

## Mackinac Island Scout Service Camp Checklist

NOTE: Everything you take must fit into your "official" footlocker provided to you as part of the cost. These are the only containers that are approved for use during this trip.

### UNIFORM PARTS (NEW STYLE)

Boy Scout Web Belt	MISSC Official Cap
Boy Scout Short Sleeve Shirt	Boy Scout Shorts
Boy Scout <b>Dress</b> Trousers	Boy Scout CREW-style socks (2 pair)
Red Nylon Jacket w/ BSA Emblem	Dark Leather Deck or Dress Shoes
Red Shoulder Loops	

→ *Please Note: BSA "Switchback Pants" are for "Off Duty" wear ONLY.*

### OTHER CLOTHING

Underwear	Extra Socks
Work clothes & Gloves	Leisure time clothes

### PERSONAL ITEMS (ESSENTIAL)

Combination lock for footlocker	Soap in a water proof container
Shampoo (flip top is ideal)	Towel and washcloth
Toothbrush and toothpaste	Comb
<b>WRISTWATCH</b>	Sleeping bag or mattress cover and bedding & pillow
Notebook paper	Pen and pencil
3 clothes hangers for uniforms	

### PERSONAL EQUIPMENT (OPTIONAL)

2nd Boy Scout Shirt (Recommended)	(Must have 2nd MISSC patch)
Hiking Boots & Tennis Shoes	<- ( <i>For "Off Duty" wear ONLY</i> )
Camera	Spending money
Musical Instrument	Pocket knife (NO sheath knives)
Flashlight	Laundry pen type marker
Ball & mitt	Tennis racket and tennis balls
Headset stereo (NO BOOM BOXES)	Swim trunks (if you plan on swimming)
Scout Handbook	Merit Badge Books
Rain gear (Troop poncho will be provided if needed when on duty)	

ALL CLOTHING AND PERSONAL ITEMS SHOULD BE MARKED WITH NAME!!!

NOTE: If ordering uniform parts from Council, the order should be placed NOW to assure delivery before our service week. ALSO: Supply Sergeant in Escanaba, and Dunham's in Iron Mountain, and all JC Penney's

# MACKINAC ISLAND SCOUT SERVICE CAMP 2009

Mackinac Mini-Manual  
for the Scouts AND Parents  
of the  
*Governor's Honor Guard*  
and  
*Fort Mackinac Guides*



**MAY 30, 2009  
THROUGH  
JUNE 6, 2009**

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## GENERAL INFORMATION

### COMMUNICATION:

The telephone number at the Scout Barracks is 906-847-6166.

The address will be: Scout's name  
C/O Troop 411  
Scout Barracks  
P.O. Box 502  
Mackinac Island, MI 49757

**VISITORS:** If you expect visitors on Mackinac Island, please advise them to use FORT STREET (or TURKEY HILL RD) and bypass Fort Mackinac. We will not reimburse visitors who pay to go through the fort just to go to the Scout Barracks. -- Families or friends visiting the Scouts are not permitted free entrance into Fort Mackinac, even though the Scout might be on duty at the time of their visit. Scouts are to fulfill their duties (flag duty, guide duty, KP duty, etc.), then spend time with their visitors during their off hours. If your visitors are coming for meals give the cooks and leaders plenty of notice.

**CHURCH SERVICES:** Catholic Masses are Saturday evening 5:30 P.M., and Sunday 9:00 and 11:00 A.M. Weekday Mass is at 11:00 A.M. Protestant services are at 7:30 A.M., 10:30 A.M. and 8:00 P.M. on Sunday. Scouts always attend Church services in uniform. We will also hold a non-denominational service on Saturday.

### HEALTH AND SAFETY

The following State standard of sanitation, health, subsistence, aquatics, and safety with which all unit leadership are familiar, will be maintained at all times:

1. A QUALIFIED FIRST AIDER WILL BE PROVIDED BY OUR UNIT.  
AND an adult leader will be on duty in the barracks at all times.
2. A physician is available in the Medical Center, (phone 847-3582).  
Illnesses or injuries beyond first-aid will be referred to the Center.
3. If necessary, the Mackinac Island Police Department (phone 847-3344) will provide an ambulance on request.
4. All Scouts and Leaders will be covered by Scout or other accident insurance.
5. One or more fire drills will be conducted during our stay at the barracks.

## DAILY SCHEDULE

Rosters Will Be Posted Daily By Reveille

7:30 am Reveille  
8:15 am Breakfast  
9:00 am Assembly, barracks Colors,  
9:05 am Announcements, inspection  
9:15 am Downtown Flag detail departs  
9:20 am Fort Flag detail departs  
9:30 am Colors  
\*\*\*\*\*  
\*\*\*\*\*  
10:55 am First lunch (second guide detail eats)  
11:35 am Second guide detail assembles  
11:50 am Second guide detail relieves first guide detail  
12:30 pm Second lunch (first guide detail and rest of troop)  
1:55 pm Third guide detail assembles  
2:10 pm Third guide detail relieves second guide detail  
4:30 pm Third guide detail returns from duty  
4:40 pm Assembly, inspection, departure of flag details  
5:00 pm Retreat of Colors  
\*\*\*\*\*  
5:45 pm Dinner  
9:00 pm Call to quarters, everyone in barracks  
9:30 pm PLC in dining hall  
10:00 pm Taps (lights out and **QUIET until reveille**)

### ***REVERENCE REQUIRED DURING TAPS***

### **TIME AND UNIFORM REQUIREMENTS**

These times are fixed to meet the guide, flag, or good-turn service duty assignments by the commission.

When reporting for guide and flag duty, make certain you are in full dress uniform, complete with Mackinac Insignia and name tag, in inspection condition.

**BE ON TIME - PEOPLE DEPEND ON YOU.**

## WELCOME!

### 80th summer of MISSC

Your service as the "Governor's Honor Guard" and "Fort Mackinac Guides" at the Mackinac Island Scout Service Camp will be a unique experience in your Scouting life. This will be a type of service that few Scouts will ever experience. You will be among a select group that includes President Gerald R. Ford. (1929-MISSC 1st year)

Although the most important word is **SERVICE**, there will be ample opportunities for recreation: hiking, biking, sports, and just plain relaxing. This is a time to make new friends and to interact with people from other states and even nations. Remember that Mackinac Island is part of **OUR Upper Peninsula**, and an international tourist attraction.

**We hope your service week experience will be memorable.**

### MISSC 2009 ADULT LEADERSHIP

Troop 411 CONTACT: [craig@woerpelimages.com](mailto:craig@woerpelimages.com) 906-789-7710

CRAIG WOERPEL, SM

TOM PATMYTHES-Advancement-Bank

MYRON KARNO-PA

Transportation

GENE WILLIAMS-PA

PATTY WOERPEL-Head Cook

PADDY FITCH-Barracks

DON FITCH, MD-PA-First Aid

MARK ROSE-Program

MARK LIES-PA-

DAVE MONGEAU-Service

BETTY WILLIAMS-Asst Cook

JEAN ROSE-Concessions

A Scout Coordinator will act as liaison between the Troop and Park.

We ask that you think about the Scout Oath. It puts DUTY to God & Country and to others before you. Use these ideals to pick the ATTITUDE you bring to Mackinac and you will have a Grand time!

SCOUTS: READ THIS MANUAL. YOU WILL BE TESTED.

**PARENTS: READ THIS MANUAL. THIS IS NOT SUMMER  
CAMP. BE FAMILIAR WITH YOUR SON'S DUTIES.  
BEFORE WE GO TO THE ISLAND**

**FOOTLOCKERS:** Issued during training to 1<sup>st</sup> time MISSC Scouts.

**PERSONAL EQUIPMENT:** (See Back Page)

PACK ALL ITEMS INTO FOOTLOCKER - *EXCEPT*;

You will need to wear a complete Scout uniform, in clean & neat condition the day we go to Mackinac. Uniform of the day is: long dress pants, Scout web belt, Scout CREW socks, short sleeve Scout shirt, (with MISSC patches sewn on), red Scout jacket with patch & your official MISSC Troop hat. Don't pack your good walking shoes, (dark in color (black or brown)). Wear them! You will receive your personalized bolo and name tag before eating lunch and boarding the ferry.

Only one carry-on bag will be allowed for your lunch and misc items.

**WEDNESDAY 5/27**

*There is very limited space on the bus for footlockers.*

You need to bring your footlocker to;

E & M Enterprises in Escanaba Wednesday night between 7 PM & 9 PM

SoundNorth in Iron Mountain between 5 PM & 7 PM

MTU Receiving in Houghton between 5 PM & 7 PM

**IF YOU CANNOT SHIP, YOU NEED TO LET US KNOW IN ADVANCE!**

**SATURDAY 5/30**

**TRAVEL:** We will be taking a James Transit bus to St. Ignace. Pick ups are; Iron River (Holiday 5:15 AM, CDT), Crystal Falls (Fobs Restaurant 5:45 AM, CDT), Iron Mountain (Midtown Mall 6:20 AM, CDT), Escanaba (Emmanuel Lutheran 8:40 AM, EDT), and Manistique (Eastside Shell at 9:45 AM, EDT) Scouts not riding the bus are to meet us at the Arnold line in St. Ignace at approx. 11:30 AM, EDT.

Upon arrival, draying equipment will begin to move Scout supplies to the Scout Barracks. Meanwhile, Scouts and leaders will march in formation to the Scout Barracks. We will immediately stow our gear and march to the Fort. There the Scouts will view "The Heritage of Mackinac" shown in the Commissary building, take a guided tour of the fort, and finish with duty training back in the barracks.

Guide duty begins Sunday at 9:45 A.M.

**EVALUATION**

1. During our Troop's week of service we will be evaluated midweek and upon departure by the following criteria;

*SCALE of 0 to 4*

1. Overall Organization
    - a. Prior preparation
    - b. During our week
  2. Adult leadership
  3. Junior leadership
  4. Guide duty performance
  5. Flag duty performance
  6. Marching & appearance
  7. Conduct of Scouts
    - a. On duty
    - b. In barracks **including noise level**
    - c. Service projects
    - d. Overall attitude - Scout spirit
  8. Program
    - a. Day
    - b. Evening
  9. Cleanliness
    - a. Scouts
    - b. Barracks
    - c. Grounds
  10. Service projects
  11. Donations
  12. Recommendation for return
2. The evaluation form becomes part of the Park's records and will be used to help select troops for future service at the camp. The total score from the evaluation will be used to help assign the week of attendance.
3. The evaluation will be presented by the Coordinator to the Troop before the Troop's departure. This will allow the Troop to ask any questions they may have concerning the evaluation.

## RULES part III

### **GUIDE DUTY: Leaning, fidgeting or sitting is not allowed on duty.**

Your shifts are not long and you will be relieved during them.

1. Tips should be declined with thanks.
2. Inform your Patrol Leader of any hazards. (Broken stairways, windows, places where people trip, exposed nails where someone could get hurt.)
3. Keep your general area free of litter. Scouts should always pick up litter wherever it is found.
4. Direct persons needing aid to the Medical Center on Market Street in town.
5. Fire extinguishers are in all buildings. Know their locations. Look behind the door or on a wall.
6. Notify the nearest State Park employee of any emergency.

### **When Marching:**

Special care must be taken around horses. When a horse, buggy, or carriage is approaching a marching column, the column should IMMEDIATELY STOP and allow the horses the right-of-way. It is better to be a few minutes late for duty, than to cause a horse to run away.

There must be no lone-Scout hiking or biking. At least two Scouts are required, preferably more. We will follow the buddy system!

## NOISE

**A moderate noise level must be kept at ALL times.** The barracks is near the residences of State Park employees, Commissioners, and the Governor of Michigan. Radios or MP3 players, if they are brought, must be personal headset type.

**NO BOOM BOXES OR SPEAKERS ARE ALLOWED!**

Quiet hours begin at 10:00 P.M. and continue until 7:30 A.M.

**QUIET MUST BE OBSERVED AT ALL TIMES BETWEEN THESE HOURS.**

## SERVICE DETAILS

**GUIDE DUTY:** The Scouts are not only "the Governor's Honor Guard," but also have the official title of "Fort Mackinac Guides." This is the main reason for attending. It should be your number one concern.

Guide duty hours begin on Sunday and are from 9:45 A.M. to 4:30 P.M. We will form a "shift" system of three patrols. Guidebooks describing the attractions and history of the Fort and Island will be provided for each Scout, AND EACH SCOUT SHOULD BE WELL VERSED WITH ITS CONTENTS. Be prepared to man any duty station at any time. The maps will also help in your off duty activities.

Scouts serving as guides will have the unique opportunity to meet visitors from throughout the United States and the world. Mackinac Island is one of the most visited spots in America. This places definite responsibilities upon each Scout and leader as to appearance, conduct, and performance of duty.

Guides should make every effort to greet visitors and be of assistance. Guides should make the most of this opportunity to be ambassadors of Scouting to the world. Service to the visitors is our first priority. Scouting is judged by the excellent or poor impression each individual makes on those with whom he comes in contact. There will never be a better opportunity to "Live the Scout Oath and Law".

**FLAG DUTY:** Flag ceremonies are the most colorful part of the Scouts duties on Mackinac Island. Scouts should present an excellent example of correct color guard operation and formal flag procedures to Island visitors throughout the week.

**GOVERNOR'S HONOR GUARD:** The Governor's summer residence is open for tours from 9:30 A.M. To 11:30 A.M. on Wednesdays only, beginning in June. Six Scouts will be selected by the junior leadership to assist with the tour. They will be needed from 8:40 A.M. until 12:00 noon or later. Other Scouts who are off duty may take the tour, but must not distract the Honor Guard.

**SERVICE PROJECTS:** Each patrol is required to carry out at least a 5 hour project which the Coordinator will assign during the week. Upon approval from the Coordinator, the unit is encouraged to undertake additional projects of its choice. Many service projects consist of painting, staining, and trimming work, so Scouts should come prepared with appropriate clothing, shoes and work gloves.

**TRASH DETAILS:** Trash in the Fort will be collected by the Scouts on Sunday, Tuesday, and Thursday evenings. Barracks patrol for the day will gather the trash from all of the trash containers in the Fort and cart it to the park's trash barn. 1<sup>st</sup> shift downtown guides will be detailed to pick up trash in Marquette Park until their duty stations open for the day.

## GUIDE DUTIES

### HISTORIC POSTS FOR SCOUT GUIDES

**GUIDE DUTY INSTRUCTIONS:** A full complement of 10 Scouts, qualified as to personality and appearance, needs to be available for each shift. The positions and times of Guide Duty will be posted on the bulletin board by the SPL daily. It is important to **BE ON TIME**. **ONLY** the SM & SPL can change duty roster.

The Scout guide shall be in complete uniform in inspection condition, and have in his possession the clipboard for his post with Fort and Island information. Before a guide detail leaves the barracks, they will be inspected.

Scout guides will move to and from guide duty on time and marching in formation led by a qualified leader. Many visitors watch this "changing of the guard".

Downtown Posts	1.	South Sally Ramp
CLOSED	2.	Beaumont Memorial
DURING	3.	McGulpin House
OUR WEEK	4.	Biddle house

Downtown detail will march down Huron Rd to Fort Hill and up Market St. 1<sup>st</sup> shift detail does trash p/u in Marquette Park. Protective gloves are to be used by all Scouts when picking up trash.

Fort Posts	1.	Avenue of Flags
	2.	Parade Ground West
	3.	Kid's Quarters
	4.	North Sally Port
	5.	South Sally Port
	6.	Upper Gun Platform

Fort guide detail will march from the barracks in thru the avenue, down the stairs and across the parade grounds, left at stone barracks to South Sally Port. Follow the same route exiting. Do not march across the porch in front of the Suttler's store.

### RAIN PROCEDURE FOR GUIDE DUTY

Scouts will report to their posts as scheduled. Rain gear will be issued. During heavy rain or if lightning is present, the Upper Gun Platform guide and the guide at the bottom of South Sally Ramp will take cover. These Scouts will return to their posts when the weather becomes clear. All other posts offer protection so there is no need to leave.

### DUTIES OF ALL POSTS

The movie presentation "The Heritage of Mackinac" is shown in the Commissary every half hour. This means there are two things happening at once, the movie and one of the demonstrations throughout the fort. Demonstrations are always announced beforehand with fife and drum and a loud yell.

## RULES part II

**GARBAGE:** All garbage on Mackinac Island must be separated into either compost or landfill and placed in separate containers. Recycling is mandatory and separated as detailed below;

1. **Compost** consists of all food, paper, and biodegradable materials.
2. **Landfill** consists of any other non-recyclables.
3. Recyclables include; clean **glass** containers, **aluminum** and **steel** cans or foil, **plastic #1 & #2**, **styrofoam #6** and **newspapers**. Recyclables will be dumped in the appropriate bins behind the barracks.
4. Corrugated **cardboard** should be pulled apart, broken down, and stacked neatly beside the recycling bins.
5. Batteries must not go into the garbage and are to be collected and turned into the Field Office. There is a box on the fireplace mantle in the dining hall.

Garbage is collected by the Park on Monday, Wednesday, and Friday mornings.

All Scouts are responsible to follow these rules

**Garbage not sorted correctly will have to be resorted before it will be picked up.**

**VILLAGE LIMITS:** Marquette Park, the Mission Pointe Resort, Grand Hotel, and Surrey Hill are all considered to be part of the town, and all town rules apply. Scouts are **NOT** permitted in the village without an adult or after 6:00 P.M. Scouts must be in uniform to enter the village. This applies to all Scouts under 18 years of age.

**SHOPS:** The village has many small shops. Scouts are discouraged from converging on any shop at the same time. A maximum of **FIVE Scouts** are allowed in a store at one time.

### THE FORT:

- 1.) Scouts are encouraged to visit the fort, but are **NOT** to fraternize with the Scouts on guide duty. Adult leader is not required, but the buddy system is to be used.
- 2.) Because the Tea Room is generally crowded during lunch hours, Scouts are not permitted in the Tea Room between the hours of 11:00 A.M. and 3:00 P.M. unless accompanied by parent or an adult leader.
- 3.) Off-duty (out of uniform) Scout traffic in or through the Fort is not permitted. Access between the Scout barracks and the village for all Scouts, leaders, and visitors, should be by way of the roads west of the Fort. **DO NOT** cut through the Fort or climb up the bluffs.

## RULES OF CONDUCT

### DON'T BRING:

Axes and hunting (sheath) knives or fishing tackle.  
NO cell phones. Calls can be made on the leaders' cell phones if needed.  
NO alcohol, drugs or tobacco.  
No lighters or matches are permitted due to fire safety regulations

### DISCIPLINE:

Any infraction of the rules and conditions set forth in this manual, or any Scout creating an unsafe condition will be subject to disciplinary action as decided by the junior leadership and reviewed by the adult leaders. Serious or repeated problems WILL result in expulsion.

**REMEMBER: WHILE IN UNIFORM YOU ARE THE GOVERNOR'S HONOR GUARD AND YOU WILL BE NOTICED! SCOUTS: SET THE EXAMPLE FOR GOOD BEHAVIOR**

### BARRACKS RULES

**SMOKING:** Scouts are not allowed to smoke. No adults or visitors are allowed to smoke in the Scout Barracks or on the grounds.

**HOUSEKEEPING:** It is mandatory that cleanliness prevail at all times, both in the barracks and on the grounds because of the many unexpected visits by guests and friends. A washer & dryer are provided for laundry, to be used ONLY by an adult. Laundry will be done daily. Separate clothes lines are provided for kitchen use and for swim trunks, screened by trees. **The upstairs porch railing and barracks exterior must not be used for drying purposes.**

**BALL FIELD:** The softball field in front of the barracks is for Scout use only. The troop may wish to play an Island team in softball or soccer one night during the week. However, under no circumstance is any other group to use the softball field for practice or games except for the Scout unit in residence.

**BICYCLES:** All bikes are to be kept in the barracks bike rack. Bikes will not be ridden around the barracks, but walked out to the pathway. Scouts may not ride their bikes in uniform. A small number of bikes will be available. Each Scout will be given a Buddy Tag with your name on it. You MUST check out bikes using your tag. **HELMETS ARE REQUIRED BY SCOUT INSURANCE** (20 in barracks sports closet) Personal bikes will be allowed for adult leaders ONLY.

## Guides must know the location of, and routes to:

- **Drinking fountains and Rest Rooms**  
South Sally Port, Marquette Park, City Park  
North Sally Port, Visitor's Center, Market St @ City Park
- **Medical Center and Post Office**  
Market St @ Hoban, Market St @ City Park
- **State Park Visitor Center**  
Across from Marquette Park, Fort & Main (Huron St)
- **Fort Mackinac Tea Room**  
Front of the Fort by Stone Quarters, Must have Fort ticket
- **Biddle House and Blacksmith Shop**  
Market St between Astor & Hoban Sts (just past Police Dept)
- **Mackinac Island State Park Commission Office**  
Behind Fort, can be seen from upper gun platform (thru secret door)
- **McGulpin House and Dr. Beaumont Museum**  
Corner of Fort & Market Sts, west side of Marquette Park
- **Indian Dormitory**  
East side of Marquette Park (currently closed for renovation)
- **Governor's Summer Residence**  
Top of Fort St., east of Fort Mackinac
- **Arch Rock and Sugar Loaf**  
Arch Rock Rd (NE of Fort), Sugar Loaf Rd (East of Cemeteries)
- **Stuart House and Carriage Tour**  
Market St (next door to Post Office), Main St (Huron St) @ City Park
- **The Cemeteries**  
Take Garrison or Custer Rds to Fort Hill
- **The Churches**  
Little Stone Congregational Church, Cadotte St just up from Market  
Trinity Episcopal Church, Fort St just up from Market (bottom of ramp)  
St Anne's Catholic Church, Main St (Huron St) @ Church St  
Mission Church, Main St (Huron St) @ Mission St  
Mackinac Island Bible Church, Main St (Huron St) @ Franks St
- **Ferry Docks – Arnold, Shepler, and Star Lines**  
Main St (Huron St) @ City Park, @ Hoban St, @ French Ln.
- **The Grand Hotel**  
Market to Cadotte St, up the hill to West Bluff Rd
- **BOTH Butterfly Houses**  
Behind St Anne's on McGulpin, Caddote to Carriage Rd & R. 1 block

THERE ARE SEVERAL HUNDRED MORE POINTS OF INTEREST VISITORS MAY ASK ABOUT, SO FIND OUT AS MUCH AS YOU CAN AND ASK QUESTIONS!

## FLAG DUTIES FLAG CEREMONIES

**FLAG DUTIES:** SCOUTS WILL ALWAYS MARCH TO AND FROM FLAG STATIONS! Scouts will turn into flagpoles, marching in pairs, staying at attention while waiting for flag raising or lowering. No leaning or fidgeting is allowed. Flag locations throughout the Island become centers of attention for visitors at 9:30 A.M. and 5:00 P.M..

The first flag ceremony of the day is the Scout Barracks. Each Troop with 5 or more boys represented should bring its own flag to be flown at the Scout barracks. The US flag and State of Michigan will also fly at the barracks. Scouts service more than 22 flags each morning and each evening. They are;

**The Downtown Detail:** Visitor's Center (1), (2 signal pennants) , Biddle House, Beaumont Museum, Governor's Residence (2)

**The Fort:** South Sally Ramp (8); Fort Main; Avenue of Flags (8).

**Post Cemetery:** Half mast (1)

**CANNONEER:** We will provide a Scout to handle and fire the signal cannon. Training will be provided on arrival. The same Scout will fire the cannon at each Retreat ceremony. The Scout leader in charge should insure that the cannon receive the respect due a lethal weapon.

**BUGLER:** At least one Scout bugler is an essential element for flag ceremonies

**9:30 A.M. REVEILLE AND FLAG RAISING:** Automatic tape recorded bugles will play Reveille at 9:30 A.M. All Scouts should be at attention and raise flags BRISKLY at the canon firing. The Scout Bugler will play "To the Colors". All flags should reach the top of the flag pole simultaneously. After "To the Colors" is played, the Color Guard will give a three second salute.

**5:00 P.M. RETREAT AND FLAG LOWERING:** Automatic tape recorded bugles will play retreat twice at 5:00 PM. When Retreat is played, the Color Guard will give a three second salute, then proceed to loosen the halyards. Following Retreat, a cannon will fire a one gun salute. After the gun salute, the Scout Bugler will play "To the Colors". At that time, all flags will descend respectfully. All flags should reach the bottom of the pole as the bugler finishes.

**HALF-MAST PROCEDURE:** The Post Cemetery flag is always flown at half mast. To raise a flag to half-mast, first raise the Flag to the top of the pole, pause for a three second salute, THEN RESPECTFULLY LOWER THE FLAG 1/2 THE LENGTH OF THE POLE. To lower a half-mast flag, the procedure is reversed.

When a Mackinac Island resident dies, it is customary to fly the Fort main flag at half-mast until the funeral.

## ABOUT THE SCOUT BARRACKS

Quarters consist of a barracks built specifically for Scout occupancy. It includes a dormitory, adult leader's room, kitchen, dining hall, lavatory, showers, coordinators room, and first aid room,.

**CAPACITY:** The maximum capacity of the barracks is 64 persons. This includes 54 Scouts and 8 Scout leaders. The barracks is not co-ed. Our female leaders have accommodations downtown, and lavatory in the kitchen.

**BEDDING:** Each cot is supplied with springs and a mattress. Each Scout should bring a mattress cover, in addition to his other bedding.

**BANKER:** We will have a "BANK" where you should deposit money you don't want to carry around. We will not be responsible for lost money!

**PROTECTION OF PROPERTY:** The barracks is owned and operated by the State of Michigan. The barracks has been provided exclusively for Scout use. It is your home, while in residence, and should be respected as such. Attention must be given to the following:

1. Ample closet space and equipment is available for the storage of clothing. Therefore, the walls must not be defaced with nails, screws, hooks, or shelves. No writing should be scratched or carved into the building.
2. The departing unit must place the entire barracks, equipment, and grounds in 100% inspection condition before departing, garbage ready for collection. Inspection approval will be given by the Coordinator. It is Scout tradition to always leave camping facilities in better condition than found.
3. Damaged equipment or defective condition of facilities should be reported to the leaders who will report it to the Coordinator.
4. Unless the Coordinator or a representative of the incoming unit is present, the incoming unit should find the barracks closed and locked.
5. Trees, flowers and animal life should not be disturbed. If needed for advancement or project work, dead standing timber may be cut, provided approval is secured from the Coordinator.
6. Damage to the barracks or equipment will be charged to the occupying unit at actual cost or at a sum estimated by the Coordinator.

## UNIFORMS

Proper and correct uniforms are essential due to the large number of persons with whom the Scouts will come in contact. All members will wear the same style while on Mackinac. If you bring BSA “switchbacks” they are for off duty wear ONLY.

The uniform of the day will be posted at reveille as to long pants or shorts. Shorts are preferred, but the SPL will plan for the weather. Both styles are not allowed at the same time. It must be either style complete for the ENTIRE unit. JACKETS SHOULD ALSO BE THE SAME COLOR AND STYLE. Visits to the village, the Fort, the Grand hotel, and Colors or other formal duties must be in complete uniform in inspection condition. Every effort should be made to keep uniforms clean and neat. Our adult leaders do at least two loads of wash every evening. There will be no excuse for dirty clothes. We will have spot treatment & ironing equipment.

**Uniforms will NOT be worn** while bicycling, hiking, or at recreation on the barracks grounds, Scouts should be in presentable attire, not necessarily in Class ‘B’s. Work clothes, of course, should be used on work assignments.

**The uniform does NOT include:** tennis shoes or hiking boots, large combs, knives, sunglasses, cell phones, carabineers and any other non-Scout items that do not lend themselves to the uniform.

**NAME TAGS:** Each Scout will be issued an official name tag, worn over the right pocket.

**INSIGNIA:** Official camp patches will be mailed in advance. They are to be SEWN centered on the **right** pocket of the uniform shirt. Two patches will be provided per Scout. The emblem will identify you as an Official Guide at Fort Mackinac and serve as a sign of excellence of Scout-like performance during your tour of duty. No other camp or temporary patch will be worn. An additional patch may be purchased.

Two CSP’s (council strips) will be provided to 1<sup>st</sup> time Scouts to identify our contingent. It will be SEWN on in place of your current CSP prior to arrival on the island. The top of the CSP must be flush with the shoulder seam of the shirt. The second may go on a second shirt, or kept as a keepsake.

Church awards, Eagle Badges, service stars, insignia of rank, and OA insignia may be worn; however, the uniform should not look like a Christmas tree.

T-shirts may be worn under your uniform, however, they must not show thru the shirt, and sleeves must not show below the uniform sleeve. If this happens, you will be required to remove the t-shirt.

## FORT MAIN FLAGS

There are three types of flags to be flown on the Fort main flag pole. Descriptions and conditions for flying are:

**FORT GARRISON:** A 20' by 36' American flag to be flown only in excellent weather on days with light winds. When raising or lowering this flag, a detail of six Scouts is recommended. To fold the Garrison flag, a detail of at least 24 Scouts will be necessary.

**POST FLAG:** A 10' by 15' American flag to be flown on normal weather days - winds above moderate and no rain. A detail of 4 Scouts is recommended

**FORT STORM FLAG:** A 4' by 8' American flag flown on rainy or foul weather days. A 2 Scout detail is recommended.

All flags need to be flown from 9:30 A.M. to 5:00 P.M. This includes storm conditions. If the weather changes in the course of the day, the Fort main flag should be changed to suit the weather. It is better to lower the FORT GARRISON flag on a false alarm than to risk damage.

### *Notes on Flag Duty:*

The Post Cemetery detail and downtown detail will leave no later than 15 minutes before flag raising/lowering to insure adequate time clearing the flagpole ropes. The South Sally ramp detail will leave 10 minutes early. Fort Main and the Avenue of Flags detail will leave at least 5 minutes early.

DURING A LIGHTNING STORM, FLAGS WILL NOT BE CHANGED, INCLUDING FORT MAIN. WHEN THE LIGHTNING CEASES, THE FLAG DETAILS MAY PROCEED. If there is any question as to weather conditions or which flags to fly, consult the Coordinator.

Always tie flag ropes up tight. When flags are retired in the evening, the flag clips are to be returned to the top of the pole. Loose flag ropes will allow the flag clips to bounce against the pole and chip the paint. Report any damaged flags, ropes, or poles to the Scout Coordinator.

Only the American flags and the Star-Spangled Banner (15 star - 15 strip) are to be folded in the triangular shape. All others are folded rectangular. Flags will be carried under the right arm. Flags will be carried on the marching right. (Right column)

All flags are stored at the Scout Barracks. Every flag has its own place and name plate, and has its name on the white luff strip of the flag. Flags must be put away in the correct location. The box must be locked each night. The Coordinator has the key for the lock.

## OFF DUTY ACTIVITIES AT THE BARRACKS

There is ample space around the barracks for sports. There is a softball field in the front of the barracks and a horseshoe pit behind the barracks. Some sports equipment is provided at the barracks, such as Frisbees, softballs and mitts, soccer balls, and basketballs. There are also public tennis courts the Scouts may use as long as the rules are followed as set by the State Park for all players. The hours are 8:00 A.M. to 9:00 P.M. During your free time almost the entire Island is at your disposal for biking and hiking.

**CONCESSIONS:** Pop and candy bars and other snacks will be brought with us to the Island. We will sell these at certain times of the day. The cost will be minimal. Be aware that snacks purchased in town are very expensive. Also, health & safety regulations prohibit food to be stored or consumed in the dormitory.

**ADVANCEMENT:** There is ample opportunity and facility for advancement. Boards of Review can be held with your Scoutmaster's approval. Also, the situation is ideal for merit badge work such as, American Heritage, and the Historic Trails Award. The camp does not supply merit badge pamphlets, and you should complete prerequisites before MISSC week.

**EVENING PROGRAM:** Planned activities are scheduled for each night. All outdoor games will be finished by 9:15 P.M. Residences of the Governor and Commissioners are nearby. The dining hall will be used for board games, reading, patch trading or activities in inclement weather. We will have 2 camp fires during our stay, and they will include songs, skits and flag retirements.

### DAILY ORGANIZED CONTINGENTS

**SWIMMING:** The Grand Hotel has offered to allow scouts to swim in their pool for free one hour, daily. We will supply a Certified Lifeguard. Scouts will go as a group and bring their own towels. Sign-up sheets will be posted daily. One adult will be present for every 5 scouts swimming.

**GRAND BUFFET:** One trip to the Grand Buffet at the Grand Hotel will be planned per day. Sign-up sheets will be posted. To participate there will be a discounted fee of \$19.00 for the meal and you must be off duty to attend. We will attend in full Class A uniform.

**VILLAGE:** Visits to the village are arranged twice a day, and in groups of two or more, led by an adult. Sign up sheets will be posted.

**CHURCH SERVICES:** We will offer trips to town to attend church as schedules permit. If you have an obligation to attend, please let your leaders know.

## IN THE FORT

**VISITING THE FORT:** All Scouts are strongly encouraged to visit the Fort during their free time. They are to be in complete uniform to gain admission. This is a very good opportunity to learn more about the Fort and its history.

**FORT MACKINAC TEA ROOM:** Tea Room hours are from 9:00 A.M. to 8:00 P.M. Visitors must pay the Fort Mackinac fee to go to the Tea Room. Only employees may use the wooden staircase at the foot of the Fort Ramp to enter the Fort or Tea Room. Scouts receive a 10% discount on menu items.

**FORT SUTLER STORE:** Scouts and leaders attending the camp will receive a 10% discount on items purchased in the Sutler Store, located off the front porch of the Soldiers' Barracks. They also sell the MISSC hat pins, which you must ask for.

### OTHER ACTIVITIES OF INTEREST

**HORSEBACK RIDING:** There are 2 stables offering livery for hire on Mackinac. Riding during free time can be pre-arranged only with a signed parental permission slip.

**BUTTERFLY HOUSES:** These are located on McGulpin St behind St Anne's and on Carriage Rd at Surrey Hill. Both Butterfly Houses offer free admission to Scouts and a staggering array of rare and beautiful butterflies.

**CARRIAGE MUSEUM:** Located on Carriage Rd at Surrey Hill is a carriage museum showing many types of carriages used on Mackinac Island over the years. Smaller versions of the shops downtown are located in the museum building. They also have food and beverage kiosks and several clothing and gift shops.

**MISSION POINT TOWER MUSEUM:** Straits area heritage. Native American history, maritime shipping history, shipwrecks, building the mighty Mac, lighthouses. Each level holds something different and at the top is a spectacular view of the straits.

**CARRIAGE TOURS:** Scouts receive a discount on the carriage tours. This tour lasts about 2 hours. It is very informative and goes past the historic downtown buildings, up Cadotte past the Grand Hotel to the Surrey Hill Carriage Museum. From there it winds into the woods past the cemeteries and out to Arch Rock. It returns by way of Huron Rd past the barracks to the Fort and then past the Governor's summer residence and back downtown via M185 along the boardwalk.