

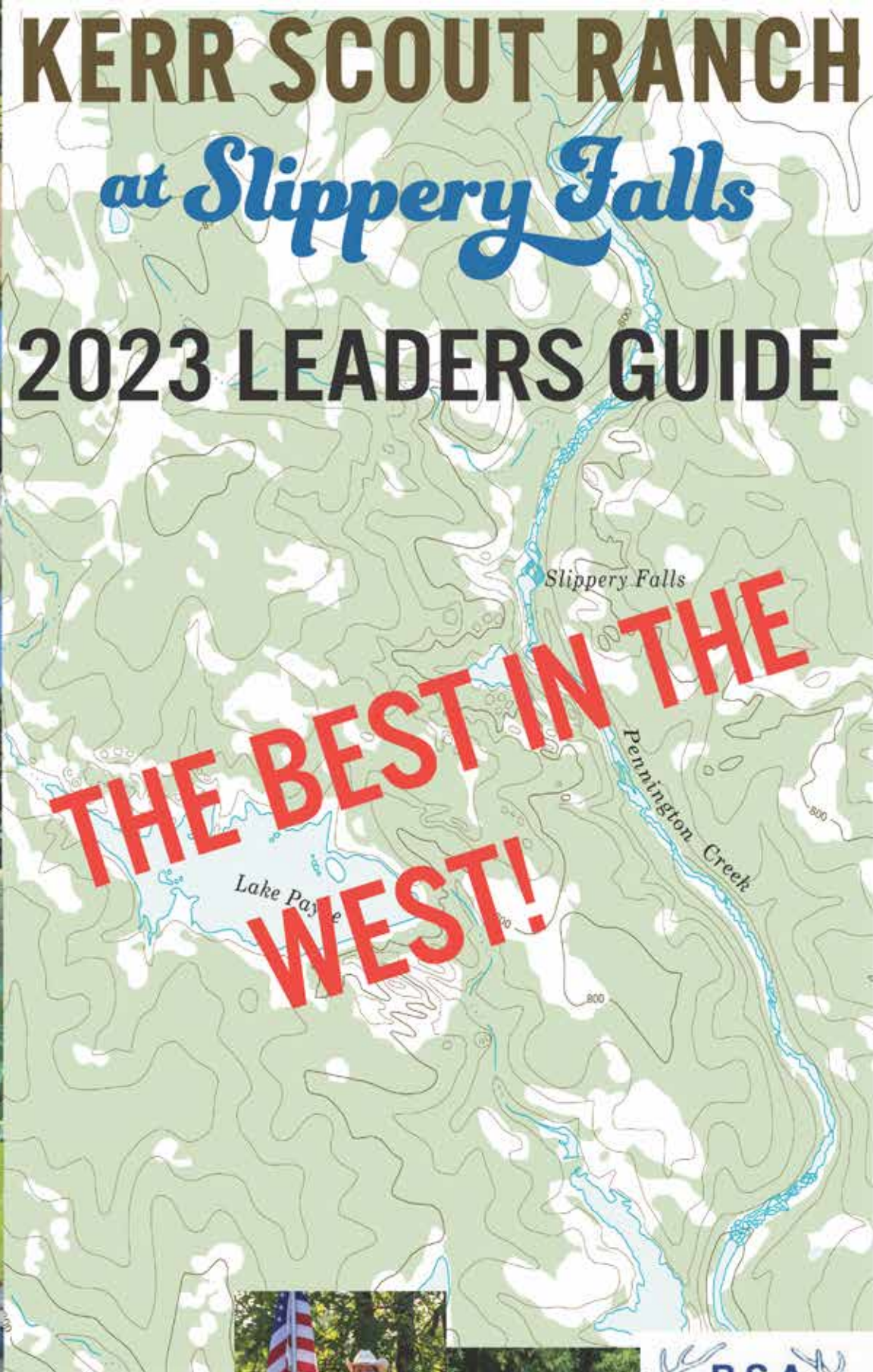


KERR SCOUT RANCH

at Slippery Falls

2023 LEADERS GUIDE

**THE BEST IN THE
WEST!**



LAST FRONTIER COUNCIL - OKLAHOMA



2023 CAMP LEADERSHIP

Camp Director.....Mike Ballard
Program Director.....Christian Moser
Ranger.....Roy Harris

Council President.....Ellen Fleming
Council Commissioner.....Rory Barnche
Scout Executive.....Jeff Woolsey
Council Vice President of Program.....DJ Morgan
Council Vice President of Properties.....Richard Forshee
Council Camping Committee Chairman.....Shad Glass

Council Camp Staff Advisor.....Carl Hanke
Council Program Assistant.....Kathy Zabloudil



BOY SCOUTS
OF AMERICA®

LAST FRONTIER COUNCIL

KERR SCOUT RANCH AT SLIPPERY FALLS

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Howdy! We Hope That You and Your Scouts Are Prepared For The Best Week Of Summer Camp!

I am honored to lead this great Scouting outdoor laboratory we call Kerr Scout Ranch at Slippery Falls, a wonderful place for adventure and learning. Our goal is to help you and your scouts have a safe and fun experience while offering top customer service to exceed all expectations. Now, we are continuing our concerted effort to make Kerr Scout Ranch at Slippery Falls even better than ever. Here are some highlights for 2023:

- We will be emphasizing our Western Heritage with different special events and a brand-new Friday night experience for Scouts, leaders, and Visitors
- We continue our quality of instruction in all of our advancement areas to ensure the highest degree of learning for all Scouts.
- We will be adding a older youth leadership and skills program that assist youth in honing their leadership skills while thriving in the outdoors.
- We will be offering many of the technology badges with updated computers and devices to aid in the instruction..
- We are making facilities improvements for a better overall experience for you and your scouts to enjoy a week of programming as Kerr Scout Ranch at Slippery Falls.

I look forward more than ever before to leading our great Kerr Staff team. Leaders are encouraged to watch for additional information over the next few months about camp and its operation, and we hope you plan to participate in one of our virtual leader orientation meetings in April. As always, I am here to help you prepare for a great camp experience. You can reach me at m_d_ballard@yahoo.com and our other camp managers are also available, when needed. We look forward to serving you and your scouts for a outstanding 2023 summer season!



Mike Ballard

2023 Ranch Director



KERR SCOUT RANCH AT SLIPPERY FALLS

BASIC INFORMATION ON HEALTH AND SAFETY

COVID-19 is still somewhat present in our world. It is our intention to have a Covid Free season in 2023. Like in 2021 and 2022, we will have a physician in camp to support our outstanding health officer and we will do what is needed to keep everyone healthy and safe.

It is reasonable to assume that masks and some social distancing is possible, but hopefully the increase in vaccinations and the overall awareness of how this disease works in our population will be to our advantage. At this point, we simply recommend that we all, Be



Prepared, for whatever may lie ahead. We have a team to include our camp health officer, doctors, and our council physician monitor the health situation and develop an action plan and communicate what actions your unit may need to take to have a fun, safe, and enjoyable time this summer at camp..



NOW, FOR THE GOOD STUFF

Our Camp Theme is Expanding The Adventure and our program will honor the history and lore that is Kerr Scout Ranch at Slippery Falls. Here are some examples of what will happen this coming summer at Kerr:

- We are offering a 4 Week Summer Season, more will be added if the we meet capacity in weeks 1-4.
- We continue to make improvements to our facilities and camping operation for the benefit of your scouts and leaders.
- Our camp wide game will be centered around a new orienteering course.
- Our Thursday night activities will feature enhanced twilight events in all areas.
- As a part of Twilight Activities Shooting Sport will be offering Hunter's Safety Course for Youth and Adults in Camp.
- On Friday morning, special merit badges, such as Finger Printing and Pulp and Paper will be offered.
- Our Friday Night Dinner and program is features Awards, Troop Skits, the Order of the Arrow callout ceremony available to all troops, and a special tribute to our camp's western history.

LAST FRONTIER COUNCIL - OKLAHOMA

CAMP FEES

Youth Fees

Regular: \$310

Late Fee: \$345

(Payment After May 1st)

Adult Fees

Regular: \$200

Late Fee: \$235

(Payment After May 1st)

PROGRAM FEES

Maverick Campers: \$10

Horsemanship Merit Badge: \$85

Rifle, Shotgun, & Cowboy Action: \$20

Metalworking Merit Badge: \$12

Welding Merit Badge: \$10

Golf Merit Badge: \$40

Some other merit badges require the purchase of kits from the Trading Post.

SUMMER CAMP SESSION DATES

Week 1 June 4 -10

Week 2 June 11 -17

Week 3 June 18 -24

Week 4 June 25 - July 1

REGISTRATION

The goal of the registration process is to help campers and staff make accurate plans for camp. This guide contains all of the forms and information necessary to register for summer camp. Most of the process is to be completed online at www.slipperyfalls.com. All merit badge registration is completed online.

1 CAMP APPLICATION

Troops should submit the summer camp reservation form found on page 42 to the Last Frontier Council Scout Center. This form includes leader contact information, campsite preference and estimated number of campers. Space will only be reserved with the inclusion of a \$100 deposit. You may also enter this information through online registration system.

2 ADVANCE PAYMENT

The advance payment, totaling \$100 per Scout, is due by March 1. Only Scouts who have paid the advance payment will be permitted to register for merit badge sessions.

3 MERIT BADGES AND PROGRAMS

Registration for all merit badge sessions will be done online beginning March 1. Virtual Training on the Scouting Event for registration for classes will be provided in February.

4 FINAL PAYMENT

The final balance for all Scout and adult leader fees is due May 1, 2023 to the Last Frontier Council Scout Center. The \$100 deposit is counted toward this final payment. Units making camp fee payment by this date will not incur a late fee.

5 CHECK-IN

Please arrive at camp with all the required forms and paperwork detailed in the Check-In section on page 9. The camp staff will update schedules and settle any remaining balances at this time.



KERR SCOUT RANCH AT SLIPPERY FALLS

Any Scouts paying or registering after May 1, 2023 will pay the late fee rate. The only exceptions need to be made in writing and submitted to the Last Frontier Council Office and is at the decision of the camp management team.

PAYMENTS

Our preferred method of payment is through our online registration system. Check or Cash payments are also acceptable. For Last Frontier Council units, we also accept payment out of unit custodial accounts.

REFUNDS

Scouts or adults unable to attend camp due to an accident, serious illness or death in the immediate family, or mandated summer school may request a refund of up to 70% of fees paid. All refund requests are to follow these procedures:

1. All refund requests must be submitted in writing or e-mail to the Last Frontier Council, 3031 NW 64th St. Oklahoma City, OK 73116 no later than two weeks prior the conclusion of your week at camp.
2. To be included in the request: Camp name and date, name of the participant for whom the refund is sought, the reason for the refund, the amount paid to date, the receipt number if available, the unit number and name and address of the unit leader.
3. The \$100 Summer Camp campsite deposit is not refundable in the event of cancellation. The advance summer camp payment of \$100 is not refundable but may be transferred from one Scout to another within a Troop. All transfer requests must be made in writing at least one week prior to scheduled camp arrival.
4. Refunds are issued due to accident, illness, death in the immediate family or family relocation. "No Shows" will not receive a refund. Other unacceptable reasons are optional summer classes, vacation or work schedule changes, child custody issues, or family-imposed discipline.

5. Refunds or transfers will not be granted for those who register for camp and choose to arrive late or depart early.

6. In the event a unit made payment for multiple participants, any refunds will be sent to the unit leader for appropriate distribution.



ONLINE REGISTRATION PROCESS

Slippery Falls uses online summer camp registration site scoutingevent.com/480. Virtual Training will be provided for those unfamiliar with scoutingevent.com in February. Merit badge session registration will open at 8am on the morning of March 1 to all of the units that paid the \$100 per Scout advance payments by that date. Units paying after March 1 will gain access once their payments are processed at the council office or through scoutingevent.com.

It is a simple process to drag and drop merit badge and program choices to enroll Scouts.

Individual schedules and troop schedules are then available to save or print. Viewing and printing report are contingent on units being up to date on payments.



LAST FRONTIER COUNCIL - OKLAHOMA

PRE-CAMP LEADER ORIENTATION MEETINGS

We will offer three leader orientation meetings via video conference. It is very important that units have a representative at one of these meetings (and is an option to attain Honor Troop status.) The camp staff values the input from unit leaders on the program and will go over any questions leaders have regarding summer camp. All units registered will receive the Zoom link by e-mail for the orientation meetings.

- Sat., Feb. 11 10 AM- Noon
(Scoutingevent.com Overview)
- Sat., April 2 10:00 a.m.-Noon

CAMPSITE RESERVATION

Troops that were in a campsite last summer were able to reserve a spot by placing a deposit during their week at camp. Available campsites may be reserved on a first-come, first-served basis. The campsite reservation is nonrefundable, but may be used toward the total camp fee. Troops that make a reservation, but for any reason do not show, forfeit their \$100 deposit. Units coming to camp this summer will have first pick to reserve their campsite for the next summer and provide an estimated number of campers.

IMPORTANT: Even if the site is reserved in advance, a unit may be reassigned to an alternate location or may be required to share a campsite with another unit if there is extra capacity in a campsite.



CAMPSITES AND TENT OPTIONS

Many, but not all, of our campsites have canvas tents on wooden platforms. The list below shows only those campsites that do and how many tents per campsite are provided. We encourage that troops having their own tentage use it for camp. Any modifications that need to be made to tents and tent platforms to conform to special needs should be turned in to the program office in advance so that proper accommodations can be made. Each platform has one tent that holds two people only, so if the campsite doesn't have enough tents, troops should arrange to bring more to fulfill the total need. The campsite reservation will be based on two adults in each tent. Cots are not provided with the tents and platforms.

Each campsite has a latrine, a hand washing station and picnic tables. There is no electricity in the campsites, and no generators are permitted. Shower facilities with individual stalls and toilets are located within 1000 feet of all campsites.



Campsites with tents provided:

Arrow C	14 platforms
Arrowhead	12 platforms
Broken Wagon Wheel	16 platforms
Charlie Brown	12 platforms
Diamond E	13 platforms
Four E	25 platforms
HJ Connected	30 platforms
Nichols Don	12 platforms
Rafter B	12 platforms
Spade	11 platforms
WF Connected	12 platforms

KERR SCOUT RANCH AT SLIPPERY FALLS

ARRIVAL TIME

Units should plan to arrive at camp beginning at 1:00 p.m. and no later than 3:00 P.M. on Sunday. Units arriving on Monday should arrive no later than 7:00 A.M. and are required to contact the camp office at least a week prior to the arrival date to make arrangements. This will ensure that all the logistics surrounding check-in are taken care of. If a troop requires a Saturday arrival, please make arrangements through the Camp Director. Camp will be closed between 10:00 A.M. Saturday and 1:00 P.M. Sunday. Units arriving on Saturday will be responsible for their own provisions until Sunday dinner, and may opt for an early check-in time on Sunday.

CHECK-IN

Upon arrival at camp, one staff member will serve as a Troop Guide to assist with the check-in process. The check-in process will not begin until all Scouts in a unit have arrived at camp. After vehicles are parked, the staff Troop Guide will escort the Scouts and leaders on a camp tour and health check. The Annual Health and Medical Record forms, medications, Routine Drug Administration forms and Swim Check form need to be with this group at the health check. Swim checks, if needed, will occur after the tour and health checks. Any Scouts needing a swim check will need to bring swim trunks and a towel with them on the camp tour. ***Troops are highly encouraged to conduct a swim classification test prior to camp!***

The unit leader will go to administrative check-in at the Ranch House after medical checks. The unit leader will submit a roster of Scouts and leaders. The office staff will review the merit badge and program schedule with the unit leader and address any scheduling needs. Any outstanding balances will be settled at this time.

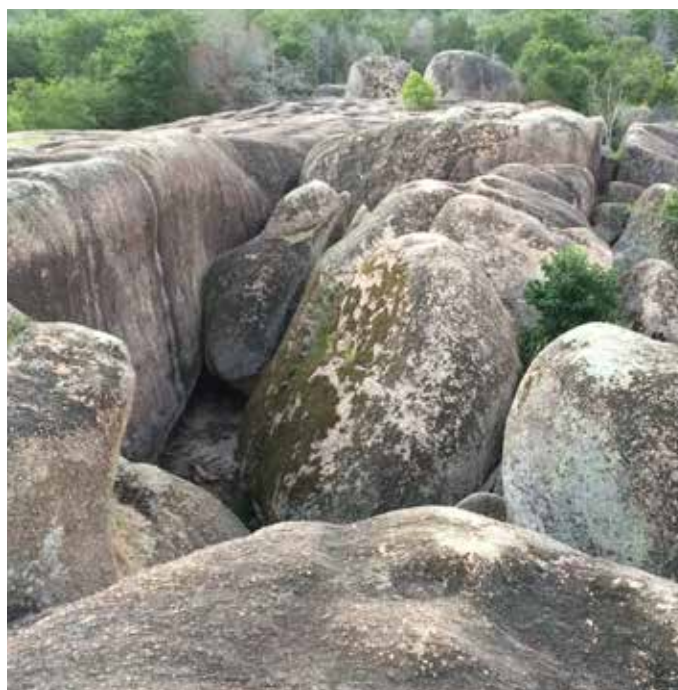
If an out-of-council unit wishes to have candidates called out for the OA, the unit leader must present a letter from the home Lodge Chief and Lodge Adviser requesting the call-out, list the members to be called out and attach a signed copy of the home lodge's unit election report. Order of the Arrow callout ceremonies are returning to Kerr Summer Camp! Ma-Nu Lodge will be on hand every Friday evening to conduct the callout as part of the Friday evening program. Details on those Friday programs can be found in this guide.

Items to bring to camp tour & health check:

- ☐ Annual Health & Medical Records, A, B & C
- ☐ Routine Drug Administration Record
- ☐ Medications
- ☐ Swim trunks & towels (if needing a swim check) or completed swim check form

Items to bring to admin check-in:

- ☐ Unit roster of campers
- ☐ Merit Badge session registration confirmation
- ☐ OA call-out letter and unit election report.



CHECK-OUT

The check-out procedure will begin early Saturday and should be completed before 10:00 a.m. Any unit with special check-out considerations should make plans through the camp office. Vehicles will be allowed into camp to load personal and unit equipment. The camp staff and unit leader will conduct an inventory to make sure that no equipment has been damaged or misplaced and inspect the site to ensure that it is clean. Health forms, medications and routine drug administration records may then be retrieved from the Health Lodge. Patches will be issued in the Camp Office in the check-out packet after campsite inspection is complete.

HEALTH AND SAFETY

YOUTH PROTECTION FOR SUMMER CAMP

Youth Protection Training.

All adult leaders are required to have a current BSA Youth Protection Training certificate. This training must be renewed every two years.

Two-deep leadership.

There must be a minimum of two adult leaders at camp at all times with each unit and/or campsite. The unit leader or anyone serving as a unit leader must be at least 21 years of age and a registered member of the Boy Scouts of America.

No one-on-one contact.

One-on-one contact between adults and youth members is prohibited. In situations that require personal conferences, the meeting is to be conducted in view of other adults and youths. This includes digital communication.

Separate accommodations

Separate accommodations for adults and Scouts required. When camping, no youth may share a tent with an adult or a person of the opposite sex other than a family member or guardian. Assigning youth members more than two years apart in age to sleep in the same tent should be avoided unless the youth are relatives. No adult may share a tent with the opposite sex unless he or she is that adult's spouse.

Privacy of youth respected.

Adult leaders must respect the privacy of youth members in situations such as changing clothes and taking showers at camp, and intrude only to the extent that health and safety require. Adults must protect their own privacy in similar situations. Many individual shower and rest room stalls are in use at Kerr Scout Ranch at Slippery Falls.

The buddy system is used at all times.

Buddies should know and be comfortable with each other. Self-selection with no more than two years age or significant differences in maturity should be strongly encouraged. When necessary, a buddy team may consist of three Scouts. No youth should be forced into or made to feel uncomfortable by a buddy assignment.

Inappropriate technology use prohibited.

Inappropriate use of cameras, imaging, or digital devices prohibited. The use of any device capable of recording or transmitting visual images in or near shower houses, restrooms, or other areas where privacy is expected is inappropriate.

No secret organizations.

The Boy Scouts of America does not recognize any secret organizations as part of its program. All aspects of the Scouting program are open to observation by parents and leaders.

Youth leaders monitored by adults.

Adult leaders must monitor and guide the leadership techniques used by youth leaders and ensure that BSA policies are followed.

Constructive discipline.

Discipline used in Scouting should be constructive and reflect Scouting's values. Corporal punishment is never permitted. Disciplinary activities involving isolation, humiliation, or ridicule are prohibited.

Appropriate attire.

Proper clothing for camp activities is required at all times. See page 17 for details.

No hazing.

Physical hazing and initiations are prohibited and may not be included as part of any Scouting activity.

No bullying.

Verbal, physical, and cyber bullying are prohibited.

Behavior Guidelines

All members of the BSA are expected to act according to the Scout Oath and Law. Physical violence, theft, vandalism, insults, and drugs and alcohol have no place in the Scouting program and may result in the revocation of a Scout's membership. Unit leaders are responsible for monitoring the behavior of youth members and interceding when necessary. The leadership of camp will determine if misbehavior warrants expelling a camper from the property, and it is the unit and parent's responsibility to transport them home.

KERR SCOUT RANCH AT SLIPPERY FALLS

HEALTH AND MEDICAL PROCEDURES

A current BSA Annual Health and Medical Record, No. 680-001, with Parts A, B, and C completed within the past 12 calendar months is required for all staff, leaders, and campers in attendance. Health history and physical examination is required for this form. Medical forms will be on file in the health lodge. Forms may be picked up from the health lodge upon departure from camp. Uncollected forms will be destroyed.

On arrival in camp, everyone is given a private medical screening by a physician or health officer. This check is required by BSA National Standards and helps improve health and safety of all campers. The Camp Director and unit leaders are informed of campers with limitations so that the appropriate staff members are alerted.

Any camper, youth or adult, who does not submit a current and completed BSA Annual Health and Medical Record, No. 680-001, with Parts A, B, and C will be required to leave within 24 hours. There is no fee refund. Only BSA Health and Medical forms with current information and pre-camp medical checks will be accepted. No School Athletic Medical Forms will be accepted. Visitors on camp less than 24 hours (such as those attending Friday evening campfire) are not required to submit medical forms.

MEDICATIONS

All prescription drugs (including those needing refrigeration) are to be kept in locked storage. An exception may be made for a limited amount of medication to be carried by a camper, leader, parent, or staff member for life-threatening conditions, including bee-sting or heart medication, and inhalers, or for a limited amount of medication approved for use in a first-aid kit. The camp will provide a locked metal box for storing small amounts of medications in a unit campsite under supervision of a qualified adult leader. All drug dispensation must be documented using the Routine Drug Administration Record, one sheet for each camper.

HEALTH LODGE

The camp employs a Camp Health Officer under the direction of our council physician. The Camp Health Officer resides in the health lodge and is available around the clock. The camp maintains an extensive first aid kit, exam room, and several beds. Kerr Scout Ranch at Slippery Falls maintains working agreements with hospitals in Tishomingo and Madill as well as a 10-minute response time with the local emergency medical services. If a camper requires emergency medical services, or needs to see a physician, a Scout's parent or guardian will be notified by telephone. Non-emergency transportation must be arranged by the parents or the unit.

UNIT LEADER FIRST AID

Unit leaders are encouraged to provide first aid for minor cuts, blisters, and scrapes using a unit first aid kit. Please contact the health lodge for anything beyond adult leader skill and training. Camp welcomes the assistance of qualified medical personnel with visiting units!

PREVENTION OF DEHYDRATION AND HEAT EXHAUSTION

Please prepare Scouts to counter common health issues, especially dehydration and heat exhaustion. Symptoms of dehydration and heat exhaustion are more varied than just being thirsty or hot and may include nausea, loss of appetite, headache, dizziness, and muscle cramps. Please review pages 137 to 140 of the Scouts BSA Handbook for symptoms and first aid of dehydration and heat exhaustion. Every camper should carry a water bottle with them and drink plenty of water while at camp. The consumption of energy drinks at camp is highly discouraged as they increase dehydration.

Every camper should carry a water bottle and drink plenty of water while at camp.

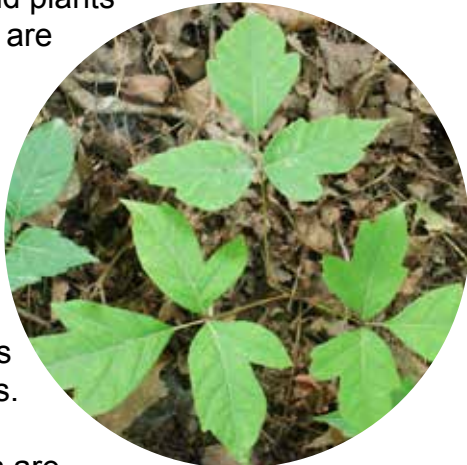
LAST FRONTIER COUNCIL - OKLAHOMA

WILDLIFE AND PLANT SAFETY

Most animals and plants at Slippery Falls are harmless, but there are some that demand precaution:

Poison Ivy

Be wary of vines and shrubs with three leaves. Virginia creeper and blackberries are harmless look-alikes. Do not touch or handle poison ivy! About 70% of people are allergic to urushiol, the oil found in the sap. Wash off the urushiol with soap and water immediately – it binds to the skin between five minutes and four hours and then can no longer be removed with soap and water. Be sure to remove and wash items that may have come into contact with the oil. Calamine lotion or hydrocortisone may alleviate the itch. Refrain from using creams containing anesthetics or antihistamines, as they can actually worsen the rash. Don't scratch!



Ticks and Chiggers

Deer ticks, Lone Star ticks, and chiggers are common in the woods and brushy areas. They are easily brushed off or killed before they bite. Ticks can vary in size from 1/8 inch to as small as the period at the end of this sentence. Tick bites are painless and often undetected. Check for ticks twice a day, especially in areas where clothing is tight against the skin. Chiggers can be prevented with regular bathing and repellents. Please visit the health lodge for proper removal of embedded ticks.



Fire Ants

Do not disturb ant nests! Inspect your sitting or sleeping area for signs of these small ants.



Inform a camp staff of any signs of fire ants.

Snakes

Several species of venomous snakes can be found at Slippery Falls. Copperheads are the most common. Water moccasins, also called cottonmouths, are occasionally found near the water. Rattlesnakes are occasionally seen. Please inform the camp staff if one of these snakes is seen near a campsite or program area. Use a flashlight at night and always watch where you step. Anyone with a bite should immediately call for the health officer!



Scorpions, Centipedes and Spiders

These nocturnal creatures sometimes crawl into shoes or clothing left on the ground. Shake out clothing and shoes to check for these unwanted visitors. Be able to identify and avoid brown recluse and black widow spiders – their bites can be very serious. Anyone with a sting or bite should immediately visit the health lodge or call for the Health Officer.



Bees, Hornets and Wasps

Do not disturb these insects. Remember to remove a bee stinger by scraping it out with the side of a knife blade; do not pinch the venom sac. Anyone with a sting or bite should immediately visit the health lodge or call for the health officer.

Raccoons, Skunks and Opossums

These nocturnal mammals are attracted to food. Avoid having food in your tent! Do not attempt to capture one of these animals. A skunk can spray from up to 15 feet away.

KERR SCOUT RANCH AT SLIPPERY FALLS

ALCOHOL, TOBACCO, AND ILLEGAL DRUGS

Alcoholic beverages and controlled substances are absolutely prohibited. Possession or use of illegal drugs will be reported to local law enforcement officers, as will the act of providing alcoholic beverages to youth.

Adult leaders should support the attitude that they, as well as youth, are better off without tobacco in any form and may not allow the use of tobacco products at any BSA activity involving youth participants. *This includes the use of electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems that simulate tobacco smoking.* Camp is conducted on a smoke-free basis, with a designated smoking area located away from all participants. Absolutely no smoking is permitted in campsites, program areas, along roads and trails, or in the forest.

FIREARMS, AMMUNITION, AND ARCHERY EQUIPMENT

Camp will provide all shooting equipment. Please leave all personal guns, ammunition, bows and arrows at home. Firearms are not to be left in parked vehicles.

FIREWORKS

Fireworks and pyrotechnic devices are prohibited from possession or use by campers.

FIRES AND LIQUID FUELS

The use of liquid fuels for starting any type of fire is prohibited. This includes damp wood, charcoal, and ceremonial campfires. Solid-type starters are just as effective, are easier to store and carry, and are much safer to use for this purpose.

Units in camp will follow the Unit Fireguard Chart, No. 33691, and display the Fireguard chart in the campsite.

Knowledgeable adult supervision must be provided when Scouts are involved in the storing, handling, and filling of stoves or lanterns or the lighting of chemical fuels.

No flames in tents. This includes burning any solid, liquid, gel, or gas fuel; this also includes insect-repelling devices.

Never leave a campfire, stove or lantern burning and unattended. The camp adheres to all official burn bans.

EMERGENCY PROCEDURES

Kerr Scout Ranch has written plans for emergency response. Further details will be shared at check-in and the first leader meeting at camp. Adult leaders should always carry a unit roster and vehicle keys while in camp. In an emergency or evacuation, having a roster and car keys will greatly expedite the process.



Medical Emergency

In the event of a medical emergency, the Camp Health Officer should be contacted immediately. If a medical emergency is beyond the skill and training of the Health Officer, the camp staff will contact emergency medical services. Unit leaders should not dial 911!



Severe Weather

In case of severe weather, campers must seek shelter in buildings or tents. Oklahoma has the best meso-scale weather monitoring system in the world, and the staff constantly monitors for watches and warnings. At least one adult leader in each unit must have completed BSA Weather Hazards Training and be familiar with precautions for lightning and tornadoes. Kerr Scout Ranch has 22 large, in-ground tornado shelters throughout the camp. In a tornado warning, campers should seek cover in these shelters. Storm Shelters are assigned to specific campsites in case of nighttime warnings.



Fire

Uncontrolled fires should be reported to camp staff immediately. Do not attempt to put out a large fire and do not call 911. The camp fire alarm system will sound. Leaders will be briefed on fire response upon arrival at camp.

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ACCIDENT AND SICKNESS INSURANCE

The Last Frontier Council has purchased accident and sickness insurance for Scouts and adult leaders of Last Frontier Council units. Units attending camp from other councils should verify their insurance policy with their local council. This insurance is in excess of any health or accident insurance that a family may already have in place. This coverage is primary only if no other insurance is available. This insurance covers all authorized camp program activities while at camp. This insurance does not cover the co-payments for a family's primary insurance. For questions, contact the office coordinator at the Last Frontier Council.



MOTOR VEHICLES, TRANSPORTATION & PARKING

Each unit is responsible for the safe transportation of Scouts and adult leaders to and from camp and for obtaining a local or national Tour Plan. Under no circumstances are passengers to be carried in the bed of, or towed behind, a pickup truck. This includes pickups with camper tops. Trailers must never be used for carrying passengers.

Parking is provided in three designated parking lots for adult leaders and visitors. Troops may use a vehicle to pull trailers to the campsite. After the gear and trailer are at the campsite, the vehicle must return to the designated parking lot. Units may leave the trailer in the campsite to store gear. Vehicles should not be moved into camp during the week, and roads through campsites and program areas are restricted to authorized camp vehicles only.

Scouts or adult leaders with special mobility needs should contact the camp staff prior to arrival at camp for arrangements. Once at camp, the camp staff will assist with mobility needs of campers.

PREPARING FOR CAMP

TROOP AND PERSONAL CAMPING EQUIPMENT

Units should prepare detailed checklists to ensure all necessary equipment is brought to camp. A shakedown may also be needed to ensure that unnecessary items stay at home.

Scout Basic Essentials

The Scouts BSA Handbook lists ten outdoor essentials that campers should plan to take on every outing. These essentials can be carried in a day pack and are appropriate for summer camp.

- ☐ Pocketknife (with current Totin' Chip Card)
- ☐ First-aid kit
- ☐ Extra clothing
- ☐ Rain gear
- ☐ Water bottle
- ☐ Flashlight
- ☐ Trail food
- ☐ Matches and fire starters
- ☐ Sun protection
- ☐ Map and Compass



KERR SCOUT RANCH AT SLIPPERY FALLS

Personal Summer Camp Gear

Personal gear should be labeled with the camper's name.

- ☐ The Scout Basic Essentials (see previous page)
- ☐ Face masks
- ☐ Clothing
 - ☐ Scout uniform shirt
 - ☐ Scout uniform shorts/pants
 - ☐ Scout uniform belt
 - ☐ Scout uniform socks
 - ☐ Scout uniform hat
 - ☐ Scout uniform neckerchief & slide
 - ☐ Scout T-shirts
 - ☐ Shorts
 - ☐ Underwear
 - ☐ Extra Shoes
 - ☐ Socks
 - ☐ Swim trunks
- ☐ Sleeping gear
 - ☐ Cot or sleeping pad
 - ☐ Sleeping bag or bed roll
 - ☐ Small pillow
- ☐ Eating kit (only need on Wednesday dinner)
 - ☐ Spoon
 - ☐ Plate / Bowl
 - ☐ Cup
- ☐ Cleanup Kit
 - ☐ Soap
 - ☐ Toothbrush & toothpaste
 - ☐ Dental floss
 - ☐ Comb
 - ☐ Towel
- ☐ Personal items
 - ☐ Scout Handbook
 - ☐ Merit badge books
 - ☐ Notebook
 - ☐ Pencil or pen
 - ☐ Totin' Chip & Firem'n Chit
 - ☐ Watch / Alarm clock
 - ☐ Medications & eye wear
 - ☐ Camera
 - ☐ Money
- ☐ Other gear for specific activities.

Some merit badges require specific clothing. Some examples are: Swimming, Lifesaving, Horsemanship, Metalworking, and Welding. Check the merit badge descriptions in this guide.

Group Summer Camp Gear

Most troops bring a trailer to camp to store common equipment. Below is a list of general equipment often needed at a long-term camp. Some troops may wish to bring other items to enrich their experience or to cook special desserts or snacks.

- ☐ Tents (if not using camp tents)
- ☐ Dining fly or canopy (1 per patrol)
- ☐ Nylon cord
- ☐ Group first-aid kit
- ☐ Repair kit & tools
- ☐ Tarps
- ☐ Rope
- ☐ Patrol flags
- ☐ U.S. and state flags
- ☐ Lanterns
- ☐ Solid fire starter
- ☐ Matches
- ☐ Water jugs
- ☐ Ice chests
- ☐ Hand carts
- ☐ Camp chairs
- ☐ Woods tools
- ☐ Dutch oven
- ☐ Charcoal
- ☐ Trash bags
- ☐ Registration paperwork (see list on page 7)
- ☐ Maps
- ☐ Merit badge book library
- ☐ Advancement forms & record book
- ☐ Bulletin board material & stapler or tacks

Other items we need to bring:

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WHAT NOT TO BRING TO CAMP

Do not bring alcohol, firearms, tobacco, fireworks, illegal drugs, video games, fixed-blade knives, excessive grooming products, highly odorous products, or excessive amounts of candy. Clothing with inappropriate language or graphics will not be permitted. No pets of any kind are permitted in camp. Service animals must be approved prior to camp. Campers are not permitted to use ATVs or utility carts. Generators and RVs are prohibited.

Use of electronic devices such as radios, music players, electronic games, and cell phones is not permitted in camp program areas unless otherwise specified. Unit leaders are responsible for setting campsite and travel policies regarding electronic devices.

Any items which are in violation of BSA policy may be confiscated by the camp staff and returned upon departure. The camp staff will work with the unit leader in all such cases.

CAMPERS WITH DISABILITIES AND SPECIAL NEEDS



If a Scout or adult needs some extra help to enjoy the camp experience, please let us know! Unit leaders should contact the Camp Director prior to camp regarding campers with special needs that require assistance from the camp staff. Arrangements should be made in writing so the preparation can be accurate and complete. Camp is not able to accommodate all possible special needs, but the staff will work diligently to make arrangements where possible.

Dietary

The camp cook can order some special food for campers with food allergies. Please provide a specific list of food requests **two weeks** prior to arrival. Campers may have to bring some dietary supplements and food with them.

Mobility

With advance notice, camp staff will be able

to provide cart transportation to Scouts with special mobility needs between merit badge sessions. Please contact the Camp Director by **May 15** to make arrangements. In the event that not enough carts are available, the camp staff may issue a special vehicle permit to a unit for the sole purpose of transporting a Scout with mobility needs. There are several wheelchair accessible showers and restrooms at camp. Campers may bring their own wheelchairs or motorized chairs, but ATVs are not permitted.

CPAP Machines

It is required that CPAP users use a battery for their machine at camp. There is no power available in any campsite. Leaders may charge batteries in the west dining hall. No vehicles or generators are permitted in campsites to power CPAP machines.

VEHICLES IN CAMP

All vehicles should park in the main parking lot just past the Ranch House upon arrival. Vehicles may enter the camping area to unload or load up gear, but all vehicles must immediately return to the designated parking lot. **No vehicles are permitted in campsites.**



KERR SCOUT RANCH AT SLIPPERY FALLS

CAMP VOLUNTEERS

Kerr Scout Ranch at Slippery Falls enlists the service of a dedicated group of volunteers who provide general support to units at camp. Volunteers make sure that every unit has a great camp experience and receives any needed assistance. Volunteers will visit campsites every morning with coffee and a friendly chat. Volunteers will let other staff members know if a unit needs special equipment, campsite maintenance, or program



help. The volunteers also assist with the check-out process.

UNIFORM AND ATTIRE IN CAMP

The official Scouts BSA field uniform is always appropriate dress at summer camp. Every camper is expected to wear the field uniform at evening meals, while performing a flag ceremony, attending chapel and during campfires. The activity uniform, substituting a Scout T-shirt for the uniform shirt, is encouraged at other times.

Campers should wear sturdy walking or hiking shoes with socks. Lighter shoes may be worn in the campsite. **Sandals or shoes without toes, or with gaps or holes, are unsafe and not permitted.**

Inappropriate clothing includes: sleeveless undershirts; cutoff shirts or shorts; clothes with holes; clothing with alcohol, tobacco or drug promotions, sexual references, vulgar, sexist or racist sayings,

or religious insults; and bikini swimsuits. Questionable or offensive tattoos must be covered.

FLAG CEREMONIES

The camp will assemble twice daily for opening and closing flag ceremonies. Scouts will raise and lower the flag every day after Sunday. At check-in, you can pick a time for your troop to sign up as the honor guard. Scouts and leaders are expected to attend the evening flag ceremony in complete Official Field Uniform. Scouts should wear Official Field Uniform when performing any flag ceremony as the honor guard.

VISITORS

We invite parents and friends to join us at Kerr on Friday evening for dinner and our evening program. This year, all activities will be centered around the Ranch

House. During the day, our staff team will roast a side of beef over an open fire. Visitors will park across from the Ranch House and instead of walking into camp, the camp will come there for dinner, a special Scout-led program post dinner, and then everyone will adjourn for the Order of the Arrow callout and the Kerr Ranch Cowboy Campfire honoring our camp and its western heritage. Walking will be limited, but all visitors should wear sturdy shoes. The cost

of the visitors' supper is \$6.00 and tickets will be sold at the Ranch House on Friday evening or at the trading Post during the week. Visitors are encouraged to bring lawn chairs for their personal comfort. Pets are no allowed.



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MAIL FOR CAMPERS

All outgoing mail may be placed in the mailbox inside the Trading Post. Incoming mail will be available only to unit leaders after 2:30 p.m. Each campsite will have an assigned mailbox inside the Trading Post. All mail sent to campers at Slippery Falls should be addressed:

Kerr Scout Ranch at Slippery Falls
Scout's Name, Troop #, Campsite
4500 S. Bullet Prairie Rd.
Tishomingo, OK 73460

Parents are encouraged to write their Scouts while they are at camp. Please remember that the mail takes more time in a rural area than in a large city or suburb. Letters mailed after Wednesday probably will not arrive in time. Any mail received after the troop has checked out will be returned to the sender.

CORRESPONDENCE

All mail and registration *prior to June 1 and after July 2* should be directed to the Last Frontier Council office in Oklahoma City. The camp office at Slippery Falls will be open May 28 - July 2, 2023.

Last Frontier Council, Boy Scouts of America
3031 NW 64th Street
Oklahoma City, OK 73116
(405) 840-1114
(888) 841-1114 toll-free

Kerr Scout Ranch at Slippery Falls
(only during camp)
(580) 371-2068
4500 S. Bullet Prairie Road
Tishomingo, OK 73460

www.slipperyfalls.com

Please refrain from sending e-mail to individual campers using the camp e-mail address.



WIRELESS AND INTERNET CONNECTIVITY

There is excellent wireless voice phone coverage on Slippery Falls for Verizon, T-Mobile and AT&T customers. Other services are generally on roaming.

Internet service at the camp office has limited monthly bandwidth. There is no capability to upload or download photos or videos. Due To significantly increased use of the camp internet for managing the camp and its programs guarantee access to the camp internet for leaders. Leaders who need internet access during camp are encouraged to bring their own hotspot and equipment.

LEADER MEETINGS

A meeting for all the adult leaders and Senior Patrol Leaders will be held on Sunday evening. Each day, an adult leader and SPL meeting will be held just before dinner. Unit leaders will be able to ask questions, get any updates on special events going on in camp, and the daily newsletter will be distributed.

Bring a notebook or a way to communicate back to Scouts and other adults in your unit!



KERR SCOUT RANCH AT SLIPPERY FALLS

DINING HALL & MEALS

Before each meal, the camp assembles at the campsite markers on the parade ground. The camp staff facilitates the flag ceremony, grace, provides program notes, and dismisses Scouts to go eat.

The table waiter system, relying on a few Scouts from each unit, is used in the Dining Halls for setting up and cleaning up after meals. The Dining Hall Stewards will explain this during the camp tour.



Leaders please remember that you have the option to dine off camp with your unit on Wednesday Evening or cook in your campsite. Food is provided if cooking in your campsite.

CAMPERSHIPS

Camperships are available to Last Frontier Council Scouts camping at council camps. The campership application is included in this guide. The deadline for application is April 1. Camperships are awarded to individual Scouts and may not be transferred. All campership applications must include the signatures of a parent or guardian and the registered unit leader. The camping committee requests that as much background information as possible be included on the application to make fair and

helpful decisions. Scouts awarded camperships will be notified by mail and the discounted camp fee will be entered into the unit's camp registration.

MAVERICK CAMPERS

Kerr Scout Ranch has traditionally allowed individual Scouts to attend camp outside of the week their home unit attends. Youth Protection factors now dictate that any Scout who wishes to attend as a maverick must make arrangements in advance with a unit from their district or council that is already attending Kerr that week. The Last Frontier Council will assist Maverick Campers by providing in advance the unit/units and leader contact information for the week the Scout wishes to attend. It will be the parent or guardian's responsibility to make contact and secure agreement from the leader of the unit with whom the Scout will camp.

LEADER TRAINING

Our staff offers a variety of leader trainings throughout the week.

CPR & First Aid (AHA) –
W 1:30 p.m.

Climb on Safely – M 9:50 a.m.

Paddlecraft Safety & Supervision –
F 9:30 - Noon

Climbing Instructor Lvl 1 –
TWTh 9:00 a.m. - noon

Safe Swim Defense – M 6:30 p.m.

Safety Afloat – M 7:00 p.m.

Swimming & Water Rescue –
MTWTh 9:00 - 9:50 a.m.



LAST FRONTIER COUNCIL - OKLAHOMA

CAMP-WIDE ACTIVITIES AND COMPETITIONS

TWILIGHT ACTIVITIES

Many opportunities are available for unit activities in the evening hours. Some activities have been scheduled by camp staff and are open to all Scouts and leaders; other activities may be done on a troop basis and can be scheduled by the unit leader through the appropriate area director.

The **Aquatics Area** will sponsor free nights of boating, blobbing and swimming. These free nights are available on Monday, Tuesday and Thursday. Scouts that do not enroll in regular aquatics sessions will have the opportunity during these times to participate in waterfront activities. Troops may also sign up for a refreshing **swim at the waterfalls** under their own leadership. Sign up for a swim at the falls with the Aquatics Director during the leader meetings.



The **shooting ranges** are open during twilight hours for any Scout qualified to shoot. The **climbing & repelling tower** is open on a first-come first-served basis with priority to those working on repelling for Camping Merit Badge. **Fishing** from the shore of the lake and ponds is welcome - no wading, please. Sign-ups for **horseback trail rides** are done at camp the day of the trail ride.

CAMP WIDE GAMES

On Tuesday evening, there will be a camp wide games centered around a new orienteering course. Stations will feature quick Scouting Skills activities and overall scoring will be based on navigation of the course. Details will be given in April at the Leader Orientation.



INTER-TROOP CAMPFIRE

Each Wednesday night, the troops in camp pair up together for an evening of fun and fellowship. Starting at about 5:00 p.m., the troops are on their own program time to schedule activities of their own choosing such as chapel services, nature hikes, fishing trips, or a game of horseshoes. It is recommended that troops should do a campfire together to ensure that the Scouts in Communications merit badge are able to fulfill their campfire planning requirement. Dinner will be delivered to the campsites at about 5:30 p.m. Troops are to indicate their food needs for Wednesday Night when they check-in on Sunday. SPLs of Troops that are pairing for the evening program are to inform the program director by their SPL meeting on Tuesday. Troops may bring and prepare their own food if they so choose.



SCOUTMASTER COOK-OFF

On Thursday evening the most popular competition at Slippery Falls is the Scoutmaster Cook-off. The prize on the line is not only a year's bragging rights, but also the coveted

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camp apron. This challenge is for the best entree and dessert in camp and is open to all adult leaders. So bring your cooking utensils, your secret ingredients, and your best recipe!

SCOUTMASTER / SENIOR PATROL LEADER SHOOT-OFF

On Thursday evening, Scoutmasters and SPLs team up for our team shoot extravaganza. Each Scoutmaster/SPL team will compete together in archery, shotgun, and .22 rifle. The total combined score of each will determine the winning team and the team that does the best in each competition will be crowned as the camp sharpshooters.

FRIDAY CAMPFIRE

Friday night will be a very special evening at Kerr. With parents and friends visiting for dinner and the program, our evening will start with after-dinner programming featuring Scout skits and songs (chosen each week through audition), and camp awards. A special on-site Trading Post will be operating there. Afterward, the camp will move to a special ceremonial site for the weekly Order of the Arrow callout ceremony. From there, we will move a short distance to a special campfire site for our Cowboy Campfire honoring the songs and lore of the cowboy and Kerr's links to the past. It will be unforgettable!



DUTY TO GOD

Vespers is a short fellowship service held each day at camp. Vespers is held at the chapel and everyone is encouraged to attend. Members of the staff will conduct the first vespers, with the assistance of the camp chaplain. Scouts and units may volunteer at check-in to lead one of the services during the week.

Scouts may also volunteer to lead grace prior to meals. Scouts do this through their Senior Patrol Leader.

SLIPPERY FALLS GRACE

*For Food and Fun,
For Good Friends and Good Health,
For Sun and Rain,
For Our Council Fires
And the Trails to Follow,
We Thank Thee O Lord.
Amen.*



LAST FRONTIER COUNCIL - OKLAHOMA

MERIT BADGES AND PROGRAMS

MERIT BADGE SESSIONS

Experiencing camp through merit badges is the core of the summer camp program for Scouts. Merit badge sessions are offered by the program staff throughout each day, mostly during six scheduled session times. Scouts may take field trips while working on Animal Science, Art, Citizenship in the Nation, and Indian Lore. Some merit badges and programs require Scouts to attend two or three sessions each day, including Eagle Trail which is a three-session block.

Scouts will be able to complete many merit badges at camp. Some merit badges have requirements that should be completed prior to camp, and some requirements may only be completed outside of camp. Scouts must demonstrate completion of each requirement before it is approved by a counselor.

Merit badges and programs are run through various Program Areas at Kerr Scout Ranch at Slippery Falls. This is to ensure qualified instruction by knowledgeable counselors and a great experience by Scouts in each area. Scouts may take field trips as part of certain merit badges.

have time to catch up on any missed sessions or complete unfinished requirements on Friday morning.

FIELD TRIPS

Scouts enrolled in certain merit badges will have the opportunity to take field trips off of camp property. Adult leaders and vehicles may be needed to transport Scouts to these locations. If an adult is interested in driving, please provide a copy of their Driver License and insurance verification to the camp office. This service may be used as credit toward the Scoutmaster Merit Badge.

MERIT BADGE PREPARATION

Scouts should come to camp with a familiarity of the subjects they will be learning about for the week. Merit badge pamphlets are available for purchase at the trading post, but acquiring a book prior to camp is recommended. It is a good idea to bring a notebook and pencil for each merit badge session.

The first requirement of many merit badges is to know first aid procedures for common injuries or illnesses that may occur during the

THE SCHEDULE

Most merit badge instruction takes place in scheduled sessions at camp, but some instruction takes place in early morning times, late evening times, over lunch, and on field trips. There are six scheduled session blocks each day on Monday, Tuesday, Wednesday, and Thursday. Merit badges and programs may take from one to six of these blocks on a daily basis, and most merit badges are scheduled for only one or two blocks. Friday does not have any scheduled sessions, but Scouts will



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associated activity. Counselors will touch on this topic, but Scouts should be familiar with basic first aid procedures before attempting more adventurous merit badge topics.

Some merit badges have requirements that cannot be completed in a camp setting which are listed on the merit badge schedule page. The camp staff recommends that these requirements be completed at home prior to camp, and will accept a note from the Scoutmaster or another merit badge counselor for completion of these requirements. Camp counselors will review these requirements with the Scouts to their satisfaction.

Some merit badges have requirements dealing with “your state” or “your community.” If a merit badge requirement is completed at summer camp, we will use Oklahoma as the relevant state and Tishomingo as the community. Requirements not possible to complete in this manner are listed in the preparation section, and a Scout may have to complete some requirements in their home, family, or community.

Several merit badges have special clothing or equipment that Scouts must bring to camp.

All aquatics merit badges require swim wear. Kits may be purchased from the camp trading post for those merit badges where kits are necessary.

Order kits and other supplies from the trading post from the online registration website beginning on April 1 and no less than two weeks prior to arrival.



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WEEKLY CAMP SCHEDULE

Kerr Scout Ranch at Slippery Falls follows this general weekly schedule. Times are subject to change and will be published in the *Daily Slip* newsletter.



SUNDAY

1:00 P.M. Check-in begins

3:00 Last arrivals

Set up campsite
Complete check-in

5:50 Retreat ceremony
6:00 Dinner

6:45 Leader's Orientation

7:00 All vehicles at parking lot

8:00 Campfire- Bill Eller
Campfire Ring

10:00 Taps / Lights out

MONDAY & TUESDAY

6:30 A.M. Reveille/Health Check

7:15 Flag Ceremony
Breakfast

8:00 Leader & SPL Mtg.

8:30 Vespers

9:00 Session 1

10:00 Session 2

11:00 Session 3

12:15 P.M. Lunch

1:30 Session 4

2:30 Session 5

3:30 Session 6

5:30 Flag Ceremony
Dinner

7:00 Twilight programs
Camp Wide Games on Tues.

8:30 Twilight ends

10:00 Taps / Lights out

WEDNESDAY

6:30 A.M. Reveille/Health Check

7:15 Flag Ceremony
Breakfast

8:00 Leader & SPL Mtg

8:30 Vespers

9:00 Session 1

10:00 Session 2

11:00 Session 3

12:15 P.M. Lunch

1:30 Session 4

2:30 Session 5

3:30 Session 6

5:30 Meals delivered
to campsites

Troop dinners

6:00 Inter-troop campfires
Troop programs

10:00 Taps / Lights out

KERR SCOUT RANCH AT SLIPPERY FALLS

THURSDAY

6:30 A.M. Reveille/Health Check
 7:15 Flag Ceremony
 Breakfast
 8:00 SPL Meeting
 8:30 Vespers
 9:00 Session 1
 10:00 Session 2
 11:00 Session 3

 12:15 P.M. Lunch

 1:30 Session 4
 2:30 Session 5
 3:30 Session 6

 5:00 Scoutmaster cookoff
 5:00 Waiters call
 5:30 Flag Ceremony
 Dinner

 6:30 Twilight programs
 SM&SPL Shootoff
 8:30 Twilight ends
 9:00 Flag Retirement
 10:00 Taps / Lights out

FRIDAY

6:00 A.M. Mile Swim
 6:30 Reveille/Health Check
 7:15 Flag Ceremony
 Breakfast
 8:30 Vespers
 9:00 Merit Badge
 Make-up time/
 Featured Merit
 Badges

 12:15 P.M. Lunch

 1:15 Leader's Meeting

 2:00 Open sessions
 (Twilight Activities)

 4:00 Open sessions end
 5:00 Visitors arrive/Troops
 Report to Ranch
 House
 5:15 Dinner @ The Ranch
 House

 7:00 O.A. Call Out

 8:00 Campfire

 Visitors depart

 10:00 Taps / Lights out

SATURDAY

6:30 A.M. Reveille
 6:30 Camp Office
 Open

 7:00 Breakfast
 Delivered
 to campsites

 Vehicles allowed
 in camp

 Clean up
 Campsites
 10:00 Check-out
 Completed

 11:00 All units on the
 Road home



SCHEDULED LEADER TRAINING

CPR & First Aid (AHA)
 W 1:30 p.m.

Climb on Safely
 M 9:50 a.m.

**Paddlecraft Safety &
Supervision**
 F 9:30 - Noon

Climbing Instructor Lvl 1
 TWTh 9:00 a.m. - noon

Safe Swim Defense
 M 6:30 p.m.

Safety Afloat
 M 7:00 p.m.

Swimming & Water Rescue
 MTWTh 9:00 - 9:50 a.m.

FRONTIERSMAN

First-year camper program



In the Frontiersman program, Scouts will cover many requirements from Tenderfoot through First Class ranks. They will be learning the basic Scout skills or refining skills that they already know. Scouts will be covering requirements for knots, lashings, woods tool use and care, swimming, lifesaving, orienteering, plant and animal identification, fire building and first aid. Each Scout will need a swimsuit, towel, personal first aid kit and their Scouts BSA handbook.

Scouts in the Frontiersman program will become a member of a provisional patrol for the week and will have the full attention of experienced staff mentors. This program is a great introduction to summer camp and is highly recommended for all first-year campers.

This program will take an entire morning. Scouts may enroll in one, two, or possibly three other merit badge sessions appropriate to the level of challenge they can handle.

OUTPOST

Older Scout & Venturing program

Outpost is a special experience designed for older Scouts and Venturers who have most of the merit badges they can earn in camp, but still want to have a unique outdoor experience. The activities of the Outpost program are specially designed with the older Scout and Venturer in mind, and features opportunities for the youth themselves to shape the kind of camp week they want to have. Youth protection requirements unique to Scouts. BSA and Venturing create some limitations on camping and sleeping arrangements, but the activities they are involved in each day will more than make up for that. Troops and Crews with young people who are interested in this program should contact the Camp Director by April 1 so preparations can be made in advance for a truly great experience. Participants must be at least 14 years of age and have prior camping experience. They must also be classified as swimmers.



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AQUATICS

Instruction in this area takes place at the Lake Payne waterfront. Scouts participating in boating programs should bring shoes that can get wet.

Canoeing



Scouts must be classified as a Swimmer and need to bring shoes that can get wet.

Kayaking



Scouts should be at least 13 years old and have Swimmer classification. Kayaking is physically challenging and requires good body strength.

Bring shoes that can get wet.

Lifesaving



This is an advanced merit badge for strong swimmers. Scouts need to bring long pants and a button-up shirt that can get wet. Scouts must have already completed Second Class requirements 5a through 5d and First Class requirements 6a through 6e.

Motor Boating



This is a very popular merit badge and fills up quickly. Scouts need to be Swimmers and bring shoes that can get wet. We use two 15' boats with 8.5 hp Mercury outboard motors.

Mile Swim BSA



This is an award that Scouts and leaders can earn at camp. Campers must participate in practices Monday through Thursday from 6:30 A.M. to 7:00 A.M. and complete the Mile Swim on Friday morning at 6:00 A.M. Volunteer rowers will be needed to escort swimmers across the lake at 6:00 Friday morning.

Rowing



Scouts must be classified as a Swimmer and need to bring shoes that can get wet.

Small Boat Sailing



This is the most advanced boating merit badge. Scouts must be familiar with knots and be Swimmers. Bring shoes that can get wet. We use 14' Laser 'Pico' sailboats.

Swimming



This merit badge is required for the rank of Eagle Scout and an essential Scout skill. Scouts must be classified as a Swimmer and will practice swimming strokes and diving.

Swim Instruction



This session is for Scouts who have not yet met the requirements to be classified as a Swimmer and want to improve their swimming skills. This is not a merit badge.

CHICKASAW VILLAGE

American Cultures & Indian Lore



Scouts will learn more about their own culture, the Chickasaw culture,

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and one other culture of their choosing. Indian Lore features an in-depth experience of Native American culture focusing on the Chickasaw Nation. Scouts will visit the Chickasaw museum in Tishomingo.

Archaeology



Scouts will experience the field of Archaeology by using archaeological techniques, presentations, and artifact re-creation with an emphasis on the history of south-central Oklahoma and the Chickasaw Nation.

Basketry



Scouts will make two kinds of baskets and a camp stool seat using different kinds of material and weaving, and will learn about traditional Chickasaw basketry. Scouts may purchase kits from the trading post for about \$15. Class size is limited.

Pottery



Scouts will learn about clay, forms, and pottery techniques. They will use a potter's wheel, a kiln, and learn about Chickasaw pottery. Class size is limited.

Art & Sculpture



Scouts will model in clay a life-sized human head and sculpt a small-scale model of an animal or person. Scouts will also earn the Art Merit badge.

FRIDAY ONLY MERIT BADGES

FINGERPRINTING AND PULP AND PAPER MERIT BADGES WILL BE OFFERED ON FRIDAY MORNINGS ONLY. SIGN UP WILL BE AT CAMP.

CLIMBING & RAPPELLING

Climbing



Camp has an indoor climbing wall, an outdoor climbing & rappelling tower, and natural rock. Scouts will learn climbing safety and techniques, climbing knots, ropes, and equipment. ***This is a physically and mentally challenging merit badge to earn!*** Scouts must be able to climb, belay, and rappel their own weight. Recommended minimum age is 13. The tower is one of the tallest in the region: over 50 feet tall! It includes walls of varying difficulty, including two negative elements. Come climb with us & enjoy the view from the top.



ECOLOGY & CONSERVATION

Environmental Science



This is an advanced merit badge required to earn the rank of Eagle Scout. Scouts will study ecology, pollution prevention, endangered species, environmental impact and conservation.

Fish & Wildlife Management



Scouts will learn the science behind animal and fish populations and participate in hands-on studies of streams, lakes, and animal habitats.

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Forestry



Forest ecology and management is the emphasis in this session. Scouts will create a field notebook, learn about tree identification and careers in forestry.

Geology



Kerr Scout Ranch at Slippery Falls is home to some of the oldest rocks on the planet. Scouts will enjoy exploring the field of geology including surface rocks, energy resources, mineral resources, and earth history.

Nature & Mammal Study



Scouts will learn about animal signs and tracking as they study the mammals that abound at camp. Scouts will hone their observation skills and conduct a project that will impact mammal numbers. Scouts will show proficiency in a varied study of ecosystems, animals, plants, and soil.

Plant Science



Learn about the amazing variety of trees and plants at camp. Scouts will learn about invasive species, plant ecology, and complete the field botany option of the merit badge.

Reptile & Amphibian Study



Scouts in this merit badge will observe various kinds of reptiles and amphibians in terrariums and in the wild. Scouts must explain and demonstrate significant knowledge of these animals that they will learn throughout the week at camp, and keep a reptile or amphibian for three months outside of camp or other option in requirement 8.

Soil and Water Conservation



Scouts will learn of the relationship between soil, water, plants, and fertile soil. Additionally, they will learn why conservation of these resources lead to a healthy earth.

Weather



Weather is all around us. Scouts will learn the science behind the weather patterns that cause wind, rain and, thunder.



FISHING

Fishing



Scouts will learn to use fishing tackle, knots, lures and baits. Scouts are encouraged to bring their own fishing tackle, but may use the camp equipment. Closed-face spin cast and spinning reels are recommended. Common fish at camp are sunfish, bass, and catfish. Scouts must catch at least one fish and clean & cook a fish. Bring an extra pair of shoes dedicated for entering the water.

Fly Fishing



This style of fishing is more complicated than the style used in Fishing merit badge. Scouts will learn how to use fly fishing equipment and techniques. Smallmouth bass and sunfish are common in Pennington Creek. Scouts must catch at least one fish and clean & cook a fish. Bring an extra pair of shoes dedicated for entering the water.



Earn the BSA

Complete Angler Badge
by earning three
fishing related merit badges:
**Fishing, Fly Fishing, and
Fish & Wildlife Management.**

LIFE TO EAGLE

Citizenship in the Nation



This is an Eagle-required merit badge. Scouts will learn about the national government and how it works. They will have the opportunity to tour a federal installation. Scouts will read and analyze the local newspaper, discuss the founding documents of our country, and study a speech of national significance. Scouts must develop a good understanding of American citizenship to satisfy the requirements of this merit badge.

Citizenship In the Community

This is an Eagle Required merit badge. Scouts will learn about the local government and how it works. Scouts will use camp as a way to learn how communities work together to make the community better. Scout will learn what it means to be a good member of a community to satisfy the requirements for this merit badge.

Cooking & Fire Safety



Cooking is an Eagle-required merit badge, and Fire Safety goes right along with it. Instruction time is during session 3, over lunch, and during session 4. Scouts will learn the cooking skills and nutrition information outlined in requirements 1-3 and prepare the camping meals for requirement 5. Scouts will eat lunch at the Ranch house each day and help prepare the leader dinner on Thursday night. Scouts are encouraged to prepare the Wednesday troop dinner in their own troops. Requirements 4 and 6 will not be completed at camp. Fire Safety will cover most requirements.

Scouting Heritage



Play old-time Scout games, see interesting collectibles, visit with life-long volunteers and deepen your understanding of the worldwide youth

KERR SCOUT RANCH AT SLIPPERY FALLS

movement of Scouting. Prepare items in requirements 5 & 6 prior to camp.

Golf Merit Badge

Instruction will take place in camp on a special range, and students will go to Tishomingo on



Thursday or Friday (weather determinant) to play the 18 holes of golf required for the badge. Students can bring their own clubs, if they wish, or the camp will provide them

for their use. All balls, tees, gloves, and other instructional items will be provided. Class is limited to 12 students per week.

Railroading



Scouts will learn the about modern freight trains, identify different cars, and careers that make up the railway system. This merit badge also discusses the hobby of model trains.

Game Design

Who hasn't wanted to create their own game.

Well in game design Scouts will learn the tools, terms, and vision to create your own game while at camp.



OUTDOOR SKILLS

Camping



This is a significant merit badge required for the Eagle Scout rank.

The instruction covers camping skills including gear selection, navigation, campsite selection, and food prep. Scouts should complete requirements 4a and 4b as they prepare for summer camp by making a duty roster and assisting another patrol to do so. Requirements 8c and 8d must be completed outside of class by preparing a menu and cooking a variety of patrol meals. Scouts must camp a total of 20 days & nights as defined in 9a to complete the badge. Scouts will be able to rappel and complete 9b(6) at camp but must complete one other 9b option outside of camp.

Emergency Preparedness



This is an Eagle-required merit badge. Scouts need to have already earned the First Aid merit badge.

Scouts will learn how to prepare for, respond to, and recover from emergency situations as well as preventing them if possible. Scouts will demonstrate emergency response actions and participate in a drill. Scouts must complete requirement 2c outside of class, which involves a family meeting and family emergency response plan. Requirements 8b is to prepare a personal First Aid Kit that must be prepared outside of camp.

First Aid



This merit badge is required for the Eagle Scout rank. Scouts should already have a good understanding of the first aid requirements for

Tenderfoot, Second Class, and First Class ranks. Instruction in this session will focus on first aid skills beyond these requirements including an understanding of CPR and AED use (but not certification) and more extensive injuries and situations. Scouts should bring a first aid kit for 5a.

Geocaching



Use the Global Positioning System to find geocaches! Learn about latitude, longitude, the Universal Transverse Mercator system, and specifics on setting up your own caches. GPS units will be provided, but bring your own if you wish.



Orienteering



Scouts will learn about map and compass navigation and competitive orienteering. They will lay out and complete orienteering courses and find their way with other navigational aids. This is an essential skill for wilderness travel and backcountry trekking. Scouts may complete requirement 10 outside of the sessions.

Paul Bunyan Award



Scouts must have earned the Totin' Chip. Scouts will learn how to teach the Totin' Chip requirements and perform a conservation project, becoming experts in woods tools. This is an award, not a merit badge.

Pioneering



Scouts will use ropes, lashings, and spars to build useful and fanciful camp gadgets and towers. Scouts should be familiar with the knots and lashings of the Tenderfoot, Second Class, and First Class ranks to participate in these sessions. This badge is limited to First Class Rank and age 12 and above.

Search and Rescue



Scouts will learn real-life search and rescue skills. They will learn proper procedures and then practice them in realistic scenarios. They will know what it is like to help someone who is missing and how to do their part to help.

Wilderness Survival



Scouts should have mastered First Class first aid and outdoor skills to participate in this challenge. Scouts will participate in a Thursday overnight survival session and learn how to live in remote locations and extreme situations. Scouts must have clothing and shoes for a hike and overnight outpost.

SHOOTING SPORTS

Archery



Scouts will learn how to safely handle and shoot a bow and arrow. There is an approximate cost of \$7 for an arrow kit available in the trading post. Scouts will complete the recurve or compound bow options and shoot arrows at 15-yard targets.

Cowboy Action Shooting

This is not a merit badge, but is a fast-paced shooting activity with a Western theme. Participants must be registered Venturers or Scouts, at least 14 years of age, or 13 and completed the 8th grade AND completed rifle or shotgun merit badges. Participants will adopt a cowboy name and shoot two single-action .22 revolvers, a .22 lever-action rifle, and a stage coach double-barrel shotgun. This program is offered during morning block 1, during twilight programs, and as a part of the Outpost program.

Rifle Shooting (modern .22 cartridge)



This is one of two Rifle Shooting Merit Badge options offered at Slippery Falls. Scouts will use .22 rifles with and without scopes under the instruction of an NRA Instructor. Ammunition is provided for merit badge sessions. Ammunition tickets must be purchased at the range for evening ticket shooting.

Rifle Shooting (muzzle-loaders)



This is one of two Rifle Shooting Merit Badge options offered at Slippery Falls. Participants should be at least second-year campers, and shooting experience is recommended. Scouts will use muzzle-loading, black powder type rifles shooting at long-distance targets. Scouts will be under the instruction of an NRA Instructor. Ammunition is provided for merit badge sessions. Ammunition tickets must be purchased at the range for evening ticket shooting.

TECHNOLOGY

Astronomy



There have been great new astronomical discoveries in the past year! Scouts will observe stars, planets, and other celestial objects. There will be some nighttime observation sessions in addition to the daytime session.

Space Exploration



Catch the spirit of the great space explorers! Experience why space missions are launched and the physics of rocketry. Scouts will build, launch, and recover model rockets (available for purchase from the trading post.) Be sure to bring a broad-brimmed hat for sunburn protection at the launchpad.

Electronics



Learn how to build circuits and learn the science and skill that it takes to safely work with electricity and devices that use electricity. Scout also learn about careers in electronics.

Moviemaking



Learn the craft of making movies for fun, for education, or to help train your fellow scouts. Learn many of the skills that actors, directors, and crew use in their jobs to make blockbusters at the box office.

Photography



Scouts will learn the fundamentals of taking great photos. Instruction will include composition, lighting, background to teach scouts how to take photos that will wow the beholder. Scouts may bring a film camera or use their smartphone.



Shotgun Shooting



Advanced campers may participate in shotgun shooting merit badge using 20-gauge shotshell-type guns.

Scouts will learn about the sport of shotgun shooting, safety, and how to maintain a firearm. Scouts should be physically strong enough to shoot the gun and must hit 48% of clays in two 25 target groups to complete the requirements at camp. Ammunition is provided for merit badge sessions.

Ammunition tickets must be purchased at the range for evening ticket shooting.

Scout Masters and Senior Patrol Leaders!

Make sure on Thursday Night your troop doesn't miss out on the Scoutmaster/SPL Shoot -Off at the rifle range.

THE HERITAGE CENTER

Journalism



Scouts will get to learn and participate in reporting the goings on at Kerr Scout Ranch. They will also learn the fundamentals of journalism and all of the career opportunities in the field.

Programming



In Programming Merit Badge Scouts learn the basics of coding. They also learn the difference between different types of coding systems and processes. Cyber Chip completion is required for this merit badge.

Robotics



Learn how to design, build and test your own robot. Scout will also learn all of the appropriate safety and developmental skills that robotics engineers use in the field.

Leatherwork



Scouts will be making leather crafts such as a knife pouch and dyeing a belt. Scouts will learn how to craft and care for leather items and should bring one leather item from home such as a shoe, glove, or belt. Materials cost about \$8 in the trading post, and may be pre-ordered.

Metalwork



Scouts will use the blacksmith forge and iron in this merit badge session. Scouts need to wear long pants and a long-sleeved shirt to protect themselves from the heat of the forge. Scouts may bring their own gloves. Minimum age is 13 years old. There is a fee of \$12 for materials. Scouts will complete steel items with decorative twists, L-bends, and U-bends. For fire safety, wear no synthetic clothing - only natural fibers, such as cotton, are permitted.

Woodwork



Scouts with a Totin' Chip will learn about woodworking projects and what is the best wood to use for those projects. They will also be demonstrating different types of finishes and woodworking fundamentals and how to properly operate, care and store the tools that the class uses.

Textiles



In this merit badge Scouts will get to learn what makes up the very fiber of everything that we wear. Scout will also make a project from a loom that they made themselves.

KERR SCOUT RANCH AT SLIPPERY FALLS

WESTERN HERITAGE

Farm & Auto Mechanics



For Scouts who want to learn more about engines and mechanics, this is the badge for you! Scouts will get hands-on experience with implements, engines, and farm tools. Instruction topics include engine maintenance, cooling systems, fuel systems, electrical systems, hydraulics, and drive train. Scouts will have the opportunity to visit the Round Rock Ranch to see more farm implements and vehicles in action.



Welding



Experience the skill of welding commonly used in industry and agriculture. Scouts need to wear long cotton pants and a long-sleeved cotton shirt to protect themselves from the heat of the torch. Minimum age is 13 years old. There is a fee of \$10 for materials. For fire safety, wear no synthetic clothing - only natural fibers, such as cotton, are permitted.

Woodcarving



Scouts should be second-year campers and have previously earned the Totin' Chip. Scouts will learn about wood choice and carving techniques with special carving knives. Adults with carving or whittling experience are needed to assist in these sessions on Wednesday and Thursday. The needed kits are available in the trading post for about \$9 and may be pre-ordered.

Animal Science



Scouts will experience the beef cattle industry and take a tour of the neighboring Round Rock Ranch,



Horsemanship



Saddle up! Scouts will learn how to care for and feed horses, horse health, different types of riding, caring for tack, and how to ride. Plenty of riding time is scheduled with extra trail rides available during twilight hours. Scouts should be experienced campers, preferably 12 years old, and be able to physically ride a horse. All participants must bring long pants. Also required are boots, preferably cowboy boots, with heel. Hiking boots make poor riding boots - we would prefer smooth-soled shoes like work boots with minimal tread and lacing. All riders are required to wear helmets (provided), long pants and boots. There is a \$85 fee for this merit badge in addition to the camp fee. Participants must also not exceed the 200 pound weight requirement.



Sessions are limited to 14 participants, and each Scout will get lots of coaching tailored to their ability level. Come ride with us!



TRADING POST

The trading post supports the program by offering a variety of kits, supplies, souvenirs, and snacks for sale to campers. The trading post is open most hours of the day and evening with the exception of meals and camp-wide activities. Accepted payment methods include credit card, check, and cash. All prices are rounded to the nearest 25 cents, so no coins other than quarters are necessary. All prices include sales tax. There is no ATM at camp.

The trading post carries a wide array of items. Here is a sample list:

Souvenirs:

Belts & Belt Buckles
Camp T-shirts
Camp hats
Camp maps
Camp mugs
Carabiners
Hiking staves
Hiking staff medallions
Knives
Patches
Pins
Stickers

Kits:

Arrow kits
Basketry Kits
Fishing supplies
Leatherwork kits
Metalwork and welding supplies
Native American style crafts
Rocket kits (for Space Ex.)
Woodcarving kits

Outdoor gear:

550 Paracord
Duct Tape
First Aid Kits
Flashlights
Hammocks
Hatchets
Knives
Ponchos
Survival kit items
Water bottles

Concessions:

Candy Bars
Frozen treats
Fruit
Hot dogs
Ice cream
Jerky
Nachos
Popcorn
Slushies
Soda Pop
Sports drinks

Other items:

Scout BSA Handbooks
Envelopes
Games
Insect repellent
Merit Badge Pamphlets
Paper
Pens
Postcards
Scouting Publications
Stamps
Sundries (sunscreen, toothpaste, soap, batteries, etc.)



The trading post also serves as the post office at camp. Each campsite has a cubby for incoming mail, and there is a mailbox for outgoing mail.

PRE-ORDERING KITS, SHIRTS AND HATS

- Units may order a variety of items in the spring prior to arrival at camp.
- Pre-order items include camp shirts, camp hats, and certain merit badge kits.
- Items are available for sale on through Scoutingevent.com beginning April 1.

DAILY NEWS AND INFORMATION

The program office publishes a daily news-letter titled *The Daily Slip*. The camp staff hands it out at the leader meeting each day. Any schedule changes or news items will be listed. Please submit photos or special stories you would like to share with the camp!



KERR SCOUT RANCH AT SLIPPERY FALLS

HONOR AND MERIT TROOP APPLICATION

The Honor Troop and Merit Troop awards recognize units that participate fully in the camp program, follow camp rules, and demonstrate the true spirit of Scouting. Please complete this form and turn it in by Friday at NOON.

Merit Troop

Complete seven of the following nine requirements:

- ☐ The unit completes all registration materials by the proper deadlines including completed forms and payments.
- ☐ The unit has 55% of its membership in camp.
- ☐ The senior patrol leader attends all SPL meetings and the Scoutmaster attends the leaders' meetings while at camp.
- ☐ The Scouts and leaders in the unit attend evening meals and campfires in "Class A" field uniform.
- ☐ Provide the assigned number of table waiters for preparation and clean-up at every meal in the dining hall.
- ☐ Two-deep leadership - provided completely by the unit - is present in camp at all times.
- ☐ The unit maintains a ratio of at least one leader for every ten Scouts.
- ☐ The unit maintains a clean campsite throughout the week.
- ☐ No vehicles are parked in the campsite outside of camp arrival and departure.

Complete the following mandatory requirement:

- ☐ The unit members participate in activities, follow all camp rules, and have a general attitude conducive to a Scout camp.

Get these boxes signed:

Administration

Administration

Program Director

Program Director

Dining Hall Steward

Administration

Administration

Administration

Administration

Camp Director

Honor Troop

In addition to qualifying for Merit Troop, a unit must complete four of the following seven requirements:

Get these boxes signed:

- ☐ The unit has at least one adult leader attend a pre-camp leaders' meeting. (Should be the Scoutmaster; if he or she cannot attend an assistant Scoutmaster or committee member may fill in).
- ☐ The unit performs a conservation or camp improvement project while at camp. This project must be approved beforehand and checked upon completion by the Eco-Con Director or Camp Ranger.
- ☐ The unit plans one unit or campsite activity. The activity must foster a sense of Scouting friendship between at least two units.
- ☐ At least one leader from the unit completes the Scoutmaster merit badge.
- ☐ The unit attends at least two vespers services.
- ☐ Scouts provide an honor guard or lead grace at one flag ceremony in complete "Class A" field uniform.
- ☐ Every patrol enters a flag in the patrol flag contest.

Administration

Ranger or Eco-Con Dir.

Program Director

Program Director

Camp Chaplain

Program Director

Program Director

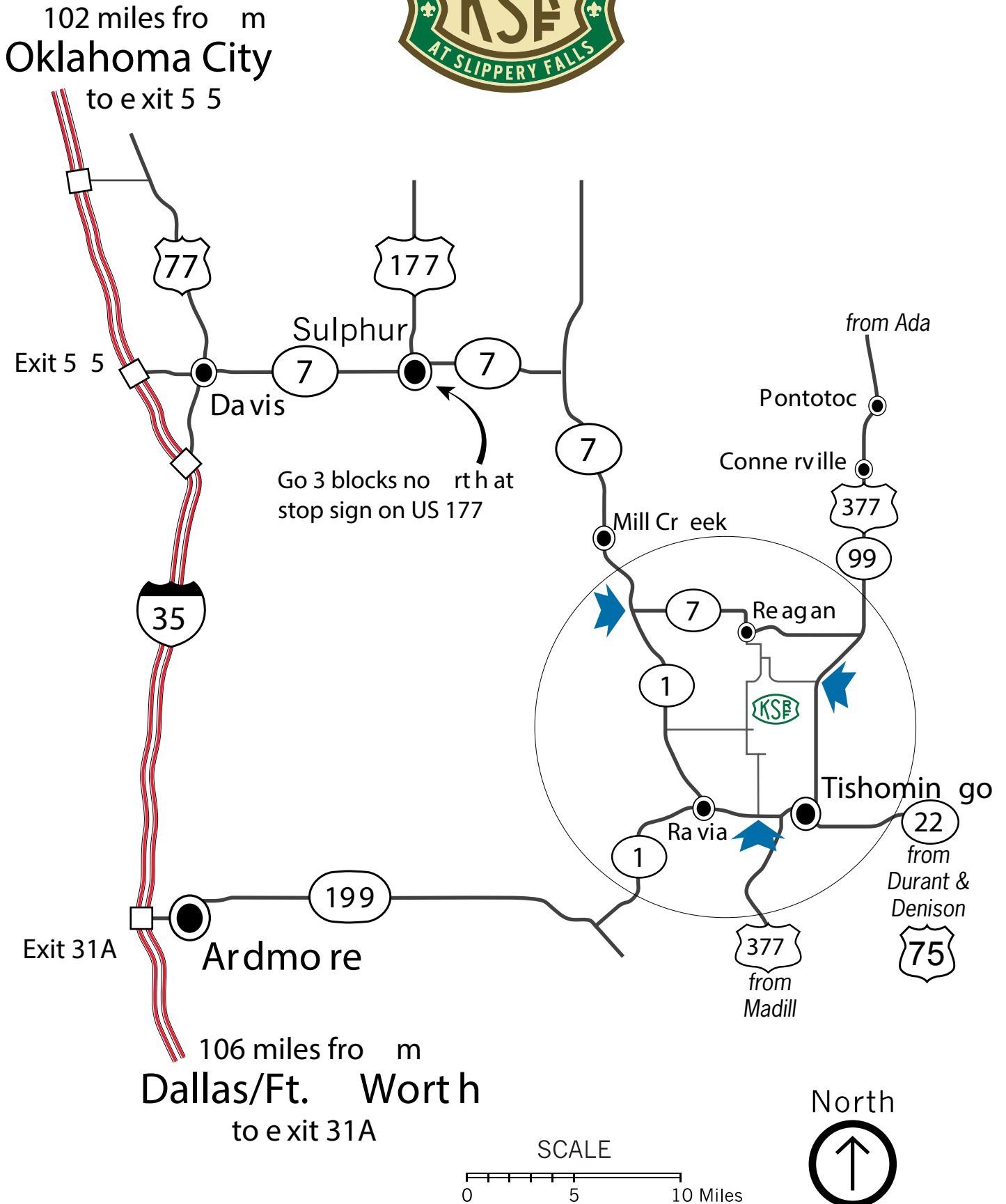
After you get all of the required signatures in the appropriate boxes please return this form to the program office on Friday by Noon.

Troop # _____
Council _____

City _____
State _____

LAST FRONTIER COUNCIL - OKLAHOMA

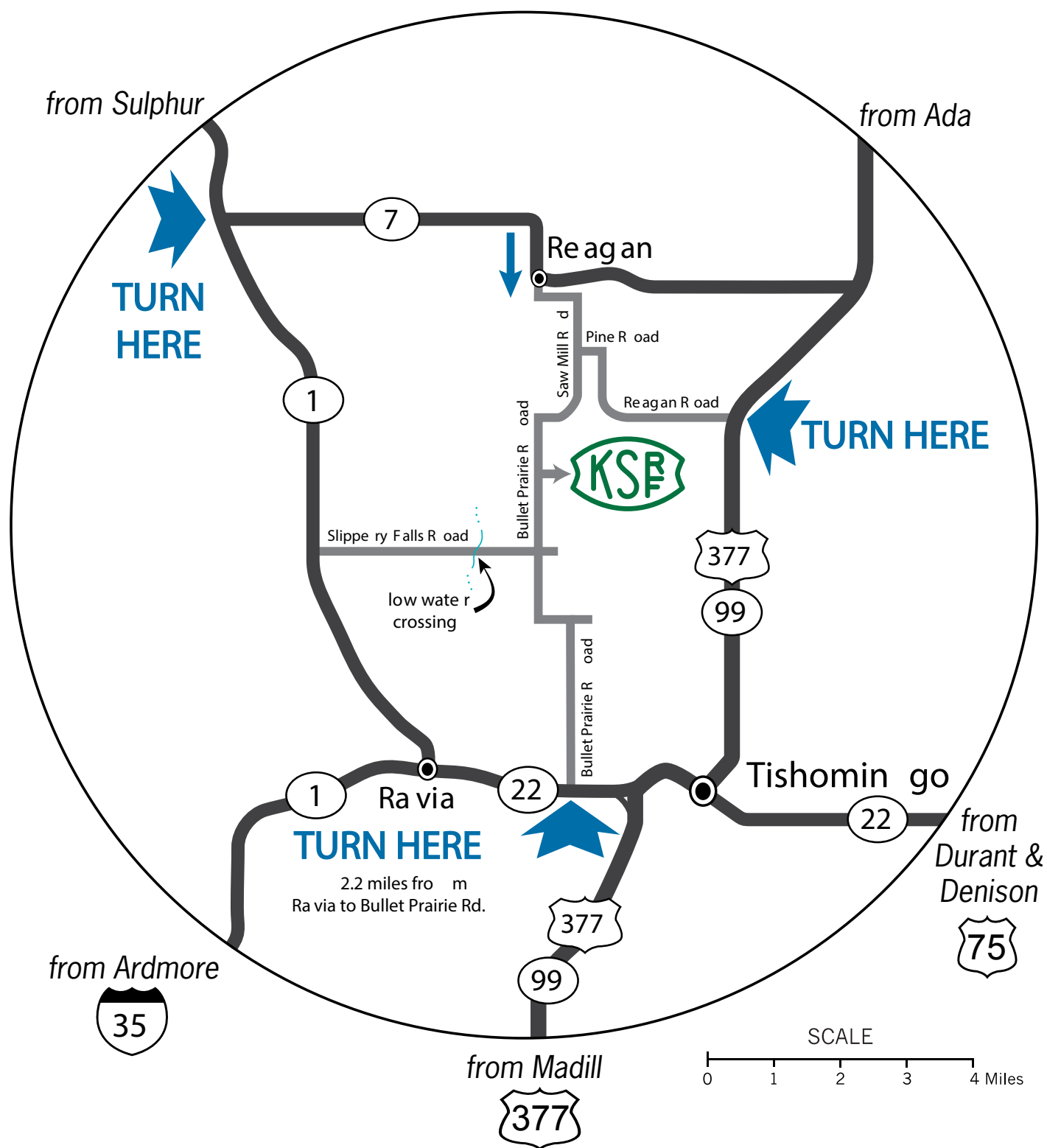
DIRECTIONS TO CAMP

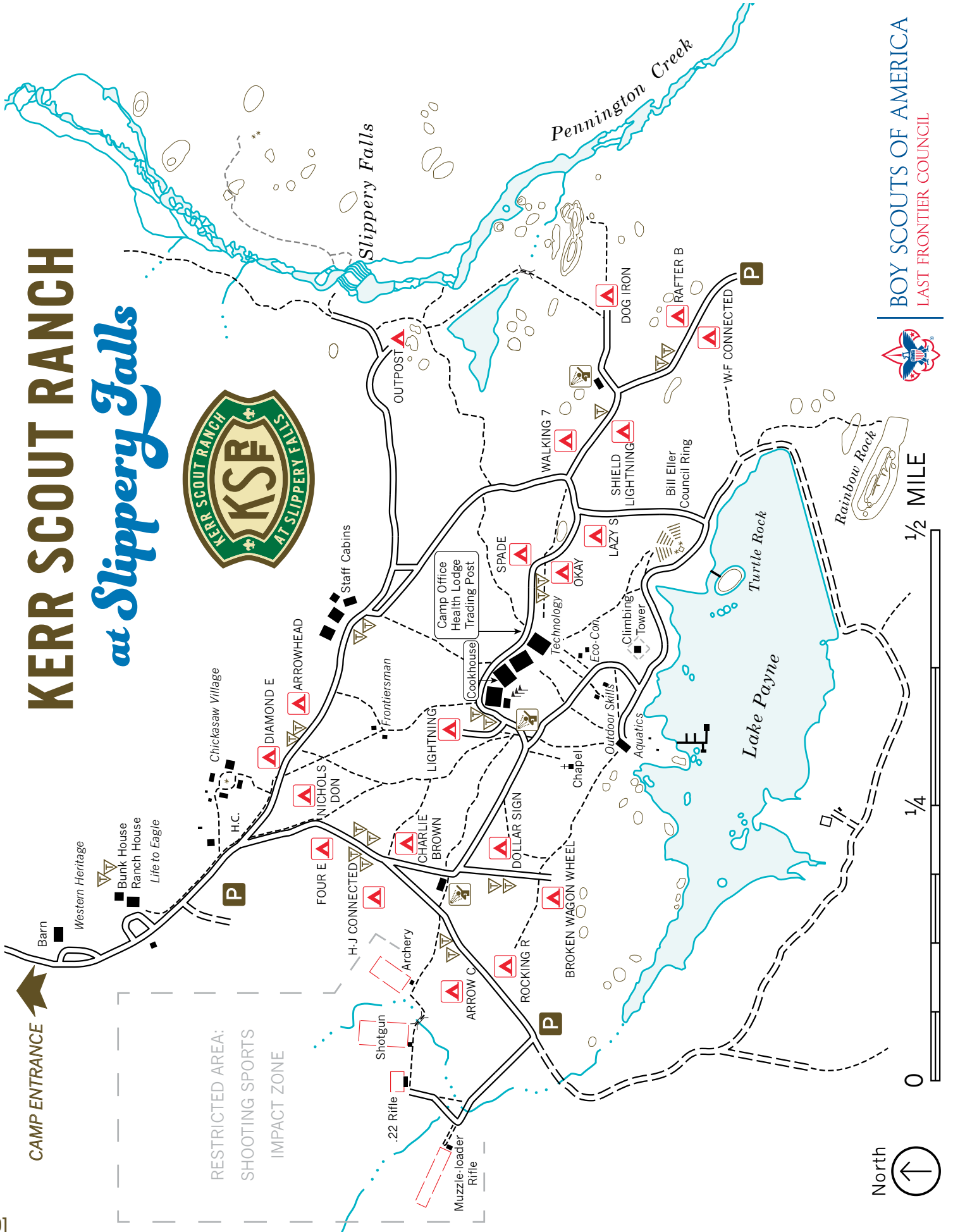


KERR SCOUT RANCH AT SLIPPERY FALLS

DIRECTIONS TO CAMP

(DETAIL)





KERR SCOUT RANCH AT SLIPPERY FALLS



SCOUTMASTER MERIT BADGE APPLICATION

Name _____

Troop # _____

Council _____

OPTION ONE

Complete six of these ten requirements
You may repeat requirements for credit

Staff Initials*

- _____ Volunteer for at least 2 hours in the Trading Post.
- _____ Help supervise the clean-up of the Dining Hall for three meals.
- _____ Help clean up after the Leader's Dinner on Thursday Night.
- _____ Row for the Mile Swim.
- _____ Volunteer in the Eagle Trail Area for one day.
- _____ Serve as an volunteer Quartermaster for one full day.
- _____ Drive a vehicle on a field trip.
- _____ Participate in one of the training programs offered during the week.
- _____ Serve as a Lifeguard at the Aquatics area.
- _____ Assist in a program area for one day.
- _____ Assist in the kitchen for one meal.
- _____ Other activity approved ahead of time by the Program Director, Ranger, or Camp Director.

OPTION TWO

Complete one of these requirements.

- _____ Serve as volunteer Quartermaster for a part of at least four days.
- _____ Instruct a merit badge for a full week.
- _____ Serve as the camp chaplain for three vespers services.
- _____ Complete Climbing Instructor training and assist climbing during twilight.
- _____ Serve in the Health Lodge as a qualified assistant for four days.
- _____ Other five-day service option as approved by Program Director or Camp Director.

*Have the appropriate Area Director of staff initial next to completed requirements.



KERR SCOUT RANCH

at Slippery Falls



2023 CAMPSITE RESERVATION FORM

Council: _____

Unit Type: ☐ Troop ☐ Team ☐ Crew

Unit Number:

Camp Session: ☐ 01 ☐ 02 ☐ 03 ☐ 04

Unit Leader Contact Information

Dates: _____

First Name: _____

Last Name: _____

Mailing Address: _____

City: _____ State: _____ ZIP: _____

Telephone 1: Type: ☐ Home ☐ Office ☐ Mobile

Telephone 2: Type: ☐ Home ☐ Office ☐ Mobile

Telephone 3: Type: ☐ Home ☐ Office ☐ Mobile

E-mail Address: _____

Camping Information

Estimated number of campers: _____ Youth _____ Adults

\$100 deposit is required for each campsite. Please number campsites in order of preference.

- ☐ Arrow C [△]
- ☐ Arrowhead [△]
- ☐ Broken Wagon Wheel [△]
- ☐ Charlie Brown [△]
- ☐ Diamond E [△]
- ☐ Dog Iron
- ☐ Dollar Sign
- ☐ Four E [△]
- ☐ H J Connected [△]
- ☐ Lazy S

- ☐ Lightning
- ☐ Nichols Don [△]
- ☐ Okay
- ☐ Rafter B [△]
- ☐ Rocking R
- ☐ Shield Lightning
- ☐ Spade [△]
- ☐ Walking Seven
- ☐ W F Connected [△]

[△] tents & platforms provided

Special needs: ☐ Mobility needs ☐ Special diet ☐ Early or late arrival ☐ Other

Comments: _____

KERR SCOUT RANCH AT SLIPPERY FALLS



UNIT ROSTER

This Unit Roster form is provided for your convenience. You may use this form or provide your own roster. The roster must include all youth and adults attending camp and their telephone numbers. Please present this form at check-in.

Council: _____ Unit Type: ☐ Troop ☐ Crew

Unit Number:

Campsite: _____ Camp Session: ☐ 01 ☐ 02 ☐ 03 ☐ 04 ☐ 05 ☐ 06

ADULT LEADERS

First Name	Last Name	Dates in Camp	Mobile Phone No.	Position
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				

YOUTH

First Name	Last Name	Home Phone	First Name	Last Name	Home Phone
1.			21.		
2.			22.		
3.			23.		
4.			24.		
5.			25.		
6.			26.		
7.			27.		
8.			28.		
9.			29.		
10.			30.		
11.			31.		
12.			32.		
13.			33.		
14.			34.		
15.			35.		
16.			36.		
17.			37.		
18.			38.		
19.			39.		
20.			40.		

LAST FRONTIER COUNCIL - OKLAHOMA

UNIT SWIM CLASSIFICATION RECORD

This is the individual's swim classification as of this date. Any change in status after this date i.e., non-swimmer to beginner or beginner to swimmer, would require a reclassification test by the Camp Aquatics Director.

SPECIAL NOTE: When swim tests are conducted away from camp or at the point of activity, the Camp Aquatics Director retains the right to review or retest any or all participants to assure that standards have been maintained.

Unit Number _____

Date of Swim Test _____

	Full Name (Please Print)	Y/A	Swim Classification		
			Non-swimmer	Beginner	Swimmer
1.					
2.					
3.					
4.					
5.					
6.					
7.					
8.					
9.					
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					

Name of Person Conducting Test:

Print Name _____

Signature _____

☐ BSA Aquatics Instructor
 ☐ BSA Lifeguard
 ☐ BSA Swimming & Water Rescue
☐ Certified lifeguard, swimming instructor, or swim coach (list agency) _____

Unit Leader:

Print Name _____

Signature _____

SWIMMER'S TEST: Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: side stroke, breast stroke, trudgen, or crawl; then swim 25 yards using an easy resting back stroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

BEGINNER'S TEST: Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.

KERR SCOUT RANCH AT SLIPPERY FALLS

BOY SCOUTS OF AMERICA

LAST FRONTIER COUNCIL

2023 Campership Application Form

Campership funds are available for youth who cannot afford to pay the total fee for camp. Requests must be made in writing and addressed to Last Frontier Council, Camping Committee, 3031 N.W. 64th St. Oklahoma City, OK 73116. **Camperships limited to 50% of fee.**

CAMP:

- ☐ **Kerr Scout Ranch at Slippery Falls**
☐ **Cub Resident Camp at Camp George Thomas**

APPLICATION DUE DATE:

April 7
May 1

Financial assistance is only available to youth registered in the Last Frontier Council.

Scout's Name _____ Unit Type & No. _____

Address _____ District _____

City _____ Zip _____

Rank in Scouting _____ Date joined unit _____

Prior years attending camp _____

Amount of campership needed: \$ _____ (Limit 50% of Registration fee)

Dates attending camp in 2021: _____

.....
FAMILY INFORMATION

Parent or Guardian #1 Name _____

Employer _____ Occupation _____

Parent or Guardian #2 Name _____

Employer _____ Occupation _____

Financial Status:

To give the camping committee a better understanding of the family's financial status, please provide the following information. This information will be held in the strictest confidence.

Total *monthly* income \$ _____ Number of family members _____

Did the Scout sell popcorn in the last year? Yes ☐ No ☐ Total amount sold \$ _____

Did the Scout sell Camp Cards this year? Yes ☐ No ☐ Total amount sold \$ _____

Did the Scout participate in any other fundraising this year? Yes ☐ No ☐ Amount earned \$ _____

Is the unit or community contributing toward the camp fee? Yes ☐ No ☐ Amount \$ _____

(Fundraising shows that a Scout is putting an effort into earning his or her way in Scouting.)

Additional Information that should be considered by the committee: _____

_____ (Attach pages if necessary)

.....
Unit Leader Approval (required) _____ **Date** _____

Council Camping Committee Approval _____ **Date** _____

Amount Awarded \$ _____

Routine Drug Administration Record

Name: _____ Campsite: _____

Unit Number: _____ Date of birth: _____ Classification: _____

Drug Hypersensitivity: _____ Weight: _____

Prescribing Physician: _____

Medication: _____ Rx: No Yes Number: _____

Dosage: _____ Date Filled: _____

Route: P.O. I.M. S.C. S.I. Topical Inhalation Rectal

Time: PRN Daily BID TID QID AC PC HS

Amount in bottle: _____ Comments: _____

Med Time	S	M	T	W	R	F	S

Prescribing Physician: _____

Medication: _____ Rx: No Yes Number: _____

Dosage: _____ Date Filled: _____

Route: P.O. I.M. S.C. S.I. Topical Inhalation Rectal

Time: PRN Daily BID TID QID AC PC HS

Amount in bottle: _____ Comments: _____

Med Time	S	M	T	W	R	F	S

Prescribing Physician: _____

Medication: _____ Rx: No Yes Number: _____

Dosage: _____ Date Filled: _____

Route: P.O. I.M. S.C. S.I. Topical Inhalation Rectal

Time: PRN Daily BID TID QID AC PC HS

Amount in bottle: _____ Comments: _____

Med Time	S	M	T	W	R	F	S

Prescribing Physician: _____

Medication: _____ Rx: No Yes Number: _____

Dosage: _____ Date Filled: _____

Route: P.O. I.M. S.C. S.I. Topical Inhalation Rectal

Time: PRN Daily BID TID QID AC PC HS

Amount in bottle: _____ Comments: _____

Med Time	S	M	T	W	R	F	S

Initial

Signature

Name

Position

Instructions: Record on this form all medicines brought to camp. You can list up to four medications on each sheet. Record dispensing times and dates in the spaces provided.

A BRIEF HISTORY OF CAMP

SUMMER CAMPING SINCE 1967

In late 1966, leaders of the Last Frontier Council explored land that was then known as Slippery Falls Ranch to see if the location was suitable for a Boy Scout camp. Amazed by the beauty of the rock formations and pristine waters of Pennington Creek, the council decided to purchase the land and open it for summer camping in 1967.



THE MOST HIGH ORDER OF THE DONKEY

A massive work project was planned for April of 1967. Known as "Donkey Weekend," the project involved over 400 volunteers and staff working on infrastructure, construction, and campsite building projects to prepare the camp for Scouts. The workers called themselves The Most High Order of the Donkey, and continued the massive work weekends for several years to build the camp.

Much of the work involving heavy machinery was done by the National Guard. In 1970, Lake Payne, built by Guard Companies C and D, was dedicated in honor of William T. Payne, longtime Scouting leader and past president of the Last Frontier Council.

CAMPSITES

The first campsites at Slippery Falls Scout Ranch were on the east side of Pennington Creek. Campers used a simple bridge to cross the creek just upstream of Slippery Falls. One year the creek flooded, and camp staff used a cable and pulley system to transport food across the creek until the waters subsided.

The first permanent campsites were established in 1970 on the west side of the creek where most of camp is today. The first campsites were named after ranches in Oklahoma.

CAMP DEVELOPMENT

The council raised \$900,000 from 1974-1976 for camp development, and in 1977 the first kitchen was constructed along with shooting ranges, showers, and staff facilities. A junior leader training program called Brownsea Double-Two was started in the summer of 1976. The camp was ready for a large increase in camp attendance when the Sasakwa summer camp operation was closed after 1979.

Specialty camp weeks opened in the 1980s included Aquatics Week, Fish Camp, Shooting Camp, and Webelos Camp. A horse program was begun in 1990 and attendance reached over 1,600 campers.

Another round of construction in the mid-1980s resulted in an expanded dining hall and a program building. The Most High Order of the Donkey was recalled in 1991-1992 for improvements to camp for the 25th anniversary.

PROGRAM CHANGES

Merit badge offerings at Boy Scout camp were expanded throughout the 1990s. In 1996, Webelos programs and Brownsea moved to Camp George Thomas, and Boy Scout camp attendance again increased with troops from the Black Beaver Council and four additional campsites.

KERR SCOUT RANCH AT SLIPPERY FALLS

A third capital improvement campaign was launched in 2007 with construction continuing through 2016. Over \$4 million of improvements included new water and electrical infrastructure, staff cabins, dining halls, headquarters buildings, and facilities for aquatics, climbing, and other program areas. The Oklahoma Centennial of 2007 was commemorated by a ranch house and the Chickasaw Nation funded the construction of a Chickasaw Village. The camp name was changed to honor the Kerr family of Oklahoma, instrumental in the capital investments in camp since 1974. Today, Kerr Scout Ranch at Slippery Falls hosts well over 2,000 campers every summer, offering over 70 merit badges and adventure programs.