



# 2024 Leader's Guide and Forms



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# Last Frontier Council- Oklahoma



## 2024 Camp Leadership

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Council Commissioner..... Rory Barnche  
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Council Vice President Of Properties..... Richard Forshee  
Council Camping Committee Chairman.....Shad Glass

Director of of Support Service/Staff Advisor.....Carl Hanke  
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Howdy! If you and your scouts are looking for a fantastic week of Summer Camp then look no further than Kerr Scout Ranch at Slippery Falls to exceed your expectations.

I am honored to once again lead the greatest laboratory for young men and young women to learn, grow and thrive. Our goal continues to be to help you and your Scouts have a safe, and fun experience while offering top customer service and fostering a sense of community after all we triple the population of Tishomingo, Oklahoma while camp is in session. We continue to make an effort even better than ever here are some highlights for 2024:

- Western Heritage with our special events and unique programming will be continually featured.
- We are committed to quality instruction in all of our advancement areas to give scouts the opportunity of learning.
- Outpost remains an integral part of our older youth program.
- We are in the process of making improvements to our buildings and program areas through our capital campaign for the Last Frontier Council.

I look forward more than ever before to leading our great Kerr Staff team. Let me encourage you 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 the virtual Leader Orientation Meetings in April. As always, I am here to help you prepare for a great camp experience. You can reach me via email at [m\\_d\\_ballard@yahoo.com](mailto:m_d_ballard@yahoo.com). We look forward to serving you and your scouts for an outstanding 2024 Summer Season!

Mike Ballard  
2024 Ranch Director





## Basic Information on Health and Safety

Kerr Scout Ranch at Slippery abides by all county and state health standards for Johnston County and the State of Oklahoma. Health and Safety begins with you as the leaders for your troop attending camp. If you have a scout that shows up for departure for camp and is not feeling well or is running a fever then do not have them attend camp.

We simply recommend that we all, Be Prepared, for whatever may need to be addressed with health and safety in camp. We have a team that includes our camp health officer, doctors, and our council health supervisor that monitor all health situations and develop and communicate action plans that your unit may need to take to have a fun, safe, and enjoyable time this summer at Kerr Scout Ranch.

## Camp Overview

Our Camp theme is Doing the Incredible, Incredibly Well. Our program will continue to honor the history and lore of Kerr Scout Ranch at Slippery Falls. Here some examples of what will happen during your week of camp at Kerr Scout Ranch:

- We are offering a four week summer season. We will add more weeks after capacity is met in weeks 1-4.
- We are offering twilight activities on Monday, Tuesday, And Thursday evenings.
- Our Thursday night activities will feature enhanced twilight activities in all program areas.
- As part of Twilight activities Shooting Sports will be offering Hunter's Safety Course for youth and adults in camp.
- On Friday morning, some special merit badges will be offered.
- Our Friday night dinner and program features awards, Troop Skits,, The Order of The Arrow callout ceremony available to all troops.





## Camp Fees

### Youth Fees

Regular                    \$310.00  
Late Fee:                 \$345.00  
(Payment Made After May 1st)

### Adult Fees

Regular:                 \$200.00  
Late Fee:                 \$235.00:  
(Payment After May 1st)



## Early Payment Leader Deal

For all units that that are fully paid by April 15, 2024:

- For every 10 youth that are registered and attend camp
- Kerr Scout Ranch at Slippery Falls will waive fees for one adult.

## Program Fees and Kits

All merit badge classes with program fees and /or kits will be paid for through the online registration system and kits will be available at each merit badge class area. For those scouts that wish to do a kit project outside of the merit badge class they will be available in the Trading Post.







## Registration Process

### Overview

Our goal with the registration process is to assist campers and staff make accurate plans so that your scouts have the best experience possible. This section on registration contains all the information necessary to register for summer camp at Kerr Scout Ranch at Slippery Falls. We prefer that all units register online using [www.slipperyfalls.com](http://www.slipperyfalls.com).

Reminder: All Merit Badge registration is completed online.

### Camp Application/Deposit

**1** Troops should submit The 2024 Summer Camp Reservation Form found in the appendix of this guide. Forms may be submitted to The Last Frontier Council Offices or via email to Kathy Zabloudil, LFC program administrator, [kathy.zabloudil@scouting.org](mailto:kathy.zabloudil@scouting.org). Both the Online Registration and the paper form include leader contact information, campsite preference, and estimated number of youth and adults. The campsite can only be reserved after the \$100 deposit for the unit is paid.

### Payments, Merit Badges, and Programs

**2** Registration for all merit badge sessions will be done online beginning March 1, 2024. There are videos available to learn the process it will also be a part of the first Pre-Camp Leader's Meeting prior to March 1.

### Final Payment

**3** The final balance for all scouts and adult leaders fees is due before May 1, 2024 to the Last Frontier Council Scout Center or through our online registration system. The \$100 deposit is counted toward this final payment. Units making camp fee payments by this date will not incur a late fee.

### Check-in

**4** Please arrive at camp with all required paperwork (health forms, YPT Certificates, etc.) detailed in the Check-In section of this leader's guide. Our Staff will update schedules and settle any remaining balances at that time. Any Scouts paying or registering after May 1, 2024 will pay the late fee rate. The only exception need to be made in writing and submitted to the Last Frontier Council Gaylord Scout Service Center (30301 NW 64th St.) and approval is left to the discretion of the camp management team.





## Payments

- 5** Our preferred method of payment is through our online registration system. Checks and cash are accepted. For Last Frontier Council Troops and Crews, we also accept payment out of unit accounts.

## Refunds

Scouts or adults unable to attend summer camp due to an accident, illness, or death in the the immediate family may request a refund of fees paid after the the \$100.00 deposit. All refund requests MUST follow these outlined procedures below:

- All refund requests must be submitted in writing via physical mail or email to Kathy Zabloudil, Last Frontier Council Mailing Address is 3031 NW 64th St. Oklahoma City, OK 73116. All refund requests must arrive no later than two weeks prior to the conclusion of the participants week of camp.
- 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 applicable, the unit number and name and address of the unit leader .
- The \$100 summer camp campsite deposit is not refundable in the event of cancellation. The advance summer camp payment payment of \$100 per scout is not refundable but can be transferred form one scout to another in the same troop. All transfer requests must be made in writing at least one week prior to scheduled camp arrival.
- Refunds are u-issued due to accident, illness, death in the immediate family or family relocation. "No Show" will not receive a refund. Unaccepted reasons are optional summer classes, vacation or work schedule changes, child custody issues, or family imposed discipline.
- Refunds or transfers will not be granted for those who register for camp and choose to arrive late or depart early.
- In the event a unit made payment for multiple participants, and refunds will be sent to the unit leaders for appropriate distribution.

## Online Registration Process

Kerr Scout Ranch At Slippery Falls uses online summer camp registration site [scoutingevent.com/480](http://scoutingevent.com/480). Virtual training will be provided for those unfamiliar with [scoutingevent.com](http://scoutingevent.com) in February. Merit Badge Session registration will open at 8AM on morning of March 1 to all of the units that units that paid the \$100 per scout advance payments by that date. Units paying after March first will gain access once their payments are processed at the council office or through [scoutingevent.com](http://scoutingevent.com).



## Pre-Camp Leader Orientation Meetings

We Will offer three 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) The camp staff values the input form unit leaders on the program and will go over any questions leaders have regarding summer camp. All units registers will receive the zoom link by email for the orientation meetings.

- Saturday, February 10, 2024, 10 AM-Noon (Scoutingevent.com Overview)
- Saturday, April 6, 2024, 10AM-Noon
- Saturday, May 11, 2024, 10AM-Noon

## Campsite Reservation

Available campsites may be reserved on a first-come, first served basis. The Campsite reservation is non-refundable, but may be used toward the total camp fee. Troops and Crews that make a reservation but for any reason “No Show” forfeit Their \$100 deposit. Units coming to camp for the 2024 season will have first pick to reserve campsites for the 2025 camp season.

**IMPORTANT:** Even if a 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 to the right shows only those campsites that do provide platforms and tents per campsite. We encourage that troops having their tentage to use it for camp if that what is familiar to the scouts and leaders coming to camp. Any modifications that need to be made to tents and tent platforms to conform to special needs should be turned in to camp leadership at least two weeks prior to camp. This gives time to make the requested accommodations. Each platform holds one tent that holds two people.

### 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	1 Platforms
WF Connected	12 Platforms



## Campsites Continued

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.

## Beginning Your Adventure (Arrival)

Units Should Arrive at Camp beginning at 1:00 PM and no later than 3:00PM on Sunday. Units arriving on Monday should arrive no later than 7:00 AM and are required to contact the camp leadership at least a week prior to the arrival date. This ensures that all of the logistics surrounding check-in are taken care of. If a troop requires a Saturday arrival, please make arrangements through the camp leadership. Camp is Closed from 10 AM Saturday to 1:00 PM Sunday. Units arriving early will be responsible for their own meals until Sunday Dinner., and may opt for an early check-in time on Sunday.

## Check-in Procedures

Upon arrival at camp, one staff member will serve as a Troop Guide to assist with the check-in process. The check-in process cannot begin until all Scouts in the the unit have arrived at camp. The Troop guide will escort the scouts and other leaders on a camp tour and health check. The Annual Health And Medical Record, medications, Routine Drug Administration Forms and Swim Checks need to be with the group on the camp tour. Swim Checks if needed, will occur after the camp tour and health checks. Troops are highly encouraged to conduct a swim classification test prior to camp.

The primary unit leader (Scoutmaster or Summer Camp Scoutmaster) will go to check-in at the Ranch House before rejoining the unit at health rechecks. the primary unit leader will submit a roster of scouts and leaders. Our office staff will briefly review the merit badge and program schedule with the unit leader. The procedures for making merit badge class changes will be discussed at the afternoon leader's meeting on Sunday.

### Items to bring to camp Tour & Health Re-Check

- Annual Health & Medical Record (Parts A, B,C)
- Routine Drug Administration Record Medications
- Swim Trunks & Towels (If Needing A Swim Check or completed swim check form

### Items For Primary Leader at Check in

- Unit Roster of Campers
- Merit Badge Session Registration Conformation

## Check Out Procedures

The Check-out procedure will begin early Saturday and should be completed before 10 AM. 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, medication, and routine drug administration records may be retrieved from the Health Lodge. Patches will be issued in 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 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 youth. This includes digital communication.

### Separate Accommodations

Separate accommodations for adults and scouts is required. When camping, no youth may share a tent with an adult or a person of the opposite sex. Youth members sharing accommodations should be no more than two years apart in age, unless they are relatives. No adult may share a tent with the opposite sex unless he or she is the adult's spouse.

### Privacy of Youth

Adults leaders and other youth members 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. Kerr Scout Ranch has three shower and restroom facilities with individual stalls.

### The Buddy System

Buddy pairs should know and be comfortable with each other and be the same gender. 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 three scouts. No youth should be forced into or made to feel uncomfortable by a buddy assignment.

### Technology Use

Inappropriate use of cameras, imaging, or digital devices is strictly 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 the 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 must always 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. Please see the section on Uniform and Attire in Camp section in this leaders guide.

### No Hazing or Bullying

Physical hazing and initiations are prohibited and may not be included as part of any Scouting activity. Verbal, Physical, and cyber forms of bullying are prohibited. This includes sexual harassment and all other forms.

### Behavior Guidelines

All members of the BSA are expected to act according to the Scout Oath, Law, and Code of Conduct. Physical violence, theft, vandalism, insults, drug use, and alcohol use have no place in the Scouting program and may result in the removal from camp and revocation of Scout's membership. Unit Leaders are responsible for interceding when necessary. The Leadership of camp will determine if misbehavior warrant expelling a camper from the property, and it is the unit and parent's responsibility to transport them home.

## 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 harmless look-alikes. Do not touch or handle poison ivy. About 70% of people are allergic to poison urushiol, the oil found in the sap. Wash off 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. Calamine Lotion and hydrocortisone may help alleviate the itch. Refrain from using creams sometimes they can worsen the rash. Remember, 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 on the end of this sentence. Tick Bites are often painless and undetected. Check for ticks twice a day especially in areas where clothing is tight. Chiggers can be prevented by regular bathing and repellents. Please visit the health lodge for proper removal of embedded ticks.

### Fire Ants

Do Not Disturb Any Nests. Inspect your sitting or sleeping area for signs of these small ants. Please inform a camp staff member of any signs of Fire ants.

### Racoons, 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 foot away.



## Snakes

Several species of venomous snakes can be found at Kerr Scout Ranch. Copperheads are the most common. Water Moccasins, also called cottonmouths, are occasionally found near the water. Rattlesnakes are also seen occasionally. Please inform the camp staff if one of these snakes is seen near a campsite or program area. Staff will relocate the snake do not attempt to do this yourself. Use a flashlight at night and always watch your step. Anyone with a bite should immediately call for the health officer.

### Scorpions, Centipedes, and Spiders

These nocturnal creatures crawl into shoes and 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 visit the health lodge or call for the health officer.

### Bees, Hornets and Wasps

Do Not Disturb These Insects. Remember to remove a bees sting by scraping it out with the side of a knife blade, do not pinch the venom sack. Anyone with a sting or bite should immediately visit the health officer.





## 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. This includes the use of electronic cigarettes, vapes, or any other electronic nicotine delivery systems that simulate tobacco smoking. Our Camp is conducted on a smoke free basis, with a designated smoking area in the parking lot away from all youth participants. Absolutely no smoking is permitted in campsites, program areas, along roads or trails, and in the forest.

## Firearms, Ammunition, and Archery Equipment

Kerr Scout Ranch at Slippery Falls will provide all shooting sports equipment. Please leave all personal firearms, 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, 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 and solid liquid gel, or gas fuel; this also includes insect repellent devices.

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

## Accident and Sickness Insurance

The Last Frontier Council has purchased accident and sickness insurance for Scout 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 and or accident insurance a family may already have in place. This coverage is primary coverage is primary only if no other insurance is available. This insurance does not cover co-payments for a families primary insurance. For questions, contact the Director of Support Service 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 Under no circumstances are passengers to be carried in the bed of or towed behind a pick up truck. This includes pickups with camper shells. 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 the 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 Director prior to arrival at camp for arrangements. Once at camp, the camp staff will assist with mobility needs of campers.

## **Preparing For A Great Week of Camp** Troop and Personal Camping Equipment

Units should prepare detailed checklists to ensure all necessary equipment is brought to camp. A shakedown is a great way to ensure that unnecessary items stay at home.

### Scout Basic Essentials (Ten Essentials)

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



- |                                                         |                                                    |
|---------------------------------------------------------|----------------------------------------------------|
| <input type="checkbox"/> Pocketknife (with Totin' Chip) | <input type="checkbox"/> Flashlight                |
| <input type="checkbox"/> First Aid Kit                  | <input type="checkbox"/> Trail Food                |
| <input type="checkbox"/> Extra Clothing                 | <input type="checkbox"/> Matches and Fire Starters |
| <input type="checkbox"/> Rain Gear                      | <input type="checkbox"/> Sun Protection            |
| <input type="checkbox"/> Water Bottle                   | <input type="checkbox"/> Map and Compass           |



## Personal Camping Gear

Personal gear should be labeled with the camper's name

- The Ten Essentials
- Face Mask
- Clothing
  - Scout uniform shirt
  - Scout Uniforms shorts/Pants
  - Scout uniform belt
  - Scout uniform socks
  - Scout Neckerchief & slide
  - Scout Activity Shirts
  - Shorts
  - Underwear
  - Extra Shoes
  - Socks
  - Swim Trunks
- Sleeping Gear
  - Cot or Sleeping Pad
  - Sleeping bag or bed roll
  - Small Pillow
- Eating Kit and Utensils
  - Spoon
  - Plate/Bowl
  - Cup
- Cleanup Kit
  - Soap
  - Toothbrush & Toothpaste
  - Dental Floss
  - Comb
  - Towel
- Personal Items
  - Scout Handbook
  - Notebook
  - Pencil and 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: Swimming, Lifesaving, Horsemanship, Metalwork and Welding. Check the Merit Badge descriptions in the this guide.

## Crew Gear for Summer Camp

Most troops bring a trailer to camp to store common equipment. Below is a list of general equipment often needed for 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 Kits and Tools
- Tarps
- Rope
- Patrol Flags
- U.S. and State Flags
- Lanterns
- Solid Fire Starter
- Matches
- Water Jugs
- Ice Chests
- Hand Carts
- Camp Chairs
- Wood Tools
- Dutch Oven
- Charcoal
- Trash Bags
- Registration Paperwork
- Maps
- Bulletin Board Materials/ Stapler or Tacks

## Other Items We Need To Bring:

## 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 ATV's or Utility Carts. Generators and RV's are prohibited.

Use of electronic devices such as radios, music players, and electronic games, and cell phones are 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 unit leaders in all such cases.

## Emergency Procedures

Kerr Scout Ranch at Slippery Falls has written plans for emergency response. Further details will be shared at check-in and through out the week during leaders meetings. Adult volunteers should always carry a unit roster and car keys while in camp. In an emergency or evacuation having a roster and car keys will expedite the process.

### Medical Emergencies



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 cases of severe weather, campers must seek shelter in one of the provided storm shelters unless otherwise directed by staff to take shelter in buildings for wind and hail events. Oklahoma has the best meso-scale monitoring in the world, and our staff constantly monitors for watches and warnings. As least one adult leader in each unit must have completed BSA Weather Hazard Training and be familiar with precautions for lightning and tornadoes. Kerr Scout Ranch has 22 large, in ground tornado shelters through out camp. In a tornado warning, campers must seek shelter in the tornado shelters. Storm Shelters are assigned to specific campsites incase 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.

## 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 our camp staff. Arrangement should be made in writing so the preparation can be accurate and complete. Camp is not able to accommodate all possible special needs, but our staff will work diligently to make arrangements where possible.

## Dietary Restrictions

Our Camp Chefs can order some special food for campers with food allergies. Please provide a specific list of food requests two weeks prior to unit arrival. Campers may have to bring some dietary supplements and food with them.

## Mobility Needs

With advanced 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 no later than May 15 to make arrangements. In the event that not enough carts are available, the camp may issue special permits for vehicles to a unit for the sole purpose of transporting a scout with a mobility need. there are several wheelchair accessible showers and restrooms at camp. Campers may bring their own wheelchairs or motorized chairs, but ATV's are not permitted.

## Vehicles In Camp

All vehicels 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.

## CPAP Machines

It is required that CPAP users us a battery for their machine at camp. There is no power available in any campsites. Leaders may charge batteries in the West Dining Hall. No Vehicles or generators are permitted in campsites to power CPAP machines.



## 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 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.

Camper 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 To Camp

We invite parents and friends to join us at Kerr on Friday evening for dinner and our evening program. Visitors will park across from the Ranch House and walk into camp, Dinner will be served in the dining Hall. Following Dinner will be a staff and scout led campfire program 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 \$10.00 and tickets will be sold at the Trading Post on Friday evening or are available during the week. Visitors are encouraged to bring lawn chairs for their personal comfort. Pets are not allowed.



## Mail For Campers and Correspondence

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.

All mail and registration prior to May 25 and after June 30 should be directed to the Last Frontier Council office in Oklahoma City. The camp office at Slippery Falls will be open May 25 - June 30, 2024.

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](http://www.slipperyfalls.com)



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

## Cell Phone Service and Internet

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



Internet service at the camp office has limited 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 operations we can not guarantee access to the camp internet for leaders. Leaders who need internet access during camp are encouraged to bring their own hotspot.



## Dining Hall and 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 process during your 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.



## Financial Assistance For Campers

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 @ KSRSF

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 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 Learning Opportunities

Our staff offers a variety of leader trainings throughout the week. We have an on-site staff member that will teach all of these courses during your week of camp.

CPR & First Aid (AHA) –

Wednesday, 1:30 p.m.

Climb on Safely – Monday, 9:50 a.m.

Paddle-Craft Safety & Supervision – Friday, 9:30 - Noon

Climbing Instructor Lvl 1 –

Tuesday, Wednesday, Thursday 9:00 a.m. - Noon

Safe Swim Defense – Monday, 6:30 p.m.

Safety Afloat – Monday, 7:00 p.m.

Swimming & Water Rescue – Monday, Tuesday, Wednesday, Thursday, 9:00 - 9:50 a.m.

## 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 Slippery Falls 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 office the day of the trail ride.
- Fingerprinting and Pulp and Paper Merit Badges will be offered on Monday and Thursday. Sign up in the camp office.

## The Baden Powell Games

On Friday afternoon, there will be a camp wide games centered around our orienteering course. Stations will feature quick Scouting Skills activities and overall scoring will be based on navigation of the course. Details will be given at all Pre-Camp Leader Orientation Meetings.

## Inter-Troop Campfires

Each Wednesday night, the troops in camp pair up together for an evening of fun and fellowship. Starting after dinner, 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 before the leader dinner, 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 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 shotgun, and .22 rifle. Scoutmasters need to be at least 21 years of age to compete as a Scoutmaster. This is also a timed event. 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 is 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. Then our special campfire 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 interfaith 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 We Follow,  
We Thank Thee O Lord,  
Amen.



## 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, Indian Lore, Golf, and Fish and Wildlife Management. 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 one of our counselors.

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.

### Merit Badge Schedules

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

### 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 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 are available with the merit badge counselor in the program areas.

Merit Badges that require a kit will be included in the program fees for that merit badge when the scout is registered for merit badges





## Field Trips

Scouts enrolled in specific 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. For interested adults is 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 KSR@SF Scoutmaster Merit Badge.

## 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 PM-Check in Begins

3:00 PM-Late Arrivals

- Set Up Campsite
- Complete Check-in

6:00 PM-Flag Retreat Ceremony/ Dinner

6:45 PM- Adult Leaders Meeting

7:30 PM- All Vehicles in Parking Lot

8:00 PM-Opening Campfire @Bill Eller Council Ring

10:00 PM-Lights Out/Quiet Hours

### Monday & Tuesday

6:30 AM- Reveille/ Health Check

7:15 AM- Flag Ceremony  
Breakfast

8:00 AM- Leader & SPL Meeting

8:30 AM- Vespers

9:00 AM- Session 1

10:00 AM Session 2

11:00 AM- Session 3

12:15 PM- Lunch

1:30 PM- Session 4

2:30 PM- Session 5

3:30 PM- Session 6

5:30 PM- Flag Ceremony  
Dinner

6:30 PM- Twilight Activities  
Open

8:30 PM Twilight Activities  
Close

10:00 PM- Lights Out/Quiet Hours

### Wednesday

6:30 AM- Reveille/ Health Check

7:15 AM- Flag Ceremony  
Breakfast

8:00 AM- Leader & SPL Meeting

8:30 AM- Vespers

9:00 AM- Session 1

10:00 AM- Session 2

11:00 AM- Session 3

12:15 PM- Lunch

1:30 PM- Session 4

2:30 PM- Session 5

3:30 PM- Session 6

5:30 PM- Meals Delivered To Campsites

6:00 PM Troop Dinner  
Inter-Troop Campfires  
Troop Programs

10:00 PM Lights Out/ Quiet Hours



## Weekly Schedule Continued

### Thursday

6:30 AM- Reveille/ Health Check

7:15 AM- Flag Ceremony  
Breakfast

8:00 AM- Leader and SPL Meeting

8:30 AM- Vespers

9:00 AM- Session 1

10:00 AM- Session 2

11:00 AM- Session 3

12:15 PM- Lunch

1:30 PM- Session 4

2:30 PM- Session 5

3:30 PM- Session 6

5: Scoutmaster Cook Off

5:30 PM- Flag Ceremony  
Dinner For Scouts @ Dining Hall

Scoutmaster Appreciation Dinner

6:30 PM- Twilight Programs Open

SM & SPL Shoot-Off

8:30 PM- Twilight Program Ends

9:00 PM- Flag Retirement

10:00 PM- Lights Out/ Quiet Hours

### Friday

6:00 AM- Mile Swim

6:30 AM- Reveille/ Health Check

7:15 AM- Flag Ceremony  
Breakfast

8:30 AM- Vespers

9:00 AM- Merit Badge Work

12:15 PM- Lunch

1:15 PM- Leader's Meeting

2:00 PM- Baden Powell Games

5:00 PM- Visitors Arrive

5:15 PM- Dinner

7:00 PM- Closing Campfire  
Cowboy Campfire  
Vistiors Depart

10:00 PM- Lights Out/ Quiet Hours

### Saturday

6:30 AM- Reveille

6:30 AM- Camp Office Open

7:00 AM- Breakfast Delivered to campsites

Vehicles Allowed in Camp

Clean Up Campsites

10:00 AM- Check-Out Completed

11:00 AM- All Units On The Road Home.



#### Scheduled Leader Training

- CPR & First Aid (AHA)
  - Wednesday, 1:30 PM
- Climb On Safely
  - Monday, 9:00 AM
- Level ! Climbing Instructor
  - Tue, Wed, Thur 9AM-Noon
- Paddlecraft Safety & Supervision
  - Tue, Wed, Thurs 9:00 AM-Noon
- Safe Swim Defense
  - Monday 6:30 PM
- Safety Afloat
  - Monday 7:00 PM
- Swimming and Water Rescue
  - Mon, Tue, Wed, Thur 9 AM

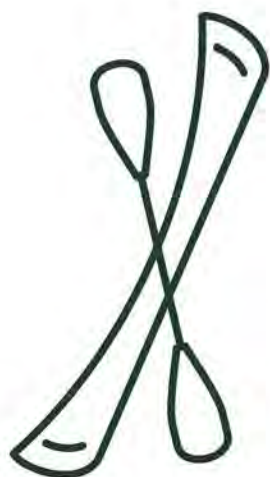
## Frontiersman

### A Great Options For New Scouts or First Year Campers

In the Frontiersman program, Scouts will cover many requirements from Scout 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 or afternoon. Scouts may enroll in one, two, or possibly three other merit badge sessions appropriate to the level of challenge the scout can handle.



## Kerr Outpost Program

### For Older Scouts and Youth in the Venturing Program

Outpost is a great 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. In years past we have had Outpost scouts kayak Pendelton Creek, participate in Cowboy Action Shooting, and experience all of the climbing opportunities at camp.

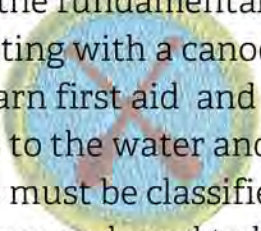


## Aquatics

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

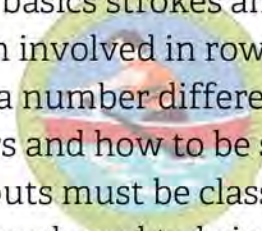
### Canoeing

Learn the fundamentals of navigating with a canoe. Scouts will also learn first aid and safety as it relates to the water and canoeing. Scouts must be classified as a Swimmer and need to bring shoes that can get wet.



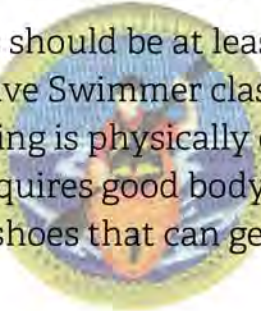
### Rowing

Learn the basics strokes and navigation involved in rowing. Scout will learn a number different maneuvers and how to be safe on the water. Scouts must be classified as a Swimmer and need to bring shoes that can get wet.



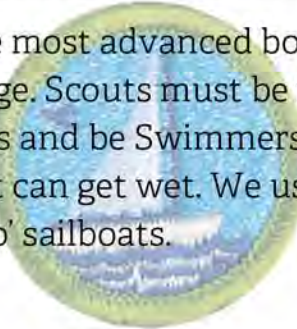
### Kayaking

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.



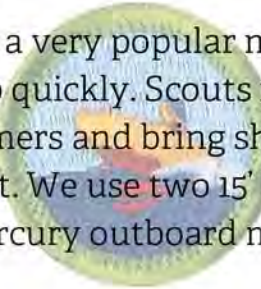
### Small Boat Sailing

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.



### Motorboating

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.



### 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.



### 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.



### 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.





## Chickasaw Village

### American Cultures and Indian Lore

Scouts will learn more about their own culture, the Chickasaw culture, 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. There is a \$15 program fee for the kits. Kits will be available at Chickasaw Village. 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 and Sculpture

Scouts will model in clay several projects that include sculpting a small-scale model of an animal or person. Scouts will also earn the Art Merit badge.

## 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.

### 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.

### 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.

### Reptile and 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.

### Weather

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

### 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.

### 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.

### 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.

### 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.







## 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.



## Climbing

### Climbing Merit Badge

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





## 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.

### Cooking and 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.

### Golf

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.

### 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. Scouts will learn what it means to be a good member of a community to satisfy the requirements for this merit badge.

### American Heritage

Scouts will review the founding document of America and write it in their own words. Scouts will learn and being to life notable American and their contributions. They will get to interview other campers about their experience as an American. They will also learn how Oklahoma impacts American in the past present and future.

### 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.

### Chess

Learn the game of Kings, Chess. Understand the origins and how the game has evolved through history. Also participate in a chess tournament to see how is the best in 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.

### 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.

### 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.

### 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. Requirement 8b is to prepare a personal First Aid Kit that must be prepared outside of camp.

### 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.

### 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.

## Paul Bunyan Award

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.

# Shooting Sports

## Archery

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.

## Rifle Shooting (Modern .22)

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.

## 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.

## 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 (Muzzle Loading)

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 Center

### Astronomy

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

### 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.

### 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.

### 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.

### 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. Be sure to bring a broad-brimmed hat for sunburn protection at the launchpad.

### Movie Making

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.

### 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.

### 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.

## The Heritage Center

### 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.

### 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.

### 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.

### 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.

## 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.

### 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.

### 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.

### Animal Science

Scouts will experience the beef cattle industry and take a tour of the neighboring Round Rock Ranch. Scouts will also learn about all of the jobs that are in the field of animal Science.

### 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 12 participants, and each Scout will get lots of coaching tailored to their ability level. Come ride with us!





## Merit Badge Schedule

AREA	PROGRAM	SESSION TIME					Max Session Size	Fee or Kit Required		
		9:00	10:00	11:00	1:30	2:30			3:30	
Aquatics	Canoeing MB			A			B	16		
Aquatics	Kayaking BSA	A	B		C	D		12		
Aquatics	Lifesaving MB			A			B	12		
Aquatics	Motor Boating MB		A	B	C	D	E	6		
Aquatics	Rowing MB	A				A		8		
Aquatics	Small Boat Sailing MB		A			B		8		
Aquatics	Swim Instruction	A					B	16		
Aquatics	Swimming MB	A	B	C	D	E		16		
Chickasaw Village	American Cultures & Indian Lore MB		A			B	C	15	Kit \$8	
Chickasaw Village	Archaeology MB	A			B			10		
Chickasaw Village	Basketry MB		A		B			12	Kit \$15	
Chickasaw Village	Pottery MB	A	B	C			D	12		
Chickasaw Village	Art & Sculpture MB	A		B	C	D		10		
Climbing Tower	Climbing MB		A			B		8		
Eco-Con	Environmental Science MB		A				B	12		
Eco-Con	Fish & Wildlife Management MB						A	12		
Eco-Con	Forestry MB	A						10		
Eco-Con	Geology MB					A		12		
Eco-Con	Insect Study MB	A						12		
Eco-Con	Nature & Mammal Study MB				B			12		
Eco-Con	Soil and Water Conservation MB		A	B				12		
Eco-Con	Weather MB				A	B		12		
Eco-Con	Reptile & Amphibian Study MB			A	B			12		
Fishing	Fishing MB		A	B	C			20		
Fishing	Fly Fishing MB	A				B		8		
Frontierman	Frontierman		A			B		36		
Life to Eagle	Citizenship in the Nation MB	A	B			D	E	10		
Life to Eagle	Citizenship in the Community MB			A	B	C	D	10		
Life to Eagle	Chess MB			A				12		
Life to Eagle	Communications MB		A	B	C	D		10		
Life to Eagle	Cooking & Fire Safety MB				A			8		
Life to Eagle	American Heritage						A	10		
Life to Eagle	Railroading MB	A	B					12		
Life To Eagle	Game Design MB						A	12		
Life To Eagle	Golf MB	A	A		B	B		8		
Outdoor Skills	Camping MB		A	B		C		12		
Outdoor Skills	Cycling MB		A			B		8		
Outdoor Skills	Emergency Preparedness MB		A				B	12		
Outdoor Skills	First Aid MB			A		B		20		
Outdoor Skills	Geocaching MB	A				B		10		
Outdoor Skills	Orienteering MB		A	B			C	10		
Outdoor Skills	Paul Bunyan Award	A						12		
Outdoor Skills	Pioneering MB					A		10		
Outdoor Skills	Search & Rescue MB			A				10		
Outdoor Skills	Wilderness Survival MB	A			B			16		
Outpost	OUTPOST					A		12		
Shooting Sports	Archery MB		A		B	C		16	Kit \$7	
Shooting Sports	Cowboy Action Shooting	A						12	\$20	
Shooting Sports	Rifle Shooting (.22) MB			A		B		16	\$20	
Shooting Sports	Rifle Shooting (Muzzle) MB			A		B		5	\$20	
Shooting Sports	Shotgun Shooting MB			A		B		8	\$20	
Technology Center	Astronomy MB		A			B		12		
Technology Center	Animation	A						12		
Technology Center	Electronics MB						A	6		
Technology Center	Moviemaking MB			A				10		
Technology Center	Photography MB	A	B					10		
Technology Center	Journalism MB				A	B		6		
Technology Center	Programming MB			A		B		6		
Technology Center	Robotics MB			A		B		6		
Technology Center	Space Exploration MB	A					B	10	Kit \$15	
Western Heritage	Animal Science MB			A			B	16		
Western Heritage	Horsemanship MB		A			B		14	\$85	
Western Heritage	Welding MB			A				8	\$10	
Western Heritage	Farm & Auto Mechanics MB					A		8		
Western Heritage	Woodcarving MB	A	B		D	E		12	Kit about \$9	
Heritage Center	Leatherwork MB			A	B		C	D	15	Kit about \$8
Heritage Center	Metalworking MB			A				8	\$12	
Heritage Center	Woodwork MB					A		8	Kit	
Heritage Center	Textiles MB	A						16		
Adult Course	CPR & First Aid						Wed. - East Dining Hall	12	\$55 CPR/FA fee	
Adult Course	Climbing Instructor Level 1		T, W, Th - Climbing Tower					4		
Adult Course	Climb on Safely		Mon. - Climbing Barn					8		
Adult Course	Paddlecraft Safety		Fri. - Waterfront					8		
Adult Course	Safe Swim Defense & Safety Afloat		Monday at 6:30 pm - 2067 - East Dining Hall					30		
Adult Course	Swimming & Water Rescue	M, T, W, Th						8		



## 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.

### Souvenirs:

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

### 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.)

**All Pre-Order Items will be available through  
Online Registration when registering for Camp**







## 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 spirit of Scouting. Please complete this form and turn it in to the program office no later than Friday at noon.

### Merit Troop

Complete seven of the following nine requirements:

Get these boxes signed

The Unit Completes registration by established deadlines

The Unit has 55% of it members In Camp

The Senior Patrol Leader attends all SPL meetings and Scoutmaster attends all Leader Meetings

The Scout and Leaders attend all meals and campfires in the Official Field Uniform

Provide the assigned number of table waiters for prep and clean up at all meals in the dinning 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 to every ten campers

The unit maintains a clean Campsite throughout the week

No vehicles parked in the campsite outside of arrival and departure.

Complete the following mandatory requirement:

The unit participates in activities, follow camp rules, and have an attitude conducive to a scout camp.

### Honor Troop

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

Get these Boxes signed

The Unit has at least one adult leader attend a pre camp leaders meeting. (Scoutmaster preferred, but assistant, or committee member can fill in)

The unit performs a conservation or camp improvement project while at camp. This project must be approved by the Camp Ranger.

The Unit plans one unit or campsite activity. The activity must foster a sense of Scouting friendship between two units.

At least one leader from the unit completes the Scoutmaster merit badge

The unit attends at least two vespers services.

Scouts provide honor guard or lead grace at one flag ceremony in Official Field Uniform.

Every Patrol enters a flag in the patrol flag contest.

After your troop 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: \_\_\_\_\_



## Scoutmaster Merit Badge

### Application

#### Option One:

Complete Six of These ten requirements. you may repeat requirements for credit.

Staff Initials\*

Name \_\_\_\_\_

Troop # \_\_\_\_\_

Council \_\_\_\_\_

- \_\_\_\_\_ Volunteer for at least 3 hours in the Trading Post. (Trading Post Manager)
- \_\_\_\_\_ Help supervise the clean-up of the Dinning Hall for 3 meals. (Dining Hall Steward)
- \_\_\_\_\_ Help clean up after the Leader's Dinner on Thursday Night (Quartermaster)
- \_\_\_\_\_ Row For Mile Swim (Aquatics Director)
- \_\_\_\_\_ Serve as a Volunteer Quartermaster for one full day (Ranger)
- \_\_\_\_\_ Drive a vehicle on a field trip. (Field Trip Leader) (must be a driver)
- \_\_\_\_\_ Participate in one of the training programs offered during the week. (Course Trainer)
- \_\_\_\_\_ Serve as a Lifeguard at Aquatics area. (Aquatics)
- \_\_\_\_\_ Assist in a program area for one day (Area Director)
- \_\_\_\_\_ Assist in the kitchen for one meal (Dinning Hall Steward)
- \_\_\_\_\_ 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 portion of four days. (Ranger)
- \_\_\_\_\_ Instruct a merit badge for a full week. (Area Director)
- \_\_\_\_\_ Serve as Camp Chaplain for 3 vesper services (Camp Chaplain)
- \_\_\_\_\_ Complete Climbing Instructor training and assist climbing during Twilight (Climbing AD)
- \_\_\_\_\_ Serve in the Health Lodge as a qualified assistant for four days. (Health Officer)
- \_\_\_\_\_ Help with dishes for Breakfast, Lunch, and Dinner for the week. (Dinning Hall Steward)
- \_\_\_\_\_ Other five day service option as approved by Ranger, Program Director or, Camp Director.



## KERR SCOUT RANCH at Slippery Falls



### 2024 CAMPSITE RESERVATION FORM

Council: \_\_\_\_\_ Unit Type:  Troop  Crew  
 District: \_\_\_\_\_ Unit Number:      
 Camp Session:  1  2  3  4

**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

\$200 deposit is required for each campsite. Please number campsites in order of preference.

- |                                                              |                                                                |
|--------------------------------------------------------------|----------------------------------------------------------------|
| <input type="checkbox"/> Arrow C <sup>(1-1)</sup>            | <input type="checkbox"/> Lightning                             |
| <input type="checkbox"/> Arrowhead <sup>(1-1)</sup>          | <input type="checkbox"/> Nichols Don <sup>(1-1)</sup>          |
| <input type="checkbox"/> Broken Wagon Wheel <sup>(1-1)</sup> | <input type="checkbox"/> Okay                                  |
| <input type="checkbox"/> Charlie Brown <sup>(1-1)</sup>      | <input type="checkbox"/> Rafter B <sup>(1-1)</sup>             |
| <input type="checkbox"/> Diamond E <sup>(1-1)</sup>          | <input type="checkbox"/> Rocking R                             |
| <input type="checkbox"/> Dog Iron                            | <input type="checkbox"/> Shield Lightning                      |
| <input type="checkbox"/> Dollar Sign                         | <input type="checkbox"/> Spade <sup>(1-1)</sup>                |
| <input type="checkbox"/> Four E <sup>(1-1)</sup>             | <input type="checkbox"/> Walking Seven                         |
| <input type="checkbox"/> H J Connected <sup>(1-1)</sup>      | <input type="checkbox"/> W F Connected <sup>(1-1)</sup>        |
| <input type="checkbox"/> Lazy S                              | <input type="checkbox"/> <i>tents &amp; platforms provided</i> |

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

Comments: \_\_\_\_\_





## 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:  1  2  3  4

### Adult Volunteers

First Name	Last Name	Dates In Camp	Mobile Number	Position
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				



## Youth Member Roster

Name (First and Last)	Home Phone #
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	
9.	
10.	
11.	
12.	
13.	
14.	
15.	
16.	
17.	

Name (First and Last)	Home Phone #
18.	
19.	
20.	
21.	
22.	
23.	
24.	
25.	
26.	
27.	
28.	
29.	
30.	
31.	
32.	
33.	
34.	

# Kerr Scout Ranch At Slippery Falls



## Routine Drug Administration Record

Name: \_\_\_\_\_ Campsite: \_\_\_\_\_

Troop No.: \_\_\_\_\_ Date of birth: \_\_\_\_\_ Classification: \_\_\_\_\_

Drug hypersensitivity: \_\_\_\_\_ Weight: \_\_\_\_\_

Prescribing Physician: \_\_\_\_\_  
 Medications: \_\_\_\_\_ Rx:  No  Yes Number(s): \_\_\_\_\_  
 Dosage: \_\_\_\_\_ Date filled: \_\_\_\_\_  
 Route:  P.O.  I.M.  S.C.  S.L.  Topical  Inhalation  Rectal  
 Times:  PRN  Daily  B.I.D.  T.I.D.  Q.I.D.  A.C.  P.C.  H.S.  
 Amount in bottle: \_\_\_\_\_ Comments: \_\_\_\_\_

Med Time	S	M	T	W	T	F	S

Prescribing Physician: \_\_\_\_\_  
 Medications: \_\_\_\_\_ Rx:  No  Yes Number(s): \_\_\_\_\_  
 Dosage: \_\_\_\_\_ Date filled: \_\_\_\_\_  
 Route:  P.O.  I.M.  S.C.  S.L.  Topical  Inhalation  Rectal  
 Times:  PRN  Daily  B.I.D.  T.I.D.  Q.I.D.  A.C.  P.C.  H.S.  
 Amount in bottle: \_\_\_\_\_ Comments: \_\_\_\_\_

Med Time	S	M	T	W	T	F	S

Prescribing Physician: \_\_\_\_\_  
 Medications: \_\_\_\_\_ Rx:  No  Yes Number(s): \_\_\_\_\_  
 Dosage: \_\_\_\_\_ Date filled: \_\_\_\_\_  
 Route:  P.O.  I.M.  S.C.  S.L.  Topical  Inhalation  Rectal  
 Times:  PRN  Daily  B.I.D.  T.I.D.  Q.I.D.  A.C.  P.C.  H.S.  
 Amount in bottle: \_\_\_\_\_ Comments: \_\_\_\_\_

Med Time	S	M	T	W	T	F	S

Prescribing Physician: \_\_\_\_\_  
 Medications: \_\_\_\_\_ Rx:  No  Yes Number(s): \_\_\_\_\_  
 Dosage: \_\_\_\_\_ Date filled: \_\_\_\_\_  
 Route:  P.O.  I.M.  S.C.  S.L.  Topical  Inhalation  Rectal  
 Times:  PRN  Daily  B.I.D.  T.I.D.  Q.I.D.  A.C.  P.C.  H.S.  
 Amount in bottle: \_\_\_\_\_ Comments: \_\_\_\_\_

Med Time	S	M	T	W	T	F	S

Prescribing Physician: \_\_\_\_\_  
 Medications: \_\_\_\_\_ Rx:  No  Yes Number(s): \_\_\_\_\_  
 Dosage: \_\_\_\_\_ Date filled: \_\_\_\_\_  
 Route:  P.O.  I.M.  S.C.  S.L.  Topical  Inhalation  Rectal  
 Times:  PRN  Daily  B.I.D.  T.I.D.  Q.I.D.  A.C.  P.C.  H.S.  
 Amount in bottle: \_\_\_\_\_ Comments: \_\_\_\_\_

Med Time	S	M	T	W	T	F	S

P.O. = by mouth  
 PRN = as needed  
 A.C. = before meals

I.M. = intramuscular  
 B.I.D. = two times a day  
 P.C. = after meals

Initial \_\_\_\_\_ Signature \_\_\_\_\_ Name \_\_\_\_\_ Position \_\_\_\_\_

**INSTRUCTIONS:** Sheet is for reproduction as needed. It should be three-hole punched and kept in a binder during camp week. Use one sheet for each camper with a prescription. Record all medicines brought to camp (up to FIVE medications per sheet). The medication, dosage and dosage schedule should be copied from the prescription. Record dispensing times and days in the blocks provided for each medication as they are dispensed. After camp, place sheet(s) inside the first aid log.



## Swim Classification Record

(Changes and/or corrections to the following chart should be initialed and dated by the test supervisor )

Unit Number \_\_\_\_\_

Date of Swim Test \_\_\_\_\_

	Full Name (Print) (Draw lines through blank spaces)	Medical Recheck Parts A-B	Swim Classification		
			Non-Swimmer	Beginner	Swimmer
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					

The swim classification test performed at a unit level should be conducted by one of the following council-approved resource people: Aquatics Instructor, BSA; BSA Lifeguard; BSA Swimming & Water Rescue; or other lifeguard, swimming instructor, etc. Test administrators should utilize chapter 5 of the [BSA Aquatics Supervision Guide](#).

**NAME OF PERSON SUPERVISING & FACILITATING THE SWIM TEST:**

\_\_\_\_\_

Print Name

\_\_\_\_\_

Signature

\_\_\_\_\_

Type of Authorization/Training  
(Attach a copy of certification if required by council procedure)

\_\_\_\_\_

Expiration Date if applicable





## A Brief History of Kerr Scout Ranch at Slippery Falls

### 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 summer camp 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 of the Donkey, and continued the massive work weeks 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, were 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 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**

Our council raised \$800,000 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 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 camp operation was closed after 1979. Specialty camp weeks opened in the 1980s included Aquatics, Fish Camp, Shooting Camp, and Webelos Camp. A horse program was begun in 1990 and attendance reached over 1,600 campers. Another round round of construction in the mid 1980s resulted in an expanded the dining hall and a program recalled in 1991-1992 for improvement for the 25th anniversary.

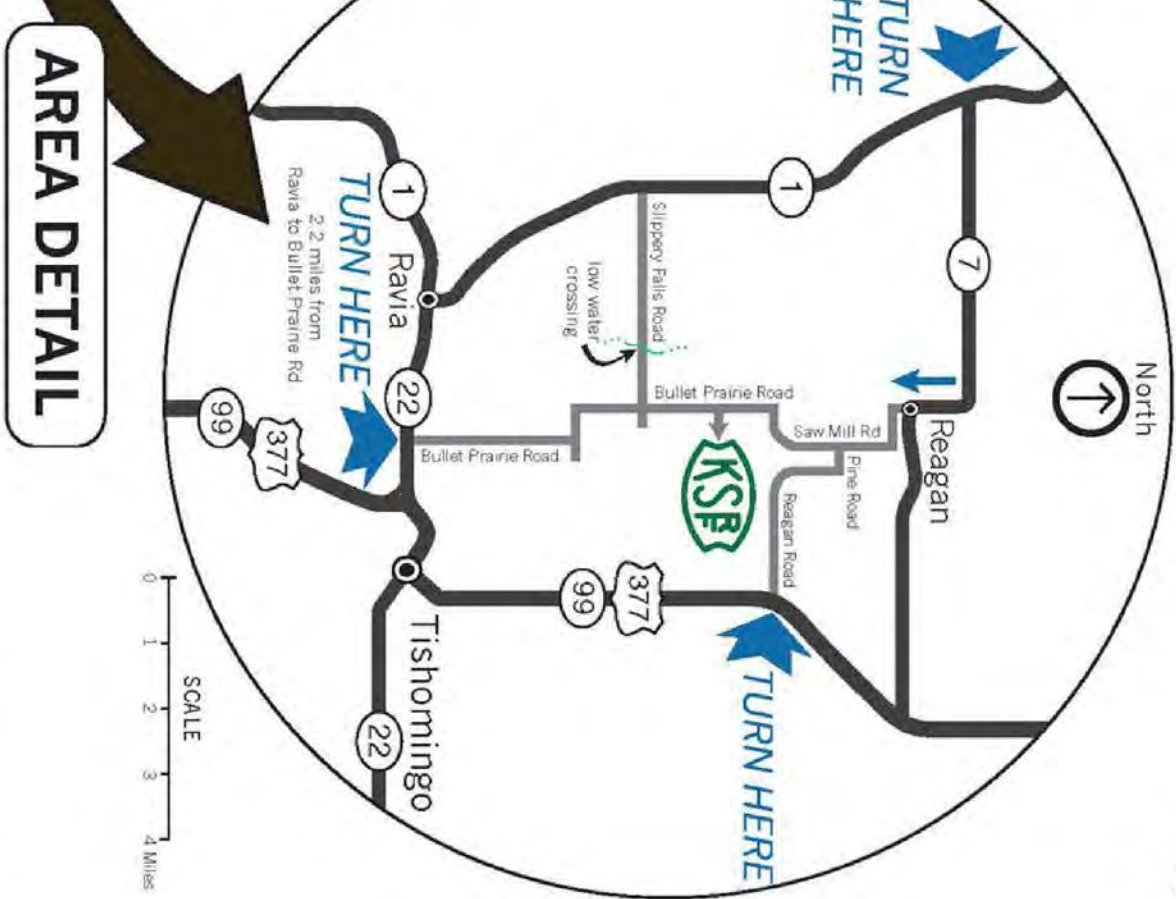
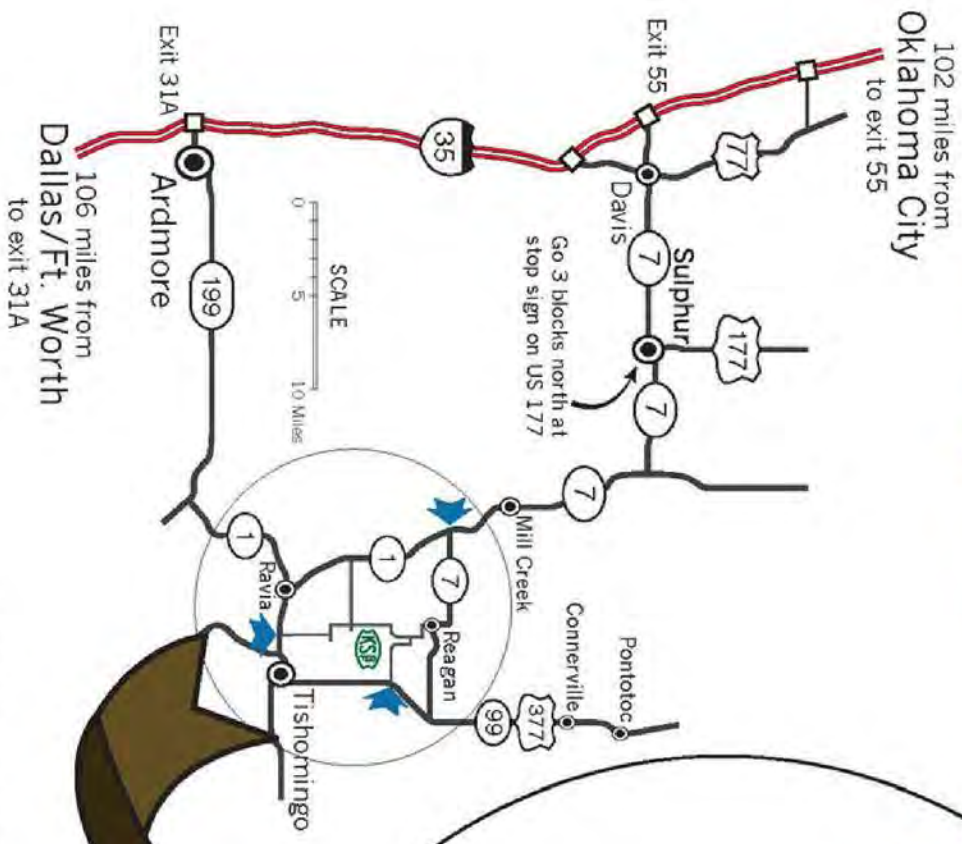
### **Kerr Scout Ranch at Slippery Falls**

A third capital improvement campaign was launched in 2007 with construction continuing through 2016. over \$4 million of improvement included new water and electrical infrastructure, staff cabins, dinning halls, headquarters building, and facilities for aquatics, climbing, and other program areas. the Oklahoma Centennial of 2007 was commemorated by a ranch house and 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 2,000 campers every summer, offering over 70 merit badges and adventure programs.





## KERR SCOUT RANCH at Slippery Falls



**AREA DETAIL**

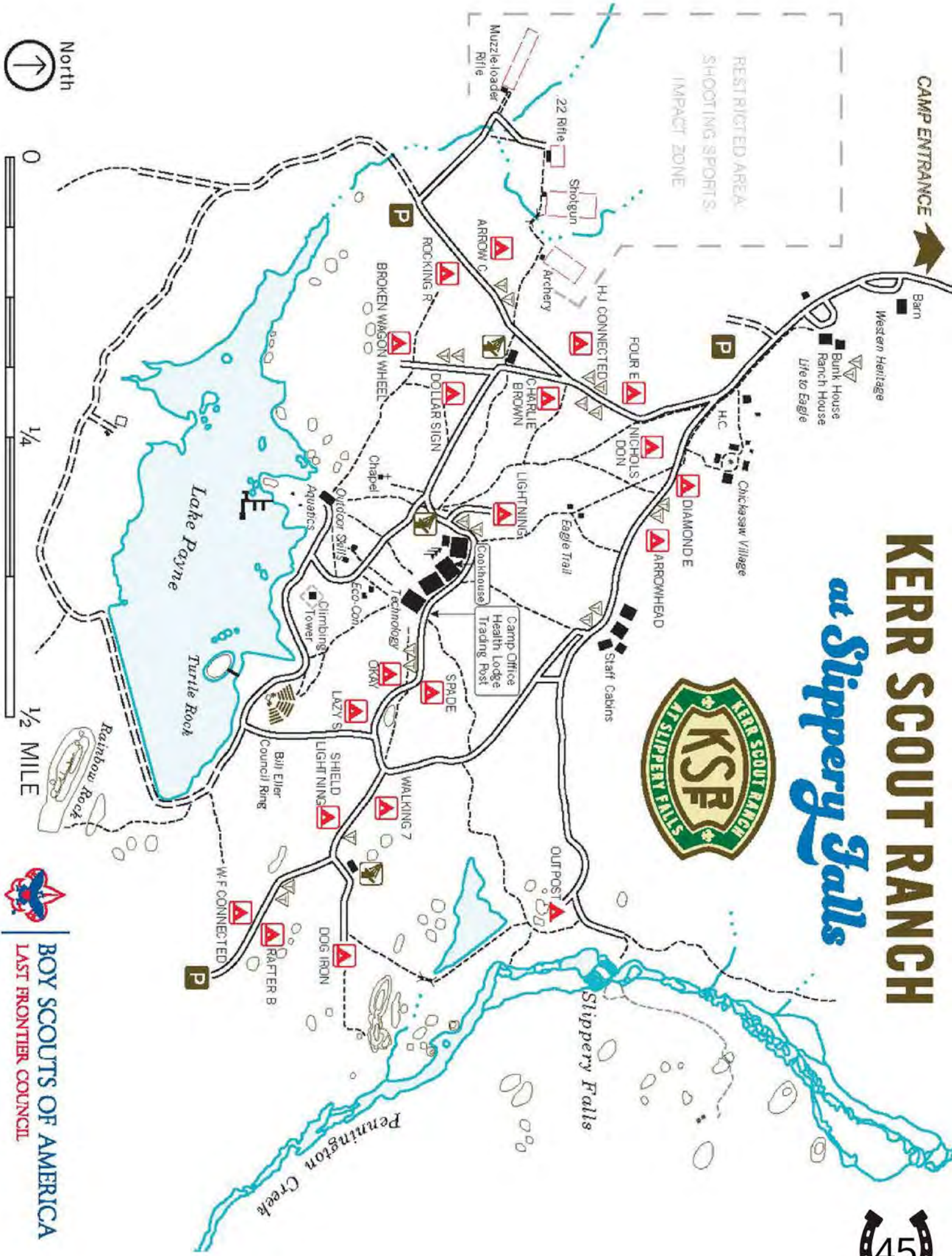
4500 S BULLET PRAIRIE ROAD  
TISHOMINGO, OKLAHOMA 73460  
34°18'36" N 96°43'23" W



**BOY SCOUTS OF AMERICA**  
LAST FRONTIER COUNCIL

# KERR SCOUT RANCH

## at Slippery Falls



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