

# Super Weekend Guide SBSA

## 2022 Camp Meriwether

Updated March 2022



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# TROOP ROSTER - SUPER WEEKEND



BOY SCOUTS OF AMERICA®



TROOP/TEAM/CREW #
DISTRICT
COUNCIL

Dates:

CAMPSITE

ADULTS		
Name of Adult	Phone	Specific Leadership Role if any (driver, SM...)
1		
2		
3		
4		
5		
6		

PATROL		
Name of Scout	Age	Phone
1		
2		
3		
4		
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PATROL		
Name of Scout	Age	Phone
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All adult and youth attendees must follow current council COVID guidelines and pre-screening.  
See [cpcbsa.org/covid](https://cpcbsa.org/covid) for current practices.

# Welcome and What Are We Doing Here?

Is your troop looking to shake up its regular weekend campouts? Does a weekend at the Oregon Coast sound fun? Do you have scouts that need a little boost to finish merit badges or First Class requirements? A Super Weekend at Camp Meriwether might be just the thing you need – it's a troop campout with just a few summer camp perks!

Welcome to Camp Meriwether! We are so glad you are planning to spend some quality time exploring our amazing camp! Enjoy your stay as you hike, play games, and explore camp. There is plenty to do. Check out the activities list later in this guide for ideas. This guide is meant to help you plan your weekend at camp and to let you know what is offered for you and your scouts.

Thank you for all you do to deliver adventurous, safe Scouting to our Scouts!

*Your Cascade Pacific Council Camping Team*



## Things to Know Before You Get to Camp

### Super Weekend program has two goals:

1. To support Scouting activities that are not easy for troops to organize on their own.
2. To strengthen your troop by providing tools for your youth and adult leaders to help Scouts advance.

**THE PROGRAM** - Our program is designed to be like the afternoon "open program" traditionally offered at our summer camps, where Scouts can work with troop leadership and staff on individual requirements, building their skills, or simply having fun!

First, a quick clarification: A Super Weekend is not a merit badge college, meaning merit badge classes are not offered. We use the open-program model because it allows for fun and advancement simultaneously.

**RESERVATIONS AND COMMUNICATION** - Reservations can be made online or through the Portland council office. Scouts can be added to your reservation if there is still room. You can receive a 50% refund for cancellations made two or more weeks before the weekend. Fees are higher for Scouts added within two weeks.

The person listed on the reservation will receive an email from the Super Weekend Director a few days before you arrive. In that email, the director will include your campsite assignment and explain any changes in the expected activities and schedule.

**LEADERSHIP** - Like all Scouting activities, two registered adult leaders 21 years of age or over are required for your entire stay. There must be a registered female adult leader 21 years of age or over in every troop serving female scouts.

**FOOD AND YOUR CAMPSITE** - Because this is essentially a troop campout, all meals for your troop must be planned, provided, and prepared by you and your scouts. Come prepared with all the cooking gear and food your troop will need for the weekend.

Camp Meriwether has a "pack it in, pack it out" trash procedure outside of summer camp. That means your troop will need to be prepared to take any garbage it produces with you when you leave. If you need extra trash bags, ask at the office.

**WEATHER** - Oregon Coast weather can vary greatly. Temperatures average around 50 degrees during the day and 40 degrees at night. It will often rain, sometimes quite a bit!. Be Prepared with raingear, sweatshirts, jackets, tarps, and other needed gear. The most accurate weather forecast can be found [through NOAA](#).

**SPECIAL NEEDS** - If someone in your troop has a special need or serious condition, please mention it on your reservation, during the pre-arrival phone call, or at check-in. Earlier is better. It is important to let the Director or the medic know about special needs or serious medical conditions so they are prepared in the event of an emergency. If participation in certain activities will be affected, let the staff in those areas know so they can keep things running smoothly and safely.

If anyone in your troop has a mobility special need, let the Director know as early as possible so campsite assignments can be arranged accordingly. It is much harder to rearrange sites after troops have moved in.

CPAP machines - bring your own battery pack / inverter; staff can guide you to recharging locations. No power is available in campsites, and generators are not allowed.



**All adult and youth attendees must follow current council COVID guidelines and pre-screening.**  
See [cpcbsa.org/covid](https://cpcbsa.org/covid) for current practices.



# Check In/Out: What to Expect

**Check in** is between 5-8 PM at the Camp Meriwether office at the Dining Hall. Our Camp Staff will greet your adult leaders and SPL at the camp office so everyone is on the same page. If your troop is planning to arrive later, please let the Director know via phone or email so staff will be available to check in your troop.

**Our staff will need this information on your arrival before heading to your campsite:**

- Confirmation that leaders and scouts were pre-screened and are arriving at camp without symptoms of COVID-19 or other illness
- Show your copies of BSA [medical form](#) parts A and B for each person (you keep these)
- Turn in the troop roster (in this guide) with names, ages, and phone numbers of all youth and adult participants, and drivers
- Payment for any remaining fees

Each troop may have only one vehicle beyond the parking lot at a time and only while actively unloading. Then it goes back to its home...the parking lot (trailers, too!)

**Check out** is at the Camp Office by noon on Sunday. Please make arrangements with the camp office if you are leaving earlier. It is important that you leave your site ready for the next campers. Don't forget to check with our Camp Staff for any Lost and Found items, which will be held at the Scout Office for 45 days before being donated. Each troop may have only one vehicle in camp at a time. Same rules as check in.



Before you leave, make sure to:

- Sweep bunks, adirondacks, and outhouse
- Clean and sanitize toilets and washstands
- Store toilet paper in outhouse storage box
- Shut off water spigots
- Clean out your fire pit and stack leftover firewood
- Do a thorough litter sweep
- Double-check all bunks for missed items
- Bag up and pack out all trash and recycling (remember, there is no off-season trash service)
- If anything is broken or needing attention, let staff know at check-out (or earlier!).

# Vehicles in Camp...Live in the Parking Lot

For the safety of our scouts and our staff, we have firm rules about vehicle use in camp. Let the staff know if your troop has someone with a special need that requires the use of a vehicle so we can work with you to safely address that need.

In addition to the normal BSA vehicle rules outlined in the [Guide to Safe Scouting](#), there are a few camp-specific vehicle and driving rules as well.

- **Vehicles and trailers live in the parking lot, EXCEPT:** After check-in, you will be allowed to have one vehicle in camp at a time for active unloading only, and then it returns to the parking lot right away. To prevent a crowded camp, try to have one “gear” vehicle.
- While unloading/loading, vehicles must be all the way off the road in provided pull-outs, but not in the campsite (where your water lines are).
- **Follow our SLOOOWWW camp speed limits**
  - 5 mph beyond the parking lots
  - 10 mph on the gravel road into camp
- Scouts and Adults may only ride on the inside of a vehicle with seatbelts for all.
- RV's, ATV's, golf carts, dirt bikes, dune buggies, etc. are not allowed on camp property.
- While camp is generally theft free, occasional trespassers make it wise to:
  - Keep all valuables out of sight
  - Lock equipment trailers





# Facilities/Amenities

**Your Campsite** - For your stay you'll be assigned a campsite that includes:

- covered dining shelter
- picnic table
- water source
- handwashing sink with soap and paper towels
- fire ring
- sleeping shelters (adirondack or mini-dacks)
- assigned outhouse

**Seasoned, dry, firewood** will be for sale in a central location. You will see a building that has bundles of wood outside. Payment is on the honor system. Just slip the money in the drop box on the side of the building. You may also bring firewood from home or collect dead and down firewood. Please do not gather wood from standing trees, living or dead.



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Campsite amenities - Mini dac and interior, washstand, flushing outhouse.

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# Super Weekend Program

Remember that no merit badge classes are scheduled or taught. Most of the staff's time will be spent providing programs and instructing hands-on requirements difficult to complete outside of camp.

Shooting Sports - During Super Weekends our council Shooting Sports committee opens Meriwether's rifle, shotgun, and archery ranges for scouts and adult leaders to work on merit badge requirements and to simply enjoy. Shooting Sports tickets work and cost the same as at summer camp and **can be purchased at the range** during open times.

Climbing - Our council Climbing Committee runs the climbing tower during Super Weekends. Whether you are deeply experienced or have never gone higher than a stepstool, the instructors can help improve your climbing skills! Bad weather (rain, icy temperatures, lightning, heavy winds, etc.) may force the tower to close. The climbing staff are experts and have the final say on safety issues in and around the tower. **There is no extra charge for climbing.**

Trail to First Class - For scouts who are working toward First Class, we encourage adult leaders and older scouts to use camp equipment help teach the younger and newer scouts in their troop. This strengthens ties within the troop and provides leadership opportunities for older scouts. Where a troop's skills are lacking, staff are also available to help teach the skills and knowledge needed for the early levels of rank advancement. Just like summer camp, the staff does not sign rank requirements in the Scout Handbook because each troop's leadership ensures a scout is ready to advance. Some requirements will take your scouts to various parts of camp (plant identification, compass course, etc.). If you have any questions, please talk to the staff.

Nature/Campcraft/Handicraft - Many of the Super Weekend staff have worked in these camp areas while on summer camp staff. Scouts interested in learning the skills and merit badge requirements normally taught in these areas should ask the staff in the Trail to First Class area for help – chances are at least one of the staff will be able and happy to teach them.

Aquatics (Fall Only...maybe) - Meriwether's Waterfront area on Lake Chamberlain is a beautiful area, with a sandy beach, a dock with swimming areas, and three types of boating to enjoy. Unfortunately, the lake water in winter is too cold for swimming, and staffing requirements are rigorous. However, the waterfront might be open in early fall if the water is warm enough.



## Super Weekend Schedule\*

\*The Super Weekend Schedule and available programs shown here are subject to change due to weather, available staff, and other factors. An up-to-date schedule will be available upon your arrival at camp.

All adult and youth attendees must follow current council COVID guidelines and pre-screening. See [cpcbsa.org/covid](https://cpcbsa.org/covid) for current practices.

Time	Activities	Location
<b>FRIDAY</b>	WELCOME TO CAMP!!	
5 PM - 8 PM	Check-in Unload Return Vehicles and Trailers to Parking Lot	Camp Office (Dining Hall) Campsite Parking Lot
10 PM - 7 AM	QUIET TIME	Campsite
<b>SATURDAY</b>		
8:50 AM	Flag at Dining Hall (optional)	Dining Hall flagpole
9:00 AM	Ranges Open (Rifle, Shotgun, Archery) - purchase tickets at range Trail to First Class Open	Ranges Trail to First Class Area
9:30 AM	Climbing Opens	Climbing Tower
NOON - 2 PM	LUNCH BREAK	
2 PM - 5 PM	All areas open	
5: 50 PM	Evening Flag (Optional)	Dining Hall flagpole
<b>SUNDAY</b>		
9-11:00 AM	All Areas Open	
BY NOON	Pack Clean Check out	Camp Office

<b>Rifle (tickets at Range)</b> \$1.00 15 shots / 3 targets	<b>Shotgun (tickets at Range)</b> \$1.00 2 shots / 2 clays	<b>Archery (if available)</b> FREE	<b>Climbing -</b> FREE
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# Self-Guided Hikes and Activities

Besides our active program and your troop plans, here are a few activities to enjoy during your stay:

1. **Hiking, Hiking, Hiking!** - Camp Meriwether features opportunities to hike right from camp.
  - a. Bioluminescent Night Hike -take a walk on the sand close to the ocean and you may see luminescent streaks where your feet drag, especially closer to the cape. This happens in the dark of the night. It could be a late night!
  - b. Cape Lookout - On the 10 mile round trip hike to the end of the cape, you see spectacular views hundreds of feet above the ocean. Whales, eagles, and more are not unusual sights.
  - c. Tidepools - At the base of Cape Lookout at low tide you will find some of the most untouched and beautiful tidepools in Oregon. Plan to leave about 2 hours before low tide.
  - d. 5-mile hike - Ask staff for a route to meet this map and compass First Class rank requirement.
2. **Lakeside** - While Camp Meriwether's lake is closed to swimming, boating, and wading, it is a great place to watch nature from the shore. You can also hike the nature trail that goes around the lake.
3. **Solitary places** - for meditation, reading, and finding peace and quiet. At Meriwether, these include:
  - a. Around your campfire at night
  - b. The campfire bowl or chapel
  - c. The beach
4. **Stargazing** - When it is not cloudy, camp stars are the best stars! The lakeshore and beach offer the best viewing.
5. **Campsite games** - bring your own chess board, puzzles, and other activities.
6. **Campfires and Beach fires-**
  - a. Please keep fires attended, in designated campsite fire rings, keep them no more than waist high, and make sure they are "dead out" before going to bed or leaving your campsite.
  - b. Fire on the beach must be at least 100 feet from the bluff. Don't forget your hot dogs or s'mores. Just make sure it is completely out. People sometimes find buried fires days later, and we recently had an escaped fire nearly claim this beautiful camp.
7. **Activities on the beach:**
  - a. Fly a kite
  - b. Build a sand castle!
  - c. Play in the streams, but stay out of the ocean. Rip currents are a danger here.
8. **Beach Clean Up:** An easy and fun troop or patrol activity. You never know what you will find! Just stop by the office for trash bags and drop the trash at the office on your way back to your campsite – the Park Service picks up and covers the disposal costs of trash collected from the beach.
9. **Service Projects:** Let staff know if your troop would like to do a service project while you are here! If your adult leaders have specialized skills to offer (building, fixing, teaching, etc.) and want to offer those for a few hours, let us know that too – we can either put them to work right away or build our pool for future projects.

If you have questions, please contact our Camp Staff. Find them around camp and at the Camp Office.

# Camp Rules and Safety

- **Always use the buddy system**
- **Quiet Hours** - 10 PM to 7 AM. Please be considerate of neighboring troops.
- **Only registered guests are allowed in camp**
- **Prohibited Items:** Pets (including emotional support animals), alcohol, drug use (including marijuana), Fireworks, Firearms/Archery gear, chainsaws.
- **Fires, gas-fueled lanterns, and stoves** are for outdoor use only and may not be used in mini-dacs or tents.
- **RV's, Trailers, ATV's are not allowed in camp** Stay on Established Trails
- **Do Not Deface, Destroy, or Purposefully Damage Camp or Other's Property**
- **Leave the plants, trees, and wildlife alone:** We are guests in their home. This includes all forms of feeding, chasing, and trapping of animals (Exception: trout fishing). Only use already downed or split wood for firewood (if fires are allowed).
- **Adult Use of Tobacco** (smoked or chewed), e-cigarettes, and e-vaporizers is limited to the main or overflow parking lots.
- **Off-limit Areas** - swimming, wading, boating, camp buildings and storage, construction areas.
- **Phones** - Cell service is poor at most places in camp which makes camp a perfect place to unplug from screens for a while. Our camp office has a phone for emergencies. Ask camp staff if there are any special cell hot-spots near camp. At Meriwether, these are generally on or overlooking the beach.
- **Medical Emergencies** - Please bring your own first-aid kit for minor injuries.

Emergency numbers are posted at the camp office, and a radio is in the health office for 24 hour access to our camp medic. The health office has emergency supplies and thorough procedures.



**A real Roller Coaster**  
in your own backyard . .

**\$12<sup>95</sup>**

- 10-foot tubular steel track
- Coaster car stays right on track then rolls across the lawn

Shoot-the-chute thrills! Imagine how children will delight in taking "free rides" hour after hour!

Climb up 26-inch high, 2-rung, welded tubular steel ladder . . hop on 12x26-in. heavy wood seat . . grasp hand rails, put feet on footrest—and a-w-a-y you go! Coaster car takes dips . . then skips off smoothly across lawn. Inner steel concave wheels ride on the track . . 5 1/4-in. rubber-tired wheels roll coaster car the rest of the way. Lever-action lock holds car at top of track for next passenger.

Has 3/4-in. tubular steel track, braces and ladder. Baked-on enamel finish resists rust. Easy to assemble.

79 J7031N—Freight (rail or truck) or express. Shipping wt. 24 lbs. . . \$12.95

**Extra 12-ft. track for longer ride \$6<sup>49</sup>**

Three 3/4-in. tubular steel sections—each 4 feet long . . one straight and two dipped sections. Baked-on enamel finish. Easy assembly.

79 J7020N—Freight (rail or truck) or express. Shpg. wt. 13 lbs. . . \$6.49



# Emergencies in Camp

If you hear a siren, please gather your group and report immediately to the main flagpole at the dining hall. Making sure everyone is accounted for is a crucial piece of working through many camp emergencies. Do not leave camp before instructed by or before informing our trained staff.

All camp staff have received training for camp-wide emergencies. If a staff member comes to your campsite with emergency instructions, follow those instructions exactly and immediately.

If possible, bring your car keys and your medical forms when reporting to an emergency meeting spot. If you arrive without them, do not leave to get them unless instructed to by camp management.

- Stay Calm. Dramatic responses add confusion and distraction to a difficult situation.
- Never place yourself in a dangerous position.
- Should you discover an emergency, stay on the scene, render aid as you are able, and send word to the Camp Director or Camp Ranger.
- All accidents and injuries must be reported immediately to the Camp Director.

**NATURAL DISASTERS:** If there is an earthquake or other natural disaster, take shelter and remain where you are until it is over. When it is safe to do so, gather your group in a safe place and try to remain calm. Do not attempt to relocate unless your location is unsafe.

**FIRE** - Move your group away from the fire area, leaving any threatened belongings. Report out of control fires to the Camp Hosts immediately. Reporting the location, size, source of the fire, and wind direction/strength will help with the response.

**LIGHTNING** - If you hear thunder, lightning is close enough to strike you. Move to a safe shelter like your vehicle or an enclosed building. Stay in a safe shelter well after you hear the last sound of thunder.

If you are caught outside with no safe shelter nearby the following actions may reduce your risk:

- Get out and away from ponds, lakes and other bodies of water.
- Get off elevated areas such as hills, mountain ridges or peaks.
- Stay away from objects that conduct electricity (barbed wire fences, power lines, windmills, etc.)
- Never lie flat on the ground, shelter under an isolated tree, or use a cliff or rocky overhang for shelter.

**SERIOUS INJURY** - In the event of a serious injury, the following procedures occur in this order:

- Stabilize the victim.
- Notify EMS via Camp Director (in person or via relay).
- If needed, treat for shock.
- Check on the wellbeing of each witness.

**MISSING PERSON** - Missing people at camp are usually found quickly. Using the buddy system, providing accurate rosters, and ensuring your children are within clear view and earshot at all times help prevent people going missing. While exploring our camps, conduct regular buddy checks to keep your group together.

If someone goes missing at camp:

- Check likely areas (sleeping area, showerhouse, outhouse, campsite)
- Ask others if they know the person's whereabouts and when they were last seen
- Notify Camp Director

# Safety is No Accident:

## Medical Forms, Medical Care, and Medications

**Do not bring anyone to camp who has vomited, had a fever, or had diarrhea, or cold/flu-like symptoms within the 48 hours prior to your arrival.** Those are all common symptoms of several different highly contagious illnesses; do not chance bringing those sicknesses to camp. Report anyone who develops symptoms to the camp medic right away.

There will be a camp medic on staff each weekend. The medic will carry a radio and can be reached day or night from either the Camp Office or the Health Office, both of which are on the east side of Discovery Lodge.

Any scout or leader with an injury or illness needing more than basic first aid will need to be transported to the hospital or urgent care by either their troop's leadership or by ambulance. The troop's leadership will also be responsible for contacting parents/guardians, making treatment decisions if necessary, completing a BSA incident report, and maintaining and supplying troop and patient insurance information. The staff is here to support, but not lead that process.



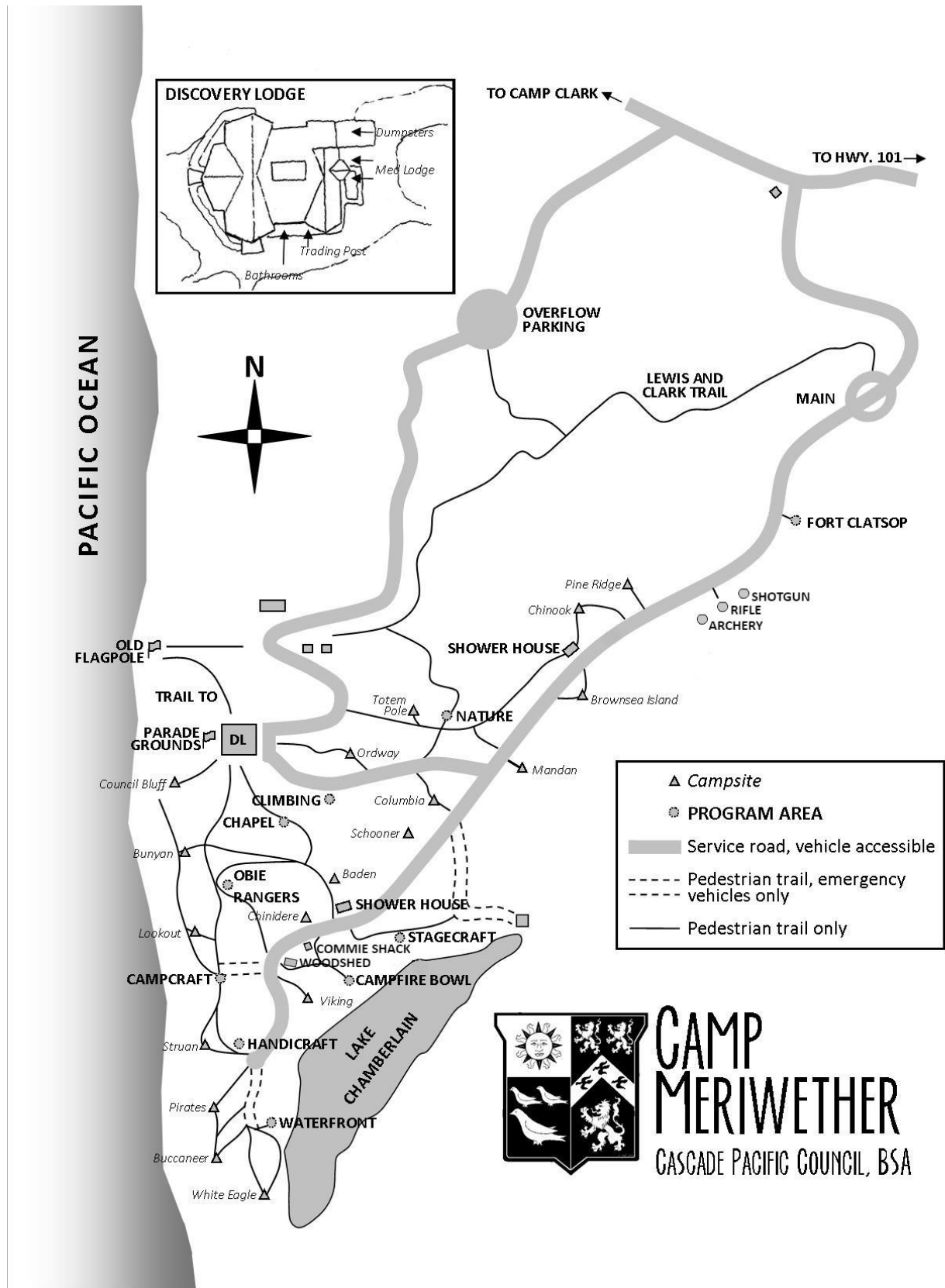
All scouts and adults need Parts A and B of an up-to-date BSA medical form, complete with appropriate signatures. The forms will not be collected by the staff but will remain with each troop's leadership.

Medications must be locked for access by designated troop adults. Troops can bring their own locked storage for their campsite, or borrow a camp lockbox from the camp office. Refrigerated medications can be stored in the health office refrigerator.

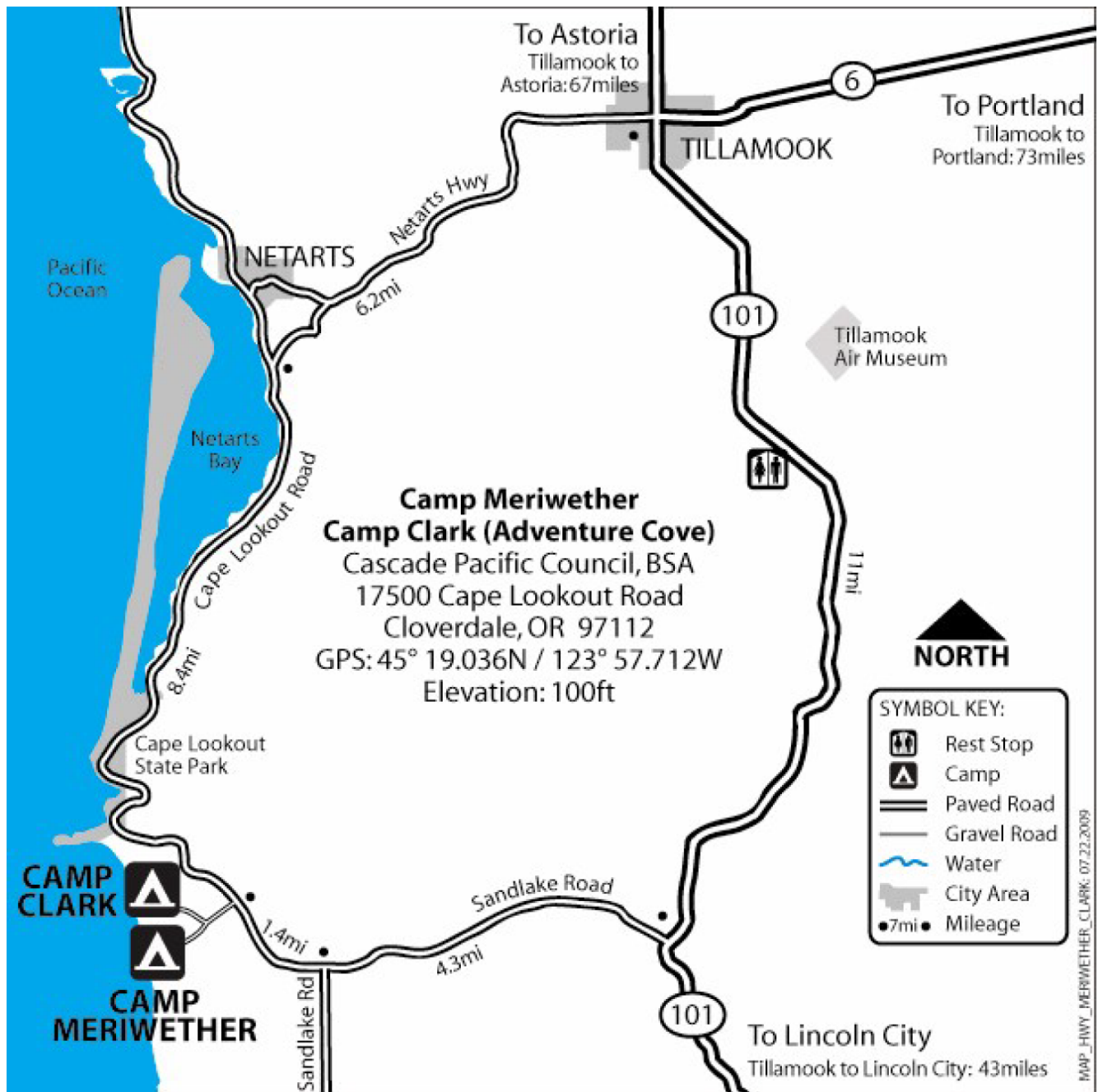
Anyone with emergency medication(s) (albuterol, epipens, nitro, etc.) should keep it with them. If the medication is for a serious issue or is likely to be needed during the weekend, please let the Director or medic know.

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# Camp Map



## Driving Directions





# Our Camps

Many of our camp properties and facilities are available for rental and use by Scout units and guest groups, with priority and reduced pricing given to Scouting units and organizations that charter Scout units in Cascade Pacific Council.

**Camp Meriwether and Camp Clark:** Awaken each morning to the roar of the Pacific Ocean. Camp Meriwether and Camp Clark are beautiful camps with expansive views of the ocean and secluded beaches. At low tide, diverse tidepools can be explored where Camp Lookout meets the ocean. Breathe in fresh, cool ocean air. Absorb the sounds of wildlife and the ocean all throughout camp during your memorable Camp Meriwether and Camp Clark adventures. Started in 1926, the 795 acre Camp Meriwether and Camp Clark Scout Reservation is on the Oregon Coast at the base of Cape Lookout, twenty miles south of Tillamook.



**Camp Pioneer:** Camp Pioneer is a true mountain camp, offering a combination of rustic, traditional scout camp experiences with a modern twist. Perched at an elevation of 4,526 ft. and located along the edge of the Mt. Jefferson Wilderness Area, we are proud to be the “Jewel of the Cascades.” As you enter camp, the iconic view of Mt. Jefferson reflected in the waters of Pine Ridge Lake will take your breath away. At Pioneer, you can discover that the opportunities for outdoor exploration are endless – as are the activities our top-quality staff offers for

those wishing to remain in camp. Camp Pioneer offers a world-class backpacking and hiking program in the heart of Mt. Jefferson Wilderness area. Take part in hikes, climbs and caving activities. In the center of camp, Pine Ridge Lake offers great fishing along with canoeing, rowing, swimming, and paddle-boarding. Fine tune your Scoutcraft skills like pioneering, cooking, archery and shooting. Pioneer was founded in 1936 by local Oregon Scouts and carries a tradition of being built “by Scouts, for Scouts.”





**Camp Baldwin:** Breathe pine-perfumed air, explore the forest, and take in views of mountain peaks and eastern valleys. Camp Baldwin is the council's premier horse and high adventure camp. Nestled high in the eastern foothills of the Mount Hood National Forest seventeen miles west of Dufur Oregon, Camp Baldwin sits in a pine forest at 3,400 feet. In the middle of the 640 acre property is the 6 acre Lake Hanel filled with trout and crawdads. Horsemanship is central to the camp's program. For older Scouts, the camp has a natural rock face climbing program, day-long whitewater rafting and windsurfing trips, mountain biking, mountain boarding, and

an advanced CL wrangler program. Our staff welcomes you to discover the Baldwin Spirit at the “Pride of the Cascade Pacific Council.”

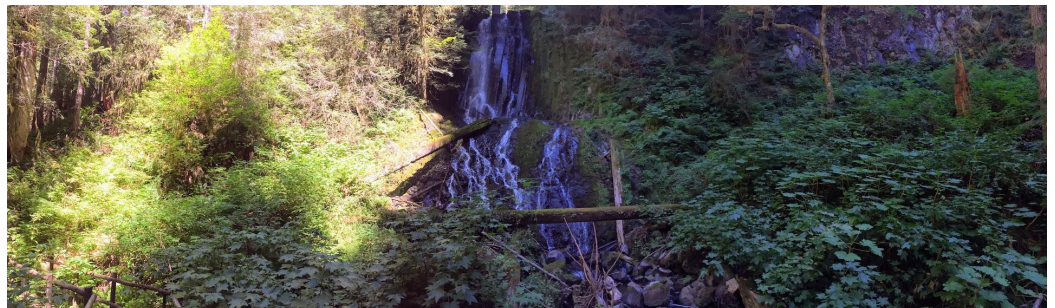
### **Butte Creek Scout**

**Ranch:** Welcome to the wild, wild west!. Butte Creek is the year-round home to the largest horse herd in any council scout camp. The moment each Cub Scout steps onto Main Street and lays eyes on the old frontier town of Butte Creek, he or she will find it easy to imagine



themselves as part of the wild west. Butte Creek has a western town Main Street, and a western theme that runs through all we do. Join us for day use, picnics, fishing, or our famous weekend horse rides!

**Camp Cooper:** Deep in the coast range rain forest, and with an 80 foot waterfall all its own, Camp Cooper has much to offer troops for weekend adventures. This well-cared-for camp has a small dining hall and is a great site for nature study, youth leader troop planning, hiking, and more. New 4-person adirondacks and dining shelters keep everyone sheltered if it rains.



# Camp4All: Give Every Scout an Unparalleled Outdoor Experience

100% of proceeds from our **Camp4All** campaign go to **getting Scouts to camp and giving them an unparalleled experience at our nationally-recognized camp properties.**



Designate your donation to fund outdoor education opportunities; such as camp attendance scholarships for youth and camp staff scholarships, provide program supplies and equipment, maintain camp facilities, and provide critical camp staff training!

## Why designate your gift? Because Outdoor Experiences are Life-Changing

CPC offers some of the most impressive camp properties nationwide in the Boy Scouts of America.

1. Camp4All support from the community ensures:
2. **Life-changing experiences.** More youth will unplug, experience incredible personal growth and maintain a life-long appreciation for the outdoors.
3. **More scholarships** so that every Scout can camp.
4. **Exceptional programs.** CPC will invest in even more innovative experiences and quality programs.
5. **Superior properties.** CPC will continue to promise access to well-maintained, safe and clean properties.
6. **Retention & advancement.** Youth will remain in Scouting and deepen their personal growth learning because of summer camp.

## Camp4All Community Giving

There are a multitude of ways you can make an impact for generations through community giving. Here's how:

**General Fund:** Support local Scouting strategic initiatives! **Community donors:** When making your donation don't forget to use the drop-down to designate your district.

**Matching Gifts:** Supercharge your gift! Your company may match your charitable donation.

**Planned Giving:** Put your assets to work for generations with our tax-efficient charitable strategies.

To learn how to donate, please visit: <https://cpcbsa.org/donate/camp4all/>