

**2024**

# **Slippery - Fall Camp at KSR**

**Defining Your Future**



**Dates: Camp Begins Saturday 11/23 Check-In 1:00 pm – 3:00 pm  
Camp Ends Tuesday 11/26 Check-Out 11/26 10:00 am**

# LAST FRONTIER COUNCIL



**Slippery Fall Camp**

**Defining Your Future**

**2024 leadership:**

**Camp Director: Jeffery Johnson**

**Program Director: Christian Moser**

**Camp Ranger: Roy Harris**



**Scouting  
America™**

**Last Frontier Council**

# KERR SCOUT RANCH AT SLIPPERY FALLS



## NOW, FOR THE GOOD STUFF

Our Camp Theme is Defining Your Future, and our goal will be to help each Scout in their future endeavors while at Slippery Fall Camp at KSR. Here are some examples of what will happen this coming Fall at Kerr:

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- We continue to make improvements to our facilities and camping operation for the benefit of your scouts and leaders.
- Our camp wide game will be centered around a new orienteering course.
- Our night activities will feature enhanced twilight events.
- Our Monday Night Campfire will feature Awards, Troop Skits, and the Order of the Arrow callout ceremony available to all troops.

## **Camp Fees**

### **Youth Fees**

Regular:	\$150
Late Fee:	\$200
(Payment After Oct 31, 2024 @ 11:59pm)	

### **Adult Fees**

Regular:	\$85
Late Fee:	\$135
(Payment After Oct 31, 2024 @ 11:59pm)	

**Will we be offering a discount for adult leaders volunteering to teach a merit badge course?  
\$50**

## **Program fees**

Rifle, Shotgun, & Cowboy Action: \$10

Metalworking Merit Badge: \$6

Welding Merit Badge: \$5

Archery will need to purchase \$7 kit

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

## **Registration**

The goal of the registration process is to help campers and staff make accurate plans for the camp. All registration can be done online as well as merit badge sign-up.

**1 Merit Badges and Program**  
Registration for all merit badge sessions will be done online at registration.

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



Any Scouts paying or registering after October 31<sup>st</sup> will pay the late fee rate. The only exceptions need to be made in writing and submitted to the Last Frontier Council Office and it is at the decision of the camp management team.

## **Payments**

Our preferred method of payment is through our online registration system.

## **Refunds**

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

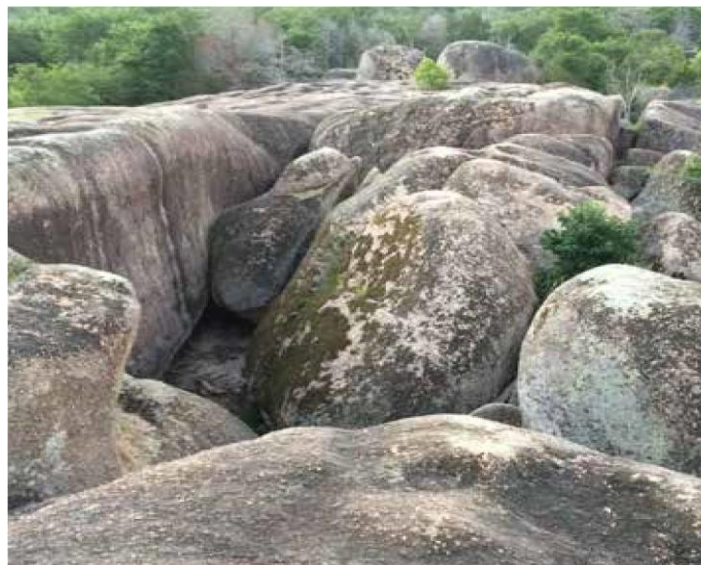
## KERR SCOUT RANCH AT SLIPPERY FALLS

1. All refund requests must be submitted in writing or e-mail to the Last Frontier Council, 3031 NW 64th St. Oklahoma City, OK 73116 no later than two weeks prior the conclusion of your week at camp.
2. To be included in the request: Camp name and date, name of the participant for whom the refund is sought, the reason for the refund, the amount paid to date, the receipt number if available, the unit number and name and address of the unit leader.
3. Refunds are issued due to accident, illness, death in the immediate family or family relocation. "No Shows" will not receive a refund. Other unacceptable reasons are optional summer classes, vacation or work schedule changes, child custody issues, or family-imposed discipline.
4. Refunds or transfers will not be granted for those who register for camp and choose to arrive late or depart early.
5. In the event a unit made payment for multiple participants, any refunds will be sent to the unit leader for appropriate distribution.

### **Online Registration Process**

Slippery Falls uses online summer camp registration site [scoutingevent.com/480](http://scoutingevent.com/480). Virtual Training will be provided for those unfamiliar with [scoutingevent.com](http://scoutingevent.com). Merit badge session registration will open at 8am on the morning of registration opening to all of the units that paid the advance payments by that date. Units paying after will gain access once their payments are processed at the council office or through [scoutingevent.com](http://scoutingevent.com).

It is a simple process to drag and drop merit badge and program choices to enroll Scouts. Individual schedules and troop schedules are then available to save or print. Viewing and printing reports are contingent on units being up to date on payments.



### **Campsites and tent options**

Many, but not all, of our campsites have wooden platforms. Kerr Fall Camp will not be providing Tents

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.



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## **Campsites with Platforms provided:**

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

## **Arrival time**

Arrival Time is 1 – 3 pm

## **Saturday**

1:00 pm Check-In Begins

3:00 pm Last arrivals

Set up Campsites

Complete Check-In

5:50 pm Retreat Ceremony

6:00 pm Dinner

6:45 pm Leader's Orientation

7:00 All Vehicles in Parking Lot

8:00 Campfire – Bill Eller Camp Fire Ring

10:00 Taps / Lights out

## **Check-In**

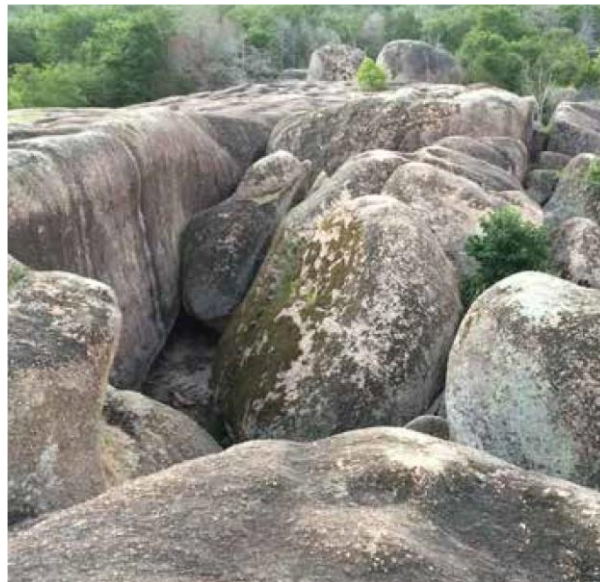
Upon arrival at camp, one staff member will serve as a Troop Guide to assist with the check-in process. The check-in process will not begin until all Scouts in a unit have arrived at camp. After vehicles are parked, the staff Troop Guide will escort the Scouts and leaders on a camp tour and health check. The Annual Health and Medical Record forms, medications, Routine Drug Administration forms need to be with this group at the health check. The unit leader will go to administrative check-in at the Ranch House after medical checks. The unit leader will submit a roster of Scouts and leaders. The office staff will review the merit badge and program schedule with the unit leader and address any scheduling needs. Any outstanding balances will be settled at this time.

## **Items to bring to camp tour & health check:**

- Annual Health & Medical Records, A, B & C
- Routine Drug Administration Record
- Medications

## **Items to bring to admin check-in:**

- Unit roster of campers
- Merit Badge session registration confirmation



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## **Check-out**

The check-out procedure will begin early Tuesday and should be completed before 1:00 p.m. Any unit with special check-out considerations should make plans through the camp office. Vehicles will be allowed into camp to load personal and unit equipment. The camp staff and unit leader will conduct an inventory to make sure that no equipment has been damaged or misplaced and inspect the site to ensure that it is clean. Health forms, medications and routine drug administration records may then be retrieved from the Health Lodge. Patches will be issued in the Camp Office in the check-out packet after campsite inspection is complete. Check out is after lunch with the three morning sessions.

## **Tuesday**

6:30 am Reville

6:30 am Camp Office Opens

7:00 am Breakfast Delivered to Campsites

Vehicles allowed in Camp

Merit Badge Make-up – as Needed

Clean-up Campsites

10:00 am Check-out Completed

11:00 All Units on the Road Home

## **Health and Safety – YPT for 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 always be a minimum of two adult leaders at camp with each unit and/or campsite. The unit leader or anyone serving as a unit leader must be at least 21 years of age and a registered member of the Boy Scouts of America.

## ***No one-on-one contact.***

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

## ***Separate accommodations***

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

## ***Privacy of youth respected.***

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

## ***The buddy system is always used.***

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

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### ***Inappropriate technology use prohibited.***

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

### ***No secret organizations.***

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

### ***Youth leaders monitored by adults.***

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

### ***Constructive discipline.***

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

### ***Appropriate attire.***

Proper clothing for camp activities is required at all times. See page 16 for details.

### ***No hazing.***

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

### ***No bullying.***

Verbal, physical, and cyber bullying are prohibited.

### ***Behavior Guidelines***

All members of the BSA are expected to act according to the Scout Oath and Law. Physical violence, theft, vandalism, insults, and drugs and alcohol have no place in the Scouting program and may result in the revocation of a Scout's membership. Unit leaders are

responsible for monitoring the behavior of youth members and interceding when necessary. The leadership of the camp will determine if misbehavior warrants expelling a camper from the property, and it is the unit and parent's responsibility to transport them home.

### ***Health and Medical Procedures***

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

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

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

### ***Medications***

All prescription drugs (including those needing refrigeration) are to be kept in locked storage. An exception may be made for a limited amount of medication to be carried by a camper, leader, parent, or staff member for life-threatening conditions, including bee-sting or heart medication,

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and inhalers, or for a limited amount of medication approved for use in a first-aid kit. The camp will provide a locked metal box for storing small amounts of medications in a unit campsite under supervision of a qualified adult leader. All drug dispensation must be documented using the Routine Drug Administration Record, one sheet for each camper.

### **Health Lodge**

The camp employs a Camp Health Officer under the direction of our council physician. The Camp Health Officer resides in the health lodge and is available around the clock. The camp maintains an extensive first aid kit, exam room, and several beds. Kerr Scout Ranch at Slippery Falls maintains working agreements with hospitals in Tishomingo and Madill as well as a 15-minute response time with the local emergency medical services. If a camper requires emergency medical services, or needs to see a physician, a Scout's parent or guardian will be notified by telephone. Non-emergency transportation must be arranged by the parents or the unit.

### **Unit Leader First Aid**

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

### **Prevention of Dehydration and Heat Exhaustion**

Please prepare Scouts to counter common health issues, especially dehydration and heat exhaustion. Symptoms of dehydration and heat exhaustion are more varied than just being thirsty or hot and may include nausea, loss of appetite, headache, dizziness, and muscle cramps. Please review pages 137 to 140 of the Scouts BSA Handbook for symptoms and first aid of

dehydration and heat exhaustion. Every camper should carry a water bottle with them and drink plenty of water while at camp. The consumption of energy drinks at camp is highly discouraged as they increase dehydration.

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



### **Wildlife and Plant Safety**

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

#### **Poison Ivy**

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

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### **Ticks and Chiggers**

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



### **Fire Ants**

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



Inform a camp staffer of any signs of fire ants.

### **Snakes**

Several species of venomous snakes can be found at Slippery Falls. Copperheads are the most



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

### **Scorpions, Centipedes and Spiders**

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



### **Bees, Hornets and Wasps**

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

### **Raccoons, Skunks and Opossums**

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

### **Alcohol, Tobacco, and Illegal Drugs**

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

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

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## ***Firearms, Ammunition, and Archery Equipment***

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

## ***Fireworks***

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

## ***Fires and Liquid Fuels***

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

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

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

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

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

## ***Emergency Procedures***

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



## ***Medical Emergency***

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



## ***Severe Weather***

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

Storm Shelters are assigned to specific campsites in case of nighttime warnings



## ***Fire***

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

## ***Accident and Sickness Insurance***

The Last Frontier Council has purchased accident and sickness insurance for Scouts and adult leaders of Last Frontier Council units. Units attending camp from other councils should verify their insurance policy with their local council. This insurance is in excess of any health or accident insurance that a family may already have in place. This coverage is primary only if no other insurance is available. This insurance covers all authorized camp program activities while at camp. This

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insurance does not cover the co-payments for a family's primary insurance. For questions, contact the office coordinator at the Last Frontier Council.



### ***Motor Vehicles, Transportation & Parking***

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

Parking is provided in three designated parking lots for adult leaders and visitors. Troops may use a vehicle to pull trailers to the campsite. After the gear and trailer are at the campsite, the vehicle must return to the designated parking lot. Units may leave the trailer in the campsite to store gear.

**Vehicles should not be moved into camp during the week, and roads through campsites and program areas are restricted to authorized camp vehicles only.**

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

## **Preparing for Camp**

### ***Troop and Personal Camping Equipment***

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

### ***Scout Basic Essentials***

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

- ⑨ Pocketknife (with current Totin' Chip Card) No fixed blade/Sheath Knives
- ⑨ First-aid kit
- ⑨ Extra clothing
- ⑨ Rain gear/Cold Gear
- ⑨ Water bottle
- ⑨ Flashlight
- ⑨ Trail food
- ⑨ Matches and fire starters
- ⑨ Sun protection
- ⑨ Map and Compass



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## **Personal Camp Gear**

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

- Ⓞ Scout uniform hat
- Ⓞ Scout uniform shirt
- Ⓞ Scout uniform socks
- Ⓞ Scout uniform Pants
- Ⓞ Scout uniform neckerchief & slide
- Ⓞ Scout T-shirts
- Ⓞ Shorts
- Ⓞ Underwear
- Ⓞ Extra Shoes Ⓞ Socks
- Ⓞ Sleeping gear
- Ⓞ Cot or sleeping pad
- Ⓞ Sleeping bag or bed roll
- Ⓞ Small pillow
- Ⓞ Spoon
- Ⓞ Plate / Bowl
- Ⓞ Cup
- Ⓞ Cleanup Kit
- Ⓞ Soap
- Ⓞ Toothbrush & toothpaste
- Ⓞ Dental floss
- Ⓞ Comb
- Ⓞ Towel
- Ⓞ Personal items
- Ⓞ Scout Handbook
- Ⓞ Merit badge books
- Ⓞ Notebook
- Ⓞ Pencil or pen
- Ⓞ Totin' Chip & Firem'n Chit
- Ⓞ Watch / Alarm clock
- Ⓞ Medications & eye wear
- Ⓞ Camera
- Ⓞ Money
- Ⓞ Other gear for specific activities.

Some merit badges require specific clothing. They are Metalworking, and Welding. Check the merit badge descriptions in this guide.

## **Group Fall Camp Gear**

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

- Ⓞ Tents
- Ⓞ Dining fly or canopy (1 per patrol)
- Ⓞ Nylon cord
- Ⓞ Group first-aid kit
- Ⓞ Repair kit & tools
- Ⓞ Tarps
- Ⓞ Rope
- Ⓞ Patrol flags
- Ⓞ U.S. and state flags
- Ⓞ Lanterns
- Ⓞ Solid fire starter
- Ⓞ Matches
- Ⓞ Water jugs
- Ⓞ Ice chests
- Ⓞ Hand carts
- Ⓞ Camp chairs
- Ⓞ Woods tools
- Ⓞ Dutch oven
- Ⓞ Charcoal
- Ⓞ Trash bags
- Ⓞ Registration paperwork (see list on page 7)
- Ⓞ Maps
- Ⓞ Merit badge book library
- Ⓞ Advancement forms & record book
- Ⓞ Bulletin board material & stapler or tacks

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



### ***What Not to Bring to Camp***

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

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

### ***Campers with Disabilities and Special Needs***

If a Scout or adult needs some extra help to enjoy the camp experience, please let us know so we can provide cart transportation to Scouts with special mobility needs between merit badge sessions. Please contact the Camp Director to plan. If not, enough carts are available, the camp staff may issue a special vehicle permit to a unit for the sole purpose of transporting a Scout with mobility needs. There are several wheelchair accessible showers and restrooms at camp. Campers may bring their own wheelchairs or motorized chairs, but ATVs are not permitted.

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### ***CPAP Machines***

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

### ***Vehicles in Camp***

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

Unit leaders should contact the Camp Director prior to camp regarding campers with special needs that require assistance from the camp staff. Arrangements should be made in writing so; the preparation can be accurate and complete.

### ***Camp volunteers***

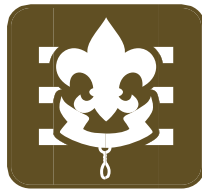
Kerr Scout Ranch at Slippery Falls enlists the service of a dedicated group of volunteers who provide general support to units at camp. Volunteers make sure that every unit has a great camp experience and receives any needed assistance. Volunteers will visit campsites every morning with coffee and a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

### ***Dietary***

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



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### ***Uniform and Attire at Camp***

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

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

### ***Fall Weather Clothing:***

The temperatures and weather during the month of November in Oklahoma may vary widely. The temperature ranges from the low 40's to the upper 60's. Mix this in with either rain, wind, sun, or an occasional earthquake and it is difficult to predict what clothing would be appropriate for the month of November.

Layering if the most appropriate. This will make it easier for you to adapt or adjust to the varying weather conditions for the south center part of Oklahoma. From inside out, layers next to the skin should always allow perspiration or body moisture to pass through and evaporate. You don't want moisture to stay next to the skin when the temperature drops. You want your skin to stay dry. Wool socks are an example of this. They hold less water and require far less heat to dry. Polyester garments are also another example.

Insulating layers should trap warm air next to the body. It should create a dead space where the air will remain warm. You might be able to stay warmer by wearing multiple layers. You would want these layers to be loosely fitting. This makes for easier removal when it warms up. Multiple layers will trap more air and help keep you warmer when the temperature does drop.

The shell or outer layer should provide protection from the wind and rain. I would recommend something with reflective material on this layer to be seen more easily at night by others.

Shoes and boots: If the State of Oklahoma has not yet had a hard freeze during this campout, then we still must worry about summertime critters such as snakes and ticks. Open toed shoes are not allowed. This includes water socks/booties and crocs. I would check yourself for ticks daily.

### ***Health Hazards:***

Believe it or not, dehydration is still one of the number one problem we experience during the fall season. We don't think to drink enough water. We need to stay hydrated. Avoid caffeinated beverages which cause us to get rid of water when we urinate. Signs of dehydration can include fatigue, thirst, nausea, and dull headaches. If you or your scout start to develop these things, then start hydrating. If weakness or vomiting occurs, then go to the health lodge to be checked out.

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Hypothermia can occur. Layering as discussed above is one of the most important ways to avoid this. The second is to make sure you have a good insulator between your sleeping bag and the ground. If this starts to occur, then get out of any wet clothing. Put on dry clothes. Get in a warm place such as your sleeping bag or one of our dining halls. Our east dining hall will be open 24/7 as a warming station if needed. If you start to shiver beyond control or nausea occurs, go to our health lodge to be checked out.

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.



### **Visitors**

We invite parents and friends to join us at Kerr on Monday evening for dinner and our evening program. This year, all activities will be centered around the Ranch House. Visitors will park across from the Ranch House. Walking will be limited, but all visitors should wear sturdy shoes. The cost of the visitors' supper is \$6.00, and tickets will be sold at the Ranch House on Monday evening or at the Trading Post during the week. Visitors are encouraged to bring lawn chairs for their personal comfort. Pets are not allowed.



### **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.

## LAST FRONTIER COUNCIL

### **Wireless and Internet Connectivity**

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



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

### **Leader Meetings**

A meeting for all the adult leaders and Senior Patrol Leaders will be held on Saturday Morning 11:00 am. Each morning at 8:00 am, an adult leader and SPL meeting will be held just after breakfast. Unit leaders will be able to ask questions, get updates on special events going on in camp. Bring a notebook or a way to communicate back to Scouts and other adults in your unit!



### **Dining Hall & Meals**

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



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

### **Maverick Campers**

Limited Opportunities. Contact us...

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 decide in advance with a unit from their district or council that is already attending Kerr that week. The Last Frontier Council will assist Maverick Campers by providing in advance the unit/units and leader contact information for the Fall Camp. 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.

## KERR SCOUT RANCH AT SLIPPERY FALLS

### ***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.

### ***Camp Wide Games***

In the evening, there will be camp wide games centered around a new orienteering course. Stations will feature quick Scouting Skills activities and overall scoring will be based on navigation of the course.

### ***Monday Campfire***

Monday night will be a very special evening at Kerr. With parents and friends visiting for dinner and the program, our evening will start with after-dinner programming featuring Scout skits and songs (chosen through audition), and camp awards. A special on-site Trading Post will be operating there. Afterward, the camp will move to a special ceremonial site for the weekly Order of the Arrow callout ceremony. It will be unforgettable!

### ***Duty to God***

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

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  
And the Trails to Follow,  
We Thank Thee O Lord,  
Amen.***

### ***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 scheduled session times.

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

Merit badges and programs are run through various Program Areas at Kerr Scout Ranch at Slippery Falls. This is to ensure qualified instruction by knowledgeable counselors and great experience by Scouts in each area. Scouts may take field trips as part of certain merit badges. Scouts may have time to catch up on any missed sessions or complete unfinished requirements on Tuesday morning.

## LAST FRONTIER COUNCIL

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 subject, but scouts should be familiar with basic first aid procedures before attempting more adventurous merit badge topics

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 on Sunday and Monday, and three AM Sessions on Saturday and three PM Sessions on Sunday. Merit badges and programs may take from one to six of these blocks daily, and most merit badges are scheduled for only one or two blocks. Scouts will be able to get badges completed in a camp setting which are listed on the merit badge schedule page.



# KERR SCOUT RANCH AT SLIPPERY FALLS

## Schedule

### Saturday

1:00 p.m. Check-in begins  
3:00 Last arrivals  
Set up campsite  
Complete check-in  
5:50 Retreat ceremony  
6:00 Dinner  
6:45 Leader's Orientation  
7:00 All vehicles at parking lot  
8:00 Campfire- Bill Eller Campfire Ring  
10:00 Taps / Lights out

### Sunday

6:30 a.m. Reveille/Health Check  
7:15 Flag Ceremony  
Breakfast  
8:00 Leader & SPL Mtg.  
8:30 Vespers  
9:00 Session 1  
10:00 Session 2  
11:00 Session 3  
12:15 p.m. Lunch  
1:30 Session 4  
2:30 Session 5  
3:30 Session 6  
5:30 Flag Ceremony Dinner  
7:00 Twilight programs  
8:30 Twilight ends  
10:00 Taps / Lights out

### Monday

6:30 a.m. Reveille/Health Check  
7:15 Flag Ceremony Breakfast  
8:00 SPL Meeting  
8:30 Vespers  
9:00 Session 1  
10:00 Session 2  
11:00 Session 3  
12:15 p.m. Lunch  
1:30 Session 4  
2:30 Session 5  
3:30 Session 6  
5:30 Flag Ceremony Dinner  
7:00 Closing Ceremony/ Awards/ OA Call Out  
8:30 Twilight ends  
9:00 Flag Retirement  
10:00 Taps / Lights out

### Tuesday

6:30 a.m. Reveille  
6:30 Camp Office Open  
7:00 Breakfast Delivered to campsites  
Vehicles allowed in camp  
Merit Badge Make Up Time – as needed.  
Clean up  
Campsites  
10:00 Check-out  
Completed  
11:00 All units on the Road home

## LAST FRONTIER COUNCIL

# MERIT BADGES



### **Climbing**

Camp has an indoor climbing wall, an outdoor climbing & rappelling tower, and natural rock. Scouts will learn

climbing safety and techniques, climbing knots, ropes, and equipment. ***This is a physically and mentally challenging merit badge to earn!*** Scouts must be able to climb, belay, and rappel their own weight

Recommended minimum age is 13. The tower is one of the tallest in the region: over 50 feet tall! It includes walls of varying difficulty, including two negative elements. Come climb with us & enjoy the view from the top.



### **Fire Safety**

This merit badge gives Scouts all the information they need to learn about Fire Safety - from the elements of fire

to how to keep themselves and others safe in the event of a fire.

Fuel + oxygen + heat + chain reaction = fire! But just take away any one of these elements (known as the fire tetrahedron) and a fire won't survive or start. While earning the Fire Safety merit badge, you'll discover fascinating facts like this one, plus lots more about fire and fire safety.



### **Archery**

Scouts will learn how to safely handle and shoot a bow and arrow. There is an approximate cost of \$7

for an arrow kit available in the trading post. Scouts will complete the recurve or compound bow options and shoot arrows at 15-yard targets.

coach double-barrel shotgun. This program is offered during morning block 1, during twilight programs, and as a part of the Outpost program.



### **Rifle Shooting (modern .22 cartridge)**

This is one of two Rifle Shooting Merit

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



### **Scouting Heritage**

Play old time scout games, see interesting collectibles, visit with life-long volunteers and deepen your understanding of the worldwide youth movement of Scouting. Prepare items in requirements 5 & 6 prior to camp.

# KERR SCOUT RANCH AT SLIPPERY FALLS



## **Chemistry**

Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made are all parts of chemistry. Stretch your imagination to envision molecules.



## **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.



## **Weather**

Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted.



## **Energy**

Saving, producing, and using energy wisely will be critical to America's future. If we are to leave future generations with a world in which they can live as well or better than we have, Scouts and other potential leaders of tomorrow must begin the hard work of understanding energy and the vital role it will play in the future.



## **Law**

Earning this merit badge enables a Scout to learn about the history and kinds of laws, the purpose and methods of law enforcement, consumer protection agencies, emerging law, and careers in the legal profession.



## **Automotive Maintenance**

Modern automobiles are important to many aspects of American life. Those who service automobiles must understand each principle.



## **Electricity**

Scouts will demonstrate how to respond to electrical emergencies, explain how a fuse blows, or a circuit breaker trips, and complete an electrical home safety inspection. The Electricity Merit Badge is an excellent opportunity for Scouts to learn how to read an electric meter and determine their household's energy cost from meter readings.



## **American Labor**

The labor movement in America seeks to ensure that the civil rights of laborers are protected at work.



## **Engineering**

Engineers use both science and technology to turn ideas into reality, devising all sorts of things, ranging from a tiny low-cost battery for your cell phone to a gigantic dam across the mighty Yangtze River in China.



## **Communication**

This clear and concise definition comes from the U.S. Department of Education: "Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication."

## LAST FRONTIER COUNCIL



### **Astronomy**

In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars.



### **Dentistry**

Teeth do a lot more than just peek out from under that winning smile. They have all sorts of duties, and having healthy teeth will help a person to eat, speak, and look great.



### **Health Care Professionals**

Explore the different types of healthcare fields and professions with the Health Care Professions Merit Badge. Scouts will learn how professionals in different health care fields work together to keep people healthy. The Health Care Professions Merit Badge generates excitement for a possible career in the healthcare industry.



**Chess** Among the oldest board games in the world, and it ranks among the most popular games ever created. Chess is played worldwide—even over the Internet. Players meet for fun and in competition, everywhere from kitchen tables and parks to formal international tournaments.



### **Home Repairs**

Completing this badge's requirements can lead to a lifetime of personal and financial rewards: Doing basic home repairs provides a sense of personal pride in one's achievements and increased self-confidence. In addition, safe and successful do-it-yourselfers can easily save a family thousands of dollars in repair bills over the years.



### **Indian Lore**

Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. To learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating peoples.



### **Entrepreneurship**

Scouts will learn about identifying opportunities, creating and evaluating business ideas, and exploring the feasibility (how doable it is) of an idea for a new business. They will also have the chance to fit everything together as they start and run their own business ventures.



### **Crime Prevention**

Preventing crime, which can be as simple as reducing the opportunities for crime to occur, is far less costly than apprehending and bringing legal action against those who break the law, and it helps save people from the anguish of being victims.

# KERR SCOUT RANCH AT SLIPPERY FALLS



## **Personal Management**

Personal management is about mapping a plan for your life that will involve setting short-range and long-range goals and investigating different ways to reach those goals. Education, training, and experience all help make your goals become a reality. To achieve your goals, you will choose the best path and make a commitment to it, while remaining flexible enough to deal with changes and new opportunities.



## **American Business**

Earning the American Business Merit Badge can help Scouts learn practical business matters that will be useful throughout life. Learning how businesses function will help you understand society and uncover several career options.

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## **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 except for 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.

### **Kits:**

Leatherwork kits  
Metalwork and welding supplies  
Native American style crafts  
Woodcarving kits

### **Concessions:**

Candy  
Slushies  
Soda Pop  
Sports drinks  
Jerky

### **Souvenirs: Gear:**

Patches  
Camp T-shirts  
Hats  
Mugs  
Hiking Staves  
Knives  
Pins  
Stickers

### **Outdoor**

550 Paracord  
Duct Tape  
First Aid Kits  
Flashlights  
Hammocks  
Ponchos  
Water Bottle

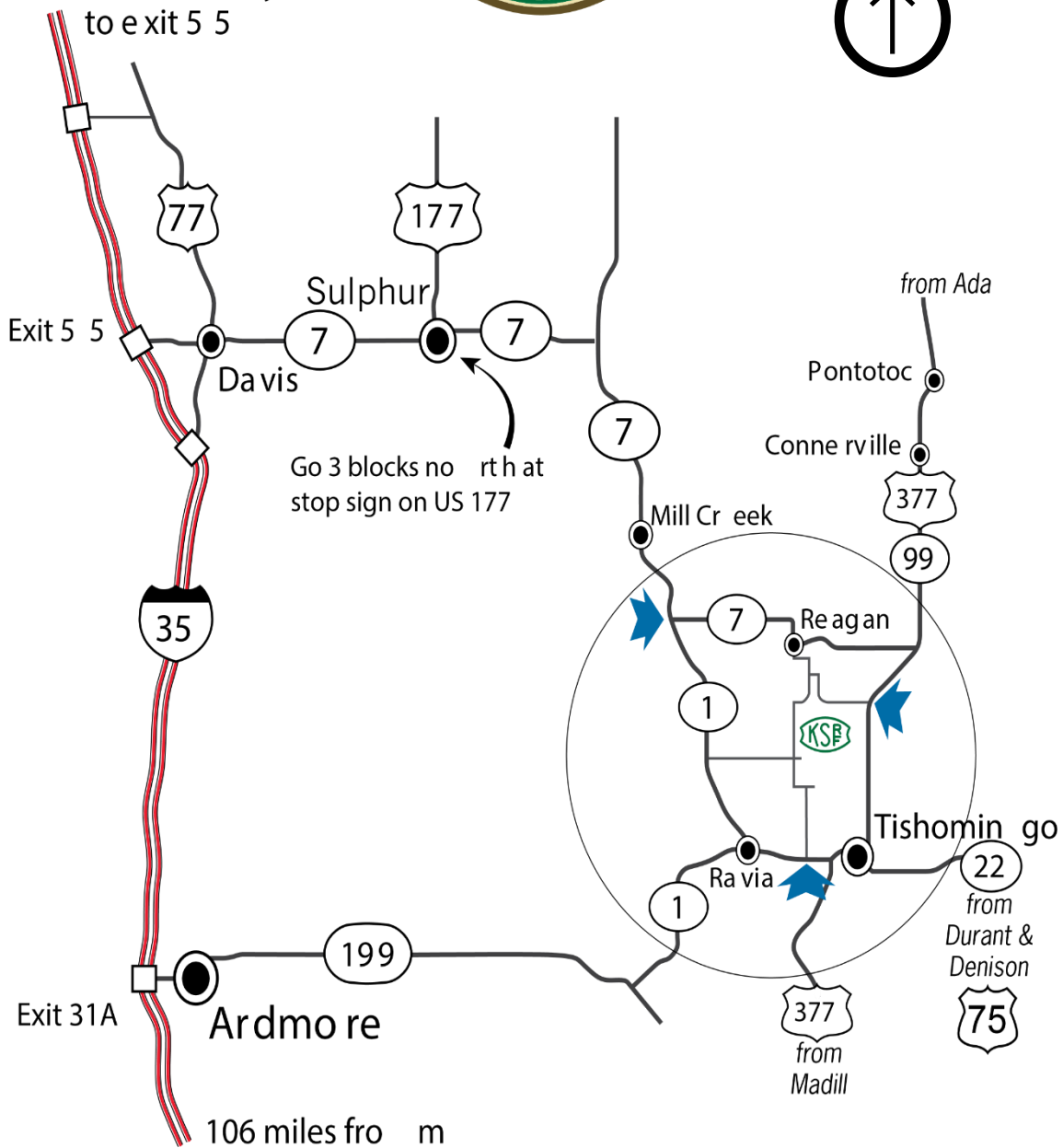
### **Other Items:**

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

# LAST FRONTIER COUNCIL DIRECTIONS TO CAMP

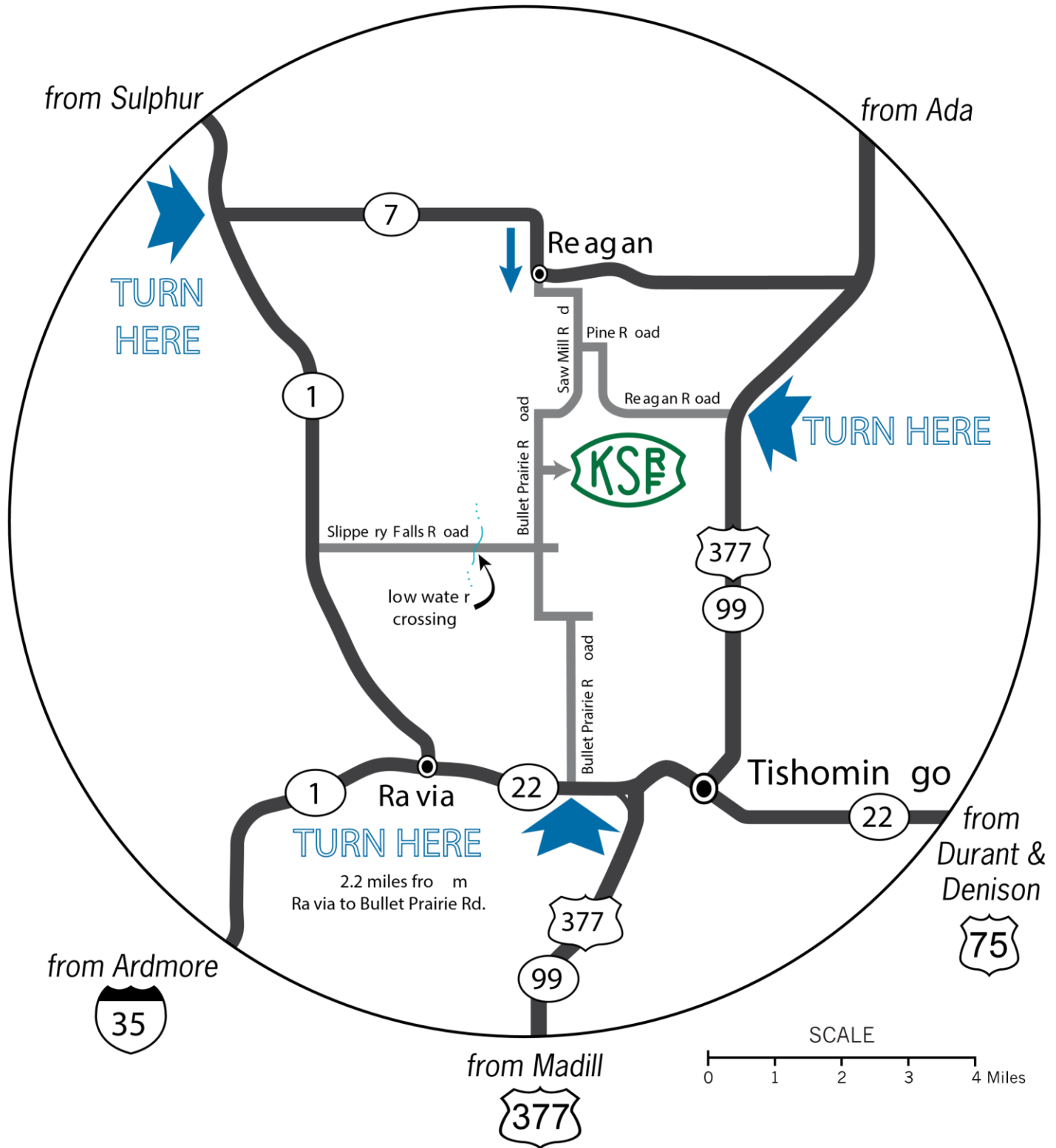


Oklahoma City



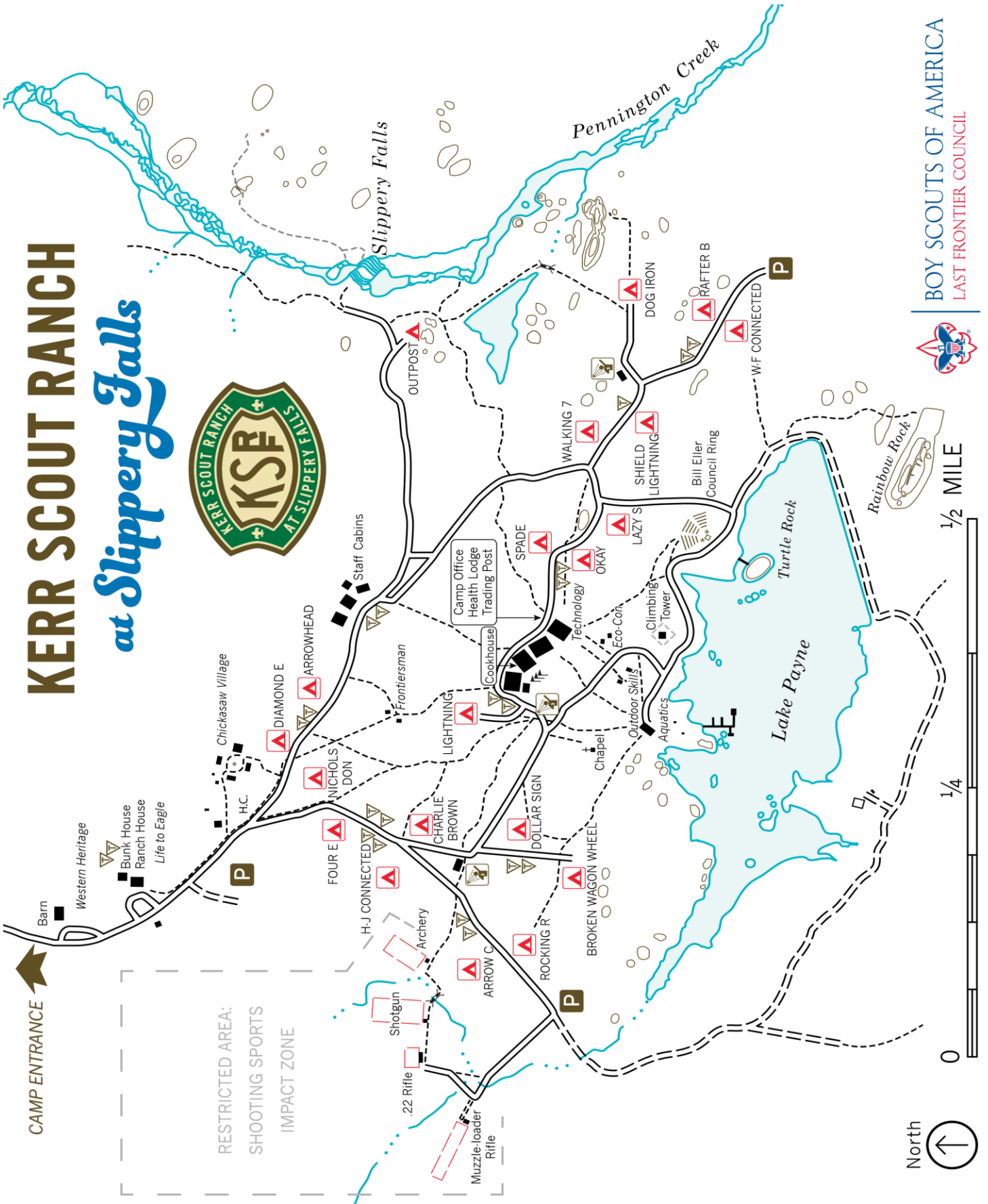
# KERR SCOUT RANCH AT SLIPPERY FALLS

## Directions to camp (DETAIL)



# LAST FRONTIER COUNCIL

## KERR SCOUT RANCH at Slippery Falls



KERR SCOUT RANCH AT SLIPPERY FALLS



# KERR SCOUT RANCH

## at Slippery Falls



# 2024 CAMPSITE RESERVATION FORM

Council: \_\_\_\_\_ Unit Type:  Troop  Team  Crew

Unit Number:

### Unit Leader Contact Information

Dates: \_\_\_\_\_

First Name: \_\_\_\_\_

Last Name: \_\_\_\_\_

Mailing Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ ZIP: \_\_\_\_\_

Telephone 1:     Type:  Home  Office  Mobile

Telephone 2:     Type:  Home  Office  Mobile

Telephone 3:    Type:  Home  Office  Mobile

E-mail Address: \_\_\_\_\_

### Camping Information

Estimated number of campers: \_\_\_\_\_ Youth \_\_\_\_\_ Adults

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

- |  |  |
|--|--|
| <input type="checkbox"/> Arrow C <sup>△</sup>            | <input type="checkbox"/> Lightning                       |
| <input type="checkbox"/> Arrowhead <sup>△</sup>          | <input type="checkbox"/> Nichols Don <sup>△</sup>        |
| <input type="checkbox"/> Broken Wagon Wheel <sup>△</sup> | <input type="checkbox"/> Okay                            |
| <input type="checkbox"/> Charlie Brown <sup>△</sup>      | <input type="checkbox"/> Rafter B <sup>△</sup>           |
| <input type="checkbox"/> Diamond E <sup>△</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>△</sup>              |
| <input type="checkbox"/> Four E <sup>△</sup>             | <input type="checkbox"/> Walking Seven                   |
| <input type="checkbox"/> H J Connected <sup>△</sup>      | <input type="checkbox"/> W F Connected <sup>△</sup>      |
| <input type="checkbox"/> Lazy S                          | <input type="checkbox"/> <sup>△</sup> platforms provided |

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

# A Brief History of Camp

## summer camping since 1967

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



constructed along with shooting ranges, showers, and staff facilities. A junior leader training program called Brownsea Double-Two was started in the summer of 1976. The camp was ready for a large increase in camp attendance when the Sasakwa summer camp operation was closed after 1979.

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

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

## THE HIGHEST ORDER OF THE DONKEY

A massive work project was planned for April 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 Highest Order of the Donkey and continued the massive work weekends for several years to build the camp.

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

## campsites

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

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

## camp development

The council raised \$900,000 from 1974-1976 for camp development, and in 1977 the first kitchen was

## Program Changes

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

## Kerr scout ranch at slippery falls

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