



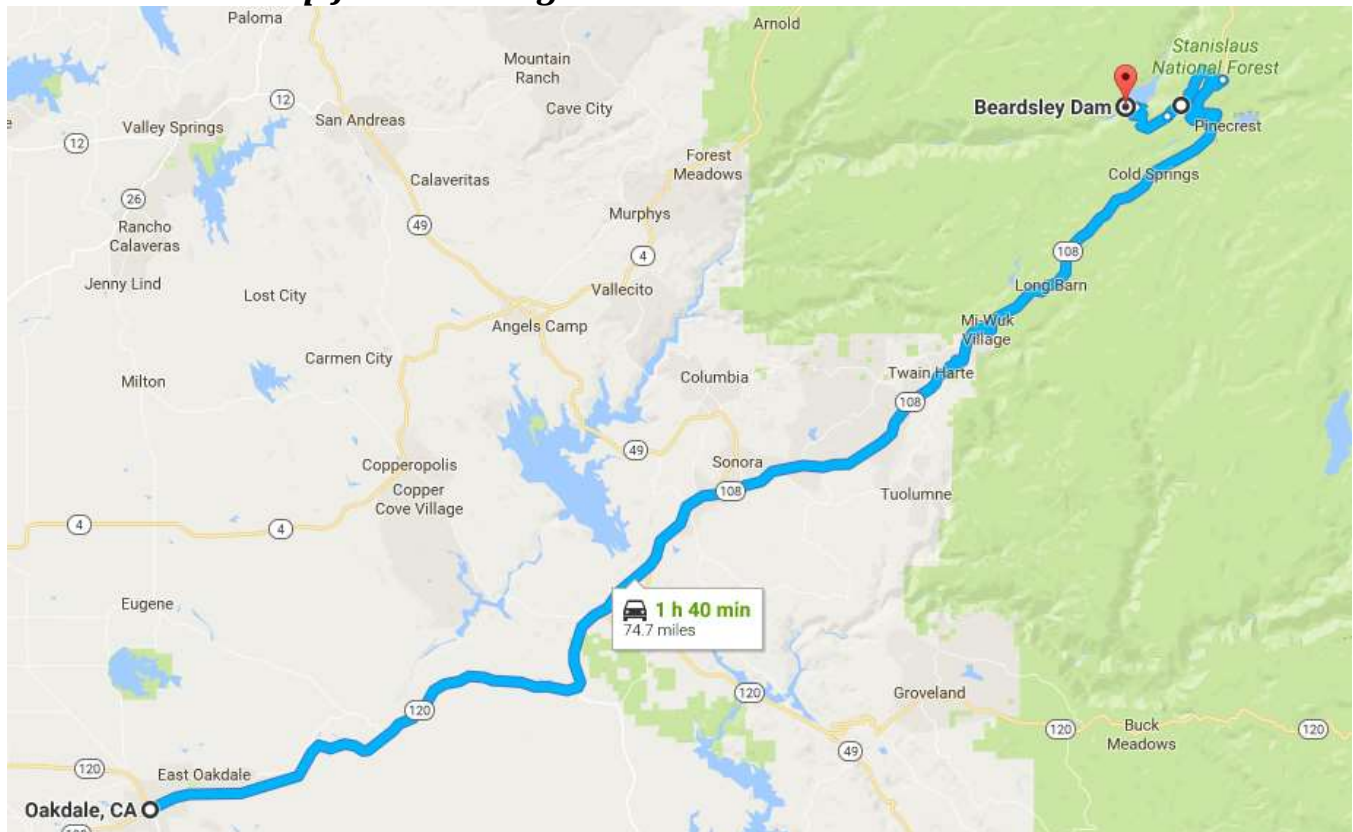
www.YosemiteScouting.org



Pendola Scout Reservation's
CAMP JOHN MENSINGER
2017 Leader Guide



Directions to Camp John Mensinger



From Oakdale:

Take Highway 108/120 towards Sonora (120 eventually splits off to go to Yosemite...save that for another trip).

Approximately 33 miles from Oakdale to Sonora

In Sonora, you will by-pass the town (unless, of course a Starbucks stop or last-minute Walmart excursion are needed and then you'll take the Mono Way offramp and go left under the hwy).

Approximately 30 miles from Sonora to Strawberry

As you get closer to Strawberry – two locations with bathrooms: Cold Springs gas station/market has two porta-potties and the Summit Ranger Station at the Pinecrest exit (IF it is open) has a couple nice restrooms.

From Strawberry you will continue up the highway to Beardsley Lake Road (turns off on your left...if you see the road on the right to Leland Meadows SnowPlay area you've gone too far).

Approximately 4 miles from Strawberry to Beardsley Lake Road

The road from the highway down to Beardsley Lake dam is windy – use a low gear and use caution on the turns.

Approximately 8 miles from highway to dam

After crossing the dam you'll climb up the opposite side, staying to the left as you pass the newly refurbished campground on your right, and then taking a sharp hairpin turn to the left to travel up the paved logging road.

Approximately 5.5 miles from dam to dirt road that leads to camp

Watch for a dirt road that will veer off to the left...there will be a BSA sign – follow the dirt road to the parking lot sign for Camp John Mensinger.

Approximately 2 miles from dirt road to Camp

Someone will instruct you where to park your vehicles – bring all your paperwork with you to check in.

Camp Contact Information

All camping and registration questions should be directed to the Council Service Center in Modesto. You can also consult the camping section of the council website at www.YosemiteScouting.org. If you prefer to speak to an actual person, please contact the Modesto Service Center any weekday at (209) 545-6320. You can also e-mail a member of the council staff at any of the following addresses:

- | | | |
|------------------|---------------------|--|
| 1. Barbara Evers | Program Assistant | barbara.evers@scouting.org |
| 2. Tim Long | Camping Director | timothy.long@scouting.org |
| 3. Jenni Long | Marketing Assistant | Jenni.long@scouting.org |
| 4. Dylan Law | CJM Camp Director | dylanlaw@gmail.com |

All paper correspondence, payments, etc should be mailed to the following address:

Greater Yosemite Council, Boy Scouts of America
Attention: Camping
4031 Technology Drive
Modesto, CA 95356
(209) 545-6320 ext. 104 FAX (209) 545-6321

If the parents in your unit would like to mail letters, post cards, or care packages to camp, please use the following address:

Camp John Mensinger
Scouts Name, Troop Number
General Delivery
Strawberry, CA 95375

Mail is checked by either the Camp Director or Ranger every Wednesday and Friday. Mail is also picked up at varying other times depending on which staffers are leaving camp to gather supplies in Sonora and which Council employees are coming to camp. Please allow a considerable amount of time for your shipped items to arrive at camp. We are in a remote location and the mail service has multiple check points before it arrives at the location where we check mail. It might even be a good idea to ship items a week prior to your Scout's arrival. We can hold on to mail so that your participants receive it when they get to camp.



Participants eating a meal in the dining hall.

Other Information

Trading Post—Our trading post will provide many of your summer camp needs and will be open during regular program hours and most evenings. Hours will be posted at the Trading Post during camp. The trading post will stock an array of clothing, snacks, beverages, merit badge supplies, camp necessities, toiletries, and souvenirs. Limited edition camp apparel will be available at competitive prices. Scouts should bring money for the trading post. **We recommend that Scouts bring \$30-\$60 to camp. Please see required crafts for merit badges to help determine amount of money to bring to camp.**

Families and units might want to consider pre-purchasing punch cards in \$10, \$20 and \$50 denominations for use during the Scout's week at camp. No credit will be issued if there remains a balance on the card by the end of the week.

Visitor Information—Visitors are welcome at any time during the week, but if possible should make prior arrangements with the unit's Scoutmaster prior to arriving at camp. All visitors must check in at the camp Administration Building when they first arrive. Visitors must follow all camp policies. Program facilities are not available for use by visitors when camp is in session. Vehicles must be parked in the main parking lots, and not at campsites. Meal fees for visitors are \$8 for breakfast, \$9 for lunch and \$10 for dinner.

Accident and Sickness Insurance—The Greater Yosemite Council has purchased accident and sickness insurance for every Scout and leader. **This coverage is excess insurance to any health or accident insurance that a family may already have in place. This coverage is primary only if no other insurance is available.** This insurance covers all authorized camp program activities while in camp. This insurance does not cover the co-payments for a family's primary insurance. All claims are handled directly with the insurance company. Questions please contact the Greater Yosemite Council Service Center, (209) 545-6320.

Merit Badge Information

The Basics: CJM offers **more than 55** Merit badges, taught in half-day, one-day or two-day vertical format. This schedule will allow Scouts to earn a variety of merit badges during their week in camp. We recently added a number of new merit badge opportunities so that there can be something for everyone.

Merit Badge Pre-Requisites: Pre-requisites **MUST** be completed by the Scout (and signed off on a blue card by a registered leader) before camp in order to complete the merit badge at camp. Requirements do not have to be completed in order to attend the merit badge class; however, **Scouts who have not completed pre-requisite requirements will be issued a partial at the end of the week.**

Cost: Certain merit badges have a cost or costs that are over and above those covered by the basic camp fee. Merit badge pamphlets are \$6.00. There are also fees for various program supplies like ammunition, craft kits, arrow kits, etc.

Shotgun Shooting	\$15.00	Rifle Shooting	\$10.00
Archery	\$15.00	Indian Lore Kits	\$5.00-\$10.00 per kit
Leatherwork Kits	\$5.00-\$15.00 per kit	Sculpture	\$10.00
Space Exploration	\$5.00-\$7.00 per kit	Woodcarving Kits	\$5.00-\$10.00 per kit
Others	\$5.00-\$15.00 per kit		

Merit Badge Sign-up: To help ensure your Scouts get the program they want and to promote fairness to all, all merit badges must be signed up for at www.YosemiteScouting.org. Due to equipment, quality, and safety concerns, many classes have a cap on the number of Scouts each will hold, so please sign-up early. All sign-ups are on a first-come, first-serve basis. This process should be done by one adult leader within the unit. **NOTE:** *Payments must be up-to-date online in order for the system to allow any changes to be saved – please make sure you understand the payment schedule and follow it so your Scouts don't lose out on getting their desired classes.*

Recommendations: It is recommended that Scouts read the merit badge pamphlets pertaining to their badges prior to arriving at camp and complete as many of the requirements as possible before arrival. Current merit badge pamphlets are available in the camp trading post, or troops can bring their own. Scout Leaders who are registered Merit Badge Counselors, and would like to offer a badge not currently available at camp, are encouraged to contact the Council Office at least a week before camp.

Policies: All merit badge pre-requisites must be verified in writing and presented to the counselor at camp. **It is recommended that youth read and bring a merit badge book to all merit badge classes.**

Merit Badge Capacities and Pre-Requisites

-Pre-Requisites must be complete to finish Merit Badges. If the listed pre-requisites are not completed before camp a partial will be issued in those merit badges where the pre-requisites have not been met. The Scout may then finish his Merit Badge at a later date.

-In all cases it is recommended that Scouts look at the Merit Badge Requirements before camp to prepare themselves for the Merit Badge Classes they have registered for.

-If you go online to <http://meritbadge.org/wiki/index.php/MBW> you may find the merit badge packets that will prepare your Scouts for their classes, and in some cases are required (see chart below).

	Name	Area	Capacity	Pre-Requisites and important information
1	American Cultures	Eagle Lodge	10	There is in-camp homework to be completed outside of class.
2	Archaeology	Nature	15	8, There is in-camp homework to be completed outside of class.
3	Archery	Shooting Sports	16	Complete the merit badge packet before camp/purchase arrow kit at trading post.
4	Art	Handicraft	10	Requirement 6 will be completed at camp but it is recommended that the Scout views other art galleries and art prior to camp.
5	Astronomy	Nature	10	5 and it requires an overnighter at camp
6	Automotive Maintenance	Trade School	8	
7	Backpacking	Scoutcraft	14	Requirements 6b, 8c, 9b , 9e, 10, 11 and bring your backpack with your backpacking gear in it to camp.
8	Camping	Scoutcraft	14	4b, 5e, 7, 8d, 9
9	Canoeing	Waterfront	14	Complete BSA Swimmer Test (done at camp)
10	Chess	Handicraft	10	Do your best to know the basic rules of chess before camp and there is in camp homework.
11	Citizenship in the Nation	Eagle Lodge	12	2,3,8
12	Citizenship in the World	Eagle Lodge	12	7
13	Climbing	The Wall	12	
14	Communication	Eagle Lodge	12	5,7
15	Cooking	Scoutcraft	12	4, 5, 6
16	Electricity	Trade School	8	2, 8
17	Emergency Preparedness	Med. School	12	1, 2c, 6c, 8b

18	Energy	Nature	15	4
19	Environmental Science	Nature	15	
20	Finger Printing	Handicraft	10	
21	Fire Safety	Med. School	12	6a, 11
22	First Aid	Med. School	12	1,2d
23	Forestry	Nature	15	5(a, b, c – do one)
24	Geocaching	Scoutcraft	8	7, 8, 9
25	Geology	Nature	15	
26	Hiking	Scoutcraft	14	4,5,6
27	Indian Lore	Handicraft	10	Purchase kits at the Trading Post
28	Kayaking	Waterfront	6	Complete BSA Swimmer Test (done at camp)
29	Leatherwork	Handicraft	10	Purchase kits at the Trading Post
30	Lifesaving	Pool	10	Complete BSA Swimmer Test (done at camp)
31	Mammal Study	Nature	15	5
32	Motor Boating	Waterfront	8	Complete BSA Swimmer Test (done at camp)
33	Nature	Nature	15	
34	Orienteering	Scoutcraft	14	7,8 & 9
35	Painting	Handicraft	10	
36	Photography	Handicraft	10	
37	Pioneering	Scoutcraft	10	Pioneering kits optional in the trading post
38	Plumbing	Trade School	8	
39	Public Speaking	Eagle Lodge	8	
40	Reptile and Amphibian Study	Nature	15	8
41	Rifle Shooting	Shooting Sports	16	1F, 1I, Read and know the rules, Complete the merit badge packet; bring 2 copies of release form
42	Rowing	Waterfront	8	Complete BSA Swimmer Test (done at camp)
43	Scouting Heritage	Eagle Lodge	12	4, 6 [review requirement 5, it may be a prerequisite for your scouts]
44	Sculpture	Handicraft	10	2c, Purchase kits at the Trading Post
45	Search and Rescue	Scoutcraft	10	There is in-camp homework to be completed outside of class.
46	Shotgun Shooting	Shooting Sports	8	1f, 1i, Complete the merit badge packet; bring 2 copies of release form
47	Small Boat Sailing	Waterfront	6	Complete BSA Swimmer Test (done at camp)

	Name	Area	Capacity	Pre-Requisites and important information
48	Soil and Water Conservation	Nature	15	
49	Sports	Pendola	15	4 & 5
50	Swimming	Pool	10	Complete BSA Swimmer Test (done at camp)
51	Textile	Handicraft	10	
52	Veterinary Medicine	Nature	10	6
53	Weather	Nature	15	9
54	Welding	Trade School	8	
55	Wilderness Survival	Scoutcraft	14	5; requires an overnigher at camp
56	Wood Carving	Handicraft	10	Totin' Chip, Purchase kits at the Trading Post
57	Woodwork	Handicraft	10	7, Totin' Chip
58	BSA Lifeguard	Pool	8	<p>Must be at least 15 years old. <i>Must show evidence of current training in American Red Cross First Aid and American Red Cross CPR/AED for the Professional Rescuer or equivalent</i> (includes any training for a camp health officer recognized by BSA national camp standards).</p> <p>At camp you will have to do the following:</p> <ol style="list-style-type: none"> 1. Swim continuously for 550 yards, including at least 100 yards each of the following strokes in good form: front crawl, breaststroke, elementary backstroke, and sidestroke. 2. Immediately following the above swim, tread water for two minutes. 3. Starting in the water, swim 20 yards using a front crawl or breaststroke, surface dive 7 to 10 feet, retrieve a 10-pound object, surface, swim with the object 20 yards back to the starting point, and exit the water, all within 1 minute, 40 seconds.

Our Merit Badge program is a unique one in the way we teach our classes. Most camps teach merit badges in a horizontal schedule. This means they teach one class over a period of days in hour long segments. Here at Camp John Mensinger we teach in a vertical schedule meaning we teach classes over a period of 1 to 2 days in a row. We find that with horizontal programming we lose 5-15 minutes every day taking role and waiting for Scouts to arrive to class and their focus is lost trying to remember 4 or more subject matters per day. Our Scouts also complained on a regular basis that horizontal scheduling reminded them of school.

In an effort to make the educational aspects of camp more enjoyable and productive we have created a vertical schedule which we have used for 5+ years that has brought us great success. Our merit badge schedule on the next two pages uses numbers and letters to define when specific classes are taught. For instance, if you look at Archery we teach it Monday 9-11 and 1-3, Tuesday 9-11 and 1-3, Wednesday 9-11 and 1-3 and Thursday 9-11 and 1-3. The way we show it as a different class is by the number. So 1a and 1b are two sessions, but one class while 2a and 2b are also two sessions but a completely different class. So, if your Scout is signed up for Monday Archery he will have class from 9-11(1a) and 1-3(1b) and then he is done with the instruction of the class and all he has left is qualifying which can be done at 3-5 Monday-Thursday and Friday 9-11 and 1-3.

Just to be clear, 1a and 1b is 1 class made up of 2 sessions. If you sign up for Archery on Monday, your class sessions are over after 3pm Monday. Tuesday is a totally separate class that you do not need to attend.

Merit Badge/Program	Monday			Tuesday		
	9-11	1-3	3-5	9-11	1-3	3-5
	Shooting					
Archery	1a	1b		2a	2b	

Many classes have in camp homework assignments which require your Scouts to work within their units, go on overnights, participate in qualifying and many other forms of homework. For this reason, we recommend you do not overbook your Scouts merit badge schedule. We want your scouts to be able to succeed and enjoy their stay at camp. Also give special consideration to the pre-requisites outlined in the Merit Badge Capacities and Pre-Requisites Chart.

Merit Badge Schedule

Merit Badge/Program	Monday			Tuesday			Wednesday			Thursday			Friday		
	9-11	1-3	3-5	9-11	1-3	3-5	9-11	1-3	3-5	9-11	1-3	3-5	9-11	1-3	3-5
Shooting Sports															
Archery	1a	1b		2a	2b		3a	3b		4a	4b				
Rifle	1a	1b		2a	2b		3a	3b							
Shotgun	1a	1b		2a	2b		3a	3b							
NOTE: Anyone taking Rifle or Shotgun will need to come to the ranges Thursday during the 9-11 or 1-3 time periods to complete the requirement of cleaning a gun and qualifying. These requirements are not finished during the prescribed class time and are done with both rifle and shotgun students at the appropriate range Thursday.															
Pool															
Swimming	1a	1b					2a	2b							
Lifesaving				1a	1b					2a	2b				
BSA Lifeguard	1a	1b	1c	1d	1e	1f	1g	1h	1i	1j	1k	1L	1m	1n	1o
Waterfronts															
Kayaking				1a	1b										
Rowing	1a	1b													
Canoeing	1a	1b		1c	1d										
Sailing							1a	1b		1c	1d				
Motor Boating							1a	1b		2a	2b				
Pendola															
Climbing	1a	1b		1c	1d		2a	2b		2c	2d				
Sports													1a	1b	
Handicraft															
Textile	1a	1b					2a	2b							
Chess	1a	1b					2a	2b							
Leatherwork	1a	1b					2a	2b							
Woodworking				1a	1b					2a	2b				
Photography				1a	1b					2a	2b				
Indian Lore			1						2				3		
Sculpture and Fingerprinting (this is 2 MB's)						1						2		3	
Painting and Art (this is 2 MB's)									1				2		
Wood Carving												1		2	
Scoutcraft															
Pioneering	1a	1b	1c				2a	2b	2c						
Orienteering	1a	1b					2a	2b							
Camping	1a	1b					2a	2b							
Wilderness Survival	2a	2b	2c				2a	2b	2c						
Cooking				1a	1b					2a	2b				
Geocaching				1a	1b					2a	2b				
Search and Rescue				1a	1b					2a	2b		1c,2c		
Backpacking and Hiking (this is 2 MB's)				1a	1b					2a	2b				
Woodsman Program	See separate woodsman schedule														

Merit Badge/Program	Monday			Tuesday			Wednesday			Thursday			Friday		
	9-11	1-3	3-5	9-11	1-3	3-5	9-11	1-3	3-5	9-11	1-3	3-5	9-11	1-3	3-5
Nature															
Environmental Science	1a	1b		1c	1d		2a	2b		2c	2d				
Soil and Water	1a	1b					2a	2b							
Weather	1a	1b					2a	2b							
Reptile and Amphibian Study	1a	1b					2a	2b							
Veterinary Medicine													1		
Nature				1a	1b					2a	2b				
Forestry				1a	1b					2a	2b				
Astronomy				1a	1b					2a	2b				
Archeology			1a						1b						
Energy						1						2			
Geology			1						2				3		
Mammal Study						1						2		3	
Eagle Lodge															
Communications	1a	1b					2a	2b							
Cit. in the Nation	1a	1b					2a	2b							
Cit. in the World				1a	1b					2a	2b				
Scouting Heritage				1a	1b					2a	2b				
American Cultures			1						2					3	
Public Speaking			1a						1b						
Trade School															
Automotive Maintenance				1a	1b	1c									
Electricity	1a	1b													
Plumbing							1a	1b							
Welding										1a	1b	1c			
Med. School															
First Aid	1a	1b					2a	2b					3a	3b	
Emergency Preparedness			1						2						
Fire Safety				1a	1b					2a	2b				
3 – 5 every Monday through Thursday is also free time – see EXTRA PROGRAM OPPORTUNITIES															

The Woodsman Program

Our Woodsman program provides opportunities for **younger Scouts** to learn the skills required for Tenderfoot through First Class ranks. Skills will be taught at specific times. Scouts can come to brush up on things they learned before, or learn new skills for the very first time. **Scouts can come for just one session or spend the entire week at Woodsman.** Our counselors will not sign books. It is up to the troop to verify skills and award advancement. We will only verify that certain skills were taught at certain times. Please see the topical schedule below.

Woodsman Schedule

Topics	Monday			Tuesday			Wednesday			Thursday			Friday		
	9-11	1-3	3-5	9-11	1-3	3-5	9-11	1-3	3-5	9-11	1-3	3-5	9-11	1-3	3-5
Totin Chip	x														
Firem'n Chit and Cooking		x													
Nature			x						x						
Map and Compass				x						x					
Knots and Lashing					x						x				
Swimming						x						x			
First Aid								x					x		
5 Mile Hike							x							x	

In ALL CASES, these requirements will not be signed off by the counselor in charge of the class. A sheet will be given back to the Unit Leader outlining which requirements the individual Scout completed. It is up to the Unit leader to sign off requirements and issue Totin Chip or Firem'n Chit cards to your Scouts. (Most weeks our camp has blank Totin Chip or Firem'n Chit cards for the Troops (free of charge))

Totin Chip- Is an official Scouting certification allowing the boys to use a pocket knife, hatchet, axe, or saw in an appropriate fashion in appropriate areas. This certification is essential for rank advancement.

Requirements Covered

- Tenderfoot - 3d

Firem'n Chit and Cooking- Firem'n Chit is an official Scouting certification allowing the boys to use fire to start controlled campfires and also light stoves for cooking purposes. This requirement is essential for rank advancement. The cooking portion of this class involves cooking 1 meal and also planning when and where what cooking method is best for what purposes (For example: open fire cooking versus stove cooking). Basic food storage and handling is also covered.

Requirements Covered

- Tenderfoot- 2a
- Second Class- 2a,2d, and 2e
- First Class- 2d

Maps and Compass- Maps and compass have been a part of Scouting from the very beginning. Navigation teaches a Scout more about his surroundings and how to get from point “a” to point “b”. These classes teach basic orienteering skills, which are perfect to put into practice during our 5-mile hike on Friday.

Requirements Covered-

- Second Class- 3a, and 3d
- First Class- 4a

Nature- Nature is “all around us” at Camp John Mensinger. Our nature classes teach you basic animal and plant identification as well as good conservational principles to practice throughout your Scouting and regular life.

Requirements Covered-

- Tenderfoot- 4b
- Second Class- 1b and 4
- First Class- 1b and 5a

First Aid- First Aid saves lives and is a core principle in Scouting advancement. This class teaches you basic first aid principles and rescues as well as basic bandaging. First aid is a 2-session class equaling 4 hours total.

Requirements Covered-

- Tenderfoot- 4a
- Second Class- 6a, b, c, d, and e
- First Class- 7a,b and c

Knots & Lashings- The oldies but goodies. Knots and lashings are commonly referred to as old and outdated skills. In Scouting, knots and lashings are alive and well, and allows Scouts to build useful camp gadgets and advance in rank.

Requirements Covered-

- Tenderfoot- 3a, b and c
- Second Class- 2f and g
- First Class- 3a, b, c and d

Swimming- Is a 2-part class meaning that you learn both in and out of water skills. These skills can help you plan a safe aquatic outing and also save lives on that outing. We hope it doesn't come to that but this class will help you BE PREPARED for it just in case.

Requirements Covered-

- Second Class- 5a, b, c and d
- First Class- 6a, b, c, d and e.

5 Mile Hike- Is only offered Friday for 2 sessions. The hike is only a 2-hour class and both classes are not required to complete the requirements. Participants must be able to hike 5 miles and must bring adequate hiking gear and equipment to hold water. (2 Liters recommended)

Requirements covered

- Tenderfoot-5a, b and c
- Second Class-3b and c