



# Cub Scout Resident Camp 2025

*Can You Dig It?*



- ✓ Tent
- ✓ Sleeping Bag
- ✓ Swimsuit
- ✓ Fun!







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# Welcome To Camp!

Welcome to Camp George Thomas, home of Last Frontier Council's Resident Camp for Tigers, Wolves, Bears, Webelos, and Arrow of Light Scouts. We are excited to have you join us for the 2025 summer season.

Camp George Thomas is a camping program facility complete with a cool swimming pool, competition-ready archery and BB ranges and 11 campsites. Camp amenities include flushing toilets, individual indoor shower facilities, a temperature controlled dining hall, various hiking trails for all levels, Oklahoma native species and nature observation posts, an outdoor chapel, and a well-stocked trading post for further entertainment. All campsites are complete with latrines and running water.

Our amazing staff is ready for a fantastic summer of camping in Last Frontier Council's amazing oasis just outside Apache, Oklahoma. This guide will assist in navigating our program and get ready to join us for a little learning, a few advancement opportunities, and a whole lot of fun with a purpose.

We are lucky enough to have a fully trained staff so your pack doesn't need a Baloo certified adult to join you in the adventure. Registered adults may attend with their youth in sessions even when their pack is not able to make it.

Each Session is limited to 300 participants to ensure optimal distancing throughout camp and the dining hall to provide the best camp experience. See contact information on the last page of this leader's guide for questions and concerns related to this guide.

Sign up early to ensure you get the session you want! With only three sessions this year, spots will fill up quickly.

We are Excited to See Everyone At Camp,

*Debbie Levick*

Debbie Levick  
Camp Director

*Alanna Prater*

Alanna Prater  
Program Director







## Camp Dates

Session	Date
1	June 12 - 15
2	June 19 - 22
3	June 26 - 29

All Sessions for Tigers, Wolves, Bears, Webelos, and Arrow of Light Scouts with a maximum of 300 campers per session.

## Fees

All Fees must be paid in full two weeks prior to attending camp.

Scouts: \$125  
Adults: \$95

A \$10 late fee per registration will be added for fees paid after June 1, 2025.

## Payment Methods

Our preferred method of payment is credit card or e-check through [scoutingevent.com/480-CGT2025](https://scoutingevent.com/480-CGT2025).

Units may also pay via physical check made payable to Last Frontier Council or using unit custodial accounts.

All fees are payable online or at either Council Service Center.



## Pack Camp Coordinator

All deposits Scout fees, Leaders Fees, and correspondence should be made only by the Pack Camp Coordinator. This person is responsible for collecting the fees, camp applications, and health forms, along with registering the Scouts online.

No fees or applications will be accepted through any other person. No camper will be permitted in camp until all fees are paid in full.

The fee includes meals, program supplies, camp support, and a patch.

Deposit: a deposit of \$10.00 per camper (Scout and adult) will hold a reservation.

Final Payment: the balance of the total camp fee is due two weeks prior to attendance. A \$10 late fee per registration will be added for fees paid after June 1, 2025.

## Registration is Open

Many sessions fill up quickly, register early to get the session that works best with your schedule.

## Registered Tigers, Wolves, Bears, Webelos, Arrow Of Light, Registered parents, and Leaders Only

This is a camp for registered Tigers, Wolves, Bears, Webelos, Arrow of Light Scouts, registered parents, and leaders only.

Program and materials cannot be provided for brothers and sisters. Please do not bring an extra person to camp, this rule applies to all ages from babies to grandparents.





## Registration

The goal of the registration process is to help campers and staff make accurate plans for camp. All camp participants may sign up through the Cub Scout Pack or as individuals. To sign up for camp on the Last Frontier Council Website: [scoutingevent.com/480-CGT2025](https://scoutingevent.com/480-CGT2025). Since campers must be supervised at all times in a 4 to 1 ratio, Scouts are encouraged to sign up in groups or bring a registered parent for each group of 4 campers.

### 1. Create Registration

Registration can be created by logging into [scoutingevent.com/480-CGT2025](https://scoutingevent.com/480-CGT2025).

Select the session that the campers plan to attend. Next mark the number of youth and adults attending and click add event registration.

Make sure to save your registration to create the registration in the system. This is what creates the camp registration with slots that must eventually be filled with named participants.

### 2. Reservation Payment

An initial payment of \$10 per camper is required to complete the reservation. This is non-refundable deposit. Complete the event payment options and proceed to the checkout.

### 3. Add Names

Select the "Your Roster" tab to add names (when necessary) to the pack roster. There are separate lists for youth and adults. Required individual information includes name, emergency contact and special needs.

**\*\*\* It is imperative that all special needs (especially dietary allergies) be submitted to the Camp Director in writing no later than two weeks prior to arrival so that accommodations can be made and the necessary items can be obtained. If participants would like to bring their own dietary items, that is allowed and we will store the items.\*\*\***

Once all participants are entered in the roster, select the "Event Registration" tab. Select a name on the first column, then select participant type (Cub Scout, Webelos, or Adult) and select "Create Registration." Click "Save Camper. Add to Cart." Individuals are not registered for camp until their names are selected under the "Event Registration" tab. Remember to always check out after making changes to a reservation.

### 4. Webelos Program Choices

Webelos may choose participate in either the Cub Scout program or the CGT Activities program.

Webelos and Arrow of Light Dens participating in the Activities program will be required to choose their activities and adventures by emailing the Program Director after payment is complete and no later than one week prior to arrival at camp. See page 6 for details.

### 5. Final Payment

The final balance for all campers is due two weeks prior to camp attendance. For online payments, select the "Cart" tab to finalize the registration and pay. You must check out in order for any changes to take effect. To pay online using [scoutingevent.com](https://scoutingevent.com), click on the "Home" tab, then click on the grid that shows the balance due and select "Change Amount in Cart." Select the amount to be paid and click "Add Payment". Click on the "Checkout" button to complete payment.





## Refund Policy

The \$10 per person deposit is non-refundable. Scouts or adults unable to attend camp due to accident, serious illness, or death in the immediate family may request a refund on the balance of fees already paid. All refund requests must follow these procedures:

1. All refund requests must be submitted in writing/email to the Last Frontier Council no later than two weeks after the conclusion of the registered session at camp.
2. Requests must include: camp and camp session date, name of the participant for whom the refund is requested, the reason for the refund, the amount paid to date, the receipt number, the unit number, name and address of the unit leader.
3. Refunds are issued due to accident, illness, or death in the immediate family. "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 and/or depart early.
5. Refund checks will be made payable to and mailed to the party making the original payment.

## Camperships

Our council has limited amount of scholarship funds available to assist scouts with attending camp. The responsibility to see that every scout attend camp is shared between the parents, the pack leadership, and our Council. It is the policy of Last Frontier Council that no individual receives more than 50% assistance.

Campership forms are available from the council office or may be downloaded from [scoutingrocks.tv](http://scoutingrocks.tv). The applications must be turned in at the Council Service Center office by April 1, 2025. Applications turned in after April 1 may not receive funding.

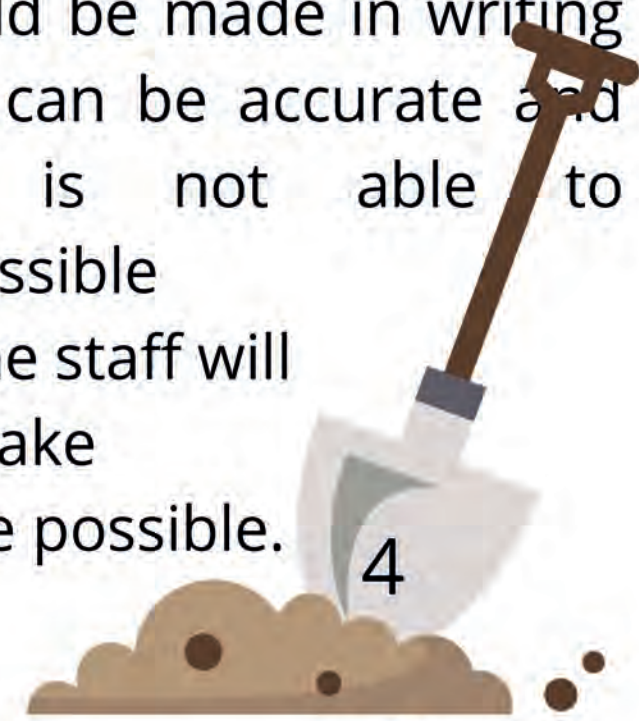
## Patches

Patches are included in youth attendance fees only. Council policy indicates that patches will only be ordered for the Scouts that attended the event after completion of the event.



## Campers With Special Needs

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





## Mobility

Campers with mobility needs should contact the Camp Director prior to camp to make arrangements. 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.

## Dietary

The Camp Cook can order some special food for vegetarians and campers with food allergies. **Please provide a specific list of food requests in writing two weeks prior to arrival.** Campers with extraordinary needs may have to bring some dietary supplements and food with them.



## CPAP Machines

Users of CPAP machines need to use a battery for their machine to use at camp. There is no power available in any campsite. The camp staff will no longer permit extension cords running long distances from buildings to campsites. Leaders may charge batteries in the craft pavilion. **No vehicles are permitted in Campsites to power CPAP machines.**

## Health Forms

Everyone attending camp must bring a completed current version of the "Annual Health and Medical Record part A and B" to camp. Each Scout and Leader will have a health re-check upon arrival, and the Pack's medical forms will be kept on file with the Camp Health Officer. Forms will be returned to the Leader at the end of the session. **Any Scout or leader who does not have a completed health form will not be permitted to remain at camp.**



## Medications

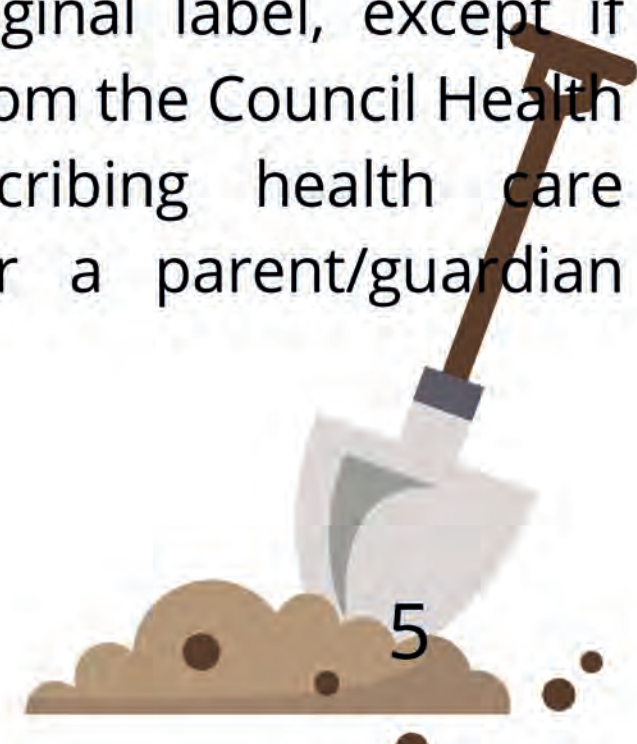
All prescription and over the counter (OTC) medications must be checked in to the Medic at the health lodge. Participants are responsible for making arrangements with the health officer for administration and the dispensing of medication.

Exceptions are made for a small amount of medication to be carried by a user for life threatening conditions including epinephrine injector, heart medication, inhalers, and the limited medication in a *small* first aid kit.

Reasonable exceptions are made in writing to Dr. Sutor for things outside this general policy that relate to specific camps or situations, consistent with state law.

Medications must be kept in their original containers. Prescription medications must follow the directions and dosages in accordance with the prescribing health care provider's directions or a parent/guardian signed summary.

OTC medications are administered in accordance with the original label, except if permission is obtained from the Council Health Supervisor or a prescribing health care provider's directions, or a parent/guardian signed summary.







# Camp Program Options

## Tigers, Wolves, and Bears



All Scouts who have completed kindergarten but not yet started 3rd grade are Cub Scouts. At Camp George Thomas, Cub Scouts will participate in a variety of activities and complete many requirements for adventures and rank advancement.

The main purpose of the activities is to have fun outside! All Tigers, Wolves, and Bears (Cub Scouts) will participate in a pre- set program consisting of each area, one activity per period:

- Archery
- BB Guns
- Hiking
- Fishing
- Crafts
- Swimming

## Webelos and Arrow Of Light

The CGT Webelos and Arrow Of Light programs allow Webelos and Arrow of Light scouts to participate in activities that assist Scouts in completing a variety of Webelos and Arrow of Light rank advancements and adventures.



Scout dens participating in the CGT Webelos and Arrow of Light program, will choose their activities two weeks prior to camp. Watch for scheduling options coming soon!



Once the Webelos or Arrow of Light dens have registered, please email the Program Director [Alanna.prater@gmail.com](mailto:Alanna.prater@gmail.com) or Camp Director at [levickdj@sbcglobal.net](mailto:levickdj@sbcglobal.net) a confirmation of the course selections will be confirmed at check-in. This helps with schedule building.

**All Scouts will be assigned a schedule upon arrival. This sample is included for review only and dens will not be able to choose their own schedule due to constraints of the camp.**

### Sample Schedule A

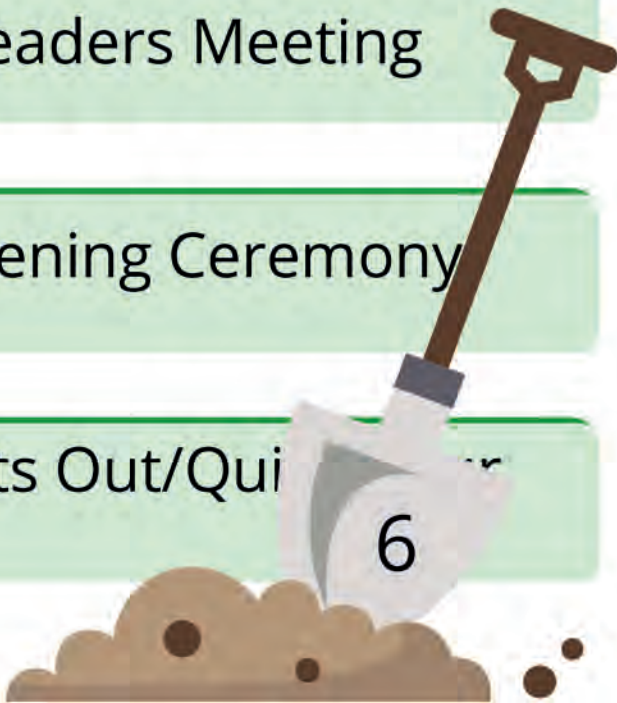
#### Day 1 (Thursday)

1 - 5 PM	A. Check In B. Turn in Medical Forms C. Report for Swim Test D. Drop Gear at Campsite
5:00 PM	Supper
5:45 PM	Flag Ceremony
7:15 PM	Leaders Meeting
8:15 PM	Opening Ceremony
10:00 PM	Lights Out/Quiet Hour

### Sample Schedule B

#### Day 1 (Thursday)

1 - 5 PM	A. Check In B. Turn in Medical Forms C. Report for Swim Test D. Drop Gear at Campsite
5:45 PM	Flag Ceremony
6:00 PM	Supper
7:15 PM	Leaders Meeting
8:15 PM	Opening Ceremony
10:00 PM	Lights Out/Quiet Hour





Day 2 and 3 (Friday/Saturday)		Day 2 and 3 (Friday/Saturday)	
7 - 7:25 AM	Rise and Shine	7:30 - 8:00 AM	Rise and Shine
7:30 AM	Breakfast	8:10 AM	Breakfast
9:00 AM	Flag Ceremony	9:00 AM	Flag Ceremony
9:30-11:25 AM	Program Areas	9:30 - 12:15 PM	Program Areas
11:30 - 12:15 PM	Lunch	12:25 PM	Lunch
12:25 - 5:10 PM	Program Areas	1:25 - 5:00 PM	Program Areas
5:15 PM	Flag Ceremony	5:15 PM	Flag Ceremony
5:30 PM	Supper	5:30-620 PM	Supper
7:30 - 8:30 PM	Day 2 - Branding/Special Events (7:30) Day 3 - Closing Campfire (8:00)	630-720 PM	Program Areas
10:00 PM	Lights Out/Quiet Time	7:30 - 8:30 PM	Day 2 - Branding/Special Events (7:30) Day 3 - Closing Campfire (8:00)
		10:00 PM	Lights Out/Quiet Time



Day 4 - Sunday both schedules

7-7:55 AM	Rise and Shine
8:00 AM	Flag Ceremony
8:15 - 9AM	Breakfast Open House
9:45 AM	Scouts Own Worship Service





## Arrival In Camp

Our Camp is open and ready to receive Packs at 1:00 PM on Thursday. Please do not arrive before 1:00 PM, but plan your schedule of travel to arrive no later than 5:00 PM or call ahead to give us your plans. Dinner cannot be held for late arrivals.

We suggest the following sequence of events:

**1. Check-In:** Leave all vehicles in the parking area. Be sure to pack swim gear where you get it easily. Bring swimsuits, towels and completed Annual Health and Medical Records with you to Central Lodge. Leaders will check in, turn in Pack roster, and pay any remaining fees due. Payment of visitors' meals will be made at this time.

**2. Health Checks:** After all paperwork is completed, all campers walk to the craft pavilion. Be sure everyone has a completed health form signed by Parents.

**3. Swim Checks:** After medical check, Scouts and leaders will head to the pool for swim checks and then proceed to campsite. Every camper, youth or adult, visits the aquatics area for a swim check. Even if you are bringing an outside swim test result or planning on not taking the swim test, you must visit the swimming pool to have a buddy tag created.

**4. Proceed To Campsite:** When finished with check-in, health check, and swim check, return to the parking lot and transport all gear in two vehicles. One leader will slowly proceed in vehicle to campsite. Other leaders and scouts will hike to campsite. No passengers in truck beds.

**5. Unload and secure your gear.** While Scouts and leaders set up camp, adults return vehicles to the parking lot. Please drive slowly and watch for other vehicles and incoming scouts. All vehicles must be removed to the parking lot by 6:45 PM.

**6. Flag Retreat & Dinner:** Flag retreat will be conducted in Central Field. Scout and leaders are asked to attend and to be on time for, all flag ceremonies held during camp. We also ask for Scouts and leaders to be in official field uniform when possible. Dinner will often be served after the flag retreat.

**7. Leader's Meeting:** Will be held at 7:15 PM at the craft pavilion. Scouts will meet at Central Lodge and participate in a camp wide activity

**8. Campfire:** Assemble at Peter Clinton-Moore Campfire Ring for the opening campfire at 8:15 PM.

# Make Sure Your Your Tent Has A Good Rain Fly!







## Pack and Personal Camping Equipment

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

### Pack Provides:

- ☐ Organizes Transportation To And From Camp
- ☐ Advanced Planning Of Pack And Scout Needs (i.e Tentage, Equipment, And Leadership)
- ☐ Animal Proof Container For Any Snacks Stored In Campsite.
- ☐ Full-Time Registered Leader (Over 21) Who Is Responsible For Scouts
- ☐ Receipts for Camp Fees Paid
- ☐ List Of Scouts And Adults Attending
- ☐ A List of Scouts and Adults With Special Needs
- ☐ Copies of Health Forms For All Campers
- ☐ Copy Of Youth Protection Training Certificates for All Adults Attending

### Suggested Pack Gear

- ☐ Pack First Aid Kit
- ☐ Animal-Proof Ice Chests
- ☐ Trash Bags
- ☐ Den Flags
- ☐ Dining Fly or Canopy (1 Per Den)
- ☐ Nylon Cord
- ☐ Repair Kit& Tools
- ☐ Tarps
- ☐ Rope
- ☐ Lanterns
- ☐ Solid Fire Starter/ Matches
- ☐ Camp Chairs
- ☐ Maps
- ☐ Advancement Record Book

## Suggested Camper Gear

Personal gear should be labeled with the camper's name

- ☐ Completed BSA Annual Health and Medical Record
- ☐ Tent
- ☐ Sleeping Bag or blankets & Pillow
- ☐ Swimsuit
- ☐ 3 Complete Sets of Clothes
- ☐ Dirty Clothes Contianer/Bag
- ☐ Raincoat/Poncho
- ☐ Jacket or Sweater
- ☐ Drinking Cup/ Water Bottles
- ☐ Sunscreen and Sun Protection
- ☐ Flashlight (Extra Batteries)
- ☐ Towel & Washcloth
- ☐ Soap, Toothbrush, and Toothpaste
- ☐ One Pair of Long Pants
- ☐ Extra Shoes & Socks
- ☐ Spending Money & Wallet
- ☐ Medications & Eyewear (as Needed)
- ☐ Folding Chair
- ☐ Insect Repellent
- ☐ Day Pack/ Backpack





## Emergency Contact

The Camp George Thomas phone number is (580)-588-3328. If you are calling camp, let it ring several times due to the location of the phone. There is an answering machine on the line if we are not currently available.

## Mail Service

Outgoing mail is picked up at noon, incoming mail is delivered to the camp office at about 4:30 PM. We will have mail call each day during the evening flag ceremony. Parents are encouraged to send campers mail while in camp. Please mail letters 3 days before camp starts to ensure delivery.

**Please include the following information to easily get your letter to the camper:**

**Scouts Name, Pack Number, and Session**  
**Camp George Thomas**  
**45156 County Street 2520**  
**Apache, OK, 73006**

Mail received after your Pack departs will be returned to the sender. Due to internet constraints and lack of signal, no email will be accepted for campers at this time. Parents may also send letter with leaders that we will be happy to add to the mail call.

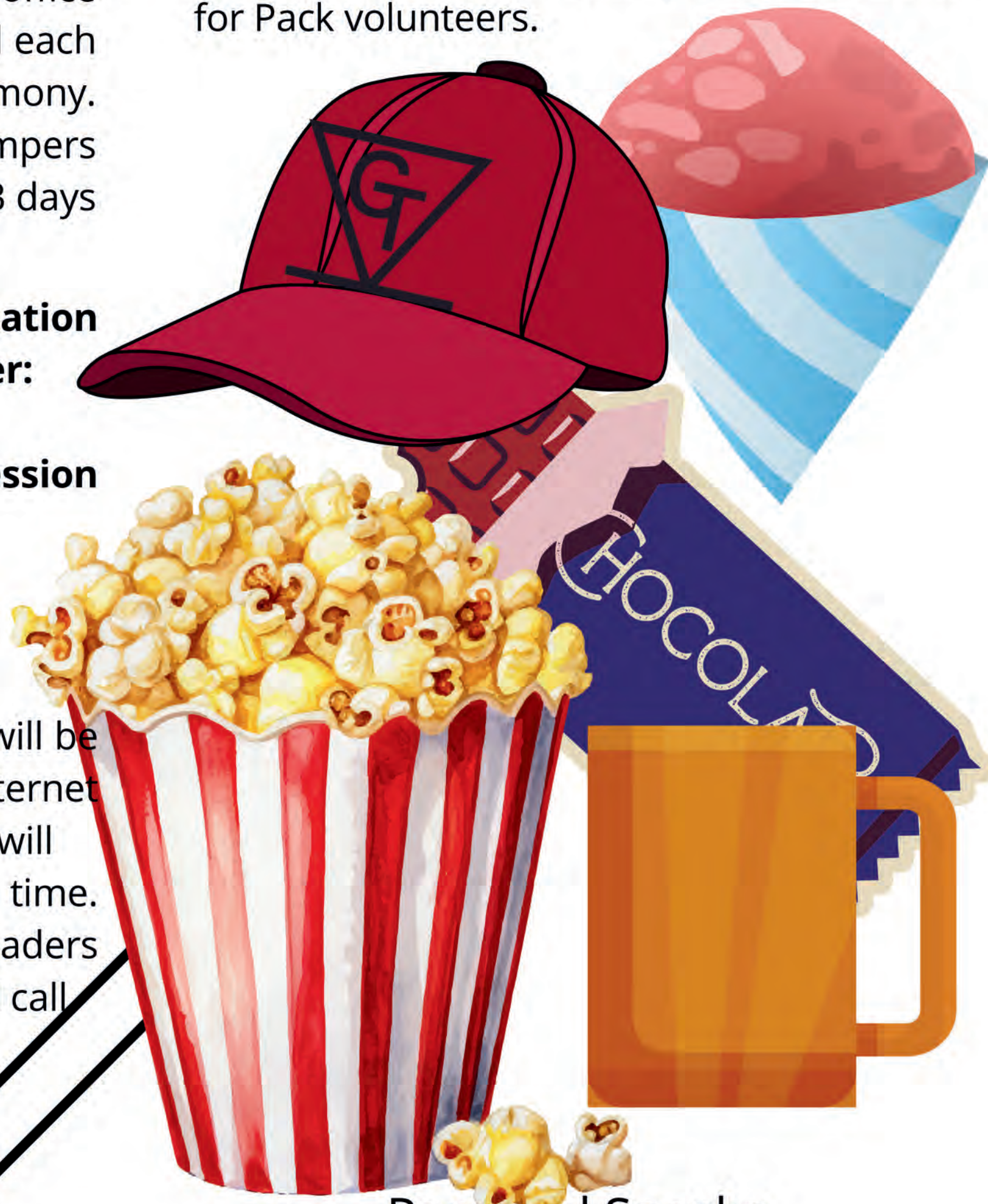


## Walking Stick Contest

On the second day of camp, we will have a walking stick contest at lunch time. Decorations can be anything you choose and may be purchased or hand made. Check out our trading post for pieces that make your stick part of the fun!

## Trading Post

Camp George Thomas operates a trading post with snacks, beverages, ice, souvenirs, hats, t-shirts, hiking staves, decorations, and camp accessories. Every scout will want a hiking staff to decorate and enter in the hiking staff contest. The trading post also carries items that make a great recognitions for Pack volunteers.



## Personal Snacks

We will sell ice from the trading post to camp leaders. Pack personnel will be responsible for storage, care and distribution of personal snacks consumed by campers at the campsite location. A suitable animal-proof container needs to be furnished by the pack for storage of personal snacks. **(Food should never be kept in individual tents.)**





## Knife Policy

Knives are tools - not toys - therefore knives may only be carried by adult leaders. It is the decision of the camp staff that since knives are not necessary to our program, they will not be allowed to camp except for adults. Fixed blade knives, switchblades, and machetes have no use at our camp and are prohibited.

## Firearms, Ammunition, and Archery Equipment

Camp 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. Firearms are prohibited except for those required by law (specific law enforcement officers). If you are in this category, **please notify the Camp Director prior to camp and upon your arrival. Please do not bring it to your campsite unannounced.**

## Fires and Liquid Fuels

Scouts should bring battery operated lanterns and flashlights only.

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.

Only Adults are allowed to handle, fill, and use propane stoves or lanterns. All extra fuels including propane cylinders must be stored at the Quartermaster area. Put your name and Pack number on the cylinder prior to turning it into the Camp Director.

No flames in tents. This includes burning any solid, liquid, gel, gas fuel, and insect-repelling devices.

Campfires will be permitted if the camp is not under a burn ban. Never leave a campfire, stove, or lantern burning unattended. The camp adheres to all official burn bans. All fires must be in a fire pit or burn barrels. Burn barrels can be requested from the camp office after arrival.

Fireworks and pyrotechnic devices are prohibited from possession or use by anyone on property.



## No Alcohol, Tobacco, or Illegal Drugs

Alcoholic beverages and controlled substances are absolutely prohibited. Possession or use of illegal drugs will be reported to local law enforcement officers.

Adult Leaders should support the attitude that everyone is better off without tobacco in any form and may not allow the use of tobacco products at any Scouting America activity involving youth participants. This includes the use of electronic cigarettes, personal vaporizers, electronic nicotine delivery systems that simulate tobacco smoking. Camp is conducted on a smoke-free basis, with a designated smoking area located away from all participants.

Absolutely no smoking is permitted in campsites, program areas, along roads and trails, or in the forest.



## Other Items Not To Bring

Use of Electronic devices such as radios, music players, electronic games and cell phones are not permitted in camp program areas. Pack Leaders are responsible for setting campsite and travel policies regarding electronic devices. Campsites do not provide electricity or plug-ins.

No Pets of any kind - with the exception of documented service animals - are permitted in camp. Campers are not permitted to use ATV's or Utility Carts. Generators and RVs are also prohibited.

Any items which are in violation of Scouting America policy may be confiscated by camp leadership and returned upon departure. Camp leadership will work with Pack Leader in all such cases.

## Appropriate Dress

Comfortable clothing should be worn during the day. All apparel should be in good taste and appropriate for camp. Clothing with inappropriate language or graphics will not be permitted. Pants or shorts and shirts must be worn at camp.

No swimming suits will be allowed in the dinning hall, unless they are dry and covered by a shirt and shorts. Hats should not be worn in the dining hall unless it is part of your religious custom.

Campers should wear sturdy, close-toed walking or hiking shoes with socks. Sandals, flip-flops, shoes without toes or with gaps or holes are unsafe and not permitted. Shoes must be worn at all times except when taking a shower, swimming, or sleeping. Closed-toe shoes must be worn to and from the shower and the swimming pool.

## Lost & Found

Each Pack is responsible for handling its own finances and property. Valuables should be left at home. A lost and found line is located at the end of the Dining Hall.

## Tents

Youth are not permitted to sleep in the tent of an adult other than his/her own parent or guardian. Adult Leadership needs to respect the privacy of youth members in situations such as changing into swimming suits or taking showers at camp. Adults should only intervene only if health and safety requires. Adults also need to protect their own privacy in similar situations. The pack must make arrangements or provide adequate tents. Male and female leadership require separate sleeping facilities. married couples may share the same quarters if appropriate facilities are available. **Female scouts are not permitted to tent with male scouts.**

## Vehicles in Camp

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



## Visitors At Camp

We encourage and welcome visitors during daytime activities. Visitors **MUST** check into the camp office/trading post before touring camp. if they plan to eat with a camper, the leader must let the Camp Director know when the Pack checks in. The leader will receive a wristband for any non-campers in accordance with our camper safety plan. The charge for all visitor meals will be \$5.00 each.

Please pay during registration or at the Trading Post. Visitors are limited to a 4 hour visit; otherwise they are considered campers and will be charged the entire camp fee.



## Leadership in Camp

Scouting America policy is for a minimum of two adults over the age of 21 anywhere a unit is traveling. At camp, a minimum of 2 adults

(21 years of age or older) is required for every eight scouts is required. If your pack has female scouts, a trained female leader must be present.

**Camp Leader:** Every Pack must have a camp leader who is at least 21 years of age and a registered member of the Scouting America. A registered Den Leader or Cubmaster is preferred and parents are encouraged to register and attend camp. The Pack Committee should appoint a Camp Leader to assign and coordinate responsibilities of all adult leadership and avoid confusion. The Camp Leader must participate in the Camp Leader's Meeting.

**Assistant Camp Leader:** All assistants must be 21 years of age and be registered with the Scouting America. They are responsible to the Pack's Camp Leader and assume any assignments from the Camp Leader. All Adults must have documented current Youth Protection Training. Dens from different Packs will camp together in the same campsite and may share leadership. However, each Pack must agree to share leadership at all times. All arrangements to take scouts from one Pack with another Pack for the duration of camp must be made by the Packs involved.

## Duties Of A Leader

**1. Be Responsible:** The staff is here to provide a quality camp program for the youth; help us make this adventure fun for everyone by observing camp traditions, rules, directions, and procedures.

**2. Problem Resolution:** As a leader, you must maintain control of the youth in your den or pack report problems you cannot handle and if needed, we will assist in the contact of parents/guardians.

If a problem occurs that involves one of staff members, please do not discuss the problem with the staff member. Notify the Camp Director or Program Director for assistance in resolving the situation.

**3. Buddy System:** On the first day of camp the leaders are to instruct the scouts in their den/pack on how the buddy system works and how to assign buddies. Buddy pairs can not be more than two years different in age. Leaders also requires buddy and will be responsible for escorting scouts between stations.

**4. Two Deep Leadership:** No Leader is to take any scout, or group of scouts, out of the designated area alone. You shall have two deep leadership at camp with an 8 youth 2 adult ratio. If you cannot provide 2 leaders, contact the Camp Director prior to camp.

**5. Schedule:** Review the camp schedule each morning- it can change daily.

**6. Provide assistance to youth staff members in the program areas.** Our program is designed to ensure maximum interaction between the adults and youth; therefore, your assistance is needed in the program areas to make sure your scouts get the most out of those areas.

**7. First Aid:** If at any time any scout needs any type of first aid, adults are to escort the Cub Scout and his buddy to the Camp Health Officer.

**8. Relax, have a good time, and remember to Have Fun!**





## Emergency Procedures

Camp George Thomas 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 pack roster and vehicle keys while in camp.

### 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 of the health officer, the camp staff will contact emergency medical services. Pack leadership should not call 911 unless directed by camp staff.



### Severe Weather

In case of severe weather, campers will seek shelter in their assigned storm shelter. Camp Staff will continually monitor weather watches and warnings. At least one adult leader in each pack should complete the BSA Program Safety Training and be familiar with precautions for lightning and tornados.

Camp George Thomas has 12 large, in ground tornado shelters throughout camp. In a tornado warning, campers should seek cover in these shelters.



### Fire

Uncontrolled Fires should be reported to camp staff immediately. Do not attempt to put out a large fire alone or with scouts. The camp fire alarm will sound. Leaders will be briefed on fire response upon arrival at camp.



## Contact Us with Questions or Concerns

Camp Director: Debbie Levick  
levickdj@sbcglobal.net

Program Director: Alanna Prater  
alanna.prater@gmail.com

Staff Advisor: Curt Geimer  
curtis.geimer@scouting.org

Last Frontier Council Office:  
405-840-1114

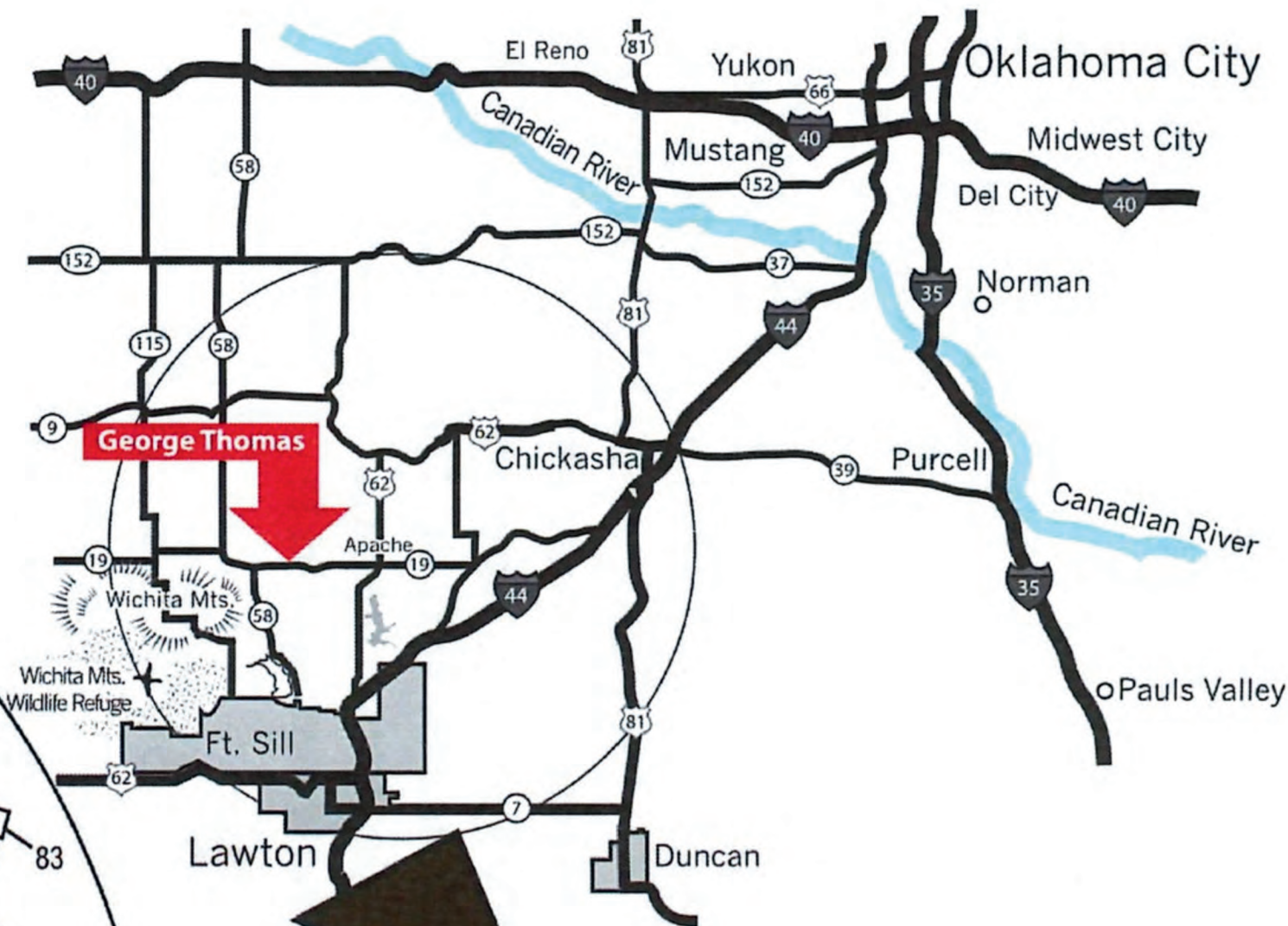
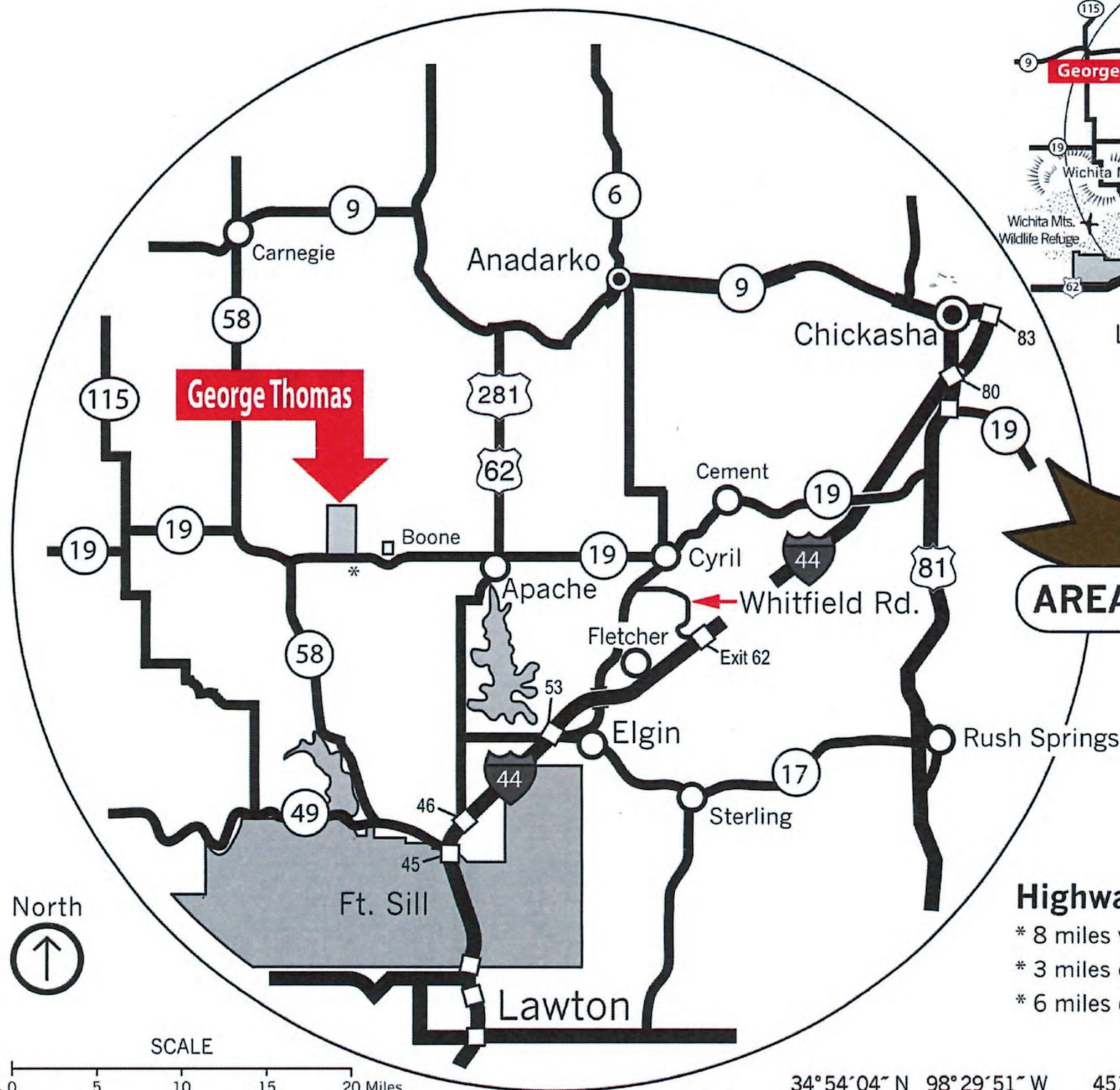




# CAMP GEORGE THOMAS



BOY SCOUTS OF AMERICA®  
LAST FRONTIER COUNCIL



## I-44 EXITS:

**EXIT 62** Fletcher & Cyril  
**Note:** Exit is from westbound ONLY  
Entrance is to eastbound ONLY

**EXIT 46** Apache & Anadarko  
**Note:** Exit is from eastbound ONLY  
Entrance is to westbound ONLY

**EXIT 45** Medicine Park

## Highway 19 turn to get to Camp George Thomas

- \* 8 miles west of the intersection of Hwy. 19 & US 62 / 281
- \* 3 miles east of the intersection of Hwy. 19 & State Hwy. 58 (south to Lawton)
- \* 6 miles east of the intersection of Hwy. 19 & State Hwy. 58 (north to Carnegie)

34°54'04" N 98°29'51" W 45160 COUNTY STREET 2520 APACHE OKLAHOMA 73006 CADDO COUNTY

CAMP GEORGE THOMAS

