

# ***Camp Parsons***

## ***Chief Seattle Council***

### ***Boy Scout Summer Camp Leader and Parent Guide***



*Boy Scouting is designed to take place outdoors. It is in the outdoor setting that Scouts share responsibilities, and learn to live with one another. The skills and activities practiced at troop meetings come alive with purpose. Being close to nature helps Boy Scouts gain an appreciation for the beauty of the world around us.*

TRUSTWORTHY   LOYAL   HELPFUL   FRIENDLY   COURTEOUS   KIND

# words to live by

OBEDIENT   CHEERFUL   THRIFTY   BRAVE   CLEAN   REVERENT

# WELCOME TO CAMP PARSONS!



Summer camp can be one of the great experiences in the life of a Scout. Each program, merit badge and evening campfire will linger in memory for years to come. Now after 97 years of continuous operation, historic Camp Parsons offers you and your scouts a superior camping program that will provide the opportunity to test outdoor skills, work together, and make lifelong friends. There is much to experience, learn and enjoy on your summer camp adventure at Camp Parsons.

This guide is designed to answer many of your questions about camp. Should you need additional information, contact the Chief Seattle Council Camping Department at 206-725-0361 or [campingdept@seattlebsa.org](mailto:campingdept@seattlebsa.org). You can also visit our website, [seattlebsa.org](http://seattlebsa.org).

We look forward to seeing you and your scouts at summer camp this year!

Chief Seattle Council

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Camp Parsons is accredited through the BSA National Camp Accreditation Program (NCAP).

## RESERVATION INFORMATION

### Contact Information:

**FOR RESERVATIONS:** 206-725-0361 or email at [campingdept@seattlebsa.org](mailto:campingdept@seattlebsa.org)  
**TO CONTACT CAMP PARSONS:** 360-796-4427 or email at [kmcedwards@seattlebsa.org](mailto:kmcedwards@seattlebsa.org)

### 2016 Camp Dates

Session 1	June 26-July 2	Session 5	July 24-30
Session 2	July 3-9	Session 6	July 31-August 6
Session 3	July 10-16	Session 7	August 7-13
Session 4	July 17-23	Session 8	August 14-20

### Camp Fees and Payment Information

See Page 4

### Making Camp Reservations

#### **Troops**

Reservations for 2016 are on a first come, first served basis and may be reserved with a \$10 per person nonrefundable deposit.

**Campsite Sizes:** Choose a campsite which fits a realistic projection of your camp attendance. The site sizes are listed on the reservation form. Due to changes in troop size and the need to maximize usage of camp, you may find your troop in a site other than the one you chose. Campsites are not guaranteed. **The camp staff makes the final decision on camp site assignments.**

**MERIT BADGE SIGN UPS OCCUR THE FIRST DAY AT CAMP SO PLEASE PLAN AHEAD.**

Merit badge options are located on pages 21-22

#### **Provisional Scouts**

Scouts can go to camp even if their troop is not attending! A provisional camper is a Boy Scout who goes to camp as an individual because he cannot attend with his troop, or perhaps wishes to have an additional week of camp. The Provisional Troop is organized under the direction of trained adult leadership provided by the camp. Provisional Troop members are encouraged to participate fully in the camp program. The Scout only needs to bring his personal gear and a desire to work and cooperate with the other provisional scouts.

#### **Transportation**

The camp does not provide transportation to or from camp. For information on charter services, you can visit [gonorthwest.com](http://gonorthwest.com).

### Work Parties and T-Shirts

During the off-season, troops who do a service project at any of our council camps will be recognized with a camp t-shirt for those Scouts attending camp. Simply let the director/ranger at the work party know what week you will be attending camp.

## **CAMP PAYMENT INFORMATION**

Below you will find the Chief Seattle Council 2016 Boy Scout Summer Camp fee and payment information. **Send checks made to "BSA" to: Camping Dept., Chief Seattle Council, PO Box 440408, Seattle, WA 988114. Or call the Camping Department at 206-725-0361 to pay by credit card.** If you have questions contact the Camping Department at 206-725-0361 or [camping-dept@seattlebsa.org](mailto:camping-dept@seattlebsa.org).

### **2016 CAMP PARSONS TENTATIVE UNIT FEES**

<b><u>CSC RATE</u></b>		<b><u>NON CSC RATE</u></b>	
Scouts	\$305 each	Scouts:	\$355 each
Adults	\$210 each	Adults:	\$220 each

In addition, Scouts should plan on bringing \$30-50 for Trading Post items and \$25 for merit badge supplies

### **UNIT PAYMENT SCHEDULE** **PROVISIONAL TROOP FEES**

<b>PAYMENT</b>	<b>AMOUNT</b>	<b>DUE DATE</b>
DEPOSIT	\$10 per person	UPON RESERVING
INSTALLMENT #1	<u>CSC:</u> \$147/SCOUT      \$100/PAYING AD	FEBRUARY 5, 2016
	<u>NON CSC:</u> \$172/SCOUT      \$105/PAYING AD	
INSTALLMENT #2	<u>CSC:</u> \$148/SCOUT      \$100/PAYING AD	MAY 30, 2016
	<u>NON-CSC:</u> \$173/SCOUT      \$105/PAYING AD	

<b><u>CSC</u></b>			<b><u>NON CSC</u></b>		
Scout	\$305	each	\$355	each	
Deposit	\$75	Due upon reservation	\$75	Due upon reservation	
Balance	\$230	Due June 6	\$280	Due June 6	

### **LATE RESERVATIONS**

If your troop registers late in the season, they must pay according to the payment schedule, which means, for example, that if you register after February 5 but before May 30, your troop must pay the \$10 per person deposit, plus the per-person Installment #1 indicated in the chart. Full payment must be received for any reservations made after the May installment is due.

### **CAMPERSHIPS**

Camp scholarships (Camperships) are available for those Scouts in the Chief Seattle Council who may otherwise be unable to attend one of our council camps. Full camperships are rarely given. Troops and requesting Scouts are encouraged to contribute toward the camp fee. Campership applications are available on our website, [seattlebsa.org](http://seattlebsa.org) or call 206-725-0361.

ALL CAMPERSHIPS ARE DUE PRIOR TO TROOP'S FINAL PAYMENT. NO CAMPERSHIP IS AWARDED IF SUBMITTED AFTER TROOP RESERVATION IS PAID IN FULL.

**\*LATE CAMP PAYMENT MUST BE RECEIVED NO LATER THAN THE FIRST DAY OF CAMP\***

### **MERIT BADGE FEES**

ARCHERY	Arrow Pen Kit		\$4.25 each
BASKETRY	Basketmaking Kits	5" round	\$3.75 each
		4" square	\$4.00 each
		4" flat reed	\$4.00 each
		Woven seat tops	\$5.00 each*
LEATHERWORK	Leatherworking kits range from \$1 to \$15 each		
MOTOR BOATING	Gas card		\$8.00
RIFLE SHOOTING	All You Can Shoot Card		\$10.00
WOODCARVING	Woodcarving kits range from \$1 to \$3		
ALL MERIT BADGES (OPTIONAL)			
	Merit Badge Pamphlets		\$5.00

\* This is not required to purchase. Craft Lodge has some that the Scouts can weave. If they want to keep it, however, they need to purchase them.

### **POLICY FOR ADULTS AT CAMP**

1. Only registered Boy Scouts or adult unit leaders can stay overnight at camp. Cub Scouts, Webelos or small children cannot.
2. A minimum of two adult leaders must be with their troop the entire week. An adult leader can trade off with another adult during the week and that is considered one position. Extra adults coming for only a night or two must check in at the camp office upon arrival and pay any meal fees. **Be aware, however, that space in the dining hall is not guaranteed.** Meal Cost: Breakfast \$5, Lunch \$6, Dinner \$7.

### **REFUND POLICY**

Preparing for camp requires the Council to purchase food, supplies, equipment, hire staff and keep camp facilities in good repair in anticipation of the number of participants registered to attend. As a rule we don't automatically give refunds. Below are cases where refunds may be requested:

#### **DEPOSITS ARE NOT REFUNDABLE**

For camps requiring deposits, deposits are not refundable unless a unit or camper cannot be placed in the camp or dates chosen.

#### **REFUND REQUESTS MUST BE MADE PRIOR TO YOUR CAMP SESSION.**

##### **No refunds are given except in the following circumstances:**

- There is a death, accident or serious illness in the immediate family 50% refund  
(doctor's confirmation required)
- Scout or adult becomes ill and is unable to attend camp 50% refund  
(doctor's confirmation required)

Examples of circumstances **NOT** qualifying for a refund are conflicts between camp and activities such as family vacations, sports, school activities or band trips.

Refunds do not include Scout Bucks or Camperships.

Fees may be transferrable to a future Chief Seattle Council camp occurring within the current year or the following year if reserved by Dec. 31 of the current year.

#### **REQUESTS**

All refunds are not automatic and must be requested in writing. Please review the cancellation guidelines above to determine whether you qualify. To request a refund, please email the Camping Department at [campingdept@seattlebsa.org](mailto:campingdept@seattlebsa.org). Include the reason for the withdrawal, the unit number, camp and session and participant's name.

## **INSURANCE**

Chief Seattle Council provides accident insurance for its units and leaders. Out of council troops should be covered by their council's policy.

## **VISITORS**

### **PARENTS, PARKING & PETS**

#### **ALL VISITORS MUST CHECK IN AT CAMP OFFICE AND BE APPROVED BY CAMP DIRECTOR**

Parents and other family visitors are always welcome at camp for day visits and especially invited to the campfires on Friday nights. Here are some guidelines:

1. A parking lot is located across the road from the entrance to camp. **There are no provisions or facilities to allow parents to camp in the parking lot or stay overnight.** Campsites can only accommodate Scouts and leaders who have registered to attend.
2. Meals: Those wishing to eat meals at camp must purchase meal tickets.  
**Meal Prices: \$5.00 Breakfast; \$6.00 Lunch; \$7.00 Dinner.**  
Another adult leader from the troop can purchase these meal tickets in advance or they can be purchased on arrival to camp. Since the Scouts are preassigned to tables with their troop, the likelihood of a parent sitting next to their son is slim. Visitors usually at the tables reserved for staff families.
3. **LEAVE PETS AT HOME.** Camp abounds with natural wildlife. For this reason pets are not allowed, not even if they can be carried. ***NO EXCEPTIONS.***
4. Only registered Scouts are allowed to stay in camp.
5. **Local Campground Accommodations:** Local campgrounds are available for visitors wishing to stay near Camp Parsons:

Seal Rock Campground: <http://www.fs.fed.us/r6/olympic/>

Dosewallips State Park: <http://www.parks.wa.gov/>

## **MAIL**

A letter from home can be one of the greatest cures for homesickness. Send mail to the address below, giving unit number, camp name, and Scout's name. Since it takes from 2 to 4 days for mail to arrive, try to aim your letters and packages for a window 3 days before the scheduled start to 3 days after.

Name  
Unit Number  
Camp Parsons  
970 Bee Mill Road  
Brinnon, WA 98320

**CAMP SERVICES**  
**EMERGENCY PHONE NUMBER: 360-796-4427**

**ASSISTANCE**

**Commissioners:** Each troop will be assigned a commissioner who is either a member of the staff or a visiting volunteer Scouter. This person will be available to answer your questions, relay messages, help get facilities repaired, make sure you know about camp programs and handle the daily inspections of your campsite.

**Troop Issue or Quartermaster:** Equipment is available for camp beautification and conservation projects, campsite repairs and improvements, pioneering projects, cookouts, outpost campouts and more. We have everything from cook kits and Dutch ovens to axes, picks, shovels and saws.

**Camp Office:** If you can't find who or what you want, try here! We provide mail services, answer questions and have a staff ready to be challenged.

**Phones & Internet:** Cell phone service is available for most major brands, except Verizon is iffy. Wifi is available for adults in the Leader's Lounge located in the Silver Marmot Grill.

**FOOD**

Our camps feature family style meals in the dining hall. Cooks are employed to prepare meals. Scouts should be clean, wearing appropriate shirts and pants (not swim trunks) at all meals. Full uniform is expected at the dinner meal.

Each unit will assign one Scout "waiter" for each dining table to participate in serving and clean up. Scouts rotate this duty so all have a chance to help. One waiter is needed for every 7 scouts.

One day each week, units will be cooking the meals in their campsite. Camp provides the food and troop leaders organize their boys for a good team-building experience. Each Scout should bring his own mess kit and the troop should bring cooking equipment (see What to Bring, page 6 for more details)

**SPECIAL DIETARY AND PHYSICAL NEEDS**

The camp kitchen staff serves warm and nutritious meals for all participants. They will also attempt to meet common dietary medical needs. Regular meals are provided for vegetarian, gluten-free and peanut-free diets. See below for our policy on peanut products in camp. Any special dietary or physical needs must be requested on the **Special Needs Form** located on our website, [seattlebsa.org](http://seattlebsa.org). The form must be sent in at least 2 weeks prior to camp. For questions or concerns contact the camp at 360-796-4427 or [kennmcedwards@gmail.com](mailto:kennmcedwards@gmail.com).

**POLICY ON PEANUT PRODUCTS AT CAMP**

No peanut products, including peanut oil, will be used in the meals, snacks, cracker barrels, or any other food service provided in the dining halls of Chief Seattle Council camps.

**While this prohibition is in place in the dining halls, those with allergies must be aware that camp trading posts may contain some peanut products.** It is also important to note that peanut products may be brought to camp by individual Scouts or leaders without the knowledge of the camp staff or the Chief Seattle Council.

This policy applies to all Chief Seattle Council camps, and events held at council camps including, but not limited to, Cub Scout Resident Camp, Boy Scout Resident Camp, Cub Day at Camp, Mom & Me, Winter Camp, NYLT, Wood Badge, OA events, Shooting Sports Weekends, COPE Weekends, and Day Camp.

## **CAMP SERVICES continued**

### **TRADING POST**

The camp trading post provides a good selection of souvenir and comfort items for sale to Scouts and Scouters during the week. Plan on bringing about **\$30-\$50 per Scout** for snacks and souvenirs, shirts and Scout supplies (see list below) and **\$25 per Scout** for merit badge material costs.

While the actual selection varies from year to year, here is a list of what is likely to be available:

Souvenirs, camp mugs, t-shirts  
Patches  
Neckerchiefs and slides

Personal items & toiletries  
Flashlights & batteries  
Postcards & stamps  
Scout equipment  
First Aid kits

Food items such as potato chips, ice cream, soft drinks and other snacks

Advancement Items  
Leather and basket kits  
Rifle targets  
Woodcarving kits  
Craftstrip  
Merit badge books  
Compasses

Miscellaneous  
Rifle/Archery awards  
Scout literature  
Scout knives  
Fire starters  
Sharpening stones.

An adult should serve as the “banker” during the week, checking money in and out for the Scouts. This prevents “sticky fingers” and “butter fingers” alike.

**SCOUTS AND THEIR LEADERS ARE NOT ALLOWED TO SELL ITEMS TO ANY OTHER SCOUTS AT CAMP.**

### **LOST & FOUND**

Lost and found items are collected during regular camp sessions and off-season camp use. While at camp, lost items can be claimed at the camp office. **They are not kept at the Council service center.** After the week, call camp at 360-796-4427. After 30 days, unclaimed items are contributed to Goodwill or other worthy agencies.



## **WHAT TO EXPECT AT CAMP**

### **FIRST DAY PROCEDURES**

**Arrival Times:** (Sunday arrival weeks) Please arrive between 1:00 and 1:30 pm on Sunday. A guide will welcome you. Please try not to arrive early since the staff needs to prepare for your arrival. **Camp is closed on Saturday.** The staff is off during that time.

**Monday Arrival:** For those arriving on Monday, plan to arrive at **8:30 am**. If your troop is arriving Monday for a regular camp session, they must notify the Council office ahead of time to make arrangements for swim checks, medical screening and merit badge class registration.

**Check-In:** As your scouts unload the vehicles, the leader checks in with the completed activity roster form at the camp office. If all fees have been prepaid, you won't be there long. Make sure you have an accurate count of Scouts and leaders at check-in. **ANY UNPAID FEES MUST BE PAID WHEN YOU CHECK IN.**

**Move In:** As your troop leader checks in at the camp office, your unit will be shown to your campsite. Remember, all equipment is carried—no private vehicles allowed past the parking lot. After the gear is stowed prepare to go through the medical screening. Campsite dining flies, tents and facilities should be checked at this time so any maintenance needs can be reported to the camp ranger. **Check carefully—your unit will be charged for any damage to your campsite that occurs during your stay.**

**Medical Screening:** Your guide will then take you to the health lodge or designated location where our medical officer will look over the health histories and spend a moment with each Scout and leader.

**Swim Checks:** We use the Eight Point Safe Swim Defense Plan. This means everyone using any of the aquatic facilities must have a health history and take a simple swim test to determine ability.

**Orientation:** During this first day, time will also be spent on informing everyone what goes on at summer camp and answering questions. A camp tour will also be provided.

**Program:** Scouts will have the chance to sign up for merit badges on the first day. In the evening after dinner and vespers, the opening grand campfire will be staged by the staff.

### **LAST DAY PROCEDURES**

**Departure Times:** Closing ceremony is at 8:30 am Saturday morning. (Could be subject to change)

**Camp Closed:** Camp Parsons is open from 1:00 pm Sunday to 11:00 am Saturday. **The time between closing and opening is staff time off. Camp facilities are closed during that time.**

## PARENT FACT SHEET

**Camp Parsons Fact Sheet for Troop\_\_\_\_\_**

**We will meet at \_\_\_\_\_ We will leave at \_\_\_\_\_**

**It is about \_\_\_\_\_ hrs. ride to camp.**

**Cost: \$\_\_\_\_\_per Scout \$\_\_\_\_\_per paying Adult**

**Troop Contact:\_\_\_\_\_ Phone#:\_\_\_\_\_**

**Camp Emergency Number: 360-796-4427**

**Chief Seattle Council Camping Dept. Number: 206-725-0361**

**Make sure you have everything you need packed, including medicines and your Annual Health & Medical form signed by a doctor and parent/guardian.**

**Money: Plan on bringing \$30-\$50 per Scout for the Trading Post shirts and \$25 for merit badge supplies. Sack lunch is suggested for Sunday arrival.**

**Arrival:** Please plan to check in between 1:00 and 1:30 pm on Sunday or 8:30 am for Monday arrival. Camp gates do not open before 1 pm Sunday.

**Visiting:** Visitors are always welcome to come and enjoy camp for the day, but only registered members of the Boy Scouts of America can stay overnight. Options for overnight stays in the area include Seal Rock Campground (2 mi. S. of Parsons on Hwy 101) or Dosewalips State Park (5 mi. S of Parsons on Hwy 101, tel. 888- 226-7688)

**Eating at the dining hall:** If you are visiting and would like to eat at the dining hall, you can purchase a meal ticket from the Trading Post once you arrive. For Friday dinner, please buy tickets by 4:15 pm. If necessary, your Scoutmaster can purchase them ahead for you. With limited space, you will likely eat in the visitors section in the back of the dining hall.

*Breakfast \$5: Lunch \$6: Dinner \$7*

**Visiting for Campfire:** Visitors are welcome; please assemble with your troop in front of the Silver Marmot Grill at 8:45 pm.

**Saturday Departure:** Please arrive to pick up Scouts by 8:45 am (Closing ceremonies). Camp closes at 9:00 am.

### **Sending Mail**

Address mail to the address below, giving unit number, camp name, and Scout's name. Since it takes from 2 to 4 days for mail to arrive, try to aim your letters and packages for a window 3 days before the scheduled start to 3 days after.

Camper's Name  
Unit Number  
Camp Parsons  
970 Bee Mill Road  
Brinnon, WA 98320

## **PARENT FACT SHEET #2**

### **PREPARE YOUR SCOUT FOR THE FOLLOWING...**

Adult leaders are volunteering their time, and want to help the kids have fun and grow. They are not babysitters. Be sure to prepare your Scout and communicate any concerns or special needs with your adult leaders in advance of camp.

**Personal Management:** While at camp your Scout will enjoy a higher degree of freedom and responsibility than he is probably accustomed to while at home. He will have to get to merit badge sessions and other activities on time, perform various duties within the campsite (including doing dishes, taking out trash, etc.), and be responsible for his behavior with limited adult supervision. It is important for him to recognize that camp is meant to be fun and also build character. He will have many opportunities to demonstrate leadership within the Troop and should be actively participate and volunteer.

**First time away from home?** For younger Scouts, being away from home for an extended period of time can be hard. Please prepare your son by letting him know how proud you are that is spending a full week away from home working towards Eagle and having fun. Tell him that the first few days might be hard as he gets used to being away from home, but that by finding activities he enjoys, he will enjoy himself.

**Finances:** It is recommended that an adult from your troop serve as a 'banker,' giving your Scout his spending money in small sums at a time. If your Scout is not used to spending money without supervision, please prepare him so he does not eat too much candy and instead spends his money on things like merit badge supplies.

**Merit Badge Material Costs:** Archery \$2: Basketry \$7: Motor Boating \$7: Rifle Shooting \$10: Water Skiing \$10: Leatherwork \$3: Woodcarving \$3 Note: These costs may increase without notice. Also, other merit badges may necessitate additional costs.

### **DON'T FORGET TO BRING...**

**Water shoes!** Our beaches have rocks and oyster shells, so please have your Scout bring either sandals or an old pair of tennis shoes that can get wet so as to protect his feet.

**Mess kit!** One full day your Scout will be cooking his food in his campsite, and will need his mess kit and utensils.

**Scout Handbook:** Scouts who earn First Class in their first year of Scouting are far more likely to stay involved and earn Eagle, so if your Scout is not yet First Class, please have him bring his handbook and encourage him to participate in the Trail to First Class program.

# WHAT TO BRING TO CAMP

## Troop Equipment

Alarm clock  
Troop flag  
Battery or propane lantern  
Troop religious materials (prayer books, Bibles, etc.)  
Additional rope/binder (some provided), pushpins for bulletin board  
Program reference materials  
Troop merit badge library  
Clipboard  
First Aid Kit  
Cooking Equipment for Cookout-Cook kit, utensils, patrol frying pan, grill, liquid soap, etc.  
(Food for cookout day will be provided by camp)  
Troop accident insurance policy and Annual Health and Medical forms for each participant

## Patrol Equipment

Patrol Flag  
Skits, props and songs for campfires  
Advancement materials and books

## Suggested Personal Equipment

### \*Very Important

Signed Annual Health & Medical Form Parts A, B & C (Scouts & adults)  
Sack lunch (Sunday)  
Trading Post money \$30-50 and merit badge money \$20  
Mess Kit for cookout day-plate, cup, knife, fork, spoon

### Clothing Items

Scout Uniform	Pajamas
Sweater or jacket	Tennis shoes or moccasins with proper socks
Poncho or rain gear	Swim suit and towel
Hat or visor	Old tennis shoes for swimming
Jeans	T-Shirts
Hiking boots with proper	
Socks	

### Camping Gear

Sleeping bag	Pack or duffel bag
Ground cloth	Sleeping pad

### Toilet Kit

Handkerchiefs	Soap for body
Toothbrush/toothpaste	Deodorant
Towel/washcloth	Emergency toilet paper
Comb	

### Camp Necessities

Flashlights/batteries  
Clothes line  
Personal First Aid Kit  
Drinking Cup  
Pocketknife (no fixed blade knives)  
Compass

### Merit Badge Items

Merit badge books  
Scout Handbook  
Writing items: paper, pen, pencil

### Optional

Day pack	Camera/film
Sunglasses	Musical instrument
Fishing gear	

## **DO NOT BRING**

**Unmarked prescription drugs, Radios, i-pods or MP3 players, electronic games, portable TVs, Scout cell phones**

## Uniforming

At camp the official Scout uniform is appropriate dress at any time. We encourage units to wear their uniforms during chapel services and ask that all Scouts be in uniform for evening meals and evening flag retreat. Demonstrate your troop spirit and Scouting pride by being the best uniformed troop in camp!

## MEDICAL INFORMATION

### MEDICAL FORMS

**All camp participants (Scouts & adults) must complete Parts A, B & C of the Annual Health and Medical Record.** A physical examination by a licensed medical practitioner within 12 months of camp (good until the end of the month) is also required.

Adults who stay less than 72 hours are required to complete Parts A & B of the Annual Health and Medical Form.

All necessary forms are available online at <http://www.scouting.org/scoutsource/healthandsafety/ahmr.aspx>.

Christian Scientist faith members must have a written statement from their practitioner attesting to their health.

**Special Need Requests:** Any special physical or medical need requests must be submitted on the Special Needs form no later than 10 days prior to camp.

### AT CAMP

Upon arrival at camp, health history forms will be completed and screened by the camp medical personnel.

A fully equipped medical lodge is provided at camp. A doctor or trained first aid professional is on duty at all times. Those sustaining serious injuries or illness requiring hospitalization will be transported to the nearest hospital, where we have a standing agreement for treatment. Parents will be notified in the event of any serious injury or illness.

**Medications:** The troop is responsible for all their medications. Each person who has medications is given a lock box to put them in. Refrigeration at the medic's lodge is also available if needed. The troop's leader is responsible for giving Scouts their medications. Any injections that need to be given at camp if other than the Scout himself will need to be administered by the medic, with written permission given by the parent to do so.

For those Scouters needing CPAP machines, there is electrical hookup available at every campsite.

### **IMPORTANT!**

**Scouts who do not have a health history signed by a parent/guardian may not stay at camp. All Scouts and leaders planning to stay at camp more than 72 hours must have a health history signed by a doctor.**

**The name and policy number of your accident and illness insurance carrier are required on your health forms. The Annual Health and Medical Form includes an authorization for emergency treatment and *must be signed by a parent within 12 months of date of camp (good until the end of the month)*. Double check to see that the required signature and information is included.**

Physical exams will not be given at camp.

## **A TYPICAL DAY AT CAMP**

**Morning:** Troops gather for the morning flag ceremony and meal at the dining hall. After breakfast, sessions are scheduled for advancement or merit badge work. Adults may attend leader meetings, special training, and other activities.

**Afternoon:** Lunch is followed by scheduled “troop time” and free time. Activity areas are open including programs for older Scouts.

**Evening:** After the evening assembly and dinner, there is a Scouts Own chapel service. Afterward, troops can schedule to visit their favorite program area for troop time.

**Campfire Programs:** Campfires are held nightly, either camp-wide at the campfire bowl or in a troop site as a “friendship campfire”. With good planning, good participation and creativity, campfires can be fun and inspirational. Take some ideas home and use them for your troop campfire programs year round.

## **CAMP LEADERSHIP**

Your Scoutmaster and other carefully selected adult leaders should accompany your boys for their week at camp. At least two adult leaders are required for each troop at camp at all times the entire week.

The camp staff will work with your leaders to help your troop meet their camp goals. Day-to-day supervision and discipline is the job of the troop. At no time may a unit be in camp without two-deep leadership.

Every year the camp program changes slightly and in some years it might get a whole new face! Staff talents change, new programs and facilities are developed, etc. so expect to see some differences.

## **CAMP LEADER’S MEETING**

If you are within easy traveling distance from Camp Parsons, we recommend that leaders from your troop attend the camp leader’s meeting on \_\_\_\_\_. Attendance is not mandatory but it is a good opportunity to meet staff, tour camp and get questions answered.

## **SCOUTMASTER EVENTS**

### **Leader’s Meeting:**

Once a day our staff meets with the adult leaders in camp. These informal gatherings give the troop leaders a chance to make meaningful comments and suggestions to permit prompt attention by the staff.

### **Leader Activities:**

Throughout the week, troop leaders have a choice of how to use time to their best advantage and enjoyment:

1. **Special Programs:** Many camp areas offer activities during the week just for adult troop leaders. These vary from year to year so be sure to check with the camp staff at the leaders’ meeting or upon arrival at camp. Popular activities of the past have included a troop leaders’ shoot at the rifle range and nature conservation hikes.
2. **Advancement:** Adults at camp bring special skills! Let us know if you are available to assist the staff with instructional work.
3. **Service:** If you are a carpenter, electrician, plumber or handyman, camp can use your skills! Bring your tools if you can help.

## **CAMP RULES**

### ***The Camp Law is the Scout Law***

Camp rules follow the Scout Law and common sense.

1. No Scout is allowed to leave camp after check-in without a release from his parents or Scout leader. He must be accompanied by a staff member or authorized adult while out of camp, and must sign out at the camp office before departing. When releasing a boy into someone else's custody, you must be sure that person is authorized to do so.
2. Cut no trees without the approval of the camp director or ranger.
3. Scouts must stay out of other troops' campsites/cabins unless invited. Off-limit areas include camp director's or ranger's homes and yards, maintenance area and staff quarters.
4. All fires must be tended, troop fireguard chart must be posted and followed.
5. No flames of any kind in tents.
6. All liquid fuels must be stored in the camp fuel locker. Liquid fuels must be used under adult supervision only.
7. **No FIREWORKS may be kept or used in camp.** Those with fireworks will be sent home.
8. No personal firearms or ammo allowed.
9. No intoxicating beverages or illegal drugs (including marijuana) are allowed on Scout camping property.
10. **No dish washing in the washstands or latrines. It clogs the drain fields!**
11. Please leave your campsite/cabin/latrine area better than you found it.
12. Improper nudity in camp is unacceptable.

### **Fire Prevention**

**Smoking:** Because it is a bad example for our Scouts and a fire hazard, smoking is discouraged among leaders while in camp. If leaders must smoke, they are asked **not** to smoke in the woods, on the trails or in front of the Scouts. Each camp has designated smoking areas.

**Campfires:** Water buckets and fire tools must be conveniently placed near any troop campfire site. Each camp provides these tools and a garden hose for fire control. At times you will not be allowed to have fires at camp because of extreme forest fire danger.

**Lanterns:** It is best to use battery powered lanterns, not the liquid fueled variety. This is common sense in fire prevention. Remember, no flames of any kinds in tents.

**Fireworks:** None are permitted in camp. Anyone possessing or using fireworks will be sent home immediately.

**Fire Drills:** Fire drills are held at summer camp each week. Troops are encouraged to hold their own drills at other camping experiences whether on or off Scout property.

## CAMP ACTIVITIES

### *Archery*

The archery range is available to all campers for recreational and merit badge work. In the Archery Merit Badge classes, Scouts not only concentrate on their target scores and proper use of the bow, but also on learning to make bow strings and arrow fletchings. Extra money should be brought to camp to pay for supplies.

### *Rifle*

Safety comes first at our rifle range. We use .22 caliber, single shot, bolt action rifles. Scouts and Scouters can shoot only when our trained adult supervision is present. The director of the rifle range is certified in the use of rifles and their safe instruction.

The Rifle Shooting merit badge is offered at Camp Parsons. The cost for these merit badges varies with the experience of the Scout. Some Scouts may need additional practice to successfully complete the badge. A minimum of \$10.00 for Rifle Shooting Merit Badge should be brought to camp to pay for the necessary target practice. Rifle ammo is sold at .75 per ten rounds. Tickets for this ammo can be purchased at the camp trading post.

Interested Scouts can qualify for various NRA marksmanship medals if they so desire.

***Do not bring personal weapons or ammunition of any kind to camp.***

### *Aquatics*

Located on Hood Canal, Camp Parsons offers many unique waterfront opportunities. Plenty of time is allowed for free swimming and boating. Nearly all of the aquatics merit badges and certifications are available.

**Advancement Opportunities:** Swimming, rowing, canoeing, small boat sailing, and lifesaving are a few of the merit badges that Scouts can earn. Waterskiing (depending on availability of equipment) and motorboating are unique opportunities offered at few other camps.

**Awards, etc.:** Mile Swim, swimming instruction, snorkeling BSA, windsurfing, and BSA Lifeguard are available to Scouts and can also be earned by skilled and knowledgeable adults *if they can be spared from troop supervisory responsibilities.*

**Certifications:** Safe Swim Defense and Safety Afloat certifications required for all troop outings in or on the water are available at camp every week for adult leaders.

### *The Craft Lodge*

More Scouts earn the handicraft awards than any other in camp.

**Advancement Opportunities** include Leatherwork, Basketry, Art, Woodcarving merit badge, among others, depending on staff availability. Some merit badges, such as Fingerprinting, can even be earned during troop or free time.

The material cost varies for these merit badges, and some require purchasing supplies from the trading post. Scouts should bring extra spending money for kits and materials.



## **CAMP ACTIVITIES continued**

### ***Scoutcraft***

**Axe Yard:** Scouts can learn the proper way to handle an axe, bow saw, knife and other wood tools. Use, maintenance, care, sharpening and storage of these tools are reviewed.

**Cooking Area:** Demonstrations cover a variety of skills and menus. Learn to use and care for a Dutch oven, and fill it with an appealing meal. See the cookout demonstration, learn utensil-less cooking and wilderness gourmet cooking.

**Lashing/Pioneering:** Troops have the opportunity to learn the skills needed to construct pioneering projects. Instruction is given on lashings, knots and structures.

**Orienteering:** Instruction can be given on map reading and orientation. Use a compass and apply these skills on the camp compass course.

**Physical Fitness:** Test your troop's skills and energy against the ropes and initiative course, run patrol challenges, play field games and try the camp monkey bridge.

**Merit Badges:** Orienteering, Pioneering, Cooking and Camping merit badges are offered. Most Scoutcraft badges require work outside class sessions and your Scouts should be prepared to set aside time for them.

## **CAMP FEATURES**

### **The Beaches**

#### **Werner (Pier) Beach**

Werner Beach features sailboards, canoes, rowboats, motorboats and sailboats. Its historical 555-foot long Camp Parsons Pier is the longest of any Scout camp in the country. There are no facilities for boat moorage.

#### **Loody (Central) Beach**

Loody Beach is where all swimming occurs. Old tennis shoes or aqua socks are required foot protection at the swim beach.

Every camper and adult who uses the beach must take a simple swim test to determine their swimming ability. The BSA Eight Point Swim Defense Plan is used to ensure safety.

#### **Mystery Beach:**

Mystery Beach is located opposite the Dining Hall on the east side of camp. It is perfect for beachcombing and rock-skipping.

## **Program Highlights**

**Octopus Cup Race:** A 1.5 mile canoe race for Scouts from the end of the pier to Octopus Point and back.

**Camp Parsons Music Fest:** Come hear our musically talented (or not so talented) staff perform. If you have a scout who is gifted with a musical instrument, let the program director know and he may be added to the event.

**Camp Parsons Players Production:** The staff will give their best rendition of a popular Disney film for the amusement of your scouts.

**Camp Cookout:** Units will have the opportunity of a cookout in their campsite for one day. Food for the cookout will be delivered to the campsite. Each troop should provide its own cooking equipment and eating utensils.

**Friday Night Campfire:** An exciting climax to a great week at Camp Parsons.

## **Special Events**

**Outpost Camping:** Equipment is available for overnight hikes out of camp. We also provide the food, place to go and program suggestions. You provide the leadership.

**Conservation Projects:** Sign up with the head commissioner or one of his staff to help preserve the balance of nature at Camp Parsons. This can also be a troop sign-up activity.

**Pier Jump:** Participate in a Camp Parsons tradition! Parsons has the longest pier of any known camp. There are opportunities to sign up to jump during troop or patrol time. (Troop leaders or scouts with potential back problems should not jump off the pier.)

**Friendship Campfire:** Your troop is encouraged to invite another to your campfire and share in Scouting fellowship and fun. This is a good time to share in homemade ice cream or Dutch oven cobbler.

**Hullabaloo Activities:** These events occur on Friday afternoon following lunch. The Hullabaloo includes patrol competitions that test the patrol's knowledge of Scouting skills. The second component of the Hullabaloo is the relay race through camp. These activities are the climax of the week spent at Camp Parsons.

**Climbing/Rappelling Tower:** This area is designed for the Scout who is 13 years of age by January 1st. The tower is 32 ft. high and is used for climbing and rappelling. There is also a bouldering wall for the younger Scouts.

**Fort Duckabush:** The camp museum shares the continuing tradition and unique history of Camp Parsons with all who enter. During your stay, please stop in and learn about the oldest camp on the west coast.

## HONOR TROOP

The camp management has ultimate discretion in presenting the Parsons Honor Troop Award. The SPL, Scoutmaster, and commissioner guide the troop toward completing each requirement. They base their decision on the following criteria:

**Trustworthy:** Follow all camp policies and expectations as outlined in the leader's guide and as explained by camp management.

**Loyal:** Fly the U.S. flag properly in your campsite. Lead a camp-wide flag ceremony or hold a troop flag ceremony in your campsite.

**Helpful:** As a troop, perform a camp-wide service/conservation project as approved by the head commissioner, Eco/Con director, or camp director.

**Courteous:** Be on time for all meals and camp-wide events.

**Kind:** Show respect to your fellow Scouts, adult and youth leadership for your troop, staff guide, and commissioner.

**Obedient:** Follow the patrol method and hold at least one patrol leaders' council meeting while at camp. Have each Scout earn at least one merit badge or certification (BSA Lifeguard, etc.), or pass at least 10 rank advancement requirements on the trail to First Class.

**Cheerful:** Strengthen positive camp spirit by attending all campfires. Lead a song or skit at campfire. Have each patrol display their flag and demonstrate their patrol yell or song.

**Thrifty:** Demonstrate responsibility with troop and individual funds. This may include the responsible spending of funds at camp, turning in any lost and found items (including money), and promoting honesty in the camp trading post.

**Brave:** Explore the camp by participating in a troop time activity in each of the six program areas, or have each patrol participate in the Patrol Power activity in the Scoutcraft area. Show bravery in your troop and patrol by participating in the Hullabaloo.

**Clean:** Maintain your campsite properly while earning good scores on inspections in addition to making an effort to keep the whole camp litter-free. Keep orderly records of planned troop and patrol programs. Be prepared by posting these in your troop site along with other important camp information.

**Reverent:** Attend vespers Sunday night as well as one other time or hold your own troop vespers service in your campsite.

## **ADVANCEMENTS**

### **First Class Emphasis Program**

Our First Class Emphasis program is designed to help support your summer camp program with opportunities for Scouts working on the Tenderfoot through First Class requirements. We provide experiences and activities that will enable Scouts to develop their outdoor skills.

**The First Class Emphasis program is optional. Some units prefer to have their own adult leaders and older boys help with the skill development of new Scouts within their own campsite. Let us know how we can help.**

#### **Program Concepts:**

1. The Scout must bring his Scout Handbook to camp as a resource.
2. New Scouts may work on Tenderfoot through First Class rank requirements simultaneously.
3. This program is not intended to have Scouts advance to First Class rank during one week at camp. It is intended to supplement a troop's advancement program.
4. Throughout the week, the Scoutmaster or Assistant Scoutmaster for the new Scouts should have conferences with each Scout and interface with the director of the First Class Emphasis program to learn how the Scout is progressing and what additional support may be needed.
5. The camp staff for this program will evaluate and sign off the Scout's advancement requirements for any of the activities. This report consists of a check sheet that will be presented to the Scoutmaster or Assistant Scoutmaster for new Scouts at the conclusion of the week. Depending on the degree of performance and the Scout's comprehension, the leader should date and initial appropriate requirements on pages 438-443 of the Scout's *Boy Scout Handbook*.

### **Camp Merit Badge Program**

A successful experience in the merit badge program will require your Scouts to begin immediately on Monday and stick with it for the full week. We offer the following suggestions which you can include in your planning:

1. Don't over-schedule. Experience tells us the young first-year camper should not plan on more than two merit badges (and one of those should be a handicraft badge). First Class emphasis is a good choice for first-year Scouts.  
For older, more experienced campers, a normal maximum is 4 merit badges per week. Scouts are in camp for a lot of things other than merit badges. Guide them in setting attainable goals.
2. Whenever possible, have Scouts complete the time-intensive portion of the requirements prior to camp (especially reading the merit badge pamphlet and doing any required writing) and make sure they have documentation with them.
3. **Supply each Scout with his merit badge application form ("blue card").** Complete all required information, including your signature, to give to the instructor at the first session on Monday.
4. A partial completion certificate will be given to Scouts who are unable to complete the full badge requirements while in camp.
5. Ensure that each Scout has prepared himself by studying the requirements for each of his badges before arriving at camp.

## HELPFUL HINTS ON MERIT BADGES

**Below is a suggested list of merit badges we plan to offer at camp. Actual offerings will depend on individual staff talents.**

<b><u>Merit Badge</u></b>	<b><u>Prerequisites</u></b>	<b><u>Comments</u></b>
Archery (C)\$	Some experience with previous range time and skill	Need to schedule additional hour of practice each day
Art (A)	Read M.B. pamphlet	For all Scouts
*Astronomy (C)	Requirements 5b, 6, 7b	Depends on weather. Cloudy skies may interfere
Basketry (A)\$	Practice/read M.B. pamphlet	Fun for all Scouts. Cost for kit/materials. Takes individual time for projects and instructions.
*Bird Study (C)	Requirements 7, 8	A very difficult badge. By appointment with nature staff
Bugling	Read M.B. pamphlet	
Camping (B)	Requirements 8d, 9a, 9b	Paperwork may be done before camp; bring a backpack for overnight hike
Canoeing (C)	Must be "swimmer" classification	Very difficult for younger, smaller scouts; physical strength required. Need additional hour of practice time each day
Citizenship in the World (C)	Requirement 7	Study M.B. pamphlet
Climbing (C)	Study M.B. pamphlet	For Scouts meeting age requirement-13 yrs old as of January 1st
Cooking (C)	Requirements 6, 7d	Extra time may be required for cookouts.
Emergency Preparedness (B)	Requirements 1, 8c	Extra time may be required for emergency drills
Energy (C)	Requirements 1a, 4	Study M.B. pamphlet
Environmental Science (C)	Study M.B. pamphlet	Much paperwork, some can be done at home. Difficult for younger Scouts. Plan for one hour per day for field study
Fingerpainting (A)	None	For all Scouts. A fun troop time activity!
First Aid (C)	Requirement 2b	Helpful to review first aid requirements for ranks through First Class
Fish & Wildlife Management (A-B)	Requirements 5a-c, 6c, 7	For all Scouts
Fishing (B)	Practice and equipment	Difficult to complete without previously meeting some of the Requirements
Forestry (B-C)	Requirement 5	For advanced/experienced Scouts only
Geology (B)	Study M.B. pamphlet	Outstanding opportunity for all Scouts; time consuming, Interesting

\*By special request at camp.

<b><u>Merit Badge</u></b>	<b><u>Prerequisites</u></b>	<b><u>Comments</u></b>
Indian Lore (B)\$	Read M.B. pamphlet	Cost for materials; need time for projects
Insect Study	Read M.B. pamphlet	
Kayaking	Read M.B. pamphlet	
Leatherwork (A)\$	Read M.B. pamphlet	Small cost for materials; need time for projects
Lifesaving (C)	Requirement 1a	Very difficult for younger, smaller Scouts; physical size and strength required. Requires 6+ hours practicing lifesaving skills
Mammal Study (B)	Requirement 3a	Complete written work
Motorboating (B)\$	Must be "swimmer" classification	2nd & 3rd year campers with strong boat safety
Nature (B)	Read M.B. pamphlet	Ideal for camp environment; time consuming; writing required
Oceanography (B)	Read M.B. pamphlet	A fun badge for all
Orienteering (B)	Read M.B. pamphlet	Extra time may be needed to plan orienteering course and to practice
Pulp & Paper		
Pioneering (B)	Practice/read M.B. pamphlet	For all Scouts; splices most difficult; good projects
Reptile & Amphibian Study (B)	Requirement 8	Helpful to have an interest in reptiles
Rifle Shooting (C)\$	Previous experience	Need to arrange practice and qualifying time each day
Rowing (B)	Must be "swimmer" classification	Need physical strength and coordination; will need time to practice
Search & Rescue	Online certification required Check National BSA website	
Small Boat Sailing (C)	Must be "swimmer" classification	Requires experience, practice and proper weather conditions
Soil & Water Conservation (A-B)	Read M.B. pamphlet Requirements 7a-d	Fun for Scouts of all ages
Swimming (A)	Read M.B. pamphlet. Must be "swimmer" classification	For all Scouts; bring long sleeve shirt and long pants (cotton)
Watersports (B)\$	Read M.B. pamphlet. Must be "swimmer" classification	For older Scouts who have skied or wake boarded before. THIS IS NOT A TRAINING CLASS.
Weather (C) \$	Read M.B. pamphlet	Interesting and challenging. Cost for 8a
Wilderness Survival (B)	Requirement 5	Challenging for older Scouts; time needed for projects and overnight campout
Woodcarving (A)\$	Study M.B. pamphlet. Have whittling knife	Small cost for materials
World Conservation Award	Should be at least 13 yrs. old, 3rd yr. camper and 1st Class	

**Code: (A) Beginning Scouts (B) Advancing Scouts (C) Experienced Scouts \$ Extra Cost**

# ADVANCEMENT OPPORTUNITIES

		DIFFICULTY	NOTES	9:00 to 9:30	9:30 to 10:00	10:00 to 10:30	10:30 to 11:00	11:00 to 11:30	11:30 to 12:00
AQUATICS	BIA LIFEGUARD	4	@N*				X		
	BIA SHORCLINO	1							
	CANOEING	3	@		X			X	
	KAYAKING	3			X			X	
	LIFESAVING	3	@		X			X	
	MOTOR BOATING	3	@M		X			X	
	ROWING	1	@		X		X		X
	SMALL BOAT SAILING	4	@N			X			
	SWIMMING	1	@		X		X		X
	WATERSKIING	3	S*						
	BIA SWIMMING & WATER RESCUE	ADULT							
	PAKLE CRAFT SAFETY	ADULT							
CRAFT LOBBY	ART	1	@						
	BASKETRY	1	\$						
	BEADING	2	#						
	FINISHPRINTING	1							
	INDIAN LORE	2							X
	LEATHERWORK	2	\$		X	X	X	X	X
	WOODCARVING	2	\$		X	X	X		
SHOOTING SPORTS	ARCHERY	3	BN#			X			
	RIFLE SHOOTING	3	BN#			X			
TOWER	CLIMBING	3	&N		X			X	
	EMERGENCY PREPAREDNESS	3	@						
	SEARCH & RESCUE	3			X			X	
	FIRST AID	2	@		X		X		X
SCOUT CRAFT	CAMPING	2	@N		X		X		X
	COOKING	3			X		X		X
	ORIENTEERING	3			X				
	PIONEERING	2			X			X	
	WILDERNESS SURVIVAL	2	%		X		X		X
BIOLOGY / CONSERVATION	CITIZENSHIP IN THE WORLD	3							
	FISH & WILDLIFE MANAGEMENT	2							
	WORLD CONSERVATION AWARD	3	#						
	ENVIRONMENTAL SCIENCE	3	N#		X		X		X
	OCEANOGRAPHY	2			X		X		X
	FORESTRY	2			X				
	ARCHAEOLOGY	2				X			
	NATURE	1							X
	PULP & PAPER	3							X
	FISHING	3	%@						
	ORIOLOGY	2							
	MAMMAL STUDY	1							
	WEATHER	3							
	SOIL & WATER CONSERVATION	2							
	BIRDS	3	@						
	INSECT STUDY	3	@						
	REPTILE & AMPHIBIAN STUDY	2	@						
	TENDERFOOT	1			X				
	SECOND CLASS	1				X			
	FIRST CLASS	1							X
OTHER	CHEMOTOGRAPHY	1	%						
	COMMUNICATION	4	@						

## NOTES KEY: NOTES KEY:

- X INDICATES THERE IS A CLASS AT THIS TIME.
- \$ NOMINAL FEE REQUIRED TO COVER COSTS OF MATERIALS.
- \* PARTICIPANTS MUST BE AT LEAST 14 YEARS OF AGE OR HAVE COMPLETED EIGHTH GRADE.
- @ SOME REQUIREMENTS MUST BE PREVIOUSLY MET. REFER TO MERIT BADGE BOOK.
- & PARTICIPANTS MUST BE AT LEAST 13 YEARS OF AGE.
- # PARTICIPANTS ARE ENCOURAGED TO BE AT LEAST 13 YEARS OF AGE, 3RD YEAR CAMPER, AND FIRST CLASS.
- % ADDITIONAL TIME IN THE AFTERNOONS AND EVENINGS IS REQUIRED FOR COMPLETION.



## CHIEF SEATTLE COUNCIL SPECIAL NEEDS FORM

Use this form to notify camp staff of any medical, dietary or physical needs members of your unit may have during your camp session. The Council will make every reasonable effort to accommodate requests. Options are served for vegetarian, gluten-free and peanut-free diets. However not every dietary need can be met. Cook staff are happy to store and prepare any special foods brought. No peanut oil or other products with peanuts are used. Regardless of your need, please complete form and send within 2 weeks of camp.

Use one form per person.

Scout/Adult in need: \_\_\_\_\_

Unit \_\_\_\_\_ Session \_\_\_\_\_ Reservation # \_\_\_\_\_ Camp \_\_\_\_\_

Contact: \_\_\_\_\_

Home Phone \_\_\_\_\_ Work/Cell \_\_\_\_\_

Email \_\_\_\_\_

Dietary Need: \_\_\_\_\_

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Medical/Physical Need: \_\_\_\_\_

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Please return this form no later than 2 weeks prior to your camp session to:

**Camping Dept. Chief Seattle Council, PO Box 440408, Seattle, WA 98114**  
**OR email to: [campingdept@seattlebsa.org](mailto:campingdept@seattlebsa.org)**  
**OR fax to: 206-725-2862**

**Questions? Call the Camping Dept. at 206-725-0361**



## Directions to Camp Parsons

**From Seattle** Take the ferry to Bainbridge Island. Follow Hwy 305 to Hwy 3. Turn right on Hwy 3 and go to the Hood Canal Bridge (Hwy 104). Follow Hwy 104, across Hood Canal Bridge. Continue on Hwy 104 to the Quilcene exit. Turn right off the exit ramp toward Quilcene. In downtown Quilcene turn left onto Hwy 101 at the US Bank. Go through Quilcene and head south on Hwy 101. Eight miles past Quilcene (milepost 303) turn left onto Bee Mill Road. Camp is 9/10 of a mile down the road on your right.

**From Edmonds** Take the ferry to Kingston. Follow Hwy 104, across Hood Canal Bridge. Continue on Hwy 104 to the Quilcene exit. Turn right off the exit ramp toward Quilcene. In downtown Quilcene turn left onto Hwy 101 at the US Bank. Go through Quilcene and head south on Hwy 101. Eight miles past Quilcene (milepost 303) turn left onto Bee Mill Road. Camp is 9/10 of a mile down the road on your right.

**From the South** Take 1-5 North to the Highway 101 exit in Olympia. Follow signs to the next Highway 101 exit. Head up the highway to about 4 miles north of Brinnon. Turn right onto Bee Mill Road. Camp is 9/10 mile down the road on your right.

**Camp Parsons**  
970 Bee Mill Rd  
Brinnon, WA 98320

**Phone: 360-796-4427**

