



# 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><br>9 AM - 9:30 AM | <b>Check Out</b><br>2:30 PM - 3 PM |
|-----------------------------------|------------------------------------|

# BASECAMP 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.
  - ⇒ **Read EVERYTHING!** Many subjects such as Blacksmith & Role-Playing **require specific gear.**
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### Trackers Basecamp Essential Gear

- Small Day Backpack** Size and weight appropriate to carry comfortably. 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 + Morning/Afternoon 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.
- 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, gathering magical items, etc!

### Program Specific Gear

Many subjects such as Blacksmith & Role-Playing **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.

#### Rovers Wheelers

Trackers provides all the bikes and helmets needed for camp. However, if your camper would like to bring their own bike or helmet, their guide will need to approve it at check-in.

## **Woodworking**

While we have knives to use, if a Tracker brings their own knife, ensure they keep it in a safe place (backpack) until carving time designated by their instructor.

## **Blacksmithing**

Only wear pants and long-sleeved shirts (no shorts). It MUST be all natural fibers such as cotton or wool (no synthetics). Secure or braid long-hair so it will not drape over the working area.

## **Pottery**

Wear clothing you are okay with getting covered in clay and paint.

# **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](#).

## **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.

# 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.
- **Adventure 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](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@trackersearth.com](mailto:hello@trackersearth.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. Museum viewing outside of camp Check-In/Check-Out hours is by appointment only. Email [hello@trackersearch.com](mailto: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

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 (503) 345-3312

Trackers Earth [FAQ](#)