



# 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

<b>Check In</b> 8:30 AM - 9:00 AM	<b>Check Out</b> 3:00 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

Many programs such as Mariners & Story Camps **require specific clothing**. Please review your camp requirements below. All necessary program equipment is provided. If your Tracker would like to bring their own gear, your Guide needs to APPROVE the item at check in. We're not responsible for any lost or broken personal property.

## **Rangers | Stealth Trackers | Rangers Recon**

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

## **Mariners**

Wear closed-toed sandals that have a back heel-strap, no flip-flops. Wear clothing that is appropriate for getting wet and also for doing short hikes on rugged terrain, plus a wide-brimmed hat that keeps the sun off your face and neck.

## **Realms | Fantastic Worlds | School of Magic | Captain Nick | Secret Agent**

While not required, MANY campers dress in costume to play in the camp stories. Elf, Wizard, Knight, or Rogue are common characters for Wizard's Academy, Fantastic Worlds, and Realms camps. Adventuring heroes for Captain Nick. Remember, while the right outfit might immerse you in the story, dressing for the weather is always the top priority. Check the weather report the night before coming to camp.

# 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 prioritize connecting kids with nature and community, away from the distractions of phones and social media. Understanding that these digital platforms are engineered to captivate and hold their attention, our aim is to shift their awareness to the plants, animals, and the world around them. Our goal is to foster attention, resilience, and grit by engaging with the natural world rather than seeking instant online gratification. Therefore, we require students to leave phones and gaming devices at home. Our staff also limit phone use to operational needs. To enhance this experience, we suggest limiting your child's phone and internet use before their program starts. Any devices brought will be safely stored and returned afterward. We appreciate your cooperation for a more enriching experience.

## 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.

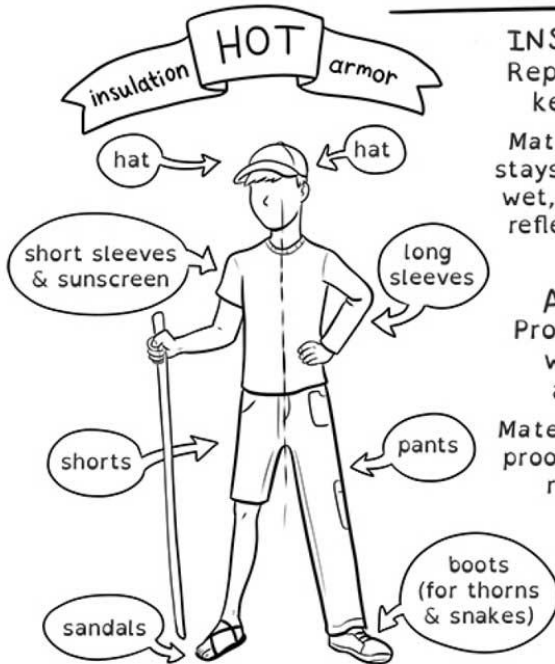


Choose earth tones  
for Stealth & Counter  
Tracking.

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 onsite at the check in location and do not transport.
- **Adventure Camp** (8:30 AM - 3:30 PM) Adventure Camps may travel by shuttle from the check-in location to wilderness sites. For field site locations, check with your Guide on the day of camp. Some Adventure camps may remain at Camp Herms as it has the optimal resources for the program.
- **Overnight Camp** (Monday - Friday) Overnight Camps remain at Camp Herms and may shuttle for day activities to other wilderness areas.
- **Extended Camp** (Starts 8:30 AM, Ends 6:00 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](mailto: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 2024

- 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](mailto: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.

## **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.

# 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

Trackers is a great fit for kids and families who are inspired by our values and what we teach. Trackers is not a great fit for families and kids whose needs do not align with our core Purpose. Every participant needs to be ready and excited to build resilience and grit. They need to be ready and excited to work with a Team.

### **This Program IS a Good Fit for Kids Who...**

- Can remain with a group and follow essential safety directives at all times.
- Accepts when challenges arise or things don't go their way.
- Can handle fast-paced, action-packed transitions.
- Are self-motivated and self-directed.
- Will care for others, choosing to prioritize community and nature over their personal interests.
- Can thoughtfully handle physical and weather challenges.
- Is willing to strengthen their resilience and grit—becoming antifragile.
- Is willing to forage and farm wild plants, insects, fish, or other animals.
- Wants to be an outdoor skills badass with superpowers and abilities beyond mere mortals.

## **This Program IS NOT Good Fit for Kids Who...**

- Cannot remain with the group and follow essential safety directives at all times.
- Become difficult and demanding when challenges arise or things don't go their way.
- Cannot handle fast-paced, action-packed transitions.
- Are overly reliant on external motivation and direction.
- Often puts their own interests before their team's interests.
- Cannot thoughtfully handle physical and weather challenges.
- Unwilling to strengthen their resilience and grit.
- Get overly upset with foraging and farming wild plants, insects, fish, or other animals.
- Is not passionately interested in training in wilderness skills.

### **If It's Not A Good Fit**

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.

### **Very Important**

Children must stay with their group and follow safety directions at all times. If a child fails to do so, guardians agree to promptly retrieve them wherever they are, no matter the distance. Should extra staff be required to supervise a child who is not staying with the group, a charge of \$50 per hour for two additional staff (as required by our safety procedures) may apply.

## **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.

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### Office Hours

Monday to Friday 10 AM to 4 PM

Email [hello@trackersearth.com](mailto:hello@trackersearth.com)

Phone (510) 575-9444

Trackers Earth [FAQ](#)