

CAMP MERZ
AREA DIRECTOR
UPDATED 12/30/10

Expected From All Staff: All program staff is expected to attend all required training and work days. Each staff member is an equal member of the Camp Merz Team; everyone is encouraged to bring forward ideas that can improve the program, staff, or overall camp experience. Below is a list of the duties specific to all program staff, each lists a brief description along with required age and any addition training that is not offered during the staff training week. ALL CAMP MERZ STAFF are expected to work and display professionalism while employed by the Allegheny Highlands Council. Additional to the duties listed below all staff are required to do the following: complete all patrol duties (fire building, food service, program performance, cleaning, acting silly), all personal areas kept clean, program areas cleaned daily, Official BSA uniform is worn and properly displayed, personal cleanliness is maintained (hair, including facial hair, must be groomed and clean), other duties as assigned, also professionalism is maintained at all times.

Description of Job: The main responsibility of a Director is maintaining and running their area. As a Director you will be working with several people under you in a position leadership and responsibility for an area in camp. You are directly responsible for everything that happens in the area ranging from everyday activities, safety, and any emergency that can happen to any camp wide event that is put on by your area. Along with running the area you are also responsible for training and teaching the staff how to be a staff member in your area and teach merit badges to the level required by Camp.

*Waterfront, Scoutcraft, Field Activities, Nature, and Shooting Sports Directors are REQUIRED to attend BSA National Camp School

Role Model: As a Director you will be setting the standard for what a staff member should be and do. Please remember that your staff looks up to you and will imitate you.

Behavior: Your behavior plays a critical role in our camp program. One person's bad mood could bring the entire group down. We chose you to be a director for a reason, please prove to use that you can act the part. As an area director you need to almost remove yourself from the group, now were not saying be the social outcast that everyone hates, but remember the you are the boss and cannot always be "buddy buddy" with the staff. There need to be boundaries so that your staff will respect and listen to you.

Merit Badge Program: As the Director of a program area you are directly responsible for the merit badges that are taught in your area. You will be directly responsible for creating, writing, and implementing all lesson plans for your area. As director you will be responsible for following the Camp Merz Merit Badge procedure that will be provided to you. We are always trying to improve and change the schedule to better accommodate the different types of merit badges offered.

Camp Wide Events: As director you may be assigned specific events that the entire camp will attend. These are generally held either before breakfast or after dinner. You will be directly responsible for planning, implementing, and running the events assigned to you. More specific area events will be given and explained during staff training.

Outpost Program: There are seven (7) outpost held on Wednesdays during the Boy Scout weeks, the various outpost will be assigned to each Area Director and they will be responsible for their specific outpost. They will all leave by 4:30 PM at the latest. You are in charge of giving information on what scouts need to go for their merit badges and what to bring during the week, if it is not required for a merit badge please do not force scouts to go. We recommend that all scouts participate in the adventure of an outpost; it will create a good memory for them and a night off for the Scout Masters. Please remember that if a scout is not fully prepared or does not have all of the required items, he will not be allowed to go on the outpost.