



Trackers Earth

Giving Children Knives Since 2004.

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Camper/Guardian To Do List

We strongly encourage all guardians and campers to review the details provided in this handbook. This quick checklist is for items that should be completed prior to check-in Monday morning. Please note a few of these actions need to be completed no later than 2 weeks prior to your camp's start date.

- Check the camper's profile is up to date (2 weeks before camp).
- Add Authorized Pick-ups OR sign Independent Release Waiver (2 weeks before camp)
- Review packing list and pack! Have your camper do the packing (with supervision).
- Pack a lunch and snack (NOT a snake) each day.

Check In & Out Times

Check In 8:30 AM - 8:45 AM	Check Out 3:15 PM - 3:30 PM
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ADVENTURE Packing List

Day Summer Camp

When packing for Trackers, follow these Guidelines:

- ⇒ Put your or your child's FULL NAME on as many items as possible.
 - ⇒ Pack as lightly as you can, BUT include the right gear needed for each day (see below).
 - ⇒ Keep it light and tight! Everything should fit into a single pack—nothing clipped on the outside.
 - ⇒ Choose wisely! Check out “How-To: Trackers Kit” below for help assembling gear.
 - ⇒ Be ready! Check the weather report every morning to pack the right gear (shoes, raingear, etc.)
 - ⇒ Read EVERYTHING! Many programs such as Mariners & Story Camps **require specific gear**.
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Trackers Adventure Essential Gear

- Small Day Backpack** Size and weight appropriate for child to carry comfortably for long periods. Must hold all gear with nothing clipped or tied to the outside.
- Water Bottle** 1 liter or more, non-leaking, clearly labeled with FULL NAME. Fill with water before check-in. We refill later.
- Lunch + Snack** Must not require refrigeration. Trash-free is ideal. Container must fit inside the backpack.
- Sunscreen** SPF 15 or higher, in ziplock bag, clearly labeled with name. Apply before check-in.
- Sunhat** Covers both neck and face.
- Clothes - All-Weather** Check the weather report EVERY morning for any chance of rain. If needed, pack a raincoat, rain pants and waterproof shoes. See more details in Trackers Kit below.
- Clothes - Change Of** Pack in a large plastic ziplock or waterproof bag, clearly labeled with name. Include socks. Must fit inside the backpack.
- Bandanna (NOT Banana)** If you have Trackers Band, bring it, but any bandanna will do. Good for all sorts of things: wet to cool down, carrying berries, etc!
- Hiking Shoes** Wear shoes or boots appropriate for rugged terrain. If visiting a water site, campers may *in addition* bring closed-toed sandals that have a back heel-strap for wading. No flip-flops.
- OPTIONAL - Woodcarving Knife & Tools** We have knives to use, but you may bring your own. We follow strict woodcarving protocols. If a Tracker brings their own knife, ensure they keep it in a safe place (backpack) until carving time is designated by their Guide.

Program-Specific Gear

Please review the clothing requirements for your camper's specific program below. We provide all necessary equipment, but if your camper would like to bring their own gear, it **must be approved by a Guide at check-in**. Please note, we are not responsible for any lost or broken personal property.

Rangers | Rangers Recon | Forest Ninja | Zombie Survival

While not required, many Rangers dress in earth tones to blend in with the forest and move invisibly.

Mariners | Outdoor Adventure: Hike, Paddle, Climb

Wear closed-toed sandals with a back heel-strap (no flip-flops) and quick-drying clothes appropriate for getting wet and hiking on rugged terrain. A wide-brimmed hat for sun protection is also essential.

Realms | Fantastic Worlds | School of Magic | Captain Nick | Secret Agent Academy | Realms of Cascadia

Your hero's attire can make the story come alive! Costumes are optional, but many campers choose to dress the part—as elves, wizards, knights, or adventuring heroes. Realms Campers are welcome to bring foam weapons or props, but all gear **must be presented to a guide at check-in for a safety inspection**.

- **The Golden Rule:** A costume is great, but dressing for the weather is always the top priority. Please check the forecast and ensure your camper will be comfortable and safe for a full day of adventure.

Personal Gear

Personal Medications (prescription AND non-prescription)

Our Guides do not administer medication. You can find more information on our website's [FAQ page](#).

Prohibited Items (do NOT bring)

Items that are prohibited at camp include: candy, gum, soft drinks, sports drinks, pets, toys, scented products, hatchets, weapons, non-archery sports gear, money, valuable items, phones, electronics, and drugs/alcohol/tobacco (bringing the latter items may lead to immediate expulsion).

Electronic Device Policy

NO CELL PHONES: Unplug from Technology, Reconnect with Nature

At Trackers, we're striving to connect kids to nature and community. We believe that Experience Blockers—like cell phones, social media and video games—get in the way of that. We teach kids how to Pay Attention and develop a deep awareness of the real world. Our cell phone guidelines are:

- Students should NOT bring phones, internet, gaming, or digital devices to any Trackers programs.
- Staff follow similar rules. In programs, they use phones for operations only (maps, work calls, etc.).
- If a digital device is brought to Trackers, we will ask guardians to take it home with them.
- If a student has a device in programs, we will take it and return it to guardians at the end of day.
- Analog, LED, or sundial watches are fine. NO Smartwatches due to texting capabilities.

Your Trackers Kit

Your Trackers Kit includes clothing and gear to prepare you for the outdoors. Staying warm, dry and hydrated are key ingredients of survival. Assembling a Trackers Kit *with your child* is critical, and your child's first outdoor skills lesson. You can print the Trackers Kit image below for younger kids to color and help remember.

TRACKERS RELICS: KIT

A Trackers Kit identifies you as a Tracker and prepares you for Survival.

A Tracker is organized.
Keep your kit tidy. Know
where everything is.
Use gearlines.

a Trackers Kit has:



Journal all adventures.
Keep the Journal safe.



Gearlines keep your
Team and Kit neat.

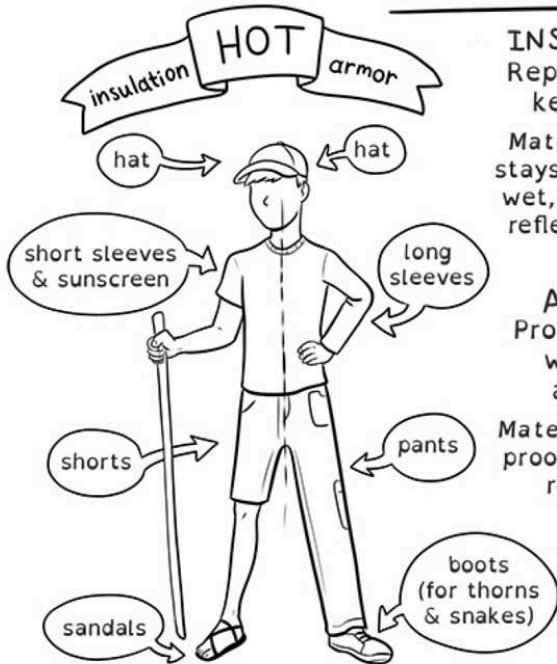


Choose earth tones
for Stealth & Counter
Tracking.

Your backpack keeps gear
safe and organized.

Check weather before
you dress, but pack
insulation and armor
for weather surprises.

YOUR CLIMATE KIT



INSULATION
Repels heat or
keeps it in.

Materials: wool
stays warm when
wet, light colors
reflect hot sun.

ARMOR
Protects from
wind, rain
and sun.

Materials: water-
proof, not water
resistant.



Clothing Tips

In outdoor wilderness survival the right clothing allows you to go almost anywhere in any weather. We divide clothing into two categories: Insulation & Armor.

Insulation Layers (Base & Mid-Layer):

- **Purpose:** Insulation base and mid-layers that trap body heat.
- **Kinds:** Base layers include long underwear and socks, mid-layers include warm coats and pants.
- **Value:** Use multiple thin layers for adjusting to temperature changes.

Armor Layers (Outer Layer):

- **Purpose:** Armor protects against the elements—wet, wind, and sun.
- **Kinds:** Includes a waterproof coat, pants, boots for wet weather, and sun protection gear like a sunhat and sunscreen.
- **Value:** Keeping dry is vital to staying warm.

Material Choices

- **Cotton:** Avoid in cold, wet conditions because it dries slowly and holds onto water. In hot weather, however, cotton's cooling effect is beneficial.
- **Wool:** Especially merino wool, is preferred for base layers due to its moisture-wicking and antibacterial properties.
- **Synthetics:** Offer variety, with some types providing insulation and others waterproofing. Be mindful of their reaction to fire and lack of antibacterial qualities.

Waterproof vs. Water-Resistant Gear

Don't confuse water-resistant with waterproof! In wet weather, a Tracker needs waterPROOF clothing. Some materials look like they will shed rain, but are only water-resistant, so the water eventually gets through and makes you wet and cold.

- **Waterproof is Essential:** In wet weather, it's crucial to have fully waterproof jackets, pants, and boots, NOT just water-resistant.
- **Rating Guide:** Look for gear with a waterproof rating of 5000-10,000mm.
- **Breathability:** Waterproof clothing that is breathable lets sweat evaporate, avoiding internal cooling.

Appropriate Color Selection

A Tracker trains to be invisible in the woods. Bright colors stand out, while beige, brown, and forest green blend with nature. You don't need to wear camouflage, but choose clothing to match the forest and fields.

- **Stealth in Nature:** Earth tones like beige, brown, gray and forest green help you blend with nature.
- **Avoiding High Visibility:** Avoid bright colors and all-black outfits. Earth or gray tones mimic a forest's dappled shadows and light.

Policy Information

DUDE... What's My Camp?

We offer four types of programming. Be certain you are registered for the program that suits your schedule and program goals.

- **Basecamp** (9 AM - 3 PM) Basecamps are held primarily in our classrooms. Depending on weather and the camp, groups may take nature walks in nearby areas.
- **Transport Camp** (8 AM - 4 PM) Adventure Camps travel by shuttle from the check-in to wilderness sites. For field site locations, check with your Guide on the day of camp.
- **Overnight Camp** (Monday - Friday) Overnight Camps travel by shuttle from check-in to camping sites in wilderness areas.
- **Extended Camp** (Starts 8 AM, Ends 5:30 PM) Extended Camp features pre- and after-camp options to help working parents. [Register here](#).

CHECK-OUT Photo ID + Authorized Release

All child pickups require a legal photo ID at Check-Out. If your ID has been left on the Catbus or taken by a pirate, don't worry—we'll help sort it out while keeping your child's safety our top priority. Remember, we can't release kids to anyone not on the authorized pickup list (and that's for the best). To add authorized pickups:

- [Login to your account](#).
- Go to *Authorized Pick-up Names*.
- Add names.
- Click Save to confirm your edits.

INDEPENDENT RELEASE Self Check-In & Check-Out

We recognize many older youth arrive at camp independently. Legal guardians can sign a waiver that allows free-range youth to check themselves in and out of camp. To sign the waiver:

- [Login to your account.](#)
- Go to *Manage Independent Releases*.
- Fill out the online form.

EARLY PICK UPS & LATE DROP OFFS

We recognize the need for early pickups or late drop-offs on occasion. To ensure our staff can focus on all campers, please limit these requests to necessities. For arrangements at a Basecamp, email hello@trackersearch.com. You can also discuss this with your Guide at check-in.

FRIEND Requests

Friend requests for camp must be submitted online at least **10 days prior to camp** by [logging into your user profile](#). If made later than 10 days prior, requests may not be possible. Campers must be in the SAME grade and camp theme to be paired, and requests must be mutual. Verify that your child is enrolled in the same grade and theme as their friends. To maintain group balance, please limit requests to one camper pairing.

REFUND POLICY Summer 2026

- Cancellation before Feb 1: 65% of tuition is refundable
- Cancellation on or after Feb 1: 35% of tuition is refundable
- Cancellation on or after March 1: no tuition is refundable
- All refunds are subject to a 3% processing fee
- Due to our obligations to plan, prepare materials, and pay our instructors, **we do not prorate, credit, or refund** for scheduled absences, no-shows, illness (including Covid), or injury.
- For concerns about weather cancellation, see our [Challenging Conditions: Weather, Air Quality... Oh my!](#) policy

PROGRAM CHANGE Request

- Requests to change programs must be made via email to hello@trackersearch.com
- Requests must be made **30 days prior** to your original program's start date.
- Changes to a program will incur a \$58 administrative change fee.
- Changes are subject to availability.
- Registrations and fees are non-transferable to other accounts.

CHALLENGING CONDITIONS

We feel our core purpose is to educate our participants on how to properly prepare and thrive in challenging conditions—weather or otherwise. With diligence and an unending commitment to safety, we can educate everyone to adventure in all environments for a successful life outdoors! In some circumstances, challenging conditions may require us to modify normal activities or site locations. On Adventure (Transported) programs, Trackers may likely pivot to an indoor location at or well within 15

minutes of the original drop-off location while carefully monitoring indoor environments. We also reserve the right to offer an early release those days. In both instances, no refund can be given as camp continues. If changes to programs need to be made, Trackers will make a decision by 6:30 AM the day of programming. We will contact families via text and email. Please see our complete procedures for [Challenging Conditions](#). Every individual has their own comfort threshold. When dealing with challenging conditions, Guardians and parents are urged to use their best judgment regarding their own child.

UNWANTED TRAVELERS TICKS AND SUCH?

Ticks are rare in the Willamette Valley, and tick-borne illness is uncommon in the Willamette Valley. However, with climate change, families may want to consider afternoon tick checks. These are best done by parents or guardians after camp, as they involve inspecting clothing and all areas of the body for small, unusual spots. If you do find an embedded tick, you must, follow these instructions for correct removal. We also recommend identifying it together with your child—it's a great way to learn about nature and not be afraid of it. Feel free to reach out to us with any questions.

THE FOUND (NOT LOST) MUSEUM

Label all items with your child's FULL NAME. This helps our Guides identify who owns the mysterious artifact left behind. We display unclaimed artifacts in our "Found, not Lost Museum" at each pick up and drop-off site. You can reclaim your curiosity during Check-In/Check-Out. Museum viewing outside of camp Check-In/Check-Out hours is by appointment only. Email hello@trackersearch.com to schedule a time to view the Museum.

High Expectations

By coming to a Trackers program, youth commit to serving their Team, Community, Future Generations, and Nature. We welcome those who have a passion for discovery, wilderness, and tracking. Should a young Tracker consistently show disinterest in our core Purpose, we'll talk with them and their parents to determine if our program aligns with their interests.

Trackers Good Fit

Teaching old-school skills is at the heart of what we do. At Trackers we give kids knives, arrows, fire, and more to help them become capable and competent for a life outdoors. Because of this core mission, safety is critical. To keep kids and staff safe, we have some basic guidelines that must be met by all campers. To know if Trackers is the right camp for your child, ask yourself if they can do these 3 things:

Stay with the group and follow ALL safety directions.

Be independent in taking care of their personal needs—eating lunch, wearing the right clothing, and carrying their own gear—so staff can focus on teaching skills.

Be uncomfortable at times, stretching what they think they can do. This can include getting wet or dirty, being cold or hot, etc.

If you feel confident that the answer is yes to all of these, you can skim the rest of this section. If you are not sure that your child is ready for these requirements, please read the rest of this section carefully. If we are not the right fit for your family, we're happy to help you find a camp that is.—contact us for Camp Finder support.

How to Know if Trackers is a Good Fit

- **Safety:** Kids must stay with their group and follow safety instructions at all times. Guardians agree to promptly pick up their child if they cannot meet these expectations. If extra supervision is needed while awaiting pickup, a \$50/hour fee will be charged for 2 additional staff members. No refunds are given if a student must leave a program due to behavior issues.
- **Independence:** We help kids grow to become more responsible and independent. Our policies and curriculum support that development and can't be altered for individual needs without changing the core purpose of our programs.
- **Nature:** Nature's beauty lies in its unpredictability and students must learn to adapt rather than expect nature to go their way. We also go out in all weather. We rarely cancel for hot or cold days, instead using these as opportunities to teach campers how to adapt, dress properly, stay hydrated, seek shade and shelter, and move with nature's rhythms. We embrace the natural world, rather than let discomfort keep us indoors.

- **Community:** We encourage campers to prioritize teamwork and care for community and nature over individual needs. If they are taking up too much attention from the Guide, then the rest of their team is missing out.
- **Forest Craft & Foraging:** One of the main skills we teach is forest craft, including foraging, which may include harvesting wild plants, insects, fish, or other animals for meat. We respect diverse food choices, especially those driven by sustainability, yet we openly engage in these practices, even if they may be uncomfortable for some.
- **Tracking:** For us, tracking is the superpower we teach. A way to adventure by incredible feats of nature awareness. Trackers camps are a good fit for kids who aspire to become true outdoor badasses with skills and abilities beyond mere mortals. While not every camper needs to be a full-blown Forest Ninja on day 1 of camp, they should be passionate about pursuing this goal.
- **Internet/Phone Free Zone:** We have a strict ban on digital and internet-connected devices during program time. All children must agree to leave digital and internet connected devices at home. These devices hinder connection with nature and friends.

After reading these guidelines and BEFORE THE FIRST DAY OF THE PROGRAM, if you feel this is not a good fit for your child or family, please contact Family Success to cancel. Canceling is only an option before the program starts. By starting the program, you are agreeing to the Good Fit Policy above.

Choices & Consequences

At Trackers, we foster personal accountability and collaborative problem-solving. Mentors and young Trackers typically resolve challenges within their teams, focusing on choices and consequences rather than reacting to "bad behavior." Our camps, which teach outdoor skills and offer unique experiences, are not day-care facilities. Participation is contingent on respecting mentors' directions and making choices that benefit personal and team well-being. Non-compliance with our Behavior As Choice Policy results in a specific response process. If a young Tracker chooses to not act in accordance with our [Behavior As Choice Policy - AKA Because Knives](#), we generally follow this path:

Behavior As Choice Policy - Because Knives

At Trackers, we keep our expectations high for youth because we do real and challenging activities. We use wood carving knives and other real tools to learn wilderness survival! Teens work beside blacksmith forges that are 2300° F. Kindergartners light campfires (in winter). And everyone respects the wilds and forests we thrive in. These things make us different from other camps. We do not water down the deeper skills we share or the wild places we explore. We trust youth to act responsibly. We believe youth are capable of great things and we dedicate ourselves to that true potential. Nearly every kid can step up to that expectation. To maintain this high level of expectation, there are some behaviors we cannot accommodate.

It's About Choice

We recognize everyone makes choices that are personal to their own needs and experience. We don't define behavior as good or bad. But some behavior choices simply conflict with the needs of the Team. Remember, your child is part of a team: *Every Trackers Team has more than one camper.*

We Take Direct Steps

With most behavior conflicts, we use redirection, reminders, or conversation. We can apply natural consequences, like taking a short break after ignoring boundaries. If the behavior choices that conflict with the Team continue, we begin our Fair Share of Attention Process.

Fair Share of Attention Process

Guides cannot spend excessive time addressing one participant at the expense of other youth in the program. The Fair Share process begins when a participant makes choices that demand more than their Fair Share of attention. Please note, we immediately move to the next step if they miss commitments, choose defiance, or misunderstand the outcome of their choices.

Step #1: Commit to Team Participant, Guardians (Parents) and Guides agree together to work towards the well-being of the Team and Village. The participant immediately engages in community service stewardship. This could include picking up trash, doing dishes, or any activity that contributes positively to the well-being of the community.

Step #2: Guardian Outreach After a conversation with the Site Director and/or General Managers, we will call home and let the guardian know the approaches that staff has tried and ask for advice or suggestions that work at home.

Step #3: Go Our Separate Ways If steps #1 and #2 are unsuccessful, the participant is expelled from the program, forfeiting any registration fees. Depending on the behavior, they may not return to future Trackers Earth programs.

IMPORTANT Very few youths choose actions that bring them to step #3 (Go Separate Ways). It's important to note, dangerous or obstinate behavior can skip directly to any step in the Fair Share Process. While rare, we may require Guardians to Respond Swiftly (see below).

Trackers Staff will choose, to the best of their ability, consequences that reflect the challenging behavior. Consequences WILL NOT be a punishment, nor referred to as such. It WILL BE presented as a strategy to return the entire group to the equilibrium necessary to continue to function as a healthy community or team.

There are some behaviors that may result in immediate dismissal from the camp program. These include, but are not limited to: *physical violence, possessing alcohol, tobacco, or drugs, possessing weapons with intent to harm, damage or theft of property, sexual misconduct and bullying (including hate speech).*

Respond Swiftly

Guardians are required to IMMEDIATELY pick up their child at any site and youth will not return if the following applies:

- ▲ **Dangerous Behavior:** Anything that impairs the ability of staff, students, and families to keep each other healthy and safe. This includes an unwillingness to stay with the team.
- ▲ **Openly Defiant:** The dangerous behavior is intentional and/or the participant is openly defiant.
- ▲ **Lacking certainty on future compliance:** If we're not 100% certain that in the future the participant will make choices that keep everyone safe.

Stand With Us

We need the active support of our parents and Guardians to stand up for these essential goals. At Trackers, we trust kids. Most rise to our high level of expectation and thrive there. Kids come to Trackers to embark on adventures they may not find elsewhere. They value the opportunity to do things that are challenging, real, and meaningful. With your support, we can continue to provide this opportunity for our kids.

Office Hours

Monday to Friday 10 AM to 4 PM

Email hello@trackersearth.com

Phone (206) 833-3935

Trackers Earth [FAQ](#)