Dear Campers and Parents,

Welcome to Camp Josepho, where technology and the arts intersect in Scouting! We are thrilled to host you this year as we expand our programs into some of the areas of greatest interest and potential for youth today. Camp Josepho enjoys the remote solitude of the outdoors, but it is only minutes from the entertainment and technology hubs of Santa Monica and Hollywood. This proximity has allowed us to create programs that immerse Scouts in these fields with practical hands-on experience and unforgettable fun.

At resident camp this year we have a total of six exciting area specific programs happening! Innovation (formally Robotics, Programming, and Game Design) focuses on teaching Scouts the technical skills and knowledge needed to design, build, and control robots, create games, and code software. The Moviemaking Experience combines the technical aspects of Moviemaking and Theater with the public speaking and performance characteristics of Communications. The First Year Camper program introduces new Scouts BSA members to the various aspects of outdoor programming while also including the Swimming and First Aid Merit Badges. The Camp Josepho Shooting Sports Camp is a week-long program that provides intensive training on Rifle and Pistol Shooting, Archery, and Tomahawk throwing as Scouts can either earn the respective Merit Badges or NRA Marksman Qualifications. New to Camp Josepho is the Exploration Track where Scouts master the wild while working on the Exploration, Pioneering, Soil and Water Conservation and Wilderness Survival Merit Badges! Webelos Adventure Camp finishes out the program offerings, it gives older Webelos and Arrow of Light Scouts a taste of Scouts BSA camp while providing an age-appropriate introduction to all the program areas you can experience at Camp Josepho when they join a Troop.

This guide should answer your questions about what to bring, how the program works, and an outline of your camp schedule. This camp is not like a traditional BSA summer camp where Scouts attend as a troop and participate in all their activities as a unit. Camp Josepho allows individual Scouts to register and they will participate as a group allowing the other Scouts in their program area. We hope that any Scout who shares an interest in a particular program offering will come whether or not their Troop follows the same passions. There are links to the BSA Medical Form, which you must fill out and bring with you to camp on the first day, Rules of the Road and the Talent Release form (both are especially important for this camp!). Please take the time to make sure that each form is filled out completely and correctly, and ready to be submitted during check-in on the first day of camp.

If you have any reservation questions, please do not hesitate to email the Camping Department at camping@bsa-la.org or call at 818-933-0130 (Camping Department). If you have any program related questions please email Stephen Snowden at Stephen.snowden@scouting.org

Sincerely,

Stephen Snowden

Program Director
Camp Josepho Mission
The Western Los Angeles County Council Camping Department believes in creating a world in which people make good moral and ethical decisions. We believe that through outdoor adventure programs that are guided by the aims and methods of Scouting, we can influence young people over the course of their lifetime. Camp Josepho, which is at the intersection of technology and arts education in Scouting, addresses the wider goals of Scouting through Cub Scout and Scouts BSA Programs that integrate Scouting values with creative enterprise.

Getting To Camp
Driving

Camp Josepho is located at 3000 Rustic Canyon Rd, Pacific Palisades, CA 90272.

From Sunset Boulevard West of the 405, turn right (heading north) on Capri Drive. When you get to the roundabout, follow it until you find Capri Drive again, which will be a near-straight continuation. Continue on Capri Drive until the street ends and turn left onto Casale Road. Casale will curve around the hill and turn into a dirt road.

Josepho’s main road into camp is considered a “Fire Road” and is open to hikers and bikers, as well as the normal flow of traffic. Most areas of the road are one-lane and this makes driving safely extremely important. THE SPEED LIMIT ON THE ROAD IS 10MPH MAX. We suggest carpooling to limit the number of vehicles on the road. When confronting another vehicle going the opposite direction please go extra slow. We will attempt to limit this difficulty by assigning times to enter and exit camp, so please enter during the assigned enter times and wait to leave until the assigned exit time to reduce congestion. You may enter camp at odd numbered hours and leave camp at even numbered hours.

Sunday check-in begins at 3:15pm and Saturday check-out beings at 8:00am. The Road opens at 7am each day and closes at 9pm.

The Front Gate on the road into camp requires a numerical code to allow access. This code will be given in an email that will be sent shortly before the start of camp. Be sure to give this code to any drivers with your unit who will be attending.

Parking

In accordance with BSA policy and safety regulations, PERSONAL VEHICLES ARE NEVER PERMITTED IN CAMP BEYOND THE DESIGNATED PARKING AREA. However, a handicap accessible pass will be provided upon request at the clerk staff desk. The parking lot is clearly marked and just inside the camp entrance. Be sure to always follow the instructions given at camp while parking and back-in your vehicle (front out) to comply with the fire code. Only emergency and maintenance vehicles will be allowed to park outside of the designated parking area and all others will be immediately towed. The camp staff will help haul gear to your campsite or cabin upon arrival to camp. This policy is for the safety of
all campers. Please make sure parents who might be visiting camp during the week are aware of this important policy. We appreciate your cooperation in parking only in designated areas.

Check-In Procedures

Our friendly staff will greet you as you arrive in the parking lot and assist you with the check-in procedures. Check-in begins at 3:15pm. Participants will assemble at the parade grounds. Please refrain from moving your gear to your campsite or cabin until advised by the check-in staff. One adult leader in charge should proceed to the Admin Area to submit the needed forms and any payments due. Any late arrivals should park in the parking lot and walk to the lodge for check-in.

When checking in you should have the following items:

- **Annual Health & Medical Form (parts A, B and C)**

- **Any medication needing to be turned into the Camp’s physician**

- **Talent Release Form** - Page 16 of Parent Guide

- **Consent to Program** – Page 17 Parent Guide

- **Parental Firearms Permission and Release** - [https://www.campjosepho.org/forms/](https://www.campjosepho.org/forms/)


- **In addition for Parents/Leaders:**
  All the above and proof of Youth Protection completion for each adult attendee.
  (Go to [my.scouting.org](http://my.scouting.org))

At Camp

Provisional Scouting

The BSA programs at Camp Josepho are unlike a traditional summer camp. Scouts are welcome to attend as patrols, groups of friends, or on their own. They will be divided into crews for their projects.

Uniforms

Scouts should wear the official Field Uniform (Class A) during all evening flag ceremonies and dinner. Scouts are encouraged to wear a Troop/Pack T-Shirt or Camp Josepho Shirt during the remainder of the day, but they are free to wear whatever is comfortable, appropriate and neat. No open-toed shoes are allowed in camp except on the pool deck or in the showers.
Smoking and Alcohol

Camp Josepho is a non-smoking facility. Smoking or tobacco use in front of any camper, leader, or staff member is strictly prohibited. Alcoholic beverages are never permitted on any BSA property. Please help the camp enforce these rules by making sure all leaders and parents in your unit are aware of this policy.

Homesickness

While most scouts find themselves too busy with the fun and adventure of camp, homesickness can be a reality for Scouts who are new to the outdoors and unfamiliar with being away from home. We encourage every scout who experiences homesickness to stay at camp, as overcoming homesickness often results in a strong sense of pride and achievement.

We have found that one of the strongest proponents of homesickness is the cell phone. Even though cell phones do not usually work at camp, Leaders are strongly discouraged from allowing Scouts to use cell phones to call home. When a youth sees another youth calling, they will usually feel the need to call home himself. Parents should talk to their Scout before they come to camp about their feelings regarding leaving home, and make a plan on how to handle homesickness. Staff is available to counsel homesick Scouts as needed.

Emergency Procedures

An air-horn system can be heard throughout the camp to alert campers and staff of an emergency. In the case of an emergency, staff is trained to respond only to the Camp Director, or in his or her absence, a designee. The entire camp will participate in an emergency drill and learn what to do in the case of a fire, earthquake, or other emergency. In the event of an emergency we ask that everyone follow the directions and instructions of the camp staff. Please report injuries to the nearest staff member who will activate the appropriate camp emergency action plan.

The emergency telephone number at Camp Josepho is (310) 459-9093. This phone is staffed during program hours. Scouts can make emergency outgoing calls when accompanied by one of their adult leaders or camp management. Please note that cell phones do not generally work while in camp.
**Cabins, campsite, facilities and special activities:**

Innovation, Movie Making, and Shooting Sports participants will be in cabins in the vicinity of the Malibu Lodge. First Year Program, Exploration, and Webelos Adventure Camp will be in campsites. If in a campsite, be sure to bring a suitable tent that is in good condition. Be aware, no tents are provided. All campers need to bring a sleeping bag or sheets/comforter and a pillow. There are restrooms and showering facilities at the pool house that will be available for youth and adults to shower. There are restrooms available in the lodge as well as portable toilets throughout camp. We are happy to accommodate any special needs as they arise.

**What to Bring to Camp**

PLEASE BRING:

- Annual Health & Medical Form
- Talent Release Form
- Shooting Permission Form
- Rules of the Road Form
- Prescription medications to be taken at camp (in their original containers with the pharmacy labels attached)
- Flashlight
- Sleeping Bag
- Tent (First Year Program, Exploration, and Webelos Adventure Camp)
- Pillow
- Towel
- Day pack (backpack)
- Personal toiletries
- Boots/shoes (suitable for hiking)
- Raincoat or poncho (be prepared!)
- Clothing including uniform (Field uniforms for flag ceremonies and meals)
- Jacket/warmer clothing
- Swimsuit
- Laundry bag
- Pocketknife (Scouts must have earned their Totin’ Chit to carry a pocketknife)
- Compass
LEADERS ALSO BRING:

- Handbooks and advancement guides
- A watch
- Clothesline and pins
- Song and skit books

RECOMMENDED ITEMS (Not Required):

- Sunscreen
- Bug repellant
- Canteen or water bottle
- Fanny pack or utility belt
- Sunglasses
- Hat with visor
- Spending money for the Trading Post

PROHIBITED IN CAMP:

- Personal radio, iPod, Walkman, PSP, Nintendo DS, or other such electronic devices
- Televisions
- Firearms or bows
- Alcoholic beverages
- Fireworks
- Sheath knives or knives with a blade over four inches
- Liquid fuel

Please note. In accordance with local fire regulations, no campfires in the sleeping areas will be permitted. The staff will provide a campfire program in our amphitheater on the first night. Cell phones are discouraged for youth.

Pre-Camp Administration

All campers and adults staying overnight must bring a completed Annual Health and Medical Form (http://www.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf) to camp. Note: Parts A, B & C are required and must be signed annually by a certified health-care provider (within one year of camp attendance). Make a copy of all medical forms for future use. A parent or guardian must sign all Scouts’ Health and Medical Forms and be dated within a year prior to camp.
**Prescription and non-prescription medication:**

Scouts must have a prescription for all medication to be taken at camp. Any and all such medications must be in the original prescription container with the pharmacy label attached. All such medications are **REQUIRED** to be secured and locked in the Camp’s Health Lodge. Scouts are not permitted to have non-prescription medication in camp. Certain exceptions are allowed for life saving medications to be carried throughout camp by the camper and not locked up (ie. emergency inhaler or epinephrine pen). The Camp Health Officer will make this decision during medical check-in. Medications will be available for distribution following each meal or at other times arranged with the health officer.

**MEDICATION MUST BE IN THE ORIGINAL CONTAINER** and contain the following information:

1. Camper’s Name  
2. Name of Prescribing Physician  
3. Prescription Number  
4. Date Prescribed  
5. Name of Medication  
6. Directions for Use

A qualified health officer is on duty at all times and trained in dealing with the emergent and non-emergent medical needs of the camp. In the incidence of serious accident or injury, transportation to the closest, most-appropriate medical facility will be arranged in coordination with local Emergency Medical Services. A re-check of medical forms is required for all campers on the first day of camp.

**Special Dietary Needs**

Please e-mail any special dietary requests to camping@bsa-la.org at least one week prior to camp attendance so that alternative food may be ordered.

**Youth Protection**

The protection and privacy of our campers is taken very seriously at Camp Josepho. All adults and camp staff must follow BSA Youth Protection guidelines. Bathroom facilities are marked to denote separate youth and adult facilities. Youth should not enter the adult facilities and adults should not enter youth facilities. Similarly, youth may not bunk in the same tent or cabin as an adult unless the adult is their parent or guardian. You may take Youth Protection online at my.scouting.org or by checking for an offline training version from the Anna Ruggieri Service Center. Any parent or Leader attending resident camp must bring proof of Youth Protection and their completed Med Form to camp.

**Visitors, Late Arrivals and Early Release**

All campers, parents, and leaders arriving at camp at some time other than check-in must register at the Camp Office or with a staff member and get a camp ID bracelet. It is also important that any leader being replaced checks out. We must know who is in camp at all times. Everyone in camp will be given an ID bracelet or other form of identification to be worn at all times.
All visitors must sign in and sign out with a camp staff member and get a camp ID bracelet. Any visitor who has not registered may be asked to leave camp. It is important for safety that we know who is visiting our camp and when. Visitors who intend to eat a meal at camp must purchase a meal ticket at the Camp Office. Meal rates are as follows: Breakfast - $9; Lunch - $9; Dinner - $9.

While we encourage every scout to experience Summer Camp in its entirety, any child that needs to be released early must have an “Early Release Form” (found in Part B of the Medical Form) filed at the beginning of camp. If there is to be an emergency release then a parent or guardian must be the person picking up the child and must show a picture ID. Any emergency release should be made known to the Camp Director as soon as possible and before the youth leaves the camp.

The following 5 pages contain program-specific information. Please pay attention to the page for the section you will be attending.
Innovation:

Formally called Robotics, Programming, and Game Design this cluster is a fully-immersive resident camp that combines the requirements for those merit badges into a seamless, project-based camp experience where Scouts will build robots and create games while learning about computers using easy to access graphic demonstrations with professional programmers from various areas of the field. Scouts do not need their own computer to participate in these activities (we have a computer lab on-site), but they are welcome to bring one with them so that they can continue working on the skills that they learn after camp. Game Design is one of the newest Merit Badges in the BSA program. We will also be incorporating requirements for the Programming Merit Badge. We are excited to offer some of the most cutting-edge programmatic offerings that you will find in any BSA Camp. Ideally, Scouts who join us for this program are pursuing their own interests in what might turn out to be a life-long hobby or even a career! New to this year is the Electronics Merit Badge!

Pre-requisites:

Programming
Requirement 1
  a. Bring an up to date Cyber Chip card
Requirement 6
  a. Find out about three career opportunities that require knowledge in programming. Pick one and find out the education, training, and experience required. Discuss this with your counselor and explain why this career might be of interest to you.

Robotics
Requirement 2
  a. Research and be prepared to discuss what robots can do and how robots are best used today.
  a. Be prepared to discuss the similarities and differences between remote-control vehicles, telerobots, and autonomous robots.
  a. Three different methods robots can use to move themselves other than wheels or tracks.
Requirement 6 A OR B
  a. A. Attend a robotics competition and report to your counselor what you saw and learned about the competition and how teams are organized and managed.
  a. B. Learn about three youth robotics competitions. Tell your counselor about these, including the type of competition, time commitment, age of the participants, and how many teams are involved.
Requirement 7
  a. Research three career opportunities in robotics. Pick one and find out the education, training, and experience required for this profession. Discuss this with your counselor, and explain why this profession might interest you.

Game Design
Requirement 8 A OR B
  a. A. With your parent’s permission and your counselor’s approval, visit with a professional in the game development industry and ask him or her about his or her job and how it fits into the overall development process. Alternately, meet with a professional in game development education and discuss the skills he or she emphasizes in the classroom.
  a. B. List three career opportunities in game development. Pick one and find out about the education, training, and experience required for the profession. Discuss this with your counselor. Explain why this profession might interest you.
Innovation (cont.):

Electronics

Requirement 6

a. Research three career opportunities in electronics that interest you. Discuss with and explain to your counselor what training and education are needed for each position.

For All Merit Badges

Bring in the merit badge workbooks linked below:

1. Programming

1. Robotics

1. Game Design

1. Electronics

Webelos Adventure Camp:

The goal of resident camp is to prepare Webelos for the increased independence, responsibility, and adventure of Scouts BSA in a simulated environment. Resident Camp should challenge Webelos and Arrow of Light Scouts by providing a program that is designed to let them discover new areas of interest. Adventure Camp introduces Webelos and Arrow of Light Scouts to the exciting adventures that surround them at Camp Josepho. They will leave this camp learning BSA Scouting basics, entry level programming, movie makeup, and more!

Webelos Adventure Camp participants get to experience the fun and adventure of camping in tents. Please note that Youth protection policies must be followed at all times within their camping sites, this means that parents may only share tents with their own children. Same gender Scouts may share tents together.

*Webelos Adventure Camp check-in is at 3:15pm Sunday afternoon and check-out is 8:00pm Wednesday night.*

Required Program Materials to bring to camp:

- Tent
- Groundcloth
- Sleeping bag
- Sleeping pad

Optional Program Materials to bring to camp:

- Props
- Costume
Moviemaking Experience:

The Moviemaking Experience is a fully-immersive program that combines the requirements for the Moviemaking, Communications, and Theater Merit Badges in a seamless camp experience. Scouts will make their own films, build sets, write scripts, plan production, lighting, editing, storyboarding and acting using equipment that they can access in their own homes and school. Campers work directly with industry professionals in hands on demonstrations and activities. Last year we had directors, producers, writers, editors, Foley artists, actors, makeup artists and creative executives may join us as volunteers at camp to lend their unique perspectives from the productions that they have worked on professionally.

Pre-requisites:

- Complete Communications Merit Badge Requirement 4 (Interview someone you know fairly well, like, or respect because of his or her position, talent, career or life experiences. Listen actively to learn as much as you can about the person. Then prepare and deliver to your counselor an introduction of the person as though this person were to be a guest speaker, and include reasons why the audience would want to hear this person speak. Show how you would call to invite this person to speak.)
- Complete Communications Merit Badge Requirement 5 (Attend a public meeting (city council, school board, debate where several points of view are given on a single issue. Practice active listening skills and take careful notes of each point of view. Prepare an objective report that includes all points of view that were expressed, and share this with your counselor.) To see a Santa Monica City Council meeting, CLICK here (http://www.smgov.net/video)!

Required Program Materials to bring to camp:

- 1 minute monologue (be prepared to perform this)
- 10 minute play (be prepared to discuss this)
- Merit Badge Books for Communications, Moviemaking, and Theater

Optional Program Materials to bring to camp:

- Props
- Costumes

Be prepared to complete the following at camp:

- Write a 3-4 paragraph summary of your movie script
- Create a storyboard
- Create your own short film
- Write an eight-minute, one-act play
- Direct a ten-minute play
- Design a set for a play
- Learn how to apply stage make-up
- Write and perform a five-minute speech
- Teach a basic skill to another scout
First Year Program:

We are thrilled to be offering our First Year Camper Program. Your Scout has likely just bridged over to a Scouts BSA Troop from Webelos, and is ready to learn about the additional responsibilities and adventures that comes with being a BSA Scout. This program is an exciting new way to propel Scouts into their future Scouting career. This program provides an easy transition into leaving home for BSA Summer Camp without the long distance and preparation that may be too much for a newly bridged Scout. This program focuses on Tenderfoot, Second Class, and First Class Advancement requirements that would normally be difficult to get in another setting. Scouts will also work on the Swimming and First Aid Merit Badge, an important prerequisite for many other Aquatics Merit Badges. Use this as a primary camp or as a supplemental camp to prepare your First Year Scouts for Summer Camp later in the year.

Required Program Materials to bring to camp:
- Tent (First Year Scouts will be sleeping in tents to get “Nights on the Ground”)
- Ten Essentials (maps will be provided at camp)
- Boy Scout Handbook
- First Aid Merit Badge Book
- Swimming Merit Badge Book
- Personal First Aid kit (please leave any OTC medications at home)
- Extra handkerchief or triangular bandage/piece of cloth

Exploration:

Master the wild while working on the Exploration, Pioneering, Soil and Water Conservation and Wilderness Survival Merit Badges! Prepare for your venture into the wilderness of Camp Josepho, use your skills in lashing to create structures and brave the night under the stars in our outpost site all while demonstrating your commitment to protecting the great outdoors. This program is intended for Scouts who have already achieved the rank of First Class. Scoutmasters should be signing their Scouts up for this program to accomplish those badges that are difficult to impossible to complete at a weekly Troop meeting.

Pre-requisites:
- Complete Wilderness Survival Merit Badge Requirement #5 (Put together a personal survival kit and be able to explain how each item in it could be useful. The contents of this kit are up the Scout who creates it.)
- Must bring proof of Firem’n Chit and Totin’ Chip completions.

Required Program Materials to bring to camp:
- Tent
- Scout BSA Handbook
- Exploration Merit Badge Book
- Pioneering Merit Badge Book
- Soil and Water Conservation Merit Badge Book
- Wilderness Survival Merit Badge Book
- Personal Survival kit (please leave any OTC medications at home)
- Firem’n Chit and Totin’ Chip
Shooting Sports:

Camp Josepho will conduct training in Archery, Rifle Shooting, Handgun Shooting (14 year olds and up) and other activities. We believe that Shooting Sports camp should transport a camper to a higher level of shooting sports skill than you would normally receive at any other summer camp. In the Shooting Sports Camp, campers will be able to work on requirements for the NRA Marksmanship awards, Merit Badge, and/or Venturing shooting requirements. Trained and certified instructors will be on hand to work with participants at every step of the way. Each day of Camp follows a different theme, meaning that you will get to spend a full day in each shooting sports discipline and earn shooting sports awards. During free time you will be able to pursue other activities such as swimming, crafts, and other scouting related programs!

Required Program Materials to bring to camp:
- Scouts BSA Handbook
- Archery Merit Badge Book
- Rifle Shooting Merit Badge Book
- Shotgun Shooting Merit Badge Book
NOTES:
Talent Release Form

I hereby assign and grant to the local council and 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 child at all Scouting activities, and I hereby release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all liability from such use and publication.

I hereby authorize the reproduction, sale, 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.

Participants Printed Name: ______________________________________________________________

(if over 18 years old)
Participants Signature: ________________________________ Date: ______________

(if under 18 years old)
Parent or Legal Guardian's Signature: ________________________________ Date: ______________

(if required by your state; for example, CA)
2nd Parent or Legal Guardian's Signature: ________________________________ Date: ______________
Section B. Consent to Full Program

The Council’s camp programs may include some or all of the following activities: horseback riding, archery, camping, swimming, hiking, mountain biking, crafts, use of sharp instruments, including a knife and ax, rock climbing, rappelling, team sports, and other similar activities. Your signature below will grant consent for the above named minor to participate in all of the above activities at camp without limitation if you check the box marked “Consent to full program.” Alternatively, if you wish to limit or exclude your child’s participation in any of the aforementioned activities, please check the other box below and explain the activity or activities in which your child’s participation is restricted or excluded and the manner in which it is to be restricted:

[ ] Consent to full program
[ ] Consent to program with the following limitations/exclusions:

Signed: _________________________________ The Parent [ ] Legal Guardian [ ]

Print full name: ____________________________________________

Date: ____________________

Section C. Exculpation and Indemnity

With regard to those activities listed in Sections A and B as to which you have given your consent to have your child participate (the “Participatory Activities”), and with respect to any activities engaged in by your child that violate the rules and policies of a Camp, by signing below, you (for yourself and on behalf of your child and his/her parents, if applicable), agree that (i) the Council, the Boy Scouts of America and each of their respective directors, officers, members, activity coordinators, instructors or participants, employees or volunteers (collectively and individually, the Indemnified Parties”), shall not be liable or responsible for any injury or damage your child may suffer or incur as a result of participating in the Participatory Activities or the Prohibited Activities unless solely attributable to the gross negligence or intentional misconduct of the Indemnified Party, and (ii) your child and you, to the full extent of your liability under applicable law for your child’s actions or omissions, jointly agree to defend, hold harmless and indemnify the Indemnified Parties from and against all losses, claims, damages, costs or expenses (including reasonable legal fees and court or similar costs) in connection with any action or claim brought or made (or threatened to be brought or made) for, or on account of, any injuries or damages received or sustained by any person or persons (including your child) arising or in any way related to any action or omission of your child during the course of engaging in said Participatory Activities or Prohibited Activities, unless solely attributable to the gross negligence or intentional misconduct of the Indemnified Party.

Signed: ____________________________________________ The Parent [ ] Legal Guardian [ ]

Print full name: ____________________________________________

Date: ____________________