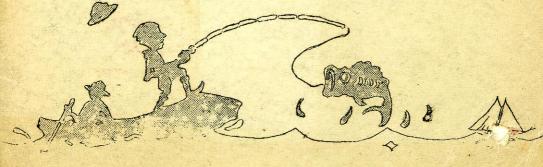


held at
Murrell's Inlet, South Carolina
by
Central South Carolina Council
Boy Scouts of America





"Give us a tented camp down on the Coast!"

This has been the cry and well has your Camping Committee harkened to it. When the sun comes up dripping wet out of the Atlantic, it will shine right into your tent door.

In another moment the bugle's "gotto get up" will startle the marsh hen, the sea gull will cry overhead, and numerous birds will flit in the bush and trees about you. The day has begun!

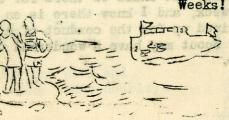
You jump from your cot, run thru the sand for a "surface splash" or out to the end of the spring board, and, in! What is so glorious as the early morning dip!

On the Inlet are our tents in the shade of great trees. Here is swimming, boating, crabbing, fishing, nature lore, bird study, hiking to historical sites, and athletic games.

A mile across the marsh is the Ocean.

We see the white caps breaking. Three boats are shoving off and a bunch have gone to spend the day on the beach. Another crowd to "Drunken Jack" Island; others on hiking.

And this for two Weeks!





Dear Scouts-

I want to urge you to attend the Council summer camp. It is a good business investment; it is a good Scout investment.

After a year at school; loafing around town; feeling pavement under your feet and movies before your eyes; you need a tonic of outdoor life; to sleep on a cot in a tent; fall in a mess line; sit around a camp fire; swim, fish, play; be a pal to some good fellow; to put the "out" in ScOUTing.

I know the camp this year is going to be a wonder-ful adventure and experience. I have little to say to the old timers - they know already, but we have a few newcomers in our good Troop, and I want to urge them to use these two weeks to gain knowledge in Scout camp life, to make acquaintances and gain friendships; to have a healthful outing and a good time.

There has been some talk of "initiation" to "razz" the younger fellows. There is no initiation byto scare the first year campers. All are Scouts and are so treated.

I probably shall not be able to spend the entire period at Camp, but shall be there for a few days or maybe a week, and I know there is an excellent personnel lined up for the conduct of a safe camp where every Scout may have a wonderful outing and a good time.



? ?? ??? WHAT TO TAKE TO CAMP ??? ?? ?

NECESSARY Equipment for each Scout: 1 bathing suit 2 suits underwear 2 pr shoes (leather-Keds) 2 pr stockings 1 x-pr trousers (shorts) 1 xtra shirt 1 sweater or lumber jack 2 towels 2 blankets 6 handkerchiefs 1 cake soap, floating Tooth brush and paste Comb and brush Mess Kit - complete top, bottom, knife, fork, spoon, cup Scout Handbook

SUGGESTIONS: Bible Writing paper pencil. stamps Flashlight Needle & Thread Kodsk & films Signal flags Raincoat Compass Canteen Scout Knife and Axe. Baseball equipment Archery equipment Fishing tackle Mosquito bar Mosquito "dope" Books

Don't forget to see the Doctor. Be sure you are "physically fit".

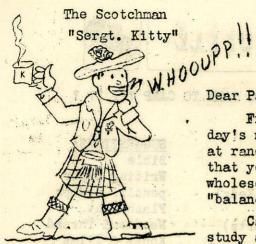
Too, give the barber a chance. A close trim the day before leaving home will help the old comb thru: that salt water.

Address your mail:
Scout
Boy Scout Camp,

% Boy Scout Camp, Murrell's Inlet, S. C.

(Watch our for the pink and blue ones - they count double)





Dear Parent:

From a study of the day's menu below picked at random, you will see that your boy will receive wholesome food and a "balanced ration."

Careful thought and study are given to "calories" and "vitamines" and

we know the body building foods, know which give heat and energy and which are protective and regulating foods, and know these must be balanced.

Your boy will receive wholesome and nourishing foods with an ample supply of sweets.

Will you not cooperate with us to this extent: Do not send him candy, cakes, drinks and whatnot into Camp. (Fruits may be send with the understanding they are for distribution). These sweets are stuffed down in great haste at some off moment. with the result he and his bunkmates fail to answer the next formation, the Camp Physician administers a dose of salts, and about four boys miss two meals and twenty-four hours from camp life.

O)Bacon&Eggs

N.) Bread. Cocoa

)Syrup

M(Ckd. Cereal-milk Bkd Meat, Bkd Pots Mac&Cheese

Apple cobbler Choc. Pudding Lemonade

Beets, Bread Cold Slaw

Drink





All swimming is to be had within a patrolled area. The beginners pit is a fenced in enclosure, supervised by life guards and instructors. The swimming boundries are marked and safety regulations in force.

The "Buddy System" will be operated. This requires each boy to be with his Buddy at all swimming time to give an immediate check on him.

This department of the camp life will be directed by members of the American Red Cross life saving corps.

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We believe the "crafts" will be the best we have ever had and every Scout will find enjoyment in working in this line and displaying his

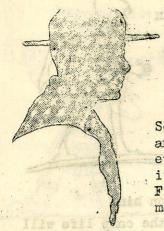
handicraft. woodcarving, leatherworking, tin can craft.

Archey will come in for several rounds of fun. Of course camperaft and woodcraft will be taught.

An abundance of wild bird life offers real opportunities for the camera, bird study, and stalking.

While each patrol will bunk in its own patrol tent with their patrol leader in charge, there will be enough capable man leadership to have one man for about each 7 or 8 boys.





GENERAL CAMP TRADITIONS

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The main objects of our Camp are Scoutcraft training and a Good Time and in order for it to be a success every Scout must do his part and do it cheerfully! Remember, "Safety First" and "Be Prepared" are our mottoes.

It has been a long established tradition that Scouts swim only at regular swimming hours appointed for the Camp and never enter any body of water at any other time than this.

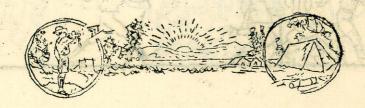
No one leaves the boundries of Camp without telling his Scoutmaster or Officer-of-the-Day, and then has some Scout or Leader with him. He checks out of camp and reports back to the OD upon returning to Camp.

The older Scouts want to especially caution the "Tenderfoot" Campers the necessity of protecting their bodies from sunburn.

The good camperkeeps his quarters and all equipment clean, for he knows cleanliness is necessary for safety.

In line with standard requirements, purchases at the Trading Post are limited to 10 cents per day.

Visitors pay fifty cents for meals.





CAMP LOCATION, FEE, & DATES

Murrell's Inlet is 22 miles below Conway. Conway is about 150
miles from Columbia. The best
route is via Sumter, Florence,
and Marion. The caravan will
halt at Conway to be entertained
by the Conway Scouts and Chamber
of Commerce; and to be carried
on the the Inlet from there by
the Conway folks.

The Camping Committee has been able to place the Camp Fee down a low as \$12 for the two weeks.

This includes all camp expenses there are no "extras". Ten cents per day may be spent at the Camp

Trading Post, but this it is not necessary.

The Committee will arrange transportation to and from Camp for those Scouts who do not travel in their own family cars. This arrangement is simply to augment the trips regularly made by a great number of cars each year.

Buses will leave Scout Headquarters Wednesday, June 12th, at 8 o'clock, A.M.

Make your reservations early, for we don't want to leave you out.

Have your Mother prepare a lunch for you to eat on the road. You will be too hungry to wait until you arrive in Camp. This is important.

Note the dates of your great adventure...

File your application EARLY.

See your Scoutmaster of Headquarters for further information.

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9	70	17	12	13	14	15
16	77	18	19	20	21	22
23/	24	25	28	27	28	29



and Martion. The caravan w



6:30		. Wake up!
6:35	Get up!! Zi	p!!! Reveille.
6:45	Assembly	. Be in line! Stretching
there b	mort feinl en	exercise. Morning Dip!
	allet ver	(Voluntary) 0000000hhh!
7:15	Mess Call	Flag Ceremony. Roll Call.
ob set d	maS and aboute	Morning Prayers. BREAKFAST
. misaw d	MIS for the tw	Police Camp. Prepare for
ermare c	mon lin should	Inspection,
8:30	"eartise" (or or	Inspection.
9:	Assembly	Scoutcraft period. Camp
	A TARRESON	activities. Instruction
Las Sa	nolanitolaner	and Exams. Hikes. Boat
	ARCTHE LOVERS	excursions. Fishing parties.
11:15	stanta toxia	Life Saving Corps meets
11:30	AND DESCRIPTION OF THE PARTY OF	
	Recall	Don't be the last out of water
12:00	Mess	
		Complete rest. No activities.
THE PARTY TO		
2	1	Free Time. TOROT TOWN THAT
2:	Assembly	Afternoon fun. Group Games
2:	Assembly	Afternoon fun. Group Games and contests. Hikes. Nature
2: -	Assembly	Afternoon fun. Group Games and contests. Hikes. Nature work. Craftwork. Fishing and
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4:45	Swimming	Afternoon fun. Group Games and contests. Hikes. Nature work. Craftwork. Fishing and boat trips. Life Saving Corps meets Swimming Instruction Afternoon Swim. Get your Buddy!
4:45 5:40	Swimming	Afternoon fun. Group Games and contests. Hikes. Nature work. Craftwork. Fishing and boat trips. Life Saving Corps meets Swimming Instruction Afternoon Swim. Get your Buddy! Out of the water. Free Time.
4:45 5:45 6:30	Swimming Recall Mess Call	Afternoon fun. Group Games and contests. Hikes. Nature work. Craftwork. Fishing and boat trips. Life Saving Corps meets Swimming Instruction Afternoon Swim. Get your Buddy! Out of the water. Free Time. SUPPER. Free Time.
4:45 5:40	Swimming Recall Mess Call	Afternoon fun. Group Games and contests. Hikes. Nature work. Craftwork. Fishing and boat trips. Life Saving Corps meets Swimming Instruction Afternoon Swim. Get your Buddy! Out of the water. Free Time. SUPPER. Free Time. Retreat. Fall-in in uniform.
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4:45 5:40 6:30 7:30	Swimming Recall Mess Call Assembly	Afternoon fun. Group Games and contests. Hikes. Nature work. Craftwork. Fishing and boat trips. Life Saving Corps meets Swimming Instruction Afternoon Swim. Get your Buddy! Out of the water. Free Time. SUPPER. Free Time. Retreat. Fall-in in uniform. Roll Call. Flag ceremony. Camp Fire Hour. Evening Program.
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Cacalala - Call