Important Information:

Scouts and Scouters who wish to participate in any pool or lake activity and/or program **MUST** complete a swim check prior to participating.

### CONDUCTING A SWIM CHECK PRIOR TO CAMP:

Part of the check in process for camp is that the troops complete swim checks. If your troop would like to complete swim checks prior to camp please keep these guidelines in mind:

1. Swim check must be proctored by a current card holding BSA certified lifeguard or American Red cross certified lifeguard.
2. Swim test must include a 25% increase in lengths. Mataguay is more than 2500 feet above sea level. This increase will compensate for the difference.

A BSA Swim Test certification Form can be found on page 54 of this guide.

### PREPARING FOR THE SWIM TEST AT CAMP:

Swim tests at camp are completed approximately 30 minutes to 1 hour after arriving at camp. In adjusting for altitude difference and to mitigate possible altitude sickness/dizziness, please encourage Scouts and Scouters to increase their water intake on arrival day (prior to arrival) and discourage sugary and caffeinated drinks.

On the first day of the program for swimming and lifesaving, specific requirements must be met to continue working on the Merit Badges. If the requirements are not met. The aquatics director and staff may recommend to the Scoutmaster and Scout that the Scout considers another merit badge. In addition, the aquatics staff will encourage the Scout to spend time with the aquatics staff during free swim sessions to improve their skills.



## The Barn

### Wrangler Track

Discover what it takes to work on a ranch or around horses. In addition to learning how to ride, Scouts will learn tacking, grooming, and horse care, alongside of caring for other traditional barnyard animals. There is an additional \$25.00 cost. Scouts must be 5 foot and 97 pounds (or more) OR 13+ and completed 8th grade Long pants and boots with heels required to ride. Scouts will have the opportunity to complete the Horsemanship and Animal Science Merit Badges.



### Veterinary Medicine MB

Scouts will have the opportunity to gain experience in taking care of various animals. Scouts must complete requirement 6 a or b prior to camp.



## Communications, Science & Community Recreation

### Final Frontiersman Track

To boldly go where no Scout has gone before! Scouts will learn about the stars above them, how we explore the farthest regions of space, and what it takes to get there. The Stargazer Rugged O is required to complete the MB. Scouts can complete the Space Exploration and Astronomy Merit Badges.



### Inventors Guild Track

As we head into the future robotics are becoming a more present part of daily life. But who creates them? And how do engineers come up with the designs? All this and more will be explored as Scouts learn the basics of this subject through building simple, working robots. Scouts can complete the Robotics, Engineering and Inventing Merit Badges. Scouts must complete Engineering requirement 4 prior to camp.



### Mataguay Messenger Track

The Mataguay Messenger is our local newsletter for happenings on the Ranch. Scouts will learn about investigating stories and then reporting them through photos, videos, and the written word. Scouts should bring a digital camera with them to class. A smart phone can also be used to satisfy the requirements. Scouts can complete the Photography and Journalism Merit Badges. Scouts must complete Photography 1b and journalism 4a prior to camp.



### The Orators Track

Scouts will learn about different types of communications, how to deliver a speech, and create publications. Please note that communications requirements 5 & 8 must be completed before camp. Approved meetings for requirement 5 are ONLY City Council, School Board, or formal debates conducted in college or high school speech and debate programs. Scouts can complete the Communication and Public Speaking Merit Badges.

### Global Citizens Track

This track includes two Eagle Required Merit Badges.

Citizenship in the Nation and  
Citizenship in the World. The pre-reqs are:  
Nation -Req. 2a, b, or c, 3, 8  
World- Req. 3a, and b, 4, 7a, b d or e



## Communications, Science & Community Recreation

### Digital Technology Merit Badge

Scouts will get exposure to digital technology as well as computer programming. An awesome opportunity to enhance computer skills and be a part of the technological advancements at Mataguay. Scouts must complete requirement 1 prior to camp.



### Hollywood Central

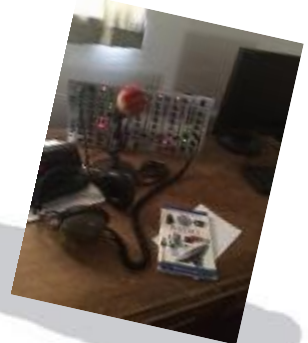
Learn how the magic is made behind the scenes of Hollywood. Scouts can complete the Movie Making and Animation Merit Badge. Scouts must complete Animation requirement 4a prior to camp.

### Chess Merit Badge

Whether you are a beginner or an expert, Scouts can have fun with one of the most popular board games in the world. Scouts will learn to identify chess pieces, chess strategies, good sportsmanship and more.

### KMSR Radio

Scouts learn about how radios work, the operations of a radio station, and get to broadcast their own show on Mataguay's own radio station. Scouts can complete the Radio Merit Badge.



### Aviation Merit Badge

Scouts will have an unique experience when they learn the science behind flight. One added bonus to the aviation program is the opportunity to be a part of a glider ride offered by a local sky sailing organization. The cost to participate in a glider ride is \$60.00. Glider rides are not required to complete the merit badge, however, priority will be given to those in the MB who wish to sign up. An additional permission slip is required to participate in the Glider ride. It can be found on page 56. The trip to Warner Spring Glider Port will take a good portion of Wednesday, so participants should be prepared to miss most Wednesday activities. Adult volunteers to drive to the Glider Port will be required. Departure times will be assigned by the Aviation MB instructor.



## Department of Health & Safety

### Search and Rescue Merit Badge

This challenging merit badge truly takes to heart the Scout motto “Be Prepared” and is designed to train participants to be able to react in any sort of emergency or disaster situation. Scouts must be of a maturity level to handle the physical and mental demands. Additionally, scouts will receive an introduction to the world of emergency services. Topics covered will include fire safety and prevention, basic first aid, and incident command. Scouts must complete requirements 5 and 6a prior to camp.



### Emergency Preparedness Merit Badge

This merit badge will teach scouts to be prepared for a variety of emergency situations. This course is rigorous and fast paced. *Scouts must complete requirements: 2c, 6c and 8b prior to camp.*



### First Aid Merit Badge



**Be Prepared!** Learn basic first aid techniques and lifesaving skills. Scouts must complete requirement 5 and bring the kit to camp to show the merit badge counselor in order to complete the merit badge.

## High Adventure



### Mountain Biking

Go on crazy mountain bike trips from one end of the valley to the other, including a special ride from Vulcan Mountain. Scouts will be instructed in mountain bike safety. The camp owns a few bikes that the participants may use, but Scouts are encouraged to bring their own bikes. Helmets are required at all times as well as a portable hydration system. Scouts can complete the Cycling Merit Badge. **Additional \$10 fee. Waived if scouts bring their own bike. Scouts must complete requirement 7—C prior to camp.**

### Challenging Outdoor Personal Experience—C.O.P.E.

Our C.O.P.E. course program offers Scouts the opportunity to test their teamwork skills and trust in one another. The course offers low and high elements concluding with a zip line. Troops and Patrols may also take advantage of our low C.O.P.E. course as a way to build unity. Talk with the C.O.P.E. director to find out when your group can participate.



## High Adventure

### Ropemasters

For the older Scout who desire a new challenge and are not afraid of heights, take on our climbing program. Every day the Scouts will have their feet off the ground, either climbing our rock wall, rappelling off the tower, or climbing natural rock around camp. Scouts can complete the Climbing Merit Badge.



### All Terrain Vehicles (ATVs)

Scouts will learn how to safely operate an ATV, participate in trail rides, and discover the thrill of this exciting activity. **Additional fee of \$45.00 for this program.** Scouts must be at least 14 years or older to participate. Riders 14 & 15 years old who are over 190 lbs or over 6'4" will not be able to participate due to machine limitations, ATV Regulations are set for the safety of the Scouts. We are unable to make any age/height/weight exceptions. An additional permission slip is required for this activity and can be found towards the back of this guide. Long sleeve shirt and pants, and footwear that covers the ankles are required to ride and must be provided by the scout. Helmets. Googles and gloves will be provided by the camp. Scouts can complete the Traffic Safety Merit Badge and the ASI Rider Safety Course.



# Outdoors Skills

## Pioneering Merit Badge

Do you love working with your hands to create gadgets for your camp site? Then pioneering is for you! Scouts will learn the knots and lashes needed to create amazing pioneering projects



## Wilderness Survival Merit Badge

Could you survive a night alone in the woods? After this program, you can! Come spend Wednesday with our Outdoor Skills staff learning the skills needed to survive the outdoors with minimal supplies. Scout must attend the Wilderness Survival Rugged O in order to complete the Merit Badge.



# Nature

## Conservation Corps Track

Mataguay Valley Conservation Corps, or MVCC, will engage Scouts in the principles and practices of wildlife management, ecological surveying, and conservation work through an interactive, hands on experience. Scouts will take part in important conservation and habitat restoration work in the valley, immersing themselves in the work of wildlife managers, conservationists, and ecologists. Participants will come away with a better understanding of conservation techniques and principles and have the chance to work on the Paul Bunyan Award, portions of the World Conservation Award, and 5 service hours towards advancement. Scouts can complete the Forestry, Soil & Water Conservation, Fish & Wildlife Management and the plant Science Merit Badges.

## Intro to Nature Track

While you are living in nature for a week, learn more about the world around you and how to become more observant. Scouts will learn about the planets, and the weather system in the Matagual Valley. Scouts can complete the Nature and Weather Merit Badges.



## Environmental Science Merit Badge

This program provides Scouts with in-depth knowledge of ecology, pollution, and endangered species, as well as how nature works to create and sustain life.

## Animal Tracking Adventures

This adventure program looks at the many mammals and birds that make up the Matagual valley as well as those native to San Diego. Scouts can complete the Mammal Studies and Bird Study Merit Badges.

## Rock Track

Rocks, well, rock. Scouts will learn about the formation of the Earth, the geology that makes up the Mataguay Valley, conduct experiments, and be exposed to fascinating rocks and minerals from around the world. Also this track explores the mining profession. Did you know that mining provides the 30 minerals that make up a smart phone and up to 12 that make up the bicycle? This program will show Scouts the importance of rocks and minerals. Scouts can complete the Mining in Society and Geology Merit Badges.





## Industrial Arts

### Metalworking Merit Badge

This program gives an opportunity for Scouts to learn about the property of metals, how to use metalworking tools, and basic metalworking techniques. **There is an additional cost of \$15 to participate in the Merit badge. Scouts must wear long sleeve shirts and pants made of natural fibers such as cotton or denim.**



### Welding Merit Badge (Scouts 14 and older only)

Scouts will learn the basic principles of welding and have the ability to make a simple welding project. **There is an additional cost of \$15 to participate in the Merit badge. Scouts must wear long sleeve shirts and pants made of natural fibers such as cotton or denim.**

### Maintenance and Mechanics Track

Are you a grease monkey? Desire to be one? Come out and learn the simple mechanics of taking care of an automobile. Scouts can complete the Automotive Maintenance and Farm Mechanics Merit Badges.



# Pathfinders

## [First year Camper Program]

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Whether it's your first year at summer camp, or your first year in scouts, our first year camper program—referred to as Pathfinders—is the perfect mix of program, activity, learning, and playing to set young Scouts on the right path towards becoming an Eagle Scout. Taught by mostly Eagle Scouts, the program is designed to cover many of the requirements from Scout to First Class. This program is a 3-session program (the first three sessions of the day—two before lunch and one after) and includes a Rugged 'O' on Wednesday night.



The program is ran out of the Blackfoot Fort. This program includes three merit badges (Nature, Swimming, and First-Aid). Scout must bring a first aid kit and show it to the instructors in order to complete the First Aid Merit Badge.

## Shooting Sports

### Archery Merit Badge

Scouts will learn the basics of archery shooting, constructing arrows and bow strings, and competitive scoring. **Additional fee \$10.**



### Rifle Shooting and Rifle Shooting Merit Badge

Scouts will learn the fundamentals of shooting .22 rifles, as well as maintenance of and respect for firearms. **Additional fee \$10.** Rifle shooting experience is offered sessions 2 and 4. Rifle shooting Merit badge is offered sessions 1 and 3.





# Shooting Sports

## Shotgun Shooting Merit Badge

For older Scouts who want more of a challenge, they can try their hand at shotgun shooting and learn how to properly use and care for these firearms. **Additional fee \$15.**



## Pistols Program

The pistol program includes how to handle, care for, and fire pistols. Scouts can complete the NRA Pistol Safety Course. **Additional fee \$25.**



## Shooting Sports Philosophy:

Everyone who takes a shooting sports program will receive a NRA First Steps certification. Those who excel throughout the week and qualify will also receive their respective Merit Badge(s). A big part of the relationship that the Boy Scouts has with the NRA is to instruct Scouts in the proper use and handling of firearms in a safe manner. Emphasis will be placed upon this concept from day one. Scouts taking a shooting sports course need to be fully aware and understand that they may or may not qualify for their Merit Badge.

# Wild West Wednesday

## Camp-Wide Games

This Mataguay classic is full of fun and scout friendly competition. There will be Patrol vs Patrol competitions. Wednesdays will be a day of fun and games. Feel free to wear your western steampunk attire!



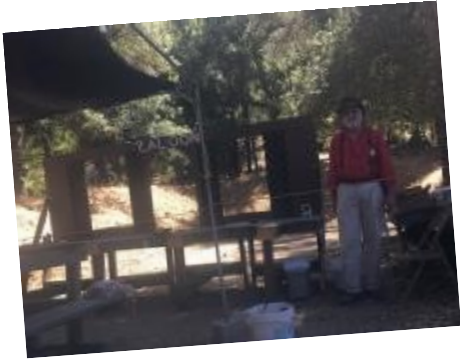
## Wild West Wednesday

Several program areas will be open at various times throughout the day.

Schedule will be posted at camp.

### Shooting Ranges

The ranges will be open for an adult shoot Cowboy Action shoot and black powder.



### Aquatics

Parker pool will be open for recreational swimming and the lake be available for open boating.



### Climbing Wall

Our climbing wall will be open for recreational climbing too.



### Dragon Boat Races

Patrols or Troops will have the opportunity to make their own dragon boats from only two materials (cardboard and duct tape), then on Wednesday afternoon race the boats across Lake Dan Henry to see who survives! *Troop may bring their own materials, however*



*boat construction must happen during camp.*

### Western Horse Rides

During part of the day there will be opportunities to ride the horses on a trail or in the arena. Rides are subject to cancellation at the discretion of the horse director due to unsafe conditions.



## Wednesday Nights: Rugged O's

### Rugged O's - A Night under the stars

Rugged Overnighters (Rugged O's) are a Mataguay tradition and a great way to end our Wild West Wednesdays! We have a variety of Rugged Os for the Scouts to pick from. While some merit badges require attendance at a Rugged O to complete certain requirements, almost all of the programs are open to any Scout who wishes to participate. It is suggested that Scouts bring a day pack, sleeping bag, and ground cover for their participation in the Rugged O, in addition to their Ten Essentials. **Please sign each of your scouts up for a Rugged O though DoubleKnot prior to your arrival at camp.**



**Stargazers**— Hike out and spend an evening identifying stars, constellations, and planets; playing astronomy based games and activities; and enjoying the beauty of the valley. This Rugged O is required to complete the Astronomy Merit Badge.

**Range Rovers**— A great time for those scouts that are registered in the shooting sports programs. More range time to qualify for awards, hone your skills, or just enjoy some shooting time.



## Rugged O's: Under the Stars



**Pirates** – Start this Rugged O with some time in the pool, followed by a buccaneer adventure to Pirate Island.

**Cowboys** – Enjoy a roping, story telling, horses and the Mataguay sky. A must go for those wild west partners.



**Wilderness Survival** – Trek out to the wilderness and spend the night in a shelter that you have created yourself. This overnigher is required to complete the Wilderness Survival Merit badge

**Pathfinders** – For scouts working on their **Trail to First Class**, this includes creating a model campsite and learning additional scouting skills—and a little Dutch oven cooking.



**High Adventure** – Specifically for older scouts looking for a challenge. Participants start off at the climbing wall then hike out to Hidden Valley outpost for the night.

**Mountain Biking** – For Scouts in the **Cycling Merit Badge class** this is where you will complete your second 5 mile ride... and then enjoy the Mataguay night sky.

**Fishing**– For Scouts in the **Fishing Merit Badge class** this will give them another opportunity to try and catch a fish at a time when they are more likely to bite.



## Additional Activities

### Hikes

Part of the camp experience is getting away from camp to experience nature. Several hikes will be offered throughout the week including Devil's Throne, Treanor's Grave, nature hikes, a 5-mile hike for pathfinders, and the Fun House hike for those in Ropemasters. There will also be trailbuilding / maintenance hikes throughout the week.

### Trail / Arena Rides

Scouts and adults who want to get out on horseback during the week have the chance to join our Western staff on a trail ride. Rides are offered on Monday, Tuesday, and Thursday afternoons during Open Session. If you wish to ride, please be sure to sign up by lunch that day at the latest. **Additional fee of \$3 for an arena ride or \$5 for trail rides. Long pants are required and boots with heels are preferred.** Be sure to arrive promptly so that rides can start on time. Rides are subject to cancellation at the discretion of the horse director due to unsafe conditions.

### Order of the Arrow (OA)

All members of the Order of the Arrow are invited to wear their sashes on Monday. On Thursday afternoon and evening, members are invited to participate in a special OA camp service project.

### Scout's Own [Chapel Ceremony]

On Monday evening we offer an inter-faith chapel services for those interested. Being Reverent is one of the 12 Scout Laws and everyone is encouraged to come out.

### Honor Troop, Honor Patrol, and Top Knot

Every troop and patrol has the opportunity to earn the Honor Troop and Honor Patrol award while they are in camp. The Top Knot award is given out to one troop during each week for going above and beyond what is expected (and decided by the staff). Taken into account are campsite inspections, Honor Troop and Patrol awards, conduct, participation, and enthusiasm. All three awards are awarded at the Closing Campfire on Friday. **Leader participation is required for Top Knot.**

### Family Friday - Please check in at Silva Lodge upon arrival

Families of the campers are invited up to camp Friday evening to have dinner with their Scouts and stay for the Closing campfire later that night. Please let your Scoutmaster know if you will be attending prior to camp. Overnight stays can be arranged. All visitors must check in and out at Silva lodge and wear a visitor wristband while at camp.



## Just for Scoutmasters & Adult Leaders

### Leaders Meeting

There will be a leaders meeting every morning on Silva deck and will be held by the Camp Director, Program Director, and Camp Commissioner. This brief meeting is an opportunity for Leaders to get updates and important information regarding the week's activities, and a time for camp management to get feedback from Scoutmasters. *Every troop needs to send an adult representative to this meeting.*

### Leaders Shoot

Scoutmasters and other adult leaders will have the opportunity to show off their skills by participating in archery, muzzle loading, .22s, and shotgun shooting throughout the week. Scoutmasters and adult leaders should sign up at the first leaders meeting, or talk with the Range Master to participate.



### Scoutmaster Big Splash

What is a week at camp without the opportunity to represent your troop at the World Famous Mataguay Scoutmaster Big Splash Competition? Come compete against the other Scoutmasters in camp to see who can get our staff the wettest! The event takes place Monday evening at Parker pool. **ALL** scoutmasters are *encouraged* to participate (Delegating to your Asst. Scoutmaster is encouraged!).

### Rugged "I"s

While the Scouts are out on their rugged overnighter, there is a Scoutmaster and leader rugged "I" (Integration). Join the staff on Silva porch for a night of Food, Fun, and Freedom! *The only requirement is that ALL of your Scouts must all be on a Rugged O in order to attend.— No Scout can be left unattended in the campsites.*



## More for Scoutmasters & Other Leaders

### Adult Classes

Classes will be offered to Leaders during the day while Scouts are in their own classes. Classes to be offered include Tritons, ILOS (see below), Safe Swim Defense/Safety Afloat, Scoutmaster Specific, and even Nap Safely. Full schedule will be distributed at check in.

### Introduction to Outdoor Leader Skills (IOLS) Training

In an effort to offer more relevant training to the attending leaders of camp, we are excited to offer the Introduction to Outdoor Leader Skills (IOLS) training. Outdoor skills are critical to the success of the Scouting program, and Introduction to Outdoor Leader Skills will provide leaders with the basic outdoor skills information needed to start a program right. The skills taught are based on the outdoor skills found in the Boy Scout Handbook. The course is also ideal



for Venturing leaders

because it focuses on skills that build confidence and competence in leaders

conducting outdoor camping experiences.

***Classes are disbursed throughout the week and in different locations. Full schedule will be provided at the Leaders Meeting Sunday Night. This program also allows for Scoutmasters to volunteer in our Pathfinder program to put those skills into immediate practice!***

### Adult Opportunities

Making the most of camp for your boys we know is a priority. Also, we want to ensure that **YOU** as adult leaders have every opportunity to give to the Scouts as well. For example, If you are a scientist—hang out and give insight in our inventors guild program. Maybe you are a doctor or nurse—look at our public safety course. Are you an Auto mechanic? Perhaps even you may be a highly successful businessman—stop into our Trading Post! The bottom line is this: our boys are hungry for knowledge...what you do with them goes further<sup>27</sup> than just summer camp!

## Counselor Training Program (CTP)

At Mataguay we are proud to have a Counselor Training Program (CTP) that is in its eight year. The purpose of this program is to allow for younger Scouts (14-15) who have a desire to learn what it takes to be a part of the summer camp staff .

These Scouts serve for 3 weeks learning alongside of our resident staff members who are dedicated to teaching the next generation of Scouters coming up in scouting. Half of the CTPs time is spent learning skills and programs while the other half provides opportunities to earn Merit Badges and participate in various camp programs all while expanding on their leadership skills.

If you have Scouts that are interested in the CTP (they can be from any Scout Troop) please contact our camp director or council office and we will be happy to provide the information. We have many staff members who began their staffing journey in the Counselor Training Program.



# Mataguay Program Offerings 2019

Program	Sessions				Merit Badges/ (MB = Merit Badge) - Some programs	Program Specific Costs:	Pre-requisites
Unless specified, programs are open to all ages	1	2	3	4	Open Program		
<b>White indicates session(s) offered - Black denotes not offered</b>							
<b>Health and Safety</b>							
First Aid (1st Class+)						First Aid MB*	Req. 5
Emergency Preparedness							Req. 2c, 6c,
Search and Rescue MB							Req. 5, 6a
<b>High Adventure</b>							
COPE / Zipline (13+ & 8th grade)			Double Session			Challenging Outdoor Personal Experience	
Ropemasters (13+ & 8th grade)	Double Session -					Climbing MB	
ATV Program (14+ / check resource guide for ht/wt restrictions)	8	8	8	8	<b>Adult Leaders Welcome at this time</b>	Traffic Safety MB, ATV Safety Institute, ASI Rider Safety Course	\$45
Mountain Biking						Cycling MB* Scouts are encouraged to bring own bikes	\$10 (waived if you bring your own bike) Mountain Biking Option for Req. 7 - Req. C
<b>Shooting Sports</b>							
Archery	24	24	24	24	Open Archery, no MB	Archery MB	\$10
Rifle MB (14+)	16		16		Open Rifle	Rifle MB / NRA First	\$10
Rifle Shooting (12+)		16		16	Open Rifle	Winchester Marks-	\$10
Shotgun (14+)	6	6			Open Shotgun	Shotgun MB / NRA	\$15
Pistol (13+ & 8th grade)			Double Session			NRA Pistol Safety Course	\$25
<b>Aquatics</b>							
<b>Aquatics programs require passing the swim test prior to program start,</b>							
Canoeing						Canoeing MB	
Swimming					Free Swim, no MB	Swimming MB	
Lifesaving						Lifesaving MB	
Tritons (16+ / Adults)			Double Session			Aquatics Supervision - Swimming and Water Rescue, Aquatics Supervision - Paddlecraft Safety	
Fishing					Open Fishing, no MB	Fishing MB	Bait available in Trading Post
<b>Barn</b>							
Wrangler Track (13+ & 8th grade+I+A13:I27)	Double Session	Double Session			<i>Vet medicine MB offered on Wednesdays only</i>	Horsemanship MB, Animal Science MB, Veterinary Medicine* MB (Wednesday only)	\$25 29 b

Mataguay Scout Ranch – Summer 2019

Comm Sci							
Inventors Guild	Double	Double			Robotics, Engineering, and Inventing MBs		Engineering - Req.
Final Frontiersmen					Space Exploration and Astronomy MBs		
Mataguay Messenger Track					Photography ( <i>If you bring your own camera, please choose an inexpensive one, and bring the cables to connect it to a computer</i> ), Journalism MBs		Photography - Req. 1b Journalism - Req. 4a
The Orator Track (1st class+)					Communication MB and Public Speaking MB		Communication - Req. 5, 8
KMSR Radio Station				Open Radio Station, no MB	Radio MB		
Hollywood Central					Movie Making, Animation MB		Animation - Req. 4a
Theatre MB					Theatre MB		Req 1
Digital Technology					Digital Technology MB		Req. 1
Chess MB				Open Chess, no MB	Chess MB		
Aviation					Aviation MB - <i>Glider rides are not mandatory for the MB, however, priority will be given to those in the MB who wish to sign up for the glider rides</i>		
Global Citizen Track					Citizenship in the Nation MB, Citizenship in the World MB		Nation -Req. 2a, b, or c, 3, 8 World - Req. 3a, and b, 4, 7a, b d or e
Handicraft							
Basketry					Basketry MB	\$20 pay at camp	
Art				Open Art, no MB	Art MB		
Leatherworking				Open Leatherwork, no MB	Leatherworking MB	\$7 - \$15 depends on project - pay at camp	
Woodcarving				Open Woodcarving, no MB	Woodcarving MB*	\$5 pay at camp	Totin' Chip
Sculpting Design	Double Session - 12	Double Session - 12		Open - 12	Pottery MB, Sculpture MB	\$20	

Mataguay Scout Ranch - Summer 2019

Outdoor Skills									
Pioneering (1st class+)						Pioneering MB	\$8		
Wilderness Survival						Wilderness Survival MB			
Nature									
Conservation Corp Track					Double Session	Forestry, Soil & Water Conservation MB, and Fish & Wildlife Management			
Nature Introduction						Nature and Weather MBs			
Rock Track						Mining in Society and Geology MBs			
Animal Track						Mammal Studies, Bird Study MBs			
Environmental Science						Environmental Science MB			
First Year Camper Program									
Pathfinders					Triple Session - 80	This is Mataguay's "trail to first class" program that covers the majority of requirements for ranks up to first class. Program includes Swimming, First Aid, and Nature MBs Scouts from the same Unit will be placed together.			
Industrial Arts									
Metalworking					Double Session - 16	Metalworking MB	\$15.00		Need long sleeve shirts, and long pants made of natural fibers ie. Cotton, denim, etc.
Welding (14+)	8	8				Welding MB	\$15.00		Need long sleeve shirts, and long pants made of natural fibers ie. Cotton, denim, etc.
Maintenance and Mechanics						10 Automotive Maintenance MB, Farm			

## A Note on Merit Badges / Blue Cards



One of the greatest elements of summer camp is the opportunity to gain merit badges on the road to Eagle Scout. At Mataguay, we strive to provide a wide range of Merit Badges that :

- (1) That keep the tradition of Mataguay as “The Ranch”**
- (2) Provide a diverse choice for every Scout that attends camp**
- (3) Offer unique opportunities to obtain Merit Badges as a stand alone or as part of a track (similar Merit Badges earned together)**

From time to time, for one reason or another Scouts are unable to complete all the requirements for their badges and as such receive a “partial” completion. A partial is not a failure, it simply means that all of the requirements have not been satisfied. Although we make every attempt to ensure all requirements are satisfied, if the Scout returns with a partial, he must only complete the missing requirements for that particular badge. Some Merit Badge offerings require that the Scout complete certain requirements prior to attending summer camp. Any prerequisites are outlined under the Merit Badge section of this Guide.

We pride ourselves in keeping diligent records from summer camp in the event that a blue card goes missing. With that, MSR does not issue blue cards. We use the Doubleknot system to sign up for and to track Merit Badge completions. Upon leaving Saturday morning, all units should leave with a printout of Scout completions.

**[Additional note: Whoever completes the registration for your unit will have access to records after leaving Mataguay].**



**Prepared. For Life.**



## Health & Safety Information

Camper Health and safety is of vital importance at Mataguay. We have a fully staffed medical support team both at camp throughout the summer. We maintain thorough communication with local police, fire, and emergency services. We have comprehensive medical and emergency escape plans, as well as other emergency response plans in place, and regularly practice those plans.



There are first-aid trained staff members in every area of camp, as well as members of the police force, military, and other public safety professionals.

We take pride on presenting a clean camp. We will ensure that common areas are cleaned regularly, bathrooms are stocked, wash stations are located in key areas of camp, and our staff regularly reminds and encourages regular handwashing, as well as reminding campers to stay hydrated.



## Health and Safety

### Annual Health and Medical Forms

The Annual Health and Medical Record, parts A, B and C are required for all participants. All information updated and the signature and date at the bottom of the form must be dated within 12 calendar months of camp).

Link to BSA Medical Form:

<http://www.scouting.org/scoutsource/HealthandSafety/ahmr.aspx>

***Please bring two (2) copies of medical forms to camp and leave the originals at home. It is required that campers include a photocopy (front and back) of their health insurance card with the medical forms.***

### Prescription Medicine

Pursuant to National BSA regulations, all prescription medication must be kept locked up in the medical lodge. Such medications, including those needing refrigeration, will be collected during check-in. The only exceptions to this are emergency medications at the discretion of the Health Officer. Due to the remoteness of camp, the Health Officer may require that these medications be carried on the person at all times. Furthermore, MSR medical staff is not responsible for ensuring that a Scout takes his/her medicine, this responsibility resides with the Scout and the Unit Adult Leaders. ***Pursuant to State regulations all medications must be in the original prescription container with the pharmacy label attached.*** Every troop must complete an “In Camp Medication Form” (available in the appendix of the leaders guide) which explains which medications the Scouts in their troop are to be administered. A copy of this form will be collected during check-in and stored at the health lodge.

### Accident / Medical Insurance

The San Diego-Imperial Council offers accident or medical insurance coverage for all units in the San Diego-Imperial council. ***Units who are not registered with San Diego-Imperial Council must show proof of accident/medical coverage.***

### Dietary Restrictions

Our kitchen staff will work to accommodate any dietary restrictions that Scouts or Leaders have. **Special dietary needs must be reported to the camp 30 days prior to arrival.** Changes after the 30 day mark will result in a \$50 food charge per scout. **Changes after the 2 week mark will result in a \$100 food charge per scout.**

### Showers and Hand Washing

A Scout is Clean. Personal cleanliness should be maintained. Leaders should ensure that Scouts' wash their hands before preparing food or eating. The camp provides showers for Leaders' and for scouts' use at the swimming pool areas.

## Technology and Communication

### Cell phones – Internet Service

Scouting has its roots in the outdoors and as such we encourage units to have their Scouts limit cell phone use. Cell service is limited on camp as well. We do have charging lockers available at Silva Lodge. Please bring a lock with you to secure your cell phone inside while you charge it. Adults will be given internet passwords as needed. We know that adult leaders who come often are working while at camp. We have a lodge that provides the essentials for you to continue business, if needed.

### Communication and updates:

Mataguay does offer multiple ways to stay connected while your Scout is at camp. We regularly update our Facebook™ page. We have a Mataguay Messenger Facebook™ page as well as an Instagram™ that will be provided for parents, friends, and family to stay in touch. We will have a photographer that will be capturing the daily happenings of camp and posting them to our social media outlets.

### Camp contact information:

Mataguay Phone line (during camp) 619.298.6121 x261

We also encourage parents and family members to send some good ole snail mail to camp. We ask that mail be sent at least a week prior to your Scouts departure for camp so they receive it during their session. Include the dates of the camping session on envelopes and packages. Address mail as follows:

Scouts Name \_\_\_\_\_, Troop # \_\_\_\_\_

Mataguay Scout Ranch  
27955 Highway 79  
Santa Ysabel, CA 92070

*Date of camp session:* \_\_\_\_\_

## Staff Qualifications and Supervision

Mataguay staff receive extensive of camp specific training prior to the beginning of camp. Staff receive training in the following areas (but not limited to):

- Camp health and safety (including first aid/CPR)
- Customer service
- Cultural diversity
- Counseling
- Emergency procedures / crisis management
- Youth protection / Sexual harassment training
- Teaching / Learning strategies (primarily the EDGE method)
- Knowledge of outdoor skills

We also spend time discussing campsite operations, campfire programs, dining hall procedures. Staff, many of who are still in scouts themselves get the opportunity to obtain merit badges while at camp.

Staff members go through an intense interviewing process — prior camp employment does not guarantee a position the following year. We pride ourselves in obtaining, training, and retaining quality staff members. We have a solid mix of adult staff members (those 21 and older) as well as those 16-20. All of our area directors are over 18 and have summer camp experience.

We have a solid organizational structure that is respected and maintained. The maintain daily communication with Scouts and Scouters alike, and are in-tune with the pulse of the camp. We maintain strict adherence to program instructor/student ratios. Our staff is vital to the success of our programs and we only hire the best.

Our staff are always available to meet with leaders (when not teaching programs) as needed. We are a family. We have over 66% of staff returning every year, which for the Scouts means they will see familiar faces along with new ones.



## The Mataguay Summer Camp Experience

One of the beauties of camp is the opportunities it presents not just for the Scout, but for the troop as well. Camp builds scout skills as well as fosters relationships within your unit.

This informational guide contains a lot of information and is colorful that will help you, the leader in preparing your Scouts (and their families) for camp. The program offered at Mataguay is part of the whole experience of living in camp. The schedule is a plan for organizing time in relation to activities desired. A good leader cultivates a positive attitude towards schedule and program.

When it comes to planning your program for the week keep in mind the following points:

1. Review the informational Guide, the program schedule at the back of this guide, and this guide itself to familiarize yourself with this summer's programs.
2. Discuss the programs at patrol leaders meetings, and adult parent meetings
3. Determine the needs and desires of your troop, patrols and individual Scouts who are attending camp this year
4. Create a plan for your troop for summer camp

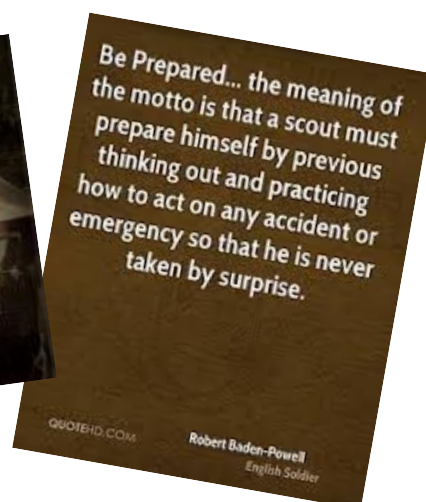
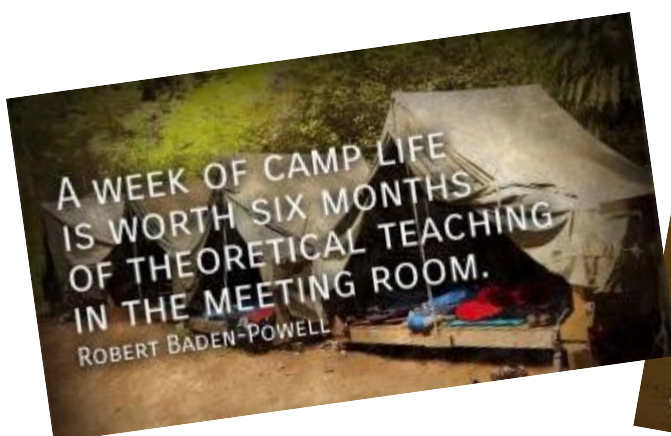
**Advancement at Camp :**

Summer camp offers an ideal situation for Scouts to learn skills, qualify and be recognized. Mataguay has a firm responsibility to provide necessary personnel, equipment, and time so Scouts may be served in this important phase of the scouting program. Merit badges are earned, never given. And we follow the “no more, no less” philosophy towards requirement completion.

Our summer camp program is just that, an experiential program for Scouts (and Scouters) to designed to provide opportunities to learn new skills and gain experiences that on many cases lead to obtaining Merit Badges. As per the Boy Scouts Guide to Advancement, we do not add to or subtract from MB requirements, however we do integrate those requirements through a program, rather than a more rigid or formal “Monday we do requirement 1 and Tuesday we do requirement 2...” approach.

Our staff is compiled of Scouts, Scouters, and other professionals with a myriad of backgrounds and trainings in areas such as education, outdoor programming, and youth counseling to name a few.

We always welcome feedback to our programs and we strive to make our program better each year. As an adult leader, there will be ample opportunities to give and provide feedback, as well as opportunities for your own growth and development while at camp.



## Prior to Arrival in Camp

The preparation for getting a troop ready to go to camp has several phases. The sequence may be different for each troop; however, shown below is a suggested list of actions to be considered in preparing for camp.

1. Have a planning session with your other adult leaders. “What do I want to accomplish as a Scoutmaster? How can I insure a well organized and balanced program for summer camp? A program that will enrich the life of each camper and at the same time, strengthen the patrol and troop organization for its year-round program? What are the goals for my unit?”
2. Hold a meeting for all of the troop’s parents explaining what camp will entail and what their Scouts should expect. Use this as a chance to finalize the number of Scouts attending camp and to help ease parent’s anxieties about the Summer Camp experience. It is very helpful to have older Scouts and Leaders at the meeting who have attended camp before to help answer questions and portray an accurate picture of camp.
3. Confirm patrol organization for summer camp. “Natural” patrols which operate the year-round are most desirable; however, if this is not possible, create new patrols for the summer camp experience. At any rate, organize patrols prior to arriving at camp.
4. **FIND OUT WHAT THE CAMPERS WANT!** Ask them. Do not guess. Some things they will want to do on their own, other things as a patrol or as a troop. Have each patrol and Troop Leaders’ Council meet to list and discuss its own ideas. Have the Troop Leaders’ Council set goals for summer camp.
5. Use the Troop Advancement Record Chart to determine each camper’s advancement needs.
6. After considering your goals, patrol organization, individual camper desires, advancement needs, and the goals established by the Troop Leaders’ Council, develop a realistic list of objectives for summer camp.
7. Ensure all forms are completed such as Medical forms (part A/B/C), release forms (ATV/Gliders), medication forms, rosters, T-shirt order forms.
8. Organize all your forms and bring it with you to camp. This facilitates a swift and easy check-in to camp. Ideally, you may want 2 copies, one for camp and one to keep with you.

### **Alcoholic Beverages, Non-Prescription Drugs, and Tobacco Use**

The Boy Scouts of America prohibits the use of alcoholic beverages and controlled substances at encampments operated by the Boy Scouts of America. Adult leaders should support the attitude that young adults are better off without tobacco.

Use of tobacco products is limited to designated areas away from youth participants and will NOT be used in campsites or activity areas.

### **Flames, Fires, and Stoves**

All fires or stoves will be attended while they are burning. No Flames in Tents. Each tent has a “No Flames in Tents” tag attached to each tent’s entrance as a reminder. Items like candles, sterno stoves, and gas lanterns are prohibited in sleeping areas. All flammable items should be stored in the troop’s flammable locker (brought by troop). Any fires in campsite fire rings must be “COLD OUT” (completely out with no smoke or flame visible, please use water to put out fires) every night. ***Any restrictions on campfires in troop sites will be shared at the daily scoutmaster’s meetings.***

### **Liquid Fuels**

The BSA permits use of liquid fuels only under the direct supervision of a qualified adult. Propane and butane canisters may be used. Troops may bring their own propane fire pits as we have in recent years only allow open fires at the central fire bowl.

### **Initiations, Hazing, Military Training**

Corporal punishment, hazing, initiations, as well as, military training and drill are NOT permitted in the Boy Scouts of America. Any incidents or allegation must be brought straight to the camp director.

### **Pets**

For reasons of safety for animals and campers, as well as owner liability, pets are prohibited. Exceptions may be granted for impaired campers. Please contact the camping department if that is a need.

### **Weapons, Knives, Full Size Axes, Fireworks, Firearms, & Ammunition**

Non-folding sheath knives, throwing stars or martial arts weapons are NOT allowed at camp. Full size axes are not needed in the camp. Fireworks of any kind are also **prohibited**. The camp provides the firearms, bows, arrows, and ammunition, required for shooting sports merit badge programs and these areas are supervised by a trained staff member. Personal firearms and ammunition may not be brought to camp unless required by military or law enforcement authorities (**please identify yourself, as such, to the Camp Director upon arrival**).

### **Fire Danger**

The fire danger level is set by Cal Fire. Our staff will give the leaders an update on the fire danger every morning during the leaders’ meeting, but come to camp assuming that no fires will be allowed in the campsites (including charcoal). Also remember that fires are never allowed in the tents. Under NO circumstances may outside firewood be brought into camp.

### **Damaged Equipment and Property**

Camp equipment and property used by your unit will be inspected upon arrival and re-inspected at check-out. Lost, defaced, or damaged property or equipment will be assessed by the Camp Director or Camp Ranger, and must be paid for by the unit responsible. If a unit is unable to pay the amount due, arrangements for payment will be made prior to departure. Examples include: lost equipment; cut or ripped tents, ropes; carving on trees, tables or latrines. Units are responsible for the behavior of their Scouts at all times.

### **Vehicles and Parking**

Vehicles may be taken to the campsite to unload equipment on opening day and again to reload upon departure. At all other times, vehicles are to be parked in the Indian Rock parking lot. Motorized vehicles are not authorized to transport Scouts or Leaders to and from activity areas or for programs such as C.O.P.E, unless for medical or emergency reasons. When traveling to and from Mataguay Scout Ranch, wear seat belts and take frequent rest, food, and recreation stops.

**Reminder: passengers are not allowed to ride in truck beds or trailers.**

The camp speed limit is **15 MPH**. The camp road is a “One-Way Road” that makes a complete circle around camp. Driving is **ONLY** permitted on arrival and departure days. Cars remaining for the week will be issued a parking permit.

### **Tents and cots**

All scouts and leaders are provided cots and a two or four man tent to share



### **Bicycles**

Scouts and leaders are encouraged to bring their own mountain or BMX bikes (helmets area required for ALL). Bikes should be ridden on approved trails only. Mataguay Scout Ranch is not responsible for any damage or loss to bikes. Bikes make getting from one area of camp to another quick and easy.

### **Visitors**

Parents/guests are always welcomed, however as boys are engaged in weekly activities, we encourage visitors to come up Friday afternoon or evening for dinner and closing campfire. **Meal tickets may be purchased for \$9.00 at the Trading Post.** All visitors to camp must sign in upon arrival and be issued a wristband. And sign out when leaving.



# To Bring Or Not To Bring?

## Bring

- A weeks worth of clean shirts, pants, shorts, underwear, and socks.
- BSA Uniform
- Sleeping bag
- Pillow
- Jacket or sweatshirt
- Hat
- Beanie
- Closed toed shoes  
(Suitable for hiking)
- Shower shoes
- Swim trunks
- Sunglasses
- Toiletries (Soap, shampoo, toothbrush, toothpaste, deodorant)
- Water bottle
- Pocket knife (W/ Totin' Chip)
- Flashlight
- Rain gear (check weather)
- Sun screen
- compass
- Bike W/ helmet
- Camera
- Money for Trading Post

## Troop Gear

- Flags (American and Troop)
- First Aid Kit
- Pioneering supplies for gateway
- Supplies for camp site improvement
- All Paperwork

## Do Not Bring

- Firearms or hunting equipment
- Fireworks
- Alcohol
- Illegal drugs
- Sheath knives
- Swords
- Pornography
- Anything irreplaceable
- Anything with inappropriate images or wording printed on it.
- If you question whether or not you should bring it.... Leave it at home!

Please also reach out to the Camp Director if you have any questions!

*Mataguay Scout Ranch has a zero tolerance policy in regard to illegal and controlled substances. In accordance with BSA National Policy, Scouts and leaders found in possession of items including, but not limited to, alcohol, marijuana, illegal drugs, tobacco (if under age 18), firearms, fireworks, slingshots/wrist rockets, and pornography will be immediately removed from camp.*

## **Important Items to Remember:**

♦ **Arrival on Sunday is between 1–3 P.M..** (Leaders meeting is at 5:30, so plan accordingly).

- **Stop at the “A” Frame** to check in, verify campsite assignment, then proceed to campsite and begin to set up

- **Troops will be greeted** with 1-3 ‘ranch hands’ (staff members personally assigned to your campsite for the week) to help with anything your Troop needs to get settled in. They will help facilitate the Mobile Med Checks (yes, we come to you!), Swim checks (if your Troop has not completed prior to arrival), and a brief tour to familiarize you with the camp. They will also be sitting with your Troops during dinner meals, so make you save them a seat!

- **Monday arrivals**, please plan to arrive at 6 am. Any later than six may disrupt morning flow and we do not want your troop to miss out! (Monday arrivals, please confirm with Council office AND make every effort to complete swim checks prior to arrival—this will help prevent Troops from feeling rushed and / or behind. Swim Check form is provided on page 56 and swim check requirements can be found on page 8.

- **For Best Results** bring with you the ‘MSR - Rapid Check-in’ Form (located in this guide) with everything in order

♦ **Adult Leaders Training:**

- Sign ups will be on Sunday Night at the leaders meeting

♦ **Totin’ Chit Award**

- Required for Woodcarving Merit Badge. Will not be done in class. Will be offered on Monday during 5th session (open session). Those who need it **FOR THE MERIT BADGE** will be given priority.

## **HISTORY OF MATAGUAY SCOUT RANCH**

The Mataguay Valley was originally inhabited by the pre-historic natives known as the Cupeno Indians. They lived a normal tribal life centered around the village at Kupa, now known as Warner Springs.

In 1795 Father Juan Mariner and Spanish Captain Grijalva discovered and settled in the valley. The valley was named “Valle De San Jose” and Kupa became “Agua Caliente Mataguay” (Mataguay come from the Indian words “Amat Awhai” which means “White Earth.” It was in 1836, two years after the missions were secularized and land grants were being given that the entire valley was given to Silvestre De La Portilla. Subsequent grants were given to Jose Antonio Pico, in 1844, and Juan Jose Warner, in 1845 for the same area.



After California became a state, in 1850, the land went through court battles up to the U.S. Supreme Court. However in 1876 former California Governor John Downey reassembled the ranch.

In 1911, William Griffith Henshaw purchased the land from Pacific Power & Light and constructed the Lake Henshaw Reservoir. A few years later he sold the ranch to the Vista Irrigation Company, but deeded the Mataguay Valley to John Treanor, one of his employees who loved the land. Treanor built a large adobe ranch in 1926 for he and Mrs. Treanor to live in. That adobe still stands in the Mataguay Scout Reservation Conference Center.

## **HISTORY OF MATAGUAY SCOUT RANCH**

In 1956, the Mataguay Scout Reservation became a reality when the San Diego County Council purchased the land for \$168,500. The MSR Development Committee, which included San Diego notables Henry Boney and James Copley was formed in April of 1957. Construction began in March and after considerable work, including the help of the Navy Seabees, in June of 1958, MSR opened its first summer camp at what is now known as Lake Dan Henry. The first phase of construction was completed in 1962 and was dedicated on July 4, 1962.

In 1963, the idea for the MSR Conference & Adult Training Center began when an evening training session resulted in inadequate sleeping facilities. It was envisioned to be four sleeping cabins “Casitas” and a dining hall. The ground breaking took place in 1965. The Treanor Ranch House was remodeled in 1970. John Thiele arranged the restoration plans which included the works of artists Thomas Emery and Renata Spiazzi. Emery and Spiazzi were also instrumental in the development of the Meditation Chapel which was built over two years and was dedicated in 1976.

In 1985, a dining hall was built above Lake Dan Henry, made possible by the Parker Foundation.

**Today**, Mataguay Scout Ranch provides year-round camping and activities to Scouts, their families, and the general public.



Our annual summer camps host over 1,300 youth each year for a week of fun and friendships. At the same time, Boy Scouts and Venturers can work toward merit badge advancements in one of nearly forty unique areas.

In addition to summer activities, a wide variety of additional activities are supported through the San Diego – Imperial Council.

These events include: Fun with Son

Weekends, Shooting Sports, District Camporees, Order of the Arrow Ordeal Weekends, and Project COPE to name a few. Altogether, approximately 9,500 camper nights are spent at MSR each year.

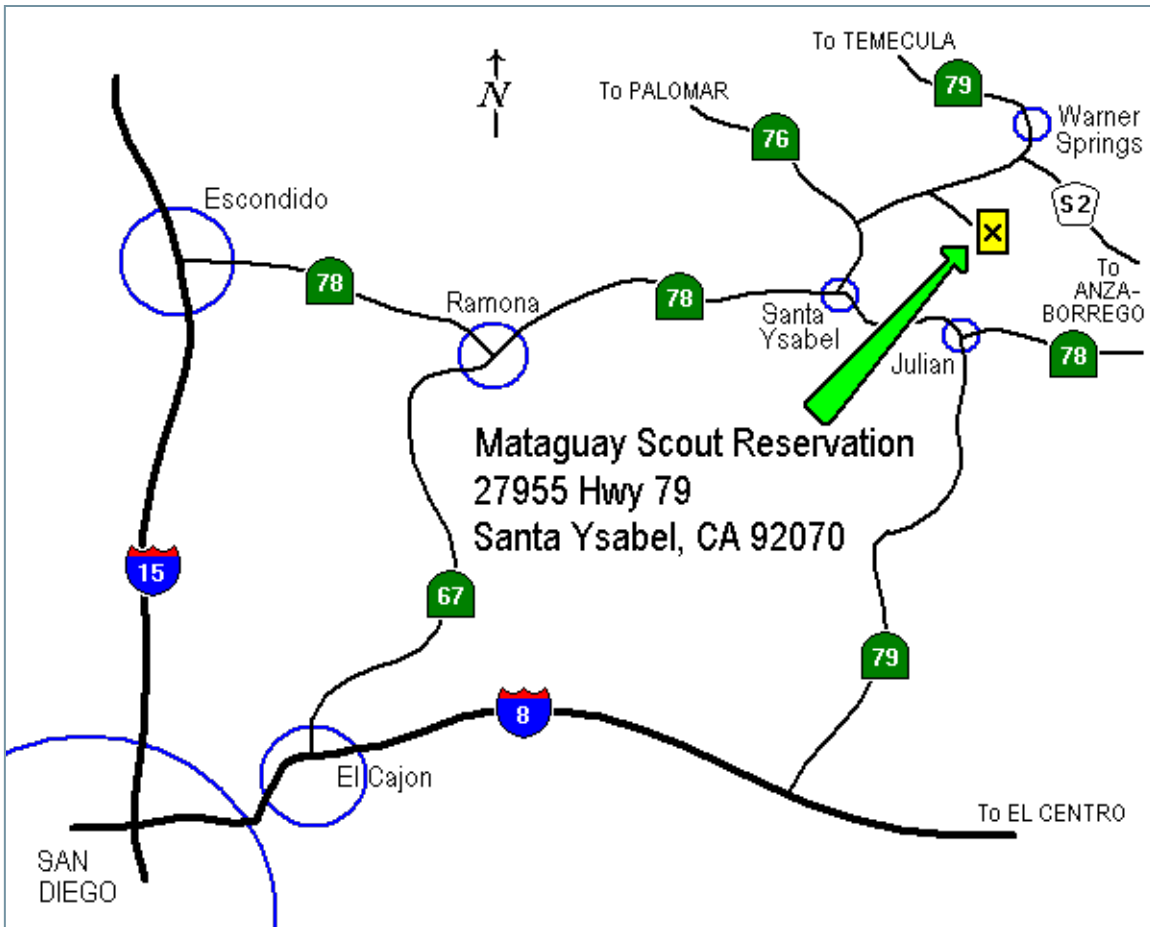
San Diego Imperial Council has put over 1.3 million dollars into upgrades at Mataguay to provide Scouts with a traditional camp experience that is unique and exciting for Scouts of all ages to enjoy. What an awesome privilege to become a part of the history that is Mataguay.

**The Ranch is the ultimate Scout experience!**

## Directions to Mataguay Scout Ranch

Mataguay Scout Ranch is located about 50 miles northeast of San Diego off Highway 79.

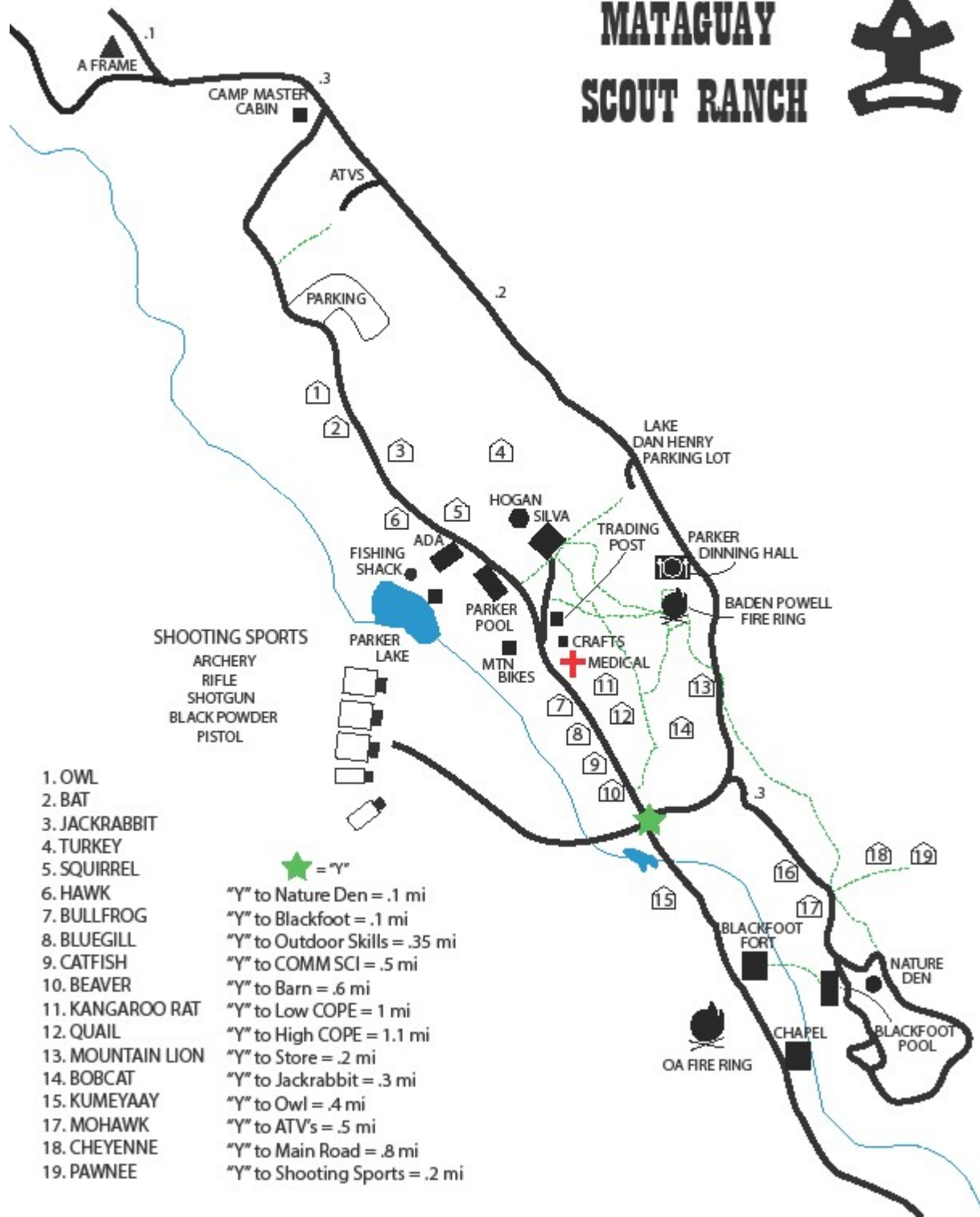
**MOST GPS UNITS WILL TAKE YOU TO A PLACE ON HWY 79 APPROXIMATELY .5 MILES SOUTH OF THE ROAD TO CAMP. LOOK FOR THE LARGE CAMP SIGN ON HWY 79.**



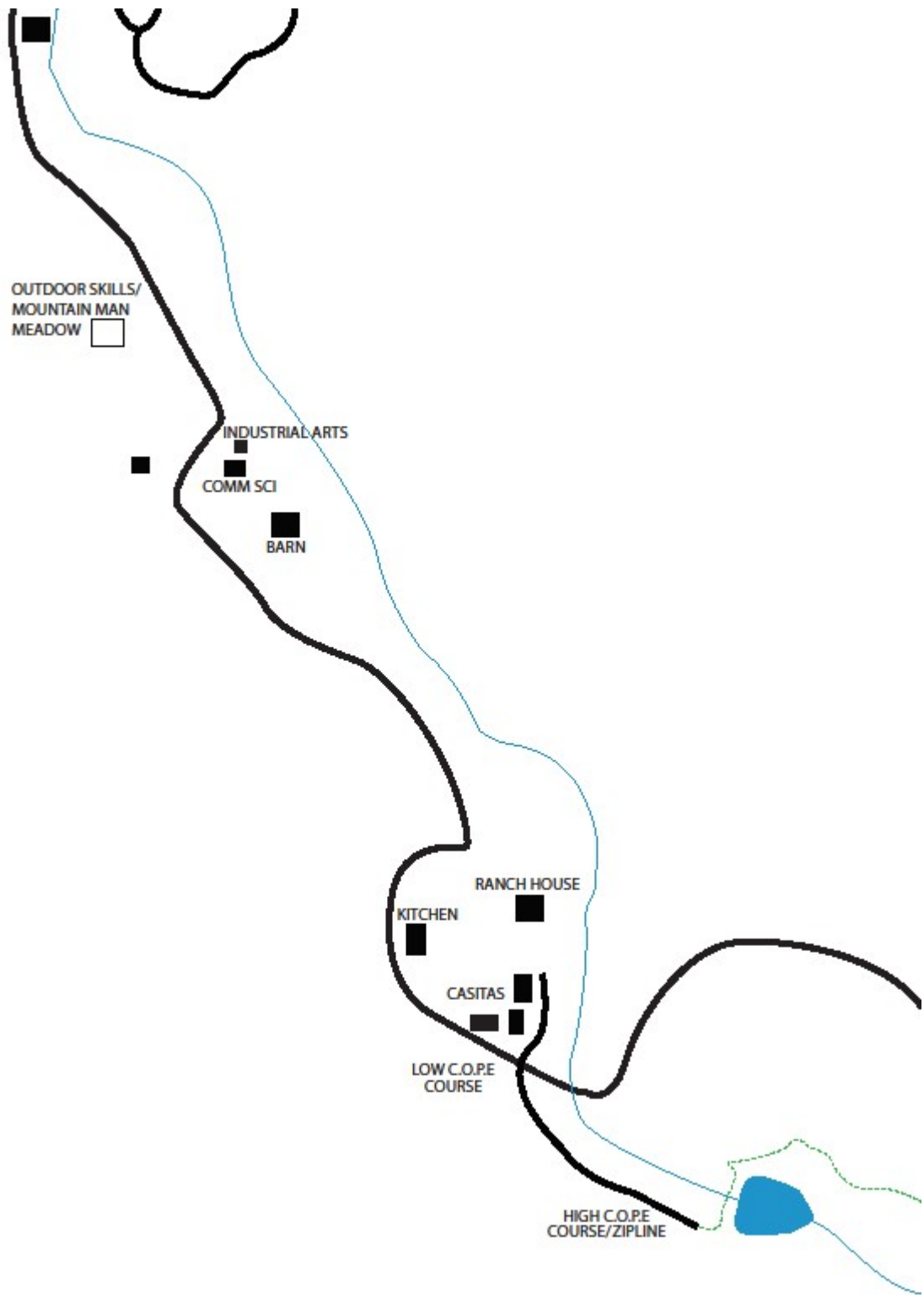
### Directions:

- Take 67 North from El Cajon, or 78 East from Escondido to Ramona
- From Ramona, take 78 East to Santa Ysabel
- Take 79 North past the turnoff to 76,
- Watch for small sign indicating a right turn onto the dirt road**
- Follow signs approximately 3 miles to Mataguay entrance

# MATAGUAY SCOUT RANCH



Mataguay Scout Ranch - Summer 2019



Schedule is subject to change. Copies will be provided at check in.

Mataguay Scout Ranch 2018 Campers Schedule							
	SUNDAY	Monday	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
6		Monday Troop Check-in	zzz...	zzz...	zzz...	zzz...	zzz...
630			Water Dogs	Water Dogs	Water Dogs	Water Dogs	Water Dogs
7		Reveille	Reveille	Reveille	Rugged "O"s end - Staff will accompany all Scouts to Breakfast	Reveille	Continental Breakfast
730							
745		Morning Flag Ceremony	Morning Flag Ceremony	Morning Flag Ceremony		Morning Flag Ceremony	
8		Breakfast	Breakfast	Breakfast	Breakfast, Leaders Meeting @ Silva (please send 2 leaders only)	Breakfast	Unit Check-Out
830				Glider port rides begin			
9		Fire Drill	Sick Call		Sick Call	Sick Call	
915		Session 1, Leaders Meeting @ 10 am	Session 1, Leaders Meeting @ 10am	Triathalon	Session 1	Session 1, Leaders Meeting @ 10am	
10				The Mikatabe Challenge			
1045		Break	Break		Break	Break	
10:45-		Session 2	Session 2	Wild West Wednesdays	Session 2	Session 2	
11							
1130		Lunch	Lunch		Lunch	Lunch	
1230		Senior Patrol Leader Meeting @ The Back of the Dining Hall	Senior Patrol Leader Meeting @ The Back of the Dining Hall			Senior Patrol Leader Meeting @ The Back of the Dining Hall	
1		Sick Call	Sick Call		Sick Call	Sick Call	
130	Check-In begins at 1PM at the A- Frame	Session 3	Session 3	Dragon Boat Prep Time -	Session 3	Session 3	
2				Dragon Boat Race			
230		Break	Break	Operation Camp Clean Up	Break	Break	
330							
330-345							





## SUMMER CAMP ROSTER 2019

TROOP NUMBER: \_\_\_\_\_ COUNCIL: \_\_\_\_\_

WEEK: \_\_\_\_\_ CAMP SITE: \_\_\_\_\_ PAGE \_\_\_\_ of \_\_\_\_

	Last Name	First Name	Age
SM			
ASM			
ASM			
LDR			
LDR			
LDR			
LDR			
LDR			
1 SPL			
2 ASPL			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			

Please bring two completed copies to camp for check in.

# Scout Participation Permission Form

## SHEET 1 OF 2

**Each youth participant is required to have this form filled out.  
(Sheet 1 and 2) Please bring to check in.**

**Please print legibly**

Unit #: \_\_\_\_\_ Dates attending Camp: \_\_\_\_\_

Scout's Name: \_\_\_\_\_

Age: \_\_\_\_\_ Last Grade Completed: \_\_\_\_\_

Birth Date: \_\_\_\_\_ Male/Female: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Parent/Guardian's Name: \_\_\_\_\_

Primary Phone: \_\_\_\_\_ Alt Phone \_\_\_\_\_

### Camp Shooting Sports

My son/daughter has permission to participate in the Camp Shooting Sports programs  
This includes: .22 caliber rifles, muzzle load rifles, pistols, shotguns and archery.  
(Strike out all you do not give permission to do.)

Parent/Guardian Signature: \_\_\_\_\_ Date: \_\_\_\_\_

### High Adventure Programs

My son/daughter has permission to participate in: the camp Climbing and Rappelling  
instruction, Mountain Bicycling, C.O.P.E. course, ATV and Horse program. This also includes  
the Expedition Force (Trek Program). (Strike out all you do not give permission to do).  
I understand these are high adventure rope courses, or programs with inherent risks.

Parent/Guardian Signature: \_\_\_\_\_ Date: \_\_\_\_\_

### Pick-Up Permission

The following persons are allowed to pick-up my son/daughter from camp  
(No one else will be allowed):

Name: \_\_\_\_\_ Relation: \_\_\_\_\_ Phone: \_\_\_\_\_

Name: \_\_\_\_\_ Relation: \_\_\_\_\_ Phone: \_\_\_\_\_

Parent/Guardian Signature: \_\_\_\_\_ Date: \_\_\_\_\_

## Scout Participation Permission Form

**SHEET 2 OF 2**

**Please print legibly**

### **Photograph / Recording Release**

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I hereby assign and grant to the Boy Scouts of America the right and permission to use and publish the photographs, film, videotapes, electronic representations and/or sound recordings made of me or my Scout while in camp by the Boy Scouts of America, and I hereby release the Boy Scouts of America from any and all liability from such use and publication.

I hereby authorize the reproduction, copyright, exhibit, broadcast, electronic storage and/or distribution of said photographs, film, videotapes, electronic representations and/or sound recordings without limitation at the discretion of the Boy Scouts of America and I specifically waive any right to any compensation I may have for any of the foregoing.

Parent/Guardian Signature: \_\_\_\_\_ Date: \_\_\_\_\_

### **Glider Orientation Flight Permission**

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My son/daughter has permission to participate in the camp Basic Orientation Flight. I understand that this flight will be within 25 nautical miles of Warner Springs Airport, with no stops before returning. Tiger Cubs, Cub Scouts, Boy Scouts, and Varsity Scouts are restricted to this type of flight.

I also agree to the conditions stated in the Sky Sailing, Inc., waiver form and have signed and provided that form with my son/daughter.

Parent/Guardian Signature: \_\_\_\_\_ Date: \_\_\_\_\_

## In Camp Medication Form

(Please bring two (2) copies to camp for check in– one for you and one for Camp Medical Officer)

Unit # \_\_\_\_\_ Camp Dates: \_\_\_\_\_

Campsite: \_\_\_\_\_

Person Responsible for Medication: \_\_\_\_\_

This form is to assist the Troop Leadership in medication administration within the unit. Each Scout needing medication should be listed. Each medication should be listed. Medications needing refrigeration should be brought to the Medical Lodge. It is the responsibility of the unit leadership to ensure Scouts receive medication.

SCOUT NAME	MEDICATION	FREQUENCY	NOTES
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			
11.			
12.			
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17.			
18.			
19.			

As the unit leader, or individual responsible for administering medication to Scouts in my unit, I understand the procedure of administering the medication above and agree to keep it locked up at all times.

Signature: \_\_\_\_\_ Date: \_\_\_\_\_

## Food Allergies/Special Diet

**This form must be submitted no less than 30 days before camp.  
Failure to do so will result in additional fees required.**

Unit # \_\_\_\_\_ Camp Dates: \_\_\_\_\_

SCOUTS NAME	ALLERGY	NOTES
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		
10.		
11.		
12.		
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18.		
19.		
20.		
21.		
22.		
23.		
24.		
25.		

Units may create an electronic version of this sheet and submit electronically.  
SDICCAMP@SCOUTING.ORG. Please also bring a copy to camp for check in.

**BOY SCOUTS OF AMERICA**



**BSA Swim Test Certification**

A BSA Lifeguard or Red Cross Lifeguard **MUST** administer this test. A copy of their certification card **MUST** accompany this form. Incomplete forms, or absence of proof of certification, will void the Swim Test.

**Note to Lifeguard:**

It is very important that you administer this test exactly as stated. Do not make exceptions for any reason. There are three classification levels in the BSA Swim Test. The first is **SWIMMER**, which will allow the scout to swim in all areas, boat in open areas of a lake, and participate in waterskiing and open sea activities. The second is **BEGINNER**, which will permit limited boating and swimming. The third is **LEARNER**, which will permit wading and boating only with qualified accompaniment in safe watercraft.

**SWIMMERS** must demonstrate the following:

Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl (no dog-paddle); then swim 25 yards using an easy, resting backstroke. The 100 yards must be completed in one swim without stops and include at least one sharp turn. After completing the swim, rest by floating for one minute.

**BEGINNERS** must demonstrate the following:

Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to the starting place.

**LEARNERS** are those who cannot pass the test required of **SWIMMERS** or **BEGINNERS**.

**CERTIFICATION**

I attest to the validity of the Swim Test administered by me on \_\_\_\_\_, 20\_\_\_\_. A copy of my certification is attached. I understand that classifying an unqualified scout as a Swimmer or Beginner could endanger the health and safety of the individual and others.

Scout Name \_\_\_\_\_ Unit Number \_\_\_\_\_

Pool Name and Location \_\_\_\_\_

Demonstrated Classification (circle one)    **SWIMMER**    **BEGINNER**    **LEARNER**

Name of Lifeguard (print) \_\_\_\_\_

Circle One:    **BSA LIFEGUARD**    **RED CROSS LIFEGUARD**

Certification Expiration \_\_\_\_\_, 20\_\_\_\_

Signature \_\_\_\_\_

Form invalid  
without  
attached **COPY**  
of Certification  
Card

**Mataguay Scout Ranch – Summer 2019**

Parent Name: \_\_\_\_\_

Scout's Unit Number: \_\_\_\_\_

Parent Email: \_\_\_\_\_

Parent Phone: \_\_\_\_\_



# Sky Sailing, Inc

31930 Highway 79 Warner Springs Ca 92086  
(760) 782-0404 Fax 782-9251

e-mail [soar@skysailing.com](mailto:soar@skysailing.com)  
[www.skysailing.com](http://www.skysailing.com)



1. **VOLUNTARY PARTICIPATION.** I \_\_\_\_\_ acknowledge that I desire to participate in flying & soaring activities and have voluntarily applied to engage in such activities at Sky Sailing, Inc at Warner Springs Airport on the Warner Springs Ranch.

2. **ASSUMPTION OF RISK: I AM AWARE THAT SUCH FLYING & SOARING ACTIVITIES MAY CONSTITUTE HAZARDOUS ACTIVITIES. THIS IS A LEGAL DOCUMENT. BY SIGNING IT I AM WAIVING IMPORTANT LEGAL RIGHTS, WHICH I MIGHT OTHERWISE BE ENTITLED TO UNDER THE LAW. I AM VOLUNTARILY PARTICIPATING IN THESE ACTIVITIES WITH KNOWLEDGE OF ANY DANGER OR RISKS INVOLVED. I HEREBY AGREE TO ACCEPT ANY & ALL RISKS OF INJURY OR DEATH, AND VERIFY THIS STATEMENT BY PLACING MY INITIALS HERE:** \_\_\_\_\_, \_\_\_\_\_.

3. **RELEASE.** As consideration for being permitted by Warner Springs Ranch, Warner Springs Ranchowners Association, Warner Springs Partnership, the owners of Warner Springs Ranch (hereinafter collectively referred to as "Warner") or Sky Sailing, Inc (hereinafter collectively referred to as "SSI") and their related or affiliated entities or persons, directors, officers, employees, contractors or agents, to participate in these activities and use their facilities and property, I hereby agree that I, my assignees, heirs, distributees, executors, guardians, and legal representatives, will not make a claim against, sue or attach the property of Warner or Sky Sailing for injury, damage or any other liability of any nature (i) resulting from the negligence or acts of Warner or SSI, or their related or affiliated entities or persons or employees, contractors or agents, as a result of my participation in the flying and soaring activities or any other activities at Warner Springs Airport or (ii) arising out of the flying and soaring activities, flight operations or any other activities at the Warner Springs Airport. I hereby release Warner and SSI from all actions, claims, or demands that I, my assignees, heirs, distributees, executors, guardians, and legal representatives now have or may hereafter have for injury, damage and any other liability of any nature (i) resulting from my participation in the flying and soaring activities or any other activities at Warner Springs Airport or (ii) arising out of the flying and soaring activities, flight operations or any other activities at the Warner Springs Airport.

4. **ACKNOWLEDGMENT OF OPERATOR.** I understand and acknowledge that the operator of the flying and soaring activities, SSI, is not related to or affiliated with Warner. I agree that I am doing business solely with Sky Sailing, Inc and not with Warner.

5. **KNOWING AND VOLUNTARY EXECUTION. I HAVE CAREFULLY READ THIS AGREEMENT AND FULLY UNDERSTAND ITS CONTENTS. I AM AWARE THAT THIS IS A RELEASE OF LIABILITY AND A CONTRACT BETWEEN SSI, WARNER, AND MYSELF AND SIGN IT OF MY OWN FREE WILL. BY SIGNING THIS AGREEMENT, I ALSO CERTIFY THAT I HAVE NO KNOWN PHYSICAL OR MENTAL DEFECT WHICH PREVENTS ME FROM PARTICIPATING IN OR PILOTING ANY FLYING OR SOARING ACTIVITIES. I CERTIFY THAT I AM OVER THE AGE OF 18, OR WITH SIGNATURE OF GUARDIAN.**

Executed at Warner Springs, California on \_\_\_\_/\_\_\_\_/\_\_\_\_.

Releasor: NAME PRINTED OR TYPED

SIGNATURE

\_\_\_\_\_  
\_\_\_\_\_

**DECLARATION OF WITNESS:** I certify that the above Releasors acknowledged in my presence that [he/she] had read and fully understood the meaning and consequences of the foregoing release, and signed it in my presence.

**"DID YOU READ AND UNDERSTAND THIS WAIVER?"**

Witnessed : \_\_\_\_\_/\_\_\_\_\_/\_\_\_\_\_

# APPLICATION FOR HONOR TROOP AWARD

Troop #: \_\_\_\_\_ Council \_\_\_\_\_ Camp Dates \_\_\_\_\_

Scoutmaster \_\_\_\_\_ SPL \_\_\_\_\_

Number of Campers \_\_\_\_\_ Number of Adults \_\_\_\_\_

Qualifying as a “Camp Honor Troop” is a high honor. It means that the troop has proven itself to be a good camping unit. To qualify, a troop must consist of at least one patrol in camp and be under its own approved leadership. The troop must also meet the following requirements:

1. **Advancement:** The unit sets its own objectives. All objectives must be accomplished during the week.
2. **Patrol Areas:** Each patrol must maintain the highest standards of conduct and be Scout-like in the patrol area, maintain the cleanliness of the table and of the table area throughout the entire week.
3. **Program:** A well-developed program planned in advance of camp at a Troop Leaders’ Council meeting. A copy of this program must be posted on the campsite bulletin board before 10:00AM on Monday. It should include Advancement Objectives and Activities – Morning, Afternoon, Evening as indicated in the Leader’s Guide and camp schedule.
4. **Honor Patrol:** The Honor Patrol Award must be earned by all patrols in camp. A patrol must have a minimum of four regular, registered scouts.
5. **Health:** All cases of illness or injury must be reported to the Health Lodge immediately. On hikes or trips, trail first-aid must always be followed by a check-up upon returning.
6. **Promptness:** Anticipate the schedule and be on time for all meals and activities.
7. **Scout Spirit:** Each troop member must live up to the high ideals of the Scout Oath, Scout Law, Motto, and Slogan.
8. **Adults:** At least one adult leader must be certified in Safe-Swim Defense and Safety Afloat, and at least one troop leader present at all Scoutmaster Meetings.
9. **Application:** To qualify, this application must be correctly signed and delivered by the unit leader to the Commissioner at the Camp Office before 2:00pm on Friday.

This troop has qualified for the Honor Troop Award in all respects as indicated above and as evidenced by the signatures of all Senior and Junior Leaders.

Scoutmaster \_\_\_\_\_ ASM \_\_\_\_\_

SPL \_\_\_\_\_ PL \_\_\_\_\_

PL \_\_\_\_\_ PL \_\_\_\_\_

## HONOR PATROL AWARD

Patrol \_\_\_\_\_ of Troop \_\_\_\_\_ Camp Dates \_\_\_\_\_

Patrol Leader \_\_\_\_\_ Scoutmaster \_\_\_\_\_

The Honor Patrol Award will be made to a natural patrol having, in camp, no less than four regular Scout members. The camp will present the award to each patrol that meets the following requirements.

1. The Patrol Leader must register his patrol, in writing, with the Troop Senior Patrol Leader, who will turn-in the patrol registration at the Camp Senior Patrol Leader's Meeting on Monday.
2. The patrol must keep a log of patrol activities during the entire week; it should be interesting and not just a timetable. The log must be checked by the SPL and by the unit leader on Wednesday after lunch and on Friday after lunch for a final check.
3. As a patrol, perform a distinctive service for camp as approved and coordinated with the Camp commissioner. A preliminary check will be made on Wednesday. The project must be completed by noon on Friday for the final approval.
4. Cooperate with the other patrols of the troop in the planning and carry out of a troop campfire program Thursday night. In the log, details must include the part for which the patrol was responsible and that it was successfully completed.
5. The patrol must plan and carry out an effective patrol schedule utilizing the opportunities of the troop's schedules activities in camp. This schedule must be posted on the patrol and troop bulletin boards no later than 10:00am on Monday.
6. Members of the patrol must meet, or exceed, their individual advancement objectives as recorded earlier in the week and each member of the patrol must advance one swimming level or each member must be classified as a swimmer by the end of the week.
7. The patrol must be on time to all scheduled activities to include all camp wide activities and camp wide campfires.
8. The troop leader must approve and sign this form, as evidence that the patrol has participated in the whole troop program to his satisfaction and the objectives have been met. Turn-in this form to the Commissioner before 2:00pm on Friday.

This patrol has qualified for the Honor Patrol Award in all parts as indicated above and as evidenced by our signatures.

Submitted by: \_\_\_\_\_ (Patrol Leader)

Recommended by: \_\_\_\_\_ (Senior Patrol Leader)

Endorsed by: \_\_\_\_\_ (Scoutmaster)



# MSR Rapid Check in 2019

Troop #: \_\_\_\_\_ Week #: \_\_\_\_\_  
 # Scouts: \_\_\_\_\_ # Leaders: \_\_\_\_\_

Scoutmaster: \_\_\_\_\_  
 Asst. SM: \_\_\_\_\_  
 SPL: \_\_\_\_\_

- Current Registration and Fees
- Council Insurance Documentation (outside SDIC only)
- Attendance Roster (Scouts and Leaders - 2 copies)
- Scout Participation Permission Form
- Special Dietary Needs Form
- BSA Medical Forms - completed and signed  
(part A,B & C required for ALL participants, youth and adult)
- BSA Swim check Forms (if Applicable)
- In-Camp Medication Form
- ATV Waiver (if taking ATV)
- Aviation Waiver (if going on the glider ride)
- Application for Honor Troop
- Application for Honor Patrol

NOTES: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Be Prepared!**

Please print and bring to camp for check-in along with all the forms listed in this order.

## SDIC Summer Camp 2019 - Boy Scout Resident Camps

Register & pay Troop deposit by 10-1-2018 & pay in full by 4-30-2019, your unit qualifies for free camp t-shirts!

**FREE ADULT SPECIAL**—Bring 8 or more scouts to camp, and pay in full by April 30, 2019, and you will receive a credit for the cost of one adult leader. A minimum of two registered adults per unit are required at camp. Adult participants must have completed YPT.

### SDIC 2019 Summer Camp Fee Schedule & Cancellation Policy

A non-refundable unit deposit of \$300 is due at the time of registration.

Payment 1 (initial roster) due 1/31/19 \$100 MSR/ \$125 CFI per registrant non-refundable but transferable to another scout/adult as long as total number of participants stays the same.

Payment 2 (updated roster) 2/28/19 \$100 MSR/ \$125 CFI per registrant non-refundable but transferable to another scout/adult as long as total number of participants stays the same.

Payment 3 (updated roster) 4/1/19 \$100 MSR/ \$125 CFI per youth, \$100 per adult CFI, \$75 per adult MSR non-refundable but transferable to another scout/adult as long as total number of participants stays the same.

Final Payment (final roster) 4/30/18 balance of fees for all youth and adults

Transferring from a scout to an adult participant will result in a 10% increase on the difference in price.

**ALL camp fees on reservation must be paid in full two weeks prior to the start of the camp including activity fees. Unpaid activity fees within two week period are subject to cancellation.**

Additions made to the roster less than 30 days prior to the start of camp will incur an additional 10% charge added to camp fee youth/adult fee

MERIT BADGE SIGN UP will be available mid-May 2019 and only after unit is paid in full.

\*Only one discount is allowed per registration (\* discount with qualifying roster of 8 or more scouts AND paid in full before 4-30-19)

### Cancellation Policy

The cancellation policy will go into effect January 31, 2019

Units cancelling/dropping participants will forfeit any payments due by that date, whether payment has been made or not.

We have a **NO REFUND POLICY**, each payment is based on the number of campers, not named individuals. If there are any reductions in total numbers (youth or adult) after each payment due date, the unit will be responsible for the money due at the time of the cancellation, even if no payment has been made. Payments for cancelled spots are not credited to the unit balance if unit numbers are reduced. **We encourage you to find a replacement if a scout or leader needs to cancel.** Cancellation must be done in writing, please use the **Update My Summer Camp Reservation Link** below to add or reduce slots at camp <http://sdcbsa.doubleknot.com/survey/update-my-summer-camp/59240>