



WINTER CAMP 2026

LEADER'S GUIDE

Camp Arrowhead
Dec. 28-31, 2026

Middle Ages Fun

For All Ages!





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What is the Order of the Arrow (OA)?



The Order of the Arrow (OA) was founded by Dr. E. Urner Goodman and Carroll A. Edson in 1915 at the Treasure Island Camp on the Delaware River. It became Scouting's official honor camper program in 1934.

Order of the Arrow in the Ozarks started with the founding of Osage Lodge #42 by Allen C. Foster in 1929. Osage Lodge was the first OA lodge to be founded west of the Mississippi. In 1994 when Ozarks Council 308 and MO – KAN Area Council 306 merged, they formed the existing Ozark Trails Council 306 and Osage Lodge #42 and Nih-Ka-Ga-Hah Lodge #91 gave birth to Wah-Sha-She Lodge 42.



Over the past several years, Wah-Sha-She Lodge has had a strong presence in its Section as well as on the National level. The Lodge has received the prestigious recognition of being an Honor Lodge, which is bestowed by the National OA Office, many times since its beginning and has survived through two section changes. Wah-Sha-She Lodge celebrated its 30th anniversary in 2025.



For over 110 years, the OA has recognized Scouts and who exemplify the Scout Oath and Law daily. The OA is Scouting's **National Honor Society**. Arrowmen are called to a life of cheerful service. Your winter camp staff are volunteers who are part of Wah-Sha-She Lodge.

Ordeal members who were inducted at or before the Spring Ordeal are encouraged to seal their membership by completing the Brotherhood Walk on day 2 and we will recognize them at the closing night campfire. We invite ALL Arrowmen to wear their full uniform with sash to the Brotherhood Ceremony on day 2 and Closing Night Campfire on day 3.



Ozark Trails Council

Dear Scoutmaster / Crew Adviser / Skipper:

Welcome to a winter of fun at Camp Arrowhead! Your winter camp staff eagerly looks forward to serving you, as you prepare your unit for the opportunities of adventure offered for the first time in 2026. We hope Winter camp is one of the highlights of your unit's year-round program.

Maximizing your Scouts' success requires preparation of your Scouts, their families, and the unit's leadership. In preparing for camp, it is important that you read our Camp Leader's Guide and Program Guide. We hope you notice and take advantage of the continuous improvements made to provide a better camping program, Scout experiences and Scouter opportunities.

The leader and program guides, and other recent winter camp resources will be available on the Ozark Trails Council website at www.otcscouting.org. It is critical that the leader and program guides are shared with every unit leader and every parent.

The winter camp experience is an opportunity for your unit to build upon and use the skills that your Scouts have been building all year. Work with your patrol leaders council to plan an exciting winter camp experience. Encourage your Scouts to use all of the facilities and programs offered, including several afternoon activities to enrich your Scouts' winter camp experience. It is strongly encouraged that as each unit determines who will be your camp Scoutmaster, you select a unit leader that has the experience and training to effectively guide your Scouts and other leaders for the session.

In addition to your winter camp experience, please take advantage of all our amazing council properties; incorporate them into your unit's year-round camping program. Our Scout camps provide your unit many program opportunities, supported by a dedicated volunteers to support your unit during its year-round camping.

Thank you for choosing to camp with us. The entire winter camp staff looks forward to this opportunity to work to provide your Scouts with a memorable winter camp experience. Don't hesitate to contact our staff for assistance.

Chad Harris Travis Rubelee
Winter Camp Director Scout Executive/CEO



INTRODUCTION

What Is Winter Camp?

Ozark Trails Council's annual winter camp at Camp Arrowhead is a special camping event for Scouts BSA troops, Venturing crews and Sea Scout ships. Traditionally, it is staffed by Ozark Trails Council's Wah-Sha-She Lodge of the OA.

Winter camp is a renaissance faire style-event. Some merit badges are offered, but there are more centers of activities for Scouts to learn and participate in beyond merit badge studies.

Units may camp with other units in a single campsite. The chance to make new friends from outside your immediate Scouting circle is one of the key rewards. Food is prepared by each unit in their campsite.

Each morning, Scouts can work on a wide range of merit badges, while the afternoons offer a wide-range of activities including balloon fencing, stick horse jousting, an escape room, catapults, lashings, rat pucking (Medieval golf), a polar plunge, tomahawk throwing, onsite demonstrations, baking contest, archery, wizard potions, merchandise and swag, patch trading, cosplay and more!

Evenings include special events like campfires, movie night, brotherhood walk, a star watch party, or just relaxing in the campsite around the campfire.



Registration Fees and Additional Costs

Registration Fees

Final Payment DUE Tuesday, December 1.

Early Registration Youth: \$120

Registration Youth: \$140

Early Registration Adult: \$75

Adult Leaders: \$100

Staff: \$25.00

This fee covers program supplies and the winter camp patch.
It does not include any additional costs.



Camper Equipment Checklist

One of the methods of Scouting is the uniform. The Scouting America uniform builds individual and unit pride. The dress of a unit reflects the leader's attitude toward wearing the uniform. We encourage all Scouts to arrive at camp and depart in their field uniform (Class A) as well as for Scout's Own Services and Closing Campfire on day 3. Scouts should wear their activity uniform (Class B) at other times.

SCOUT UNIFORM

Official uniform shirt
Official shorts/long pants
Scout belt
Scout socks
Scout hat (if part of unit uniform)
OA sash (for ALL Arrowmen)

CLOTHING (USED DAILY - 3+ DAYS)

For cold weather using multiple layers is **STRONGLY recommended!*

Underwear
Socks (see footwear below)
Activity / unit Class B shirts
Long-sleeve shirts
Long underwear or pjs
Nylon shorts and pants (not denim)
Sleepwear

FOOTWEAR

Wicking, liner socks
Hiking socks
Scout socks - bring extra pairs
Extra laces
Boots or sturdy hiking shoes
Sneakers or light-weight camp shoes (closed-toe)
Shower shoes

OUTERWEAR

Warm hat (stocking cap)
Fleece gloves or mittens
Hooded sweatshirt
Fleece jacket or lined windbreaker
Rain gear - rain suit or poncho

CAMPING GEAR

Tent w/ ground cloth (1 per 2 - 4 Scouts)
Sleeping bag (cold weather rated) with bag liner or 2 sheets and 1 blanket
Sleeping pad or cot
Duffel bag and day pack or backpack
Mess kit (cup, bowl, plate and utensils)
Water bottles - NO GLASS CONTAINERS
Flashlight or headlamp (+ EXTRA batteries)

PERSONAL GEAR

Toiletries - toilet paper, toothbrush and toothpaste
Chapstick, sunscreen and insect repellent (NO aerosols)
Bath towel, washcloth, soap and shampoo
Scout handbook
COMPLETED Annual Health and Medical Record (A, B)
Prescription medications - in ORIGINAL packaging

OPTIONAL EQUIPMENT

Rope / cord
Camp stool or chair
Wristwatch
Musical instrument
Sewing kit
Pocket knife (w/ Totin' Chip)
Hat or cap
Work gloves
Religious materials
Dirty laundry bag
Compass
Fishing pole and tackle
Personal First Aid Kit
Survival Kit
Swimsuit / towel (for polar bear plunge)
\$50-\$100 in spending money

NOT SUGGESTED

Cell phones
Other electronic devices
Collections of value
Other valuables

DO NOT BRING

Fireworks
Firearms
Valuables
Alcohol or drugs
Sheath knife
Pets



OZARK TRAILS COUNCIL IS NOT RESPONSIBLE FOR ANY LOST, STOLEN, OR BROKEN ITEMS.

We strongly suggest that you label each item of clothing and equipment (including the water bottle) with the Scout's name and unit number. This helps staff return lost items



Unit Leadership Requirements

At winter camp, all units are under their own leadership. Each unit must have at least two adult leaders, as required by Scouting America's Safeguarding Youth policy. One of the adult leaders must be at least 21 years of age and the other adult leader can be at least 18 years of age. Female units must have a female leader who is at least 21 years of age.

Leader's Meetings

Each day, there will be a formal leader's meeting in the Classroom next to the Health Lodge. It is important that each unit sends representatives to this meeting each day. On day 1, the meeting will be at 5:00 p.m. after unit check-in closes. The remainder of the week, the meeting will be at 8:00 a.m.

SPL Meetings

Senior Patrol Leaders (SPLs) are welcome to come to the leader's meeting on Day 1, but after that, they will have a stand-up meeting after lunch at the flag poles behind the dining hall at 2:00 p.m. with the youth lead and camp director and do NOT need to attend the leader's meeting in the morning.

Arrival and Check-In

Check-In

Formal check-in on day 1 - December 28 is open from 1:00 p.m. to 4:50 p.m.

When your unit arrives, only **1-2 adult leaders** are needed at the Headquarters (HQ) building with your required paperwork.

Please DO NOT have your unit wait in the parking lot for you to get registered. The remainder of your unit can proceed to your campsite to unload and start setting up.

Here is a list of the required paperwork for unit check-in: (Email will not be an option)

- Unit roster (must be official roster downloaded as a PDF from my.scouting.org. All persons attending winter camp must be currently registered members of Scouting America with valid SYT credentials (or YPT).
- Completed Annual Medical Health Record (A and B, **NOT C**) for every youth and adult in attendance. Hard copies of all medical forms for all members in the unit attending Winter Camp are **REQUIRED**. Anyone who does not have a medical form on file will not be permitted to stay at camp. THERE ARE NO EXCEPTIONS.



Health Lodge and Emergency Medical Procedures

PHYSICAL EXAMINATIONS:

Every Scout and adult must complete the Annual Health and Medical Record of the current printing to attend camp. This is the only form accepted at camps and is available online. **Parts A&B are Required. Part C is not required as Winter Camp is less than 72 hours.**

Older versions of health forms and sports physicals will NOT be accepted. It is also **NOT ACCEPTABLE** to have a chiropractor (DC) or registered nurse (RN) sign the form.

FIRST AID: The unit leaders are responsible for all minor first aid. It is important that each unit be prepared to treat minor cuts, scrapes and abrasions. Because of the camp setting, infection may occur without basic, proper attention to minor ailments. All other cases will be treated at the health lodge. **Each unit must provide two-deep leadership to and from the Health Lodge or to local health facilities.**

The Health Lodge is a first aid facility. First aid at the Health Lodge is just that...first aid. It is not a hospital nor an emergency room.

We are fortunate to have many medical professionals volunteer their time and services to provide a high level of care at camp. The treatment of pre-existing or non-camp related illnesses or injuries should not be expected; such cases will be referred to local healthcare providers who charge for services.

If a Scout becomes ill while at camp, you will bring them to the Health Lodge for treatment beyond the care you can provide in your campsite. Our team of camp medics will be onsite to assist.



Health Lodge and Emergency Medical Procedures (cont'd)

Should it be determined that the Scout needs to be sent home for medical reasons, **the unit is responsible for taking care of the Scout and maintaining two-deep leadership until the parent arrives.** The unit WILL NOT LEAVE a Scout at the Health Lodge for any length of time. This puts a burden on the camp medics and their ability to care for other Scouts and Scouters at camp. We appreciate your help with this matter.

EMERGENCY CARE: Emergency care is available 24 hours a day. In case of emergency, please contact your camp commissioner, medic team or visit the Health Lodge directly. In suspected neck, back injuries, fractures and other severe injuries, do not attempt to move or transport the patient without instruction by qualified personnel from the Health Lodge. In these instances, paramedics, the physicians, and/or a nurse will be sent to transport the patient.

CONTACTING EMERGENCY SERVICES (CALLING 911)

Due to the large size of the camp property and the potential for delays in response, contact the **Camp Ranger or professional Staff Adviser first** in the event of a medical or life safety emergency requiring outside services. You should **ONLY** bypass this chain of command and call 911 directly when faced with an immediate, extreme, and life-threatening circumstance where attempting to contact Camp Leadership first would result in a critical, life-altering delay (e.g., cardiac arrest, uncontrolled bleeding, no breathing, etc.). In such a rare event, immediately call 911, and then, as soon as feasible, dispatch **a second person** to inform Camp HQ of the situation and the location.

As always, utilize your camp commissioners and camp hosts or seek out the camp director for assistance. They will all have access to radios to help speed up communication in an emergency



HEALTH & SAFETY

Health of Campers

Each Scout and adult leader participant of winter camp should be aware of the vigorous nature of camp living. It's December in Missouri, so anything is possible. Every effort will be made to meet the special needs of Scouts (youth) attending camp when proper notification is made prior to camp.

Please understand that electricity and heat / air conditioning are not available at camp and it may be too much for some Scouts and adults.

Adults must also be in good condition if they are to effectively fulfill their role of supporting young people. Sometimes the special needs of adults place stress on camp resources and divert from the purpose of Scouting – to serve youth. Therefore, we ask that you carefully consider whether your participation will serve the needs of the Scouts or be a distraction.

Service Animals

Pets are not allowed at Arrowhead Scout Camp. However, service animals are allowed. Service animals are defined as dogs that are individually trained to do work or perform tasks for people with disabilities. Dogs whose sole function is to provide comfort or emotional support do not qualify as service animals under the ADA. In order to bring a service dog to camp you must email a request to the camp director, **send proof of \$1 million dollar liability insurance policy and proof of training for the service dog.**

Personal Possessions and Cell Phones

Camp is an outdoor experience. We understand that today's Scout does not often leave their cell phone at home. However, personal electronic devices are not appropriate for an outdoor experience. Ozark Trails Council strongly discourages bringing them to camp. In all cases, do not leave personal valuables (phones, watches, wallets, and money) out in the open at camp. Bring nothing to camp that you cannot replace. It is impossible to provide security for these items. We recommend that each unit bring a lockable storage container to secure valuables while not in the campsite.



CAMPING GUIDELINES

Campsites

At winter camp, units may camp with multiple units in a single campsite. Units will subdivide campsites to accommodate multiple male and female campers. The formal campsites used during winter camp are as follows:

- Far Far Away (Seminole)
- Will-o-the-Wisps (Wyandotte)
- Fantasia (Creek)
- Camelot (Old Pioneer)
- DunBroch (Dakota)
- Loxley (Choctaw)
- Merlin's Hill (Mermac)
- de Lombard (Delaware)
- Raven Point (Macaque)
- Shrek's Swamp (Seneca)
- Neverwinter (Cherokee)
- Florin (Pawnee)
- Sherwood (Shawnee)
- Fire Swamp (Kickapoo)

Tents

Units provide their own tents. The limited number of tent platforms in the campsites can be used but **MUST NOT BE MOVED** under any circumstances. Tents can be placed both inside and outside the platform boundaries but must be within a 150-yard radius of campsite latrine to comply with the Arrowhead Scout Camp Emergency Plan. As stated in the Guide to Safe Scouting, all leaders and youth shall tent in same gender and age-appropriate groups. All campers and leaders must be housed in established campsites.

Hammocks

We do permit hammocks at camp. Mount them no higher than a Scout is tall. Do not mount hammocks on top of each other. Hang them from trees only, using straps to not damage trees. Do not mount hammocks inside tents. The frames will not handle hammocks. <https://www.scouting.org/health-and-safety/safety-moments/hammock-camping/>

Campsite Pavilions

The pavilions in each campsite are for the shared use of all units assigned to that campsite. Exclusive use by a single unit is prohibited! In addition, the picnic tables under the pavilions are **NOT** to be moved under any circumstances. Please practice the Scout Law and be friendly and courteous in treating those areas as part of the entire campsite community.



Meals and Cooking

Each unit provides its own meals and equipment. Units should plan for the following meals:

Day 1: Dinner

Day 2: Breakfast, Lunch and Dinner

Day 3: Breakfast, Lunch and Dinner

Day 4: Breakfast

Wristbands

We require everyone in camp not on staff to wear a wristband. This is for security and safety. Ensure everyone in your unit has a wristband on at ALL times.

Staff Housing

Campers and unit leaders are not permitted in the staff housing areas. Remember, this is their camp home. Just as you deserve privacy in your unit site, the staff also deserves their privacy.

Visitors

We understand leaders and Scouts may need to leave camp for a variety of reasons. For safety reasons, please make sure to always check-in or check out at the camp headquarters with our office manager in our visitors and Scout log. Scouts must have a parent or guardian come in to sign them in if they are coming to camp late or out if they are leaving.

Mobility Issues

The camp terrain is uneven, and the roads are unpaved.

Latrines

The shared shower houses / latrines are to be maintained by the campers during winter camp. The latrines in the campsites will be your responsibility to keep clean.

Trash Collection

Arrowhead is home to many other animals that would love to take advantage of the convenient scraps of food in your trash. Staff Services will make two trash runs each day, one in the morning and one in the evening. Please leave your trash, BAGGED and TIED, by your campsite signpost, ready for pickup, by 8:00 a.m. and 8:00 p.m.

If you miss these pickup times, you may bring your trash to the bins behind the dining hall to be disposed of.



Buddy System

All activities at winter camp require the use of the buddy system, whereby campers engage in activities with at least one other Scout of the same gender and within two years of age so that they can monitor and help each other. The buddy system is a requirement for unit leaders to enforce any time a Scout leaves your campsite, to include attending merit badge classes; going to the showers, pool or trading post; or any other activity where the adult unit leaders are not providing direct contact supervision. When Scouts are enrolling in merit badge classes, the unit should ensure that they are including at least one other Scout who qualifies as a Buddy.

Adult Supervision

Leaders must ensure that all participating in Scouting activities abide by the Scout Oath and Scout Law. Adult leaders and youth members share the responsibility for the safety of all participants in the program, including adherence to Safeguarding Youth and health and safety policies.

Adult leaders are responsible for monitoring behavior and intervening when necessary. All leaders are required to adhere to the Scouter Code of Conduct. Supervision includes, but is not limited to, while Scouts are in the campsite, in classes, at showers, at meal time, and in rest rooms. Adults are responsible to oversee all Scouts and ensure they follow the Scout Oath and Law and intervene when they do not.

Vehicles In Camp

Driving is not permitted in camp except for the loading/unloading of unit gear. Upon unloading, all vehicles should be parked in designated parking areas. No cars, trucks, or vans may be left in the campsite.

Persons with disabilities may request a special permit.

The speed limit is 10 mph on all camp roads. (You should not have dust trailing your vehicle!)

Trailers can be left in campsites only if they are not attached to a car, truck, or van. The trailer needs to be placed off the road and stored in a safe location. No trailer can be placed in a campsite beforehand. Anyone who compromises the safety of our Scouts by disobeying driving or parking rules may have their driving privileges revoked by the camp director and their vehicle towed at the owner's expense.



Wi-Fi Access at Camp

We realize that a strong capable internet connection is a prerequisite for many adult Scouters to give time out of their busy schedules. We pledge to do our best to provide that connection for every adult leader who comes to winter camp with their unit.

With limited bandwidth in mind, please do not plan to stream any audio or video while at camp. If you must attend a webinar or other high bandwidth work-related event, please discuss with the camp director. It may be necessary to limit access to the connection at certain times to manage some of the online aspects of our camping operation.

Shared Wi-Fi is intended as a courtesy to our adult Scouters. Please encourage your youth to take full advantage of being in an outdoor environment and leave the internet alone for a few days. Please do NOT share the Wi-Fi access credentials with your youth campers. An internet lab time will be made available to those Scouts who need access for their courses.

Check out

Official check out will begin at 8:00 a.m. on Day 4 - December 31. All units must have all gear loaded and be out of camp **no later than 10:00 a.m.**

If your unit would like to leave prior to this time, please make arrangements with your camp commissioner to check out early.

Commissioners will coordinate a campsite inspection and final paperwork prior to your unit departing. We encourage ALL units to stay through program on the afternoon of Day 3 - December 30 (including closing campfire) ~ 8:00 p.m.

Staff Dismissal

Please make plans for your Scouts who are on the winter camp staff to have separate transportation to and from camp. Staff members who leave **without permission** will not receive their patches or medical forms and will not be permitted to staff the following year. Staff dismissal is only given by the winter camp director.



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, and morally straight.

Scout Law

The Scout Law has 12 points. Each is a goal for every Scout. A Scout tries to live up to the Law every day. It is not always easy to do, but a Scout always tries.

A Scout is...

- **TRUSTWORTHY.** Tell the truth and keep promises. People can depend on you.
- **LOYAL.** Show that you care about your family, friends, Scout leaders, school, and country.
- **HELPFUL.** Volunteer to help others without expecting a reward.
- **FRIENDLY.** Be a friend to everyone, even people who are very different from you.
- **COURTEOUS.** Be polite to everyone and always use good manners.
- **KIND.** Treat others as you want to be treated. Never harm or kill any living thing without good reason.
- **OBEDIENT.** Follow the rules of your family, school, and pack. Obey the laws of your community and country.
- **CHEERFUL.** Look for the bright side of life. Cheerfully do tasks that come your way. Try to help others be happy.
- **THRIFTY.** Work to pay your own way. Try not to be wasteful. Use time, food, supplies, and natural resources wisely.
- **BRAVE.** Face difficult situations even when you feel afraid. Do what you think is right despite what others might be doing or saying.
- **CLEAN.** Keep your body and mind fit. Help keep your home and community clean.
- **REVERENT.** Be reverent toward God. Be faithful in your religious duties. Respect the beliefs of others.

Venturing Motto

Lead the Adventure

Sea Promise

As a Sea Scout, I promise to do my best:

To guard against water accidents

To know the location and proper use of the
lifesaving devices on every boat I board

To be prepared to render aid to those in need

To let those less able come first.