



START **CAMP TIAK**
SUMMER CAMP
2026

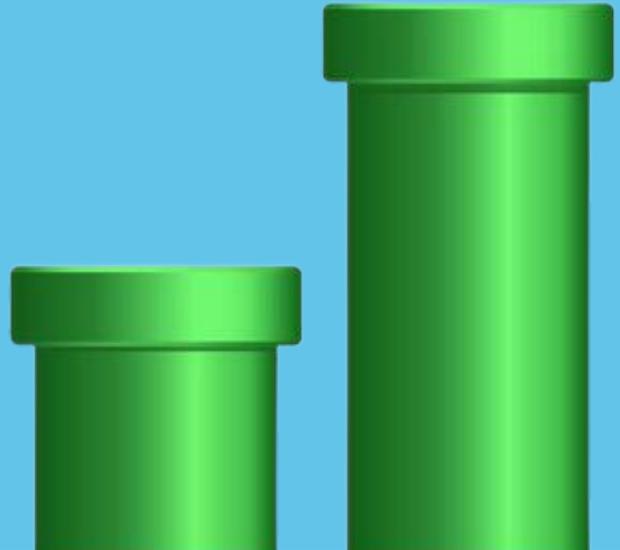
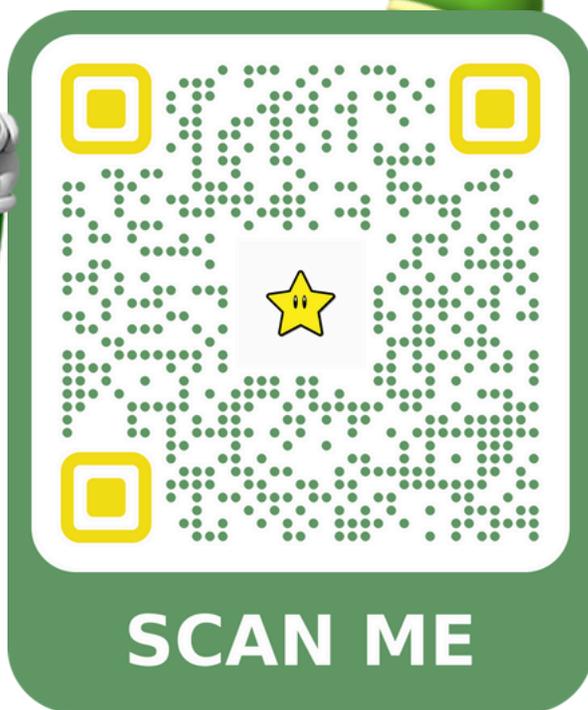


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FORMS AND
ADDITIONAL
INFORMATION
ARE LOCATED
AT:



[PINEBURRSCOUTS.ORG/SUMMERCAMP](https://pineburrscouts.org/summercamp)



A MESSAGE FROM THE DIRECTORS

Get ready for an unforgettable summer adventure! This year's Camp Guide is packed with everything you need to make the most of your week at camp – from exciting new programs to classic Scouting experiences that make Camp Tiak a summer highlight. We're thrilled to introduce new opportunities for both Scouts and Scouters that go beyond camp and strengthen your entire Scouting year. Whether you're earning merit badges, learning new skills, or just enjoying time with your troop, there's something here for everyone!

We've made several updates to this year's guide, so be sure to give it a good read. You'll discover all the tips, schedules, and info you need to make this summer your troop's best one yet.

Here's to an amazing camp experience filled with adventure, friendship, and memories that your troop will talk about all year long.

See you at Camp Tiak!

Yours in Scouting,

RICKY LUCKETT
CAMP DIRECTOR

PEGGY PADILLA
PROGRAM DIRECTOR



REGISTRATION INFORMATION

WEEK 1

JUNE 7TH- JUNE 13TH

WEEK 2

JUNE 14TH- JUNE 20TH



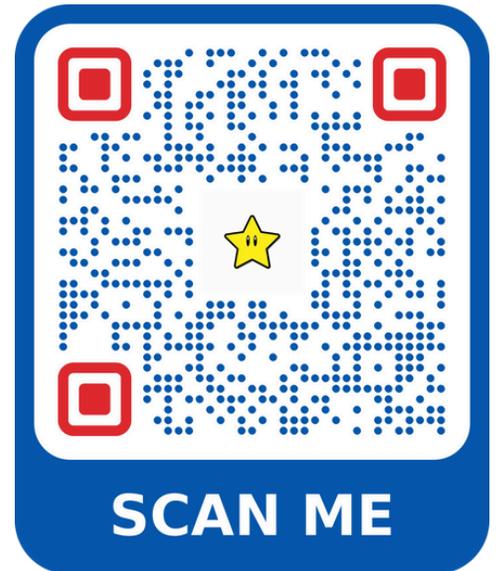
WHO CAN ATTEND?

- Boys and girls registered in a Scouts BSA troop (ages 11 & up) and any registered adult Scouter.



HOW TO REGISTER?

- Call or email Tabitha Lester to get started
- 601-582-2326 Tabitha.Lester@scouting.org or scan the QR code



Leaders and Scouts receive a summer camp shirt included with registration.

SCOUT FEE \$310

Before May 15

LATE SCOUT FEE \$350

After May 15

YOUTH BUNKHOUSE FEE \$30

Fee is calculated at \$5 per person per night

PROGRAM FEES \$\$\$

There will be additional fees for certain merit badge class options when the schedule is released

ADDITIONAL LEADERS \$75

1 leader attends free with 4+ Scouts registered. 2nd free leader with 10 or more Scouts

LATE ADDTL. LEADERS \$100

After May 15

ADULT BUNKHOUSE FEE \$30

Fee is calculated at \$5 per person per night

SUMMER CAMP DEPOSIT \$100

This fee is your commitment to attend. To be subtracted from your end total



IMPORTANT DATES



- Commitment to attend (\$100 Summer Camp Deposit) January 10, 2026
- MB Course Registration Opens March 7, 2026
- 25% Unit Payment March 7, 2026
- 50% Unit Payment April 4, 2026
- 75% Unit Payment May 2, 2026
- Campership & Special Needs Requests Due May 1, 2026
- 100% Unit Payment May 15, 2026
- MB Classes & Registration Closes May 23, 2026

NEW THIS YEAR:

COPE FOR YOUR WHOLE TROOP

Take your troop to the next level with Project COPE (Challenging Outdoor Personal Experience), now offered as a troop-based activity. Scouts will work together to complete a series of challenging individual and group elements designed to build trust, communication, leadership, and problem-solving skills through hands-on participation. COPE is open to Scouts ages 13 and older and costs \$10 per person, making it a powerful and affordable team-building experience for your troop.

OFFSITE AQUATIC EXPERIENCE

Get off camp and on the water with our new off-site canoeing experience. Scouts may participate individually or as a troop while developing paddling skills, teamwork, and confidence in a real aquatic setting. This program is perfect for Scouts who enjoy being on the water and want something beyond the standard camp routine. Canoeing is \$20 per person, and space is limited, so early registration is highly encouraged.

ADVENTURE RIDGE

Built for older, experienced Scouts, Adventure Ridge is an expert-level pioneering program that goes far beyond basic knots and lashings. Participants will take on advanced builds and problem-solving challenges that require planning, leadership, teamwork, and creativity under pressure. This is a fast-paced, hands-on experience for Scouts who want to test their skills, work with other motivated Scouts, and tackle something truly challenging. Adventure Ridge costs \$25 per person, is limited to 10 participants, and will fill quickly—early sign-up is strongly recommended.



BOILY SCHEDULE

5:45AM		DEATH MARCH & MILE SWIM	MILE SWIM				
6:00AM		REVEILLE	REVEILLE	REVEILLE	REVEILLE	REVEILLE	REVEILLE
7:15AM		FLAG RAISING & WAITER CALL	FLAG RAISING & WAITER CALL				
7:30AM		BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST
8:30AM		MB CLASSES	MB CLASSES	MB CLASSES	MB CLASSES	MB MAKE-UP PERIODS 1-3	CHECK-OUT
9:00AM		SM MEETING					
9:30AM		MB CLASSES	MB CLASSES	MB CLASSES	MB CLASSES	MB MAKE-UP PERIODS 4-5	
10:30AM		MB CLASSES	MB CLASSES	MB CLASSES	MB CLASSES	MB MAKE-UP PERIODS 6-7	
12:00PM	STAFF MEETING	LUNCH & SPL MEETING	LUNCH & SPL MEETING	LUNCH & SPL MEETING	LUNCH & SPL MEETING	LUNCH & SPL MEETING	
1:30PM	CHECK-IN	MB CLASSES	TIAK WATER CARNIVAL				
2:30PM	MED FORM	MB CLASSES	TIAK ADVENTURE RACE				
3:30PM	CHECK	MB CLASSES					
4:00PM	TROOP PHOTO						
4:30PM	SWIM TEST	OPEN SWIM TIL 5PM					
5:45PM	FLAG LOWERING & WAITER CALL						
6:00PM	SUPPER	SUPPER	SUPPER & SM DINNER	SUPPER	SUPPER	SUPPER	
7:00PM							
7:30PM	CHAPEL SERVICE	EVENING	EVENING	CHAPEL SERVICE	SM VS STAFF VOLLEYBALL	CLOSING CAMPFIRE & OA CALL OUTS	
8:00PM	OPENING CAMPFIRE	ACTIVITY	ACTIVITY	OA OPEN HOUSE	EVENING ACTIVITY		
9:00PM	FREE TIME						
10:00 PM	TAPS	TAPS	TAPS	TAPS	TAPS	TAPS	



SCHEDULE IS SUBJECT TO CHANGE AND ACTIVITIES WILL BE ADDED OR ELIMINATED AS NEEDED



MERIT BADGES



American Indian History	Animation	Archaeology	Archery
Auto Maintenance	Backpacking	Bugling	Camping
Canoeing	Chess	Cooking	COPE
Cycling	Disability Awareness	Emergency Preparedness	Environmental Science
Fingerprinting	First Aid	Fishing	Flyfishing
Forestry	Game Design	Geocaching	Golf(Disc)
Hiking	Home Repairs	Horsemanship	Kayaking
Leatherwork	Lifesaving	Music	Orienteering
Painting	Photography	Pioneering	Rifle Shooting
Robotics	Rowing	Search & Rescue	Shotgun Shooting
Soil & Water Conservation	Sustainability	Swimming	Beginner Swimming
Welding	Wilderness Survival		

This is a tentative list of Merit Badges we are planning to offer. A full list with pre-requisites, program fees, schedule, and other information will be released prior to Merit Badge Registration.

PATHFINDER PROGRAM

The Pathfinder Program is designed for those Scouts who have either just crossed over from Webelos or have limited camping experience. Basic Scout skills for the inexperienced Scout form the basis of the program. After being divided into Pathfinder patrols, Scouts will complete a different Pathfinder Adventure each day. During these adventures, Scouts are instructed in basic Scouting skills including knife, ax and saw, knots and pioneering, orienteering, nature, first aid, citizenship and more.

Pathfinder is a program held all week. There are two options: Pathfinder I or Pathfinder II.

Pathfinder I covers skills necessary to assist in promoting Scouts to Scout and Tenderfoot. The rest of the day, Scouts are automatically enrolled in the Swimming, First Aid, and Canoeing merit badges.

Pathfinder II covers skills necessary to assist in promoting Scouts to Second Class and First Class. The rest of the day, Scouts are automatically enrolled in the Camping, Pioneering, and Orienteering merit badges.

** If a Scout has already completed one of the above merit badges, prior to camp, then a different merit badge may be substituted in Black Pug.**



PATHFINDER PATCHES

All Pathfinder participants will receive a special "Pathfinder" patch to commemorate their week at camp.

PATHFINDER ADULT LEADER PARTICIPATION

We recommend each unit assign at least one adult to actively work with their Scouts in the Pathfinder Program. This includes observation, assistance with safety, discipline and active participation in the five-mile hike. This is an excellent opportunity for adult leaders to forge a bond with their new Scouts that will last throughout the Scouts' career and life.

REQUIREMENTS COVERED

We recommend each unit assign at least one adult to actively work with their Scouts in the Pathfinder Program. This includes observation, assistance with safety, discipline and active participation. This is an excellent opportunity for adult leaders to forge a bond with their new Scouts that will last throughout the Scouts' career and life.

SCOUT

- 4a, 4b - Knots
- 5 - Pocketknife

TENDERFOOT

- 2a, 2b, 2c - Cooking
- 3a, 3b, 3c -Knots
- 3d - Knife, saw and ax
- 4a, 4c - First Aid & prevention
- 4b - Poisonous plants
- 5a, 5b, 5c, 5d - Hiking
- 7a - Citizenship
- 8 - EDGE method

SECOND CLASS

- 1b - Leave No Trace
- 2a, 2b, 2c, 2d - Cooking & Fire
- 2f, 2g - Knots
- 3a, 3c, 3d - Compass
- 4 - Nature
- 6 - First Aid
- 8a, 8b - Citizenship
- 3b - 5 mile hike
- 5a, 5c, 5d - swimming; Covered during Swimming Merit Badge (Scouts BSA must register separately)
- 5b - Swimming; Covered during swim check on Sunday

FIRST CLASS

- 1b - Camping
- 3a, 3b, 3c, 3d - Knots and lashing
- 4a, 4b - Orienteering Course & GPS
- 5a - Nature
- 5b, 5c, 5d - Weather
- 6b - Aquatics
- 6c, 6d - Canoe and paddle
- 7a, 7b, 7c, 7f - First Aid
- 6e - Swimming; Covered during Swimming Merit Badge (Scouts BSA must register separately)
- 6a - Swimming; Covered during swim check on Sunday

ADDITIONAL SKILLS

- Totin' Chip and Firem'n Chit
- Flag Retirement



DID YOU KNOW?

YOUR SCOUTS COULD
EARN MORE THAN
JUST MERIT BADGES
WHILE ATTENDING
SUMMER CAMP!



MILE SWIM AWARD

Daily Practices are mandatory in accordance with the Guide to Advancement to participate in the Mile Swim on Friday. Must participate in the Mile Swim on Friday to receive patch. This patch is awarded at Camp at no extra cost.



PAUL BUNYAN AWARD

The Paul Bunyan Award is meant to encourage proper use of wood tools, training others in Totin' Chip skills, and creating a simple outdoor project using acquired woods tool skills. Have your Scouts complete requirements 1-6 before Summer Camp and then complete requirement 7 while at camp. Once earned, this award can be purchased at either of our Scout Shops.



COMPLETE ANGLER

After earning the three Fishing related merit badges (Fishing, Fly Fishing, and Fish & Wildlife Management) Scouts only have one more requirement to complete in order to officially earn the Complete Angler award. Once earned, this award can be purchased at either of our Scout Shops.



NATIONAL OUTDOOR AWARDS

When a Scout excels in outdoor participation, there are awards to show for it! This program, includes a series of badges designed to recognize a Scout who has exemplary knowledge and experience in performing high-level outdoor activities. The segments represent six areas of emphasis: Camping, Aquatics, Conservation, Hiking, Riding, and Adventure. Once earned, this award can be purchased at either of our Scout Shops.

- Merit Badges needed to earn these awards will be offered at Summer Camp.



SPECIAL EVENTS



EXTRA ACTIVITIES

Basketball, Gaga Ball, Volleyball, Mountain Biking, Fishing (must bring gear,) Disc Golf, Board Games, Hiking, and Ultimate Frisbee.



TIAK ADVENTURE RACE

We will have an Adventure Race around camp that involves the entire troop. This will be a relay style race, with different task to complete. Awards will be given for Overall 1st, 2nd, & 3rd place troop.



ADULT TRAINING

Adult Leader Training courses will be offered during camp. More information on Courses and How to register will be released prior to camp.



SCOUTMASTER'S MERIT BADGE

Scoutmasters will once again have the opportunity to earn the Camp Tiak Scoutmaster Merit Badge. To earn the badge leaders attending camp will need to complete a list of task during the week of camp. A list will be provided prior to the start of camp.



MILE SWIM

Must participate in the Mile Swim on Friday to receive patch. Daily Practices are mandatory in accordance with the Guide to Advancement to participate in the Mile Swim on Friday.



TIAK WATER CARNIVAL

We will have a water carnival with several events for scouts and leaders to participate in. Awards will be given out for Overall 1st, 2nd, and 3rd place.



MOVIE MONDAY

You don't have to be inside of a movie theater to catch a great feature film! Join us Monday night at the Frazier Pavillion (weather-permitting) for a great movie and fellowship.



DEATH MARCH

Must complete two (2) staff-led Death March to receive patch.





TI'AK LODGE 404

FOR MORE THAN 100 YEARS THE ORDER OF THE ARROW (OA) HAS RECOGNIZED SCOUTS AND SCOUTERS WHO BEST EXEMPLIFY THE SCOUT OATH AND LAW IN THEIR DAILY LIVES. THIS RECOGNITION PROVIDES ENCOURAGEMENT FOR OTHERS TO LIVE THESE IDEALS AS WELL. ARROWMEN ARE KNOWN FOR MAINTAINING CAMPING TRADITIONS AND SPIRIT, PROMOTING YEAR-ROUND AND LONG-TERM RESIDENT CAMPING, AND PROVIDING CHEERFUL SERVICE TO OTHERS. OA SERVICE, ACTIVITIES, ADVENTURES, AND TRAINING FOR YOUTH AND ADULTS ARE MODELS OF QUALITY LEADERSHIP DEVELOPMENT AND PROGRAMMING THAT ENRICH AND HELP TO EXTEND SCOUTING TO AMERICA'S YOUTH. TI'AK LODGE #404 PROVIDES SERVICE TO OUR LOCAL CAMP, CAMP TI'AK, BY HELPING WITH CAMP IMPROVEMENT PROJECTS, CONSERVATION PROJECTS, SUMMER CAMP STAFF, CUB SCOUT FAMILY CAMP WEEKENDS, AND SERVICE TO OUR LOCAL COMMUNITIES.

LODGE HISTORY

OUR LODGE WAS CHARTERED IN 1948 AND OUR FIRST INDUCTION WAS HELD DECEMBER 4, 1948, WITH SOME 64 SCOUTS AND SCOUTERS IN ATTENDANCE AT THEN COUNCIL CAMP, CAMP TOWANDA. DURING THAT WEEKEND, THE INDUCTION CANDIDATES WERE INSTALLED BY AN INDUCTION TEAM FROM SEBOONEY OKASUCCA LODGE FROM THE ANDREW JACKSON AREA COUNCIL. THROUGHOUT THE YEARS, MANY DIFFERENT CHAPTERS HAVE BEEN RECOGNIZED WITHIN THE LODGE WHICH PROMOTES PARTICIPATION ON MORE OF A LOCAL LEVEL. CURRENTLY THERE ARE FIVE CHAPTERS: AYUPKA (CHICKASAWHAY DISTRICT), HOMMI HISHI (NORTHERN HALF OF TALL PINE DISTRICT AND TWIN RIVERS DISTRICT), WULELENSIN-ACHTU (SOUTHERN HALF OF TALL PINE DISTRICT), ITTIBAPISHILI (SPANISH TRAIL DISTRICT), AND WOAPALANNE (SINGING RIVER DISTRICT). TOGETHER, THESE CHAPTERS FORM TI'AK LODGE. THE LODGE TOTEM IS THE PINE BURR (OR PINECONE). IT REPRESENTS THE LONG LEAF PINE TREES OF THE SOUTHERN MISSISSIPPI PINE BELT AREA WHERE OUR CAMP AND LODGE RESIDE. THE LODGE NAME IS A SOURCE OF AREA PRIDE AS OUR NAME, TI'AK (PRONOUNCED TEE-OCK) MEANS "TALL PINE" OR "PLACE WHERE TALL PINES GROW" IN THE LANGUAGE OF THE CHOCTAW INDIANS.



LODGE OFFICERS

LODGE CHIEF

NOAH MCKINNEY

SECRETARY

MATTILYN MACK

1ST VICE CHIEF

DUANE GONZALES

TREASURER

DALTON BROOKS

2ND VICE CHIEF

LOUIS SCHRAMM

LODGE ADVISOR

ROB GUYSE

DON'T FORGET YOUR OA SASH! **11**



PACKING LIST

EACH TROOP WILL DECIDE WHAT ITEMS ARE NEEDED FOR SUMMER CAMP. A GOOD EXERCISE IS TO THINK ABOUT YOUR PERFECT WEEK AT CAMP AND BRING ITEMS THAT YOU SEE IN YOUR MENTAL PICTURE. IF YOU WANT TO SPEND THE WEEK FISHING, DON'T FORGET TO BRING YOUR FISHING ROD AND TACKLE BOX! TO HELP YOU KEEP FROM FORGETTING THOSE IMPORTANT ITEMS, WE HAVE A LIST TO HELP YOU WITH YOUR PACKING:

INDIVIDUAL EQUIPMENT CHECKLIST

- SWIM SUIT
- RAINCOAT OR PONCHO
- EXTRA UNDERWEAR AND T-SHIRTS
- HIKING AND/OR TENNIS SHOES & SOCKS
- BATH TOWEL AND SOAP
- TOOTHBRUSH AND TOOTHPASTE
- COMB OR BRUSH
- SLEEPING BAG OR SHEETS
- JEANS/LONG PANTS
- FLASHLIGHT AND EXTRA BATTERIES
- INSECT REPELLENT, HAT, OR CAP
- SCOUT HANDBOOK
- SPENDING MONEY
- SUNSCREEN, HAT, SUNGLASSES
- CANTEEN OR WATER BOTTLE
- STATIONARY & PEN OR PENCIL
- BIBLE OR PERSONAL RELIGIOUS LITERATURE
- BLANKETS, AND PILLOW



WHAT CAMP TIAK PROVIDES

- FLAGPOLE
- LATRINE AND WATER SUPPLY
- CAMPSITE SHOWER (BRING YOUR OWN PROPANE FOR THE WATER HEATER)
- TENT PLATFORMS
- BULLETIN BOARD
- SHOVEL, RAKE, WATER HOSE (UPON REQUEST)
- 1 PICNIC TABLE PER CAMPSITE

WHAT NOT TO BRING TO CAMP



PERSONAL FIREARMS, AMMUNITION, BOWS, AND ARROWS ARE NOT ALLOWED IN CAMP. ONLY THOSE SUPPLIED BY THE SHOOTING SPORTS AREA ARE TO BE USED. SHEATH KNIVES OF ANY KIND ARE NOT ALLOWED AT ANY TIME. IN ADDITION: PETS, FIREWORKS, DRUGS ALCOHOL, TOBACCO, VAPES, & GAMING DEVICES OF ANY KIND ARE NOT ALLOWED AT CAMP TIAK.

CAMP POLICIES

CHECK IN PROCEDURES

Check in will BEGIN at 1:00 pm Sunday and end by 4:30 PM. To ensure all necessary check-in procedures are completed, Scoutmasters and their SPL should be ready to complete the check in upon arrival. Troop members must wait in the parking lot until check-in is complete BEFORE heading to their camp. Check in will be completed at the administration building which is located next to the main parking lot. Troop leaders should have a final count of the members attending camp, merit badge schedules, medical forms, and a written explanation of any Scout who has any special medical needs. Medical re-checks will be conducted by trained medical personnel prior to any Scout being allowed to participate in any camp program.

RAIN PLANS

As long as your youth have a dry change of clothing, your activities need not be confined indoors in bad weather. Some program areas are closed for safety reasons. Check with the appropriate department to be sure. Ideas for a rainy day: woodcarving, soap carving, "bone-up" on advancement, games with paper and pencil, wet weather fire building, etc. The camp program goes on, rain or shine!

EVENTS REFUND POLICY

The Pine Burr Area Council will process refunds for fees paid for the activities under the following conditions:

- A 100% refund will be given for requests made at least 10 business days in advance of the event.
- A 100% refund will be given for youth not attending for medical reasons (Doctors letter required)
- No refunds will be given after the event except for medical reasons (Doctors letter required)

Requests must be made in writing and submitted to the Council Service Center via mail or email. Requests must give Scouts name, unit number, activity for which a refund is being requested, including doctor's letter.

PHONE USAGE

In the event of an Emergency only There is not phone service in camp. Please call your Scoutmaster's cell phone or in the event of an emergency only, leave a message on the Camp Director Ricky's phone at 601-946-3880

BUDDY SYSTEM

For safety, the buddy system is used at all times throughout camp. This is very important and will be enforced at all times. Leaders are asked to be sure each Scout understands the operation of the Buddy System and plan accordingly.

TRAILERS

Upon arrival at Camp, troops with an equipment trailer will be allowed to tow them into their campsite. Only the tow vehicle will be allowed in camp and must be removed from camp immediately. *No vehicles are allowed to remain in the campsite.* A trailer will be on hand to help haul gear to campsites. Parking is available in main parking lot. *NO private vehicles are allowed on camp roads.* ~Trailers may be brought in early on Saturday between 2pm and 5pm. Please call 601-946-3880 to notify the Camp Director Ricky that you are coming with a trailer. No trailer will be allowed in on Sunday before 1pm.

CAMP POLICIES



LEADERSHIP IN CAMP

All units are required to have two adult leaders (21 years of age) in camp at all times. This is a National Council standard/requirement. All leaders must be registered Scouting members of the and meet the membership qualifications of the BSA. Troops that cannot meet the requirement of two-deep leadership will be placed into campsites with another troop to meet this requirement. In the event you are unable to have two adult leaders in camp, Scoutmasters should contact the Camp Director so that arrangements can be made to camp your troop with another troop with the same challenge.



VISITORS

Visitors are required to check in at the Admin Building and get a Badge. Visitors will have the opportunity to eat dinner with Scouts in the dining hall. Cost for the evening meal is \$5.00. Dinner tickets can be purchased at the Trading Post. Parents should plan on arriving at 3:30 pm. Scoutmasters will need to provide to the Camp Director no later than the morning meeting a head count of additional people who will be at the dinner meal so that enough food can be prepared.



CHECK-OUT

On Saturday morning, each troop will be required to check-out prior to leaving Camp Tiak. The following steps will assist you in making sure everything has been completed prior to departing camp. A staff-assigned Troop Guide will assist the unit in completing the check-out procedures. Those procedures are:

1. A complete inspection of the campsite will be conducted to ensure that the camp equipment is returned in the same condition as when the troop arrived.
2. All trash will be bagged using the trash bags provided and placed in the dumpsters behind the Dining Hall.
3. The Scoutmaster and Senior Patrol Leader must come to the administration building to collect medical forms, Camp Tiak Summer Camp Special Patches, and turn in camp evaluation forms.
4. Troops should be packed and ready to depart Camp Tiak by 10:30 am on Saturday morning.



PHYSICALLY CHALLENGED FACILITIES

Sioux Campsite is a barrier free site at Camp Tiak. It will accommodate up to 40 physically challenged Scouts and adult leaders. It is conveniently located near the dining facility. Troops with special-need Scouts are given priority in reserving this site. **Please make sure to let us know of any special needs in your blackpug registration.**



FIRE SAFETY

Camp Tiak has a fire emergency notification system. Under no circumstances shall flames of any kind be used in any tent. If a Scout or leader plans to use their own tent for lodging, they must have the tent labeled "No flames in Tents." This can be stenciled on the tent or placed on a card in front of the tent. Flashlights and battery-powered lanterns (which do not pose an asphyxiation threat) are permissible. In the event of a fire in a campsite, Scouts and/or leaders do not fight fires under any circumstances.

CAMP POLICIES



TROOP INSURANCE

Out of Council troops are required to present a copy of their troop accident and health insurance forms upon check-in, NO EXCEPTIONS! Troops not being able to present a copy of their accident and health insurance forms will not be allowed to check-in, set up their troop site or participate in any camp programs, and cannot stay at camp until the insurance form is presented.



FOOD SERVICE

All Meals will be served in the dining facility. Meals are provided in a modified cafeteria style fashion. A well-balanced menu has been designed to please both Scouts and Scouters. Troops eat together. Each troop will provide a table waiter for each table assigned to them. Table waiters will set up each table for each meal and then clean up those tables after each meal.



HEALTH AND SAFETY

All Scouts and leaders attending camp must have signed physical examination before arriving at camp by completing the BSA Health Form (Part A,B,& C). Health Forms can be found online. Upon arrival at camp, each camper will have a medical recheck and each Scout and Scouter will have a physical form on file with the health officer during his/her stay at camp. Physical forms will be returned to the Scoutmaster when the troop completes its check out. Physical forms not collected by the scoutmaster during check out will be destroyed after 72 hours. Physical forms can only be given to the troop Scoutmasters because of the confidential information they contain.

***We HIGHLY recommend putting everyone's Health Forms in alphabetical order in one binder so that it's all together & stays together.



DANGEROUS WILDLIFE

Camp Tiak is a wilderness setting. While visiting the out-of-doors, remember that we are guests here and that there are several different kinds of wildlife that call Camp Tiak home. Venomous and non-venomous snakes, spiders, ticks, deer, and the national bird of Camp Tiak, the mosquito, are just a few of the different kinds of wildlife you will see at Camp Tiak. Bites from any of these animals can be painful and, in some cases, very serious. Leaders should brief Scouts on the importance of the use of insect repellents and check Scouts for bites at least daily.



HOUSING

Units wishing to utilize bunkhouses may do so for a nightly fee. Bunkhouses are first-come first-serve and must be reserved when campsite is reserved. Bunkhouses are located in Sioux (2), Choctaw (1), Osage (1), Cherokee (1), and Cheyenne (1).



EMERGENCIES AT CAMP TIAK

Camp Tiak will have a qualified health individual on the camp property 24 hours a day during the camping season. The health lodge (in accordance with state and local guidelines) will store and administer all prescription medications as directed by the Scout's personal physician and parents. In the unlikely event of serious illness or injury to a Scout or Scouter, he/she will be taken to the closest hospital for treatment. The Pine Burr Area Council and/or Camp Tiak will not pay for prescription medication or emergency room costs in the event of a hospital visit by a Scout or leader.

CAMP POLICIES



SCOUTMASTER DINNER

At Summer Camp on Tuesday we will have our Scoutmaster Dinner. At this dinner we will discuss what's happening in South MS Scouting, hand out the Winter Camp Guide, and eat supper.

- Only two (2) representatives from each unit are permitted to attend this dinner.



BATHROOM & SHOWER FACILITIES

Facilities within each subcamp WILL NOT be designated for Adult Only use. Signs will be posted to indicate by whom the facility is in use of. Eg. Adult Female, Youth Female, Adult Male & Youth Male. CENTRAL SHOWERS will have a posted schedule for Female and Male usage times. Adult Leaders are expected to monitor Central Shower activities to ensure safety for all Scouts and Scouters.



IDENTIFICATION BRACELETS

All persons on camp will be identified by a bracelet. Visitors are required to check in at the Administration Building and receive a badge. Any person on camp not wearing a bracelet or badge will be directed to the Admin Building. Visitors will turn in badge when checking out. An additional bracelet will be used for identifying individuals with food allergies.



KEEP IN CONTACT

Mail will be passed out at the flag ceremonies daily. All outgoing mail should be placed in the outgoing mailbox located at the Admin Building. Mail that is not fully addressed to campers is very difficult to deliver. Please make sure that the Troop # is written on all letters and packages.

- Mail should be addressed as follows:



ADDITIONAL INFORMATION AND POLICIES
MAY BE RELEASED AS SUMMER CAMP DRAWS NEAR

SEE YOU AT SUMMER CAMP! 16

CAMP DRESS CODE

This policy establishes the dress standards during resident camp at Camp Tiak.

1. Appropriate attire is an aspect of youth protection. 2. Policy on dress standards during resident camp a. The following standards and guidelines are established for the dress of youth and adults during resident camp.

1. General: a) The wear of appropriate clothing is required at all times in camp. Appropriate clothing must always present a modest appearance. b) The normal attire in camp is a shirt (short or long sleeve); shorts, skorts, or pants; and footwear. c) Articles of clothing which advertise or promote anything that may contradict the values and ideals that Scouting is trying to teach should be left at home. d) Shirts. i. All shirts must be at least waist length. ii. Scouts are encouraged to wear their Scouting t-shirts. iii. Shirts that exhibit slogans or products that are against Scouting principles are not allowed in camp. iv. The wearing of tank tops and sleeveless shirts are not allowed in camp except at the waterfront during aquatic activities. e) Footwear i. Closed-toe shoes (such as boots, sneakers, or closed toe sandals) are the required footwear in camp except at aquatic activities. ii. Open-toe shoes (such as sandals, flip-flops, or crocs) are only permitted in shower houses and at the waterfront while engaged in Aquatic activities.

2. Uniforms: a) It is recommended that all attending resident camp have and properly wear a Scout uniform while in camp for morning flag, breakfast, evening flag, dinner, camp-wide campfires, and chapel service. b) The Scout uniform while in camp must include at least the uniform shirt. Individuals are also encouraged to wear uniform shorts, skorts, or pants and socks.

3. Swimwear: a) Swimsuits should be appropriate to the activity, comfortable, functional, and modest. b) For males, swim trunks or board shorts are appropriate. Tight fitting swim briefs or swim bottoms short enough to allow exposure are not allowed. c) For females, tankinis or one-piece swimsuits with modest coverage are appropriate. Bikinis and monokinis are not allowed. d) Swimsuits must be secure enough to not shift or fall off while participating in aquatic activities. e) Wearing swimsuits around camp is not allowed. It is permissible to wear swimsuits between the unit's campsite and aquatic activities, but a shirt, shorts, or full length cover up must also be worn. f) A t-shirt or additional layer, such as a rash guard top, is allowed for wear with a swimsuit during an aquatic activity if it does not hinder the safety of the individual, such as hampering movement in the water.

4. Compliance: 1. Units are encouraged to review this policy with all participants before attendance at camp. 2. It is the responsibility of each participant at resident camp to understand and comply with the policy on dress standards in resident camp. Compliance starts with individual responsibility. It is reinforced by buddy checks and leaders. 3. Unit leaders are expected to ensure compliance during resident camp by members of their unit. Units are encouraged to hold daily attire and/or uniform inspections in order to make any necessary corrections. 4. If there are concerns about any individual's attire, the concern should be presented to the Camp Director or Program Director for resolution. 5. The continued violation of the standards and guidelines in this policy, after formal notice of a need for correction, can result in expulsion from resident camp. 6. If requested, the Camp Director may grant individual exceptions to this policy based on a medical condition if such an exception is determined to be justified.

This policy will remain in effect until updated, superseded, or discontinued.





SCOUT OATH

ON MY HONOR I WILL DO MY BEST TO DO MY DUTY TO GOD AND MY COUNTRY AND TO OBEY THE SCOUT LAW TO HELP OTHER PEOPLE AT ALL TIMES TO KEEP MYSELF PHYSICALLY STRONG, MENTALLY AWAKE & MORALLY STRAIGHT



Scout Law A SCOUT IS...



TRUSTWORTHY LOYAL HELPFUL
FRIENDLY COURTEOUS KIND
OBEDIENT CHEERFUL THRIFTY
BRAVE CLEAN & REVERENT

