

SWIFT HIGH ADVENTURE BASE



GREATER ST. LOUIS AREA COUNCIL
SCOUTING



2025

SUMMER CAMP
LEADER'S GUIDE





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WELCOME TO SWIFT HIGH ADVENTURE BASE

Dear Scouter,

Welcome to Swift High Adventure Base at S bar F Scout Ranch! We are excited to have you and your Scouts/Venturers attending Summer Camp in the Greater St. Louis Area Council. Swift and S bar F have a wide variety of programs for your Scouts to choose from. Please be sure to thoroughly read this guide to help you prepare of camp this summer.

We have some great programs lined up and the Camp Administration is working to prepare our staff for your arrival. We will host a virtual leader meeting in March to help you as you prepare to come to camp. This will be important for all units to attend.

Our Council support staff are available to help you with any registration questions you may have, so please feel free to contact us for assistance.

We are looking forward to serving you at camp this summer!

Yours in Scouting,

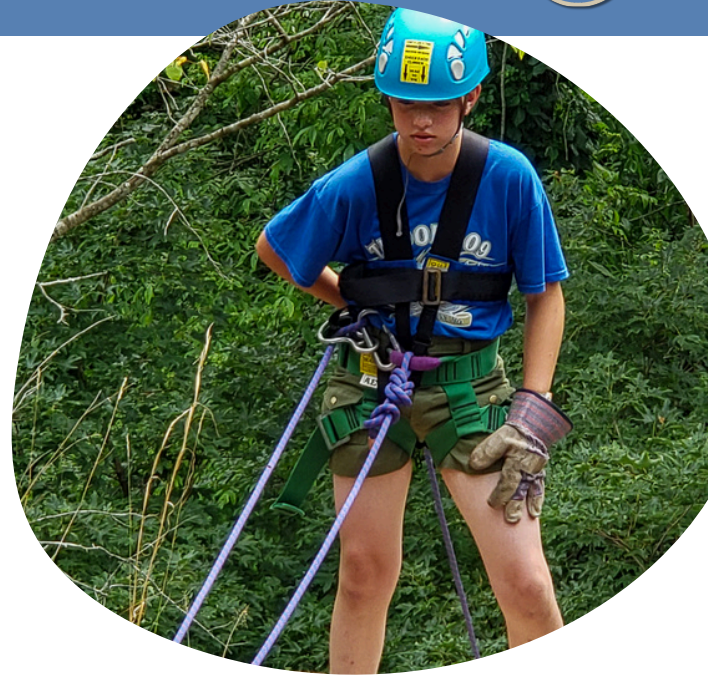
A handwritten signature in black ink, appearing to read "Matt Kaufman".

Matt Kaufman | Camping Director





Contact Us



Greater St. Louis Area Council, Scouting
4568 West Pine Blvd.
St. Louis, MO 63108
314.361.0600

Camping Director
Matt Kaufman
217.521.4044
matt.kaufman@scouting.org

REGISTRATION INQUIRIES

For questions regarding your registration, payments, etc...please contact us at:

help@stlbsa.org

314.256.3090

CAMP DIRECTOR

For general questions about Swift High Adventure Base such as facilities, housing, general equipment, camp program, etc., contact:

Lisa Abernathy - Swift High Adventure Base Camp Director

mrsalisaabernathy@gmail.com

WHAT'S NEW IN 2025

- Outdoor Program Release Form - required for every Scout/Venturer attending camp.
- New refund policy - please be sure to read carefully on page 8.



Registering for Camp



OVERVIEW

There are four main steps to summer camp registration. First, the Unit Deposit (\$100, non-refundable) and estimated attendance. This secures the unit's reservation. Second, confirming your numbers and assigning names to reserved camper spots. Third, you can begin making individual Scout/Venturer payments. Finally, your unit's remaining balance is paid.

UNIT DEPOSIT PHASE

DUE WITH RESERVATION

\$100

- Required to reserve your week of camp.
- Enter estimated youth and adult attendance numbers (please be conservative, you can add more later).
- Is non-refundable.

CONFIRM NUMBERS

BEGINS JANUARY 6TH

- Confirm the number of spots you have reserved.
- Begin assigning names to each of the reserved youth and adult spots.
- Set-up the Parent Portal to allow individual families to manage their reservation and make payments.
- Send out Parent Portal credentials to individual families.

PER SCOUT PAYMENTS

BEGINS JANUARY 6TH

- This can be managed by the unit or by utilizing the Parent Portal.
- Remember, to receive the early bird rate - a Scout/Venturer must be paid in full by April 15, 2025.

UNIT BALANCE DUE

PRIOR TO ARRIVAL

- Units can check and pay their balance in the Black Pug registration system at any time.
- The final balance, including any class fees, should be paid in full **BEFORE** your arrival at camp.

****Parents should not register on their own - they should only register with the unit to avoid confusion!**



Preparing for Camp



CHECKLIST

- | | |
|--------------------------------------|--|
| <input type="checkbox"/> ASAP | Unit Reservation Made |
| <input type="checkbox"/> January 6 | Individual Registration Opens. Begin making individual payments. |
| <input type="checkbox"/> Late Winter | Unit Leaders attend Camp Leader Webinar. |
| <input type="checkbox"/> April 15 | Camper Savings Day. Pay in full to receive a \$20 discount. |
| <input type="checkbox"/> May 15 | Campership applications due. |
| <input type="checkbox"/> May | Gather BSA Medical Forms for all attending camp. |
| <input type="checkbox"/> May | Submit any special dietary needs/food allergies. |

CAMP FEES

These fees apply to one week of Summer Camp with a Crew, Ship, or Troop or individually.

Youth

- If paid in full on or before April 15, 2025: \$405 (Youth who join Scouting after Feb. 1 receive this rate)
- If paid in full April 16 - May 31, 2025: \$425
- If paid in full after May 31, 2025: \$435

Adult Leaders

- 3 - 10 Scouts/Venturers: 1 free leader
- 11 - 20 Scouts/Venturers: 2 free leaders
- 21 - 30 Scouts/Venturers: 3 free leaders
- 31 - 40 Scouts/Venturers: 4 free leaders
- 41 - 50 Scouts/Venturers: 5 free leaders
- Each additional leader: \$135

Part-Time Leaders

Leaders who will be in camp less than a full week can register as part-time adults - they will only be charged for the days they attend.



Preparing for Camp



DISCOUNTS

Scouts/Venturers attending any week-long Summer Camp are eligible for the following discounts:

Multiple Week Discount

\$100 off a second week of a qualifying camp (Scouts BSA Summer Camp, Swift High Adventure Base Week-long Camps, S-F Ranger Program, 2025 Horse Camp, 2025 STEM & Skilled Trades Camp).

Family Discount

\$100 off each additional Scout/Venturer attending the same type of camp from the same household.

Discount Notes

Multiple Week and Family discounts will be automatically applied within the registration system. For Multiple Week discounts, the system will qualify the discount based on two (or more) registrations having a Scout/Venturer with the same first name, last name, and unit number. For the Family discount, the system will qualify the discount based on two (or more) Scouts/Venturers having the same street address. For each discount, one Scout/Venturer/session will need to be paid in full before the discount can be automatically applied to the other Scout/Venturer(s)/Session(s). Discounts are not eligible for NYLT. **Discounts cannot be combined, including with camperships.**

CAMPERSHIPS

Every youth deserves the opportunity to experience summer camp. Camperships may cover up to 50% of the full camp fee. To apply for a campership, submit an application via our online form available in the resources menu at <https://stlbsa.org/camps> by May 15, 2025; camperships will be available until funds are depleted.

Camperships are limited to one per qualifying Scout/Venturer and are only available to Scouts/Venturers registered as a member of the Greater St. Louis Area Council attending an in-Council camp.



Preparing for Camp

REFUNDS/CANCELLATIONS

Any youth spots that have not had the deposit of \$85 by April 15th will be removed from the unit's camp reservation.

Refund Policy:

1. All refund requests must be submitted via the refund request form thirty (30) days prior to attending camp.
2. No refunds will be granted without thirty (30) days' notice unless one of the extenuating circumstances listed below is met.
3. Refund requests will NOT be accepted at camp. All requests must be sent using the online form.
4. All refunds will be issued back to the payee via the original method of payment. The unit is responsible to distribute the refund if payment was made by the unit.
5. Absolutely no refunds will be granted for No Shows.
6. All refunds will be less a 10% processing fee. Any refunds granted after May 31st will only be eligible for 75% of the total camp fee.
7. All refund requests must be completed by August 31st. No refunds will be approved after this date, regardless of circumstance.
8. Completing the Refund Request Form does not guarantee the refund will be received. The person submitting the request will receive notification if the request is denied.

The only circumstances under which a refund will be considered less than thirty (30) days prior to arrival are:

1. An injury/illness that prevents attendance at summer camp. A signed doctor's note must accompany this request.
2. The death of an immediate family member (parent/guardian, sibling, grandparent).
3. Family relocation makes attending camp impractical.
4. Mandatory summer school attendance/work schedule change. A signed note from the school/employer must accompany this request.

The refund request form can be found at www.stlbsa.org/camps under the resources menu.



Preparing for Camp

REQUIRED FORMS

Help start your week of camp off smoothly by having the right forms when you arrive. Below is an explanation of the 3 most common types of forms/documentation that Scouts/Venturers and Adult Leaders need to provide either before or upon arriving at camp.

BSA Annual Health & Medical Record

All youth and adults attending camp must have a current BSA Annual Health & Medical Record form. Part C of this form requires a visit to a physician, nurse practitioner, or physician's assistant. Please note that school, sport, or any other physical form cannot be substituted for the BSA's form. The most current form is found at <https://www.scouting.org/health-and-safety/ahmr/>

Outdoor Programs Parental Release - NEW FOR 2025

Each Scout/Venturer (age 17 and under) must also have a signed Outdoor Programs Parental Release form to ensure that parents are aware of the rigorous nature of activities offered at summer camp. This form will be collected at the camp office as part of the check-in process.

Special Diet Requests

Allergies and special diets are a common concern of our campers. Our food service providers are happy to accommodate any diet for religious, medical, or allergy needs; however, a form must be submitted three weeks prior to arrival. The online form can be found at www.stlbsa.org/camps under the resources menu.

PROVISIONAL ATTENDANCE

One of the primary purposes of camp is to strengthen the unit, and it is preferred that Venturers attend camp with their unit. However, this is not always possible. There maybe a scheduling conflict with the week your unit is attending camp, or perhaps you joined after a high-adventure sign-up deadline. Some Venturers may also want to attend a specific specialty week — or even a second week of camp.

For these reasons, the provisional option ensures that Venturers are able to participate in summer camp. During a provisional week at camp, Venturers are assigned to a host unit. A maximum of three Venturers from any unit may attend provisionally. Beyond three, a unit must provide leadership for the Venturers. Your unit may also consider partnering with another unit to provide adequate leadership.



Preparing for Camp

PERSONAL EQUIPMENT CHECKLIST

- Water bottle (at least 1 Liter)
- Completed & signed medical form
- Medications, with directions, in original containers
- Duffle bag or pack
- Swimsuit (pack on top)
- Towels (pack on top)
- Field uniform (Class A)
- Hiking shoes/boots
- Rain jacket/poncho
- Sweatshirt/light jacket
- Sunscreen
- Shower shoes/sandals
- Camp/Scout T-shirts
- Underwear
- Socks (6+ pair)
- Washcloth
- Soap & Shampoo
- Toothbrush & paste
- Hairbrush or comb
- Flashlight & batteries
- Insect repellent (non-aerosol)
- Pocketknife
- Personal first aid kit
- Sleeping bag or sheets & blanket
- Pillow
- Pajamas
- Camp chair
- Spending money

Prohibited items: firearms or ammunition, fireworks, alcoholic beverages, drugs, and aerosol products

Items not recommended: electronic devices (such as Nintendo Switch, iPods), items of value, and extra food that might attract animals

Campers should mark all of their equipment and clothing with their names.

A Scout/Venturer is welcome in any camp, whether or not he or she owns a Scout uniform.



Health & Safety at Camp



CAMP MEDICAL STAFF

S bar F Scout Ranch is staffed 24 hours a day by qualified health personnel. All injuries and illnesses — no matter how minor — should be reported to your camp office. Persons with serious injuries or illnesses requiring hospitalization are transported to Parkland Health Center in Farmington. If an emergency occurs that requires calling 911, also contact your camp office immediately.

MEDICAL FORMS & HEALTH CHECKS

Every youth and adult attending camp must — upon arrival — present a completed health record: Parts A, B, and C of the current Annual Health and Medical Record. Part C must be signed by licensed medical personnel (limited to a doctor of medicine, doctor of osteopathy, physician's assistant, or nurse practitioner). The Annual Health and Medical Record requires a yearly medical exam by licensed medical personnel for all Scouts and adults attending camp. As indicated on the form, **please attach a copy of each participant's insurance card to their medical form.**

National policy requires that all youth and adults go through a Health Check upon arrival. This takes will take place during check-in. Medical forms should remain in with the unit until these checks are finished. They are then stored in the camp office for the week.

Adults who will spend fewer than 72 hours in camp are classified as visiting leaders and are not required to have the physician's statement. They must complete Parts A and B of the Annual Health and Medical Record.

Unit Leaders should collect and review all medical forms prior to camp. If the unit leader has any questions concerning a Scout/Venturer's medical form, they should contact the parent/guardian. Beware of common errors: missing date of physical, doctor's signature, and tetanus shot date.

MEDICATIONS

Medications **MUST** be kept secure and dispensed by the unit leader. Unit leaders should keep track of when, how much, the type, and by whom the medication was dispensed. When requested, the camp holds medications requiring refrigeration or those that the camper and his leaders feel uncomfortable holding.

Inhalers and Epinephrine Autoinjectors

We recommend that Scouts/Venturers and leaders who use inhalers, epinephrine autoinjectors, and other emergency medications carry the medications with them at all times.



Health & Safety at Camp

EXPERIENCING SYMPTOMS?

For the safety of everyone in camp, Scouts/Venturers and adults are not to attend camp if they have had flu-like symptoms in the 3 days prior to their arrival in camp. Flu-like symptoms include fever (100 degrees or higher), cough, sore throat, chills, headache, fatigue, vomiting, and/or diarrhea. Parents and unit leaders are responsible for ensuring that Scouts/Venturers and adults who are ill do not come to camp.

MEDICAL TRANSPORTATION

Parents of Scouts/Venturers are responsible for the cost of any treatment that cannot be done in camp. Non-emergency transportation of a Scout/Venturer or leader to a hospital is the responsibility of the unit leadership. In case of an emergency, transportation is provided by local authorities. Parents of the Scout/Venturer are responsible for any costs incurred for emergency transportation.

TRANSPORTATION TO CAMP

Each unit is responsible for the safe transportation of its members to and from camp, and to make sure that all vehicles meet national insurance requirements. Transporting Scouts/Venturers or adults in a trailer or in the bed of a pickup truck — whether it is covered or uncovered — is against BSA policy and not allowed under any circumstances. Driving directions, maps, and other useful travel information is available on www.stlbsa.org/camps and later in this guide.

PARKING

Unit vehicles are not to be parked in the roads or by Swift Lodge during the week. Vehicles are not allowed on the campsites. Units with trailers should contact the Camp Director to discuss the best location for their trailer during their stay at camp.

BUDDY SYSTEM

The buddy system is designed to provide an additional layer of safeguarding by ensuring no youth member is alone and that a buddy can get help in an emergency. The buddy system is used whenever youth members are outside the line of sight of qualified adult leadership and specific activities where the buddy system is required for participation. Read more about the makeup of buddy pairs or triples [here](#).



Health & Safety at Camp



TWO-DEEP LEADERSHIP

Every unit must provide at least two registered leaders over the age of 21 for all Scouting activities, including Summer Camp. Any unit serving females must also have at least one registered female adult over the age of 21 attend.

NO NON-REGISTERED PARTICIPANTS

Summer Camp is for registered Scouting America members and leaders. Scouting America policies do not permit non-registered siblings or any age to attend. **Any adult leader who attends camp MUST be a registered member of the unit they are attending with.**

DRESS CODE

Scouts/Venturers and leaders are required to wear appropriate clothing and closed-toed shoes while at Swift High Adventure Base.

- Shirts must be worn by all participants when not in the aquatics area (see below for swimwear requirements)
- Shirts must be in good Scouting nature. Shirts other than scouting shirts are allowed, such as t-shirts, long sleeve shirts, sleeveless shirts, and jackets. Sleeveless shirts should not show off the chest area. Shirts should not contain inappropriate language, inappropriate graphics, or promote alcohol, drugs, or violence.
- Pants or shorts other than uniform shorts can be worn, such as athletic/gym shorts, jeans, and cargo shorts. All shorts/pants should be long enough to prohibit exposure of any bottom area.
- Closed-toed shoes are required at all times when not at the aquatics area or at the showerhouse. Open-toed shoes (such as flip flops, crocs, and sandals) may only be worn at the aquatics area or at the showerhouse.

Swimwear should be worn only at the aquatics area. Swimwear should be in accordance with the BSA's National Aquatics Subcommittee's recommendations, which state:

"Swimsuits should be comfortable, functional and modest. For males, swim trunks or board shorts are appropriate. Modest tankinis or one-piece swimsuits for females. Inappropriate swimwear includes swim briefs or swim bottoms short enough to allow exposure and bikinis."

DAMAGED EQUIPMENT

The cost of any damaged tents, tarps, cots, or other equipment will be billed to the unit. This charge will be for the replacement and/or repair cost of the damaged item.



Arrival & Opening Day

ARRIVING AT CAMP

When you arrive at S-F Scout Ranch, you'll follow the signs to Swift High Adventure Base.

Check In at Swift Lodge

Upon arrival, a Unit Leader checks in with the Business Manager in Swift Lodge. Here they will verify attendance of all youth and adults and settle any outstanding fees.

Take Gear to Campsite & Check in with Program Counselor

A staff member will be at the campsite to help plan the layout. Do not place any gear in tents until assignments are made by your program counselor.

As soon as possible after arrival at the campsite, have every youth and adult change into swim gear and shoes for swim tests. Medical screenings will also be held on the campsite.

Pre-camp swim checks are strongly encouraged!

Guidance for completing these tests prior to camp can be found at <https://filestore.scouting.org/filestore/Outdoor%20Program/Aquatics/pdf/430-122.pdf>.

Camp Aquatics Directors reserve the right to re-test anyone if they feel their swimming ability is in question.



SUNDAY SCHEDULE

1:00pm - 3:00pm

- Check-in for Leaders at Camp Office
- Medical Health Checks
- Camp Tour including Lodge Orientation and Swim Tests

5:00pm - President & Advisor Meeting at the Pavilion

6:25pm - Flag Lowering - Entire camp attends in uniform

7:15pm - Program Preview

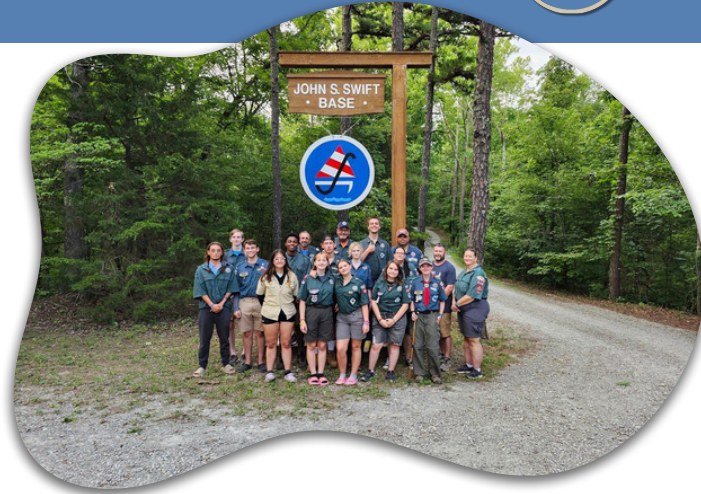
8:15pm - Opening Campfire - Assemble at Flags



Life at Camp

YOUR HOME AWAY FROM HOME

While at Swift Base, Scouts/Venturers will stay in one of 5 campsites. Each campsite features canvas tent platforms and room for additional tents on wooden floorboards. Additional tents may need to be setup upon arrival. Each tent has 3 military style cots. Units can bring their own tents, or use those provided by the camp. **Hammocks can be used at camp, however, they may not be stacked and must be used following the BSA guidelines.**



Campsites all have potable water and latrines on site. Sites are also equipped with picnic tables and canvas dining flies along with multiple fire rings.

Campsites are often shared by 2 or more Units. **Please keep that in mind when setting up camp if you arrive before the other unit. A Scout is courteous.**

SHOWER FACILITIES

Across from the pavilion is the shower building with heated showers for Venturers age 17 and younger. There are 4 separate areas for male and females under 17 and then 18-20. Showering is available from 6:00 a.m. to midnight, and the building is lighted in the evening.

Adult leader showers - for adults 21 and older - are at the rear of Swift Lodge.

SWIFT PAVILION

The Pavilion is located in the center of camp and is home to many programs throughout the week. It's where you'll meet to go on many out programs, as well as for many of the meetings throughout the week. It's also where the dance is held on Friday night. It's a great place to play games or listen to music.

MAIL SERVICE

Youth love getting mail at camp! Mail takes several days to arrive, so you may wish to send mail prior to your Scout's/Venturer's departure for camp. Please DO NOT send mail after Wednesday of your week of camp. to ensure proper delivery, please use the complete address below:

Scout/Venturer's Name & Unit Type & Number
 Swift High Adventure Base
 S bar F Scout Ranch
 Knob Lick, MO 63651





General Camp Information



SWIFT LODGE & MEALS

Meals are served cafeteria style at Swift High Adventure Base.

During your camp tour, your unit will learn about their Table Crew duties. These will include setting the table for each meal, getting food and drinks, and cleaning up after each meal. These are the steps necessary to help ensure a smooth dining experience at each meal.

The Lodge is also home to the trading post, camp office, indoor restrooms, and adult leader showers. When it's not a meal time, feel free to hangout, play games, or relax. The camp office is where you check in or out of camp. It's also the place to go if you have questions during the week or to pay any camp fees. Indoor restrooms are available for all(youth and adult) to use. Female youth are welcome to use the indoor restrooms at all times. Male youth may use the indoor restrooms in the back of the Lodge from 7am - 10pm. During other times, male youth may use the unisex restroom in the main part of the Lodge.

TRADING POST

We have excellent camp stores in all of our camps! Each Trading Post is stocked with an assortment of patches, cups, Scouting supplies, camp t-shirts, toiletries, snacks, and more! There is no specific amount of money a Scout should bring to camp, but on the average Scouts spend around \$50. Stores are open during program hours and in the evenings. Cash, credit cards, and tap-to-pay options are accepted.

CAMP T-SHIRT PRE-ORDERS

Units are **STRONGLY** encouraged to pre-order camp t-shirts. This will ensure youth and leaders get the size and quantity they need. You can pre-order shirts from www.gatewaytraders.org. The supply at camp will be limited.

COMING & GOING

The safety and security of every Scout/Venturer is of paramount concern to all leaders and Staff. To enhance our security efforts, we require parents, leaders, and youth to sign in and sign out at the Camp Office when entering or leaving camp during the week. Scouts/Venturers who are leaving camp before their unit will need to check out at the Camp Office with our staff while being accompanied by an adult from the unit to authorize the departure. If there are concerns of an individual's well-being and protection, the unit leader should contact the Camp Director

WI-FI AND CELL SERVICE

Swift High Adventure Base offers fast and reliable Wi-Fi for participants at the Dining Hall. Most cellular providers receive coverage throughout Swift due to the cell tower on the S bar F property.



Camp Program

IT'S ALL ABOUT THE ADVENTURE YOU CHOOSE!

Every camper at Swift High Adventure Base at S bar F Scout Ranch (also known as The Ranch) has more program opportunities than he or she is able to do. Some activities are scheduled by your unit; some are by individual sign-up. Activities for the theme of the week may overlap with your unit's assigned program slots. Your unit can choose to go on a backpacking trek around S bar F or a day trip to one of the local state parks.

Camp at Swift is all about the adventure you choose for yourself and your unit. If you can't do everything, that's just more reason to come back for a second week as well as next year! Program planning starts before you get to camp. There are many options for what you can do at Swift. Share this guide with your unit and see what everyone wants to do before getting to camp. Some activities will conflict, and you may need to choose between them.

PROGRAM SCHEDULING

Upon arrival at camp, you will fill out a program preference sheet for your unit, informing the Swift staff who wants to do the four major out-programs: rock climbing, rappelling, High Challenge Course, and Low Challenge Course. Would your unit like to do an overnight? The staff will help you plan it. A schedule for these activities are provided to your unit Sunday evening.

Other programs are individual/small-group sign-up based such as mountain bikes, horseback rides, water skiing, tubing, and knee-boarding. Sign-ups for these are at Swift Lodge on Monday and Wednesday mornings.



Camp Program

CUSTOMIZE YOUR PROGRAM

Many of your program choices are assigned, but your unit can always go "off the map" and plan your own program. Some units visit nearby Elephant Rocks State Park, borrow boats and canoes on the lake, go hiking around the Ranch, or just take a night off and head to town to get some pizza and a movie. Feel free to plan these types of activities into your week at Swift.

When it comes to program, your unit is in charge of what you can do. A listing of day trips at or near S-F Scout Ranch is available at the camp office and at stlbsa.org.



VENTURING AWARDS PROGRAM

Throughout week; times vary.

Multiple trainings are available to youth as part of the Venturing Awards Program. During the week, Venturers can participate in Personal Safety Awareness, Goal Setting & Time Management, and Mentoring for Venturing. These trainings are interactive, aimed to add to the leadership skillset of Venturers throughout their time in the program.

ADDITIONAL TRAININGS

If you have a request for an additional training, or cannot make one of the scheduled times, talk to the camp director as early in the week as possible.





Camp Program

AQUATICS

The 270-acre Nims Lake is the jewel of S bar F Scout Ranch. Look at all that is offered!

**Canoeing, Kayaking, Standup Paddleboards
Rowing, Waterskiing, Small Boat Sailing
Fishing, Swimming, Water Bikes
Motorboating, Huck's Cove Water Park**



SWIMMING

The Aquatics director should be informed in writing of campers who are not allowed to swim due to medical restrictions. Crews can swim anytime the Aquatics area is open.

During swim times:

- Keep valuables — jewelry, wallets, cameras, etc. — at unit's campsite.
- Use sun block and wear shirts at the waterfront to avoid sunburns.

BOATING, CANOEING, ROWING, SAILING, STAND-UP PADDLEBOARDS & PEDAL BOATS

Recreational canoeing, kayaking, sailing, and stand-up paddleboarding are available from 9 a.m. to noon and 2:00 to 5:00 p.m. Monday through Friday.

Waterfront activities are allowed only in authorized areas under the strict supervision of the Aquatics staff. Anyone violating this rule may be dismissed from camp immediately. Wading outside the swim areas is not permitted.

- The Buddy System is in use at all times, including during boating.
- A Coast Guard-approved personal flotation device (PFD) for each person aboard a watercraft must be worn at all times.
- Those wishing to use a watercraft outside of the designated times must secure the permission from the Aquatics director. Use of any watercraft is restricted to daylight hours from 1/2 hour before sunrise to 1/2 hour after sunset.
- Craft are to remain within sight of the waterfront pavilion in the area designated by the Aquatics Director, except when under staff escort for special programs.
- In the event of swamping or capsizing, campers should not attempt to swim to shore or another craft but remain with the craft, which floats.
- Always check in and out through the Boating Buddy Board.



Camp Program

AQUATICS CONTINUED

The following are not permitted in the aquatics or boating areas:

- Running or horseplay
- Sitting or walking on beached craft
- Standing up in the craft except sculling practice in a rowboat.
- Changing positions in a craft offshore.
- Ramming, splashing, or capsizing.
- Food, drink, or any type of glass container.
- Use of boats after dark.



Who May Boat

- Only qualified Swimmers may use the rowboats, canoes, kayaks, sailboats, or stand-up paddleboards during recreational periods.
- The Buddy System is in affect at all times.
- Scouters bringing their own craft to camp must obtain the approval of the Camp Director, have the craft checked by the Aquatics Director, and follow the procedures outlined in the policy of the Council.

Electric trolling motors are permitted, but no other motors are allowed. Private craft must be docked at the camp boating area and must abide by all Council boating regulations.

Aquatics Supervision Awards

- Swimming Water Rescue
- Paddle Craft Safety

These hands-on courses provide older Scouts and unit leaders in-depth training in Safe Swim Defense and Safety Afloat principles along with basic swimming, boating, and rescue skills. A youth must be at least 16 years old to work on the Aquatics Supervision Awards.

Times are determined at camp based on number of participants.



Camp Program

AQUATICS CONTINUED

Scouting America Aquatics Supervision

Aquatics Supervision: Paddle Craft Safety and Aquatics Supervision: Swimming & Water Rescue continue the concepts introduced in Safe Swim Defense and Safety Afloat. These trainings, each taking approximately eight hours to complete, add skill practice to concepts. Depending on demand and schedules of those in camp, Scouting America Paddle Craft Safety Instructor and Scouting America Swimming & Water Rescue Instructor may be offered. These courses are small-group training in multiple sessions and take approximately 8 hours. They are enhanced trainings that help prepare adults and youth (age 16 and older) to take units on aquatic activities, and are recommended to meet the Safety Afloat and Safe Swim Defense Qualified Supervision. These trainings are valid for three years.

Fishing

Fishing is a fun and relaxing activity for Venturers and leaders at camp. Swift Base offers a great shoreline fishing trail.

General Fishing Rules

- Anyone between the ages of 16 and 65 must hold a current Missouri fishing license.
- Do not fish near any swim area, including Huck's Cove. A lost lure generally ends up in a Scout's foot!
- Wading is not permitted.
- Live minnows may not be used in the lake at any time.
- Fishing is not permitted in any waterfront, Huck's Cove, or boating area. Lines should not be cast toward swimming area ropes, mile swim lines, or any type of floating device anchored for marking safety or direction.

Rules Regarding the Use of Camp Boats by Adults for Fishing

- Hours for the use of boats by adults are 5:30 to 7:45 a.m. and 7:30 to 8:30 p.m.
- Rowboats can be used, as well as canoes when available — required minimum of two craft, minimum two campers.
- Craft are not to be taken out under adverse weather conditions.
- Camp boating regulations apply at all times except where they conflict with this policy.
- Craft must be left clean, oars and PFDs returned as instructed, and all trash removed from the area.
- The Aquatics director must be informed when craft are used for fishing purposes. Personal craft are subject to these same rules.

Personal craft may be used from 5:30 a.m. to 8:30 p.m. The Aquatics director must be informed when any personal craft is out on the water.



Camp Program

INTRODUCTION TO LEADERSHIP SKILLS COURSE

Throughout week; times vary

This basic leadership training for youth is required as part of Venturing advancement. This fun course looks at different parts of leadership from a youth perspective though a combination of teaching and interactive games.

Youth leaders in camp as well as Swift staff teach this four-hour course, which is broken up into modules offered throughout the week during break times such as after lunch or before dinner.

SWIFT SUPERSTAR AWARD

Any youth or adult in camp can earn the Swift Superstar Award. This award shows that you have lived life to the fullest at Swift and tried out all that Swift has to offer. Get a progress card at the Trading Post.

Swift staff or your advisor signs off on the card as you participate during the week. Recipients are recognized at Friday night's closing campfire. The Swift Superstar Award patch can be purchased at the Trading Post.

Requirements

- Participate in four evening programs (Sunday - Friday)
- Participate in a service project to benefit Swift
- Participate in **seven** activities from this list:
 - Rappelling
 - Rock climbing
 - Low challenge course
 - High challenge course
 - Horseback riding
 - Shoot a score of 25 at the rifle range
 - Shoot a score of 20 at the archery range
 - Water Ski
 - Kneeboard
 - Sail
 - Attend Huck's Cove
 - Complete a craft project from the Trading Post
 - Kayak, canoe, or row
 - Mountain bike
- Participate in three of the theme events or sessions - specific requirements for each week of camp are published prior to camp.





Camp Staff

THE ULTIMATE CAMP EXPERIENCE

Each year, the Greater St. Louis Area Council hires dedicated and passionate individuals to serve on summer camp staff. Staff members help provide a fun, positive experience for campers— while earning a salary! They also have the opportunity to earn a college scholarship worth up to \$1,250.

Check the [Camp Staff page](https://stlbsa.org) at stlbsa.org for the 2025 Camp Staff application and interview information.

CAMP STAFF SCHOLARSHIPS

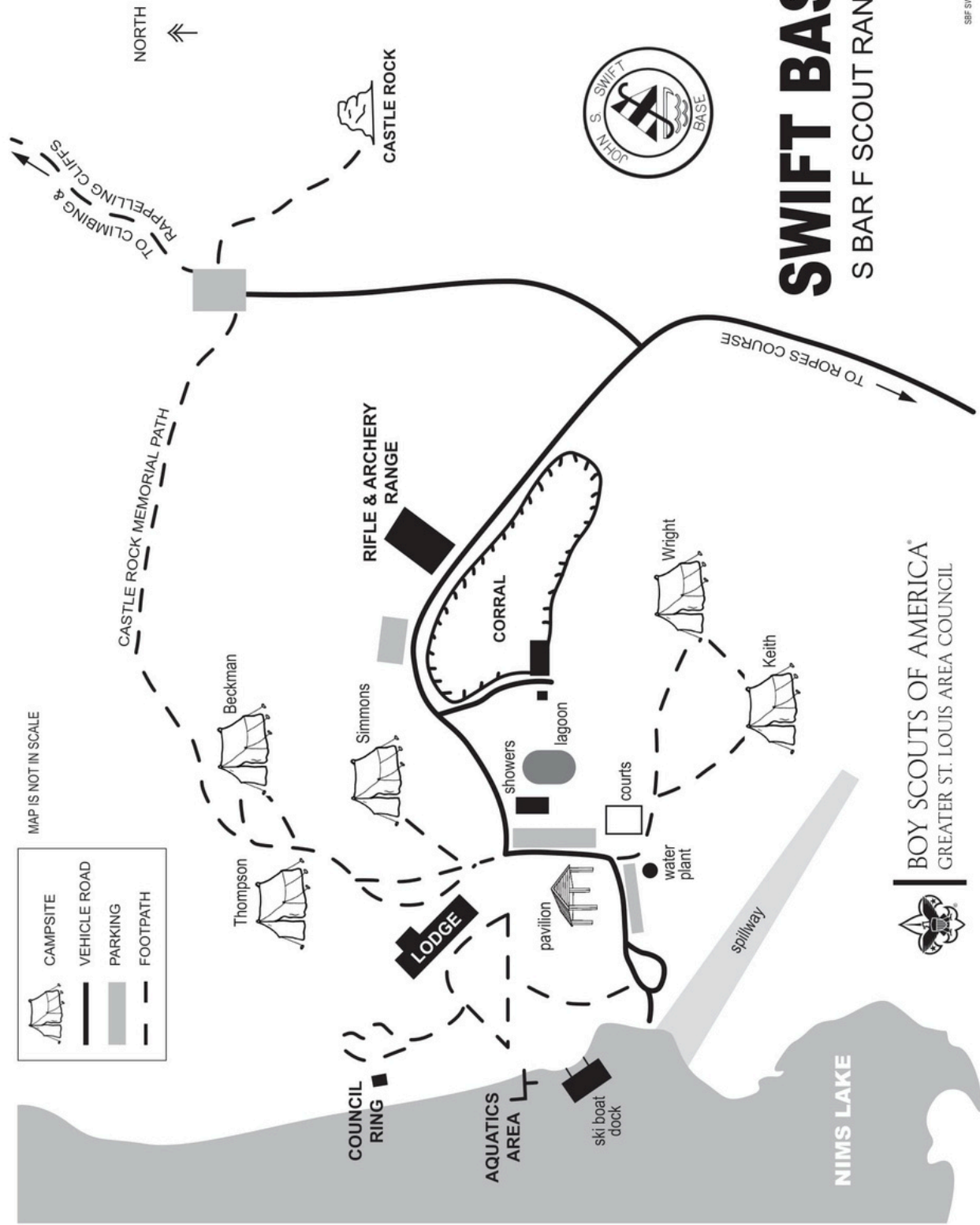
Scholarships are available for camp staff members* who have completed their high school education and are enrolled as full-time undergraduate or graduate students.

Scholarships start at \$250 for staff who work one summer, increasing to \$1,250 for those who have worked five summers or more.

To contribute to the camp staff scholarship fund, please visit <https://stlbsa.org/give/camp-staff-scholarship>.



Resources



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GREATER ST. LOUIS AREA COUNCIL



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