

**NOV 7-9**

**2025**

# Fall Encampment at Diamond H



## Leaders Guide

7/31/2025

## **-What is Fall Encampment?**

The Fall Encampment is an encampment for Scouts BSA Boys and Girls and Ventures to learn in-depth outdoor skills. This year, youth participants will choose from a wide variety of outdoor skills and adventures.

The Programs will be all day Saturday, and Sunday Morning until noon.

## **-Who may participate?**

Any registered Scouts BSA Boy or Girl and/or registered Ventures may participate. Adults can register for some courses.

**2 deep leadership must be available to supervise in camp etc., Adults need to notify Staff if any of their Scouts/Ventures are camping away from their unit at night.**

## **-Where is Fall Encampment?**

Diamond H Scout Ranch in eastern Oklahoma. Address: 23181 E. 920 Rd. Cookson, OK 74427  
*See Attached Maps and Directions.*

This 6,592 acre camp is located just east of Lake Tenkiller in eastern Oklahoma, 167 miles east of Oklahoma City, 79 miles from Tulsa and 53 miles west of Fort Smith.

## **-What's the fee?**

\$25 per participant, \$5 per adult non-participant. The late fee after October 15th 11:59pm is an additional \$15.

## **-Where Do I Sign Up?**

Please register on-line at <https://www.scoutingevent.com/480-fallencampment2025>

## **-Want to help on staff?**

We need Adult Leader help in many areas to make this a successful event. If you are an NRA Instructor or RSO we particularly need your help. If you would like to help, please let us know when registering or contact Encampment Chair Fina Nett 405-388-6168, [fina7190@gmail.com](mailto:fina7190@gmail.com)

## **-Clothing and Attire**

Participants should prepare for cool and wet weather and must wear a billed cap/hat to shoot. Field Uniform (Class A) should be worn for ceremonies and campfires. The BSA or Venturing uniform is always welcome. All clothing must be Scouting appropriate. Good shoes are a must, as many participants will be walking for many miles on Saturday. See course descriptions for more information.

## **-Arrival and Check-In**

Check-in will be at the Central Lodge (just inside the gate) starting at 6 p.m. Friday. Please bring in your roster and make any final late payments needed. All units must have BSA Health & Medical Record forms on hand for each participant. Any significant health concerns should be mentioned at check-in.

## **-Camping Areas**

Unit camping areas will be in the fields east of Base Camp. The terrain at this site is mostly flat, level pasture with soft soil. The site is in the Terrapin Creek valley sheltered by hills to the north and south but open to the east and west. There are no permanent, established camping sites or campfire rings. All camping areas are within 400 feet of a gravel road. We will provide port-a-johns at the camping area. Units must provide their own burn barrels if they wish to have campfires.

## **-Vehicles and Parking**

We will camp in the fields just east of base camp. All Vehicles and trailers can stay in camp site. Please be courteous to other units when driving in the camping area.

## **-Equipment**

Each Unit will need to bring regular weekend camping equipment. Units must provide food and prepare all meals.

The Encampment staff will provide all activity equipment, UNLESS Specified in the course description. You can bring personal protective equipment for shooting sports if you want.

## **-Fire**

If there is no fire ban in effect, fires are acceptable. We would prefer you to cook on gas or charcoal grills. Please bring a fire barrel and observe Leave No Trace camping. **DO NOT BUILD NEW FIRE RINGS AT THE CAMP.**

## **-First Aid**

Units are primarily responsible for their own first aid. The Diamond H staff will provide a camp health officer at Central Lodge for medical issues beyond unit first aid. All emergencies should report immediately to Central Lodge and/or Course Staff.

## **-Rest Rooms & Latrines**

Rest rooms are available at the Central Lodge. There are a few permanent outhouses. We will have porta-johns at camping areas and at the event areas. Otherwise, this is a primitive camp using Leave No Trace methods.

## **-Trading Post**

We will have a small trading post, cash, or card trading post at base camp with snacks, hot drinks, and souvenirs. Please consider bringing small bills/change.

## **-Trash**

There will be no trash cans available. It is your responsibility to take care of your own trash. Pick it up, pack it out. Upon departure there is a dumpster at the Base Camp. However, service is limited so **if the dumpster is full, please drive your trash out.**

## **-Water**

Water is very limited at Base Camp. Be prepared to carry the water you plan to drink all day with you.  
**(UNIT ARE ASKED TO BRING THEIR OWN WATER, COOKSON HILLS HAS HAD VERY LITTLE RAIN AND THE WATER TABLE IN VERY LOW)**

## **COURSES (May change – The online classes are the correct classes)**

### **Metalworking- Extra Fee \$ 5.00**

Participants will learn metalworking techniques. Scouts can complete some of the requirements for Metalworking Merit Badge. Scouts will begin their work on this merit badge by learning about the properties of metal, how to use simple metalworking tools, and the basic metalworking techniques. Then they will practice using these tools and techniques before concentrating on the more intricate skills of one of four metalworking options.

### **Patrol Dutch Oven Cooking - One Pot Meals- Extra Fee \$ 5.00**

Come learn to cook outdoors. Bring your own skillet, pan, or pot, a cutting board and a knife. We will be cooking up a southern classic that's a sure winner and sure to satisfy. Some items of the Cooking Merit Badge could be signed off. All are welcome.

### **First Aid**

First aid - caring for injured or ill persons until they can receive professional medical care - is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life.

### **Emergency Preparedness**

Currently, scouts are being called upon more and more to put their training into action. It is likely that, at some point, you will be called upon to use your first aid skills or simply be a level head to make decisions during a high stress event. During this course, participants will get a chance to work with a local Emergency Management team to possibly sign off some of this Eagle required merit badge. You will train in aspects of emergency preparation to help ensure you will know what to do in case of a true emergency. You will prepare in the morning for an afternoon troop mobilization and practice your skills! Participants will need to bring a day pack, water bottle, pen and paper, and weather-appropriate clothing.

### **Environmental Science**

While earning the Environmental Science merit badge, Scouts will get a taste of what it is to be an environmental scientist, making observations and carrying out experiments to investigate the natural world.

## **Electricity-**

Electricity is a powerful and fascinating force of nature. As early as 600 b.c. observers of the physical world suspected that electricity existed but did not have a name for it. In fact, real progress in unraveling the mystery of electricity has come only within the last 250 years.

## **Photography**

Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history.

## **Range & Target Activities**

### **Archery**

Basic & Advanced-Participants will learn the basics of stance, posture and the specific skills involved in shooting a bow and arrow and safety. More advanced students will polish their skills with creative games and shooting skills. Some items of the Merit Badge can be signed off.

### **Beginning Shooting classes (Archery, 22 Rifle, Shotgun)**

Participants will learn the basics of safety, guns and shooting. Students will participate in and receive the Oklahoma Hunter Safety Education Card if they complete the requirements and pass the test. Some items of the Merit Badge can be signed off.

### **Advanced Shooting classes (Archery, 22 Rifle, Shotgun)**

Participants will learn and polish their shooting skills with this advanced program. Pistols, Rifle and Shotgun will be available. Creative games and shooting skills will be used to hone your skills. Participants MUST have Completed OK Hunter Safety course, Rifle or Shotgun Merit Badge, or NRA First Steps Program. Be prepared to show documentation.





NRA Range Safety Officers and Instructors will be at Diamond H to provide an in-depth shooting sports experience for Scouts and Ventures. All the youth working on shooting sports will shoot either .22 rifle, shotgun, or Archery. Some items of the Merit Badge can be signed off.

Scouts shooting shotguns should be at least 14 years old or have enough mass to manage the heavy firearms.

Range & Target Activities participants will meet Sunday morning to finish course, through 12:00pm. (if needed)

The Fall Encampment staff will supply all firearms, ammunition, and eye protection. Each participant will receive a pair of ear plugs for hearing protection.

## **No personal firearms are permitted.**

### **Other Information:**

#### **Lunch Saturday:**

ALL Participants should bring a trail lunch with them on Saturday and plan on eating in the field with their class. All participants will not have time to return to their campsites for lunch. Except for the participants of the Fishing and Dutch Oven Cooking. Food will be prepared on the course.

#### **Meals:**

Each Unit will prepare and cook their own meals, Saturday: Breakfast, Sack Lunch, and Dinner. Sunday: Breakfast. Please plan accordingly. If you or your Youth have Shooting Sports class on the mountain, they will need a Sack Lunch.

#### **Branding:**

The Diamond H branding iron will be in action at the Central Lodge on Saturday evening. Please mark items you would like branded with your name and be prepared to drop the items off to be branded.

#### **Saturday Evening Camp Fire:**

Saturday evening, we will have a campfire for all to enjoy. Units are asked to have a song or skit that they would like to share to please contact Fina Nett, Diamond H Fall Encampment Chair anytime Saturday by 4pm for skit or song approval.

This is also a fantastic opportunity for these Scouts working on their Communication Merit Badge if anyone is interested in being the Campfire MC.

#### **Sunday Morning Program:**

Chapel service will be Sunday 8:00 to 8:30am at Base Camp. Any units not attending are asked to remain Reverent. No breaking down camp, playing games or departing during this time

This is also a fantastic opportunity for these Scouts working on their Communication Merit Badge if anyone is interested in leading the Chapel service on the back patio.

### **Check Out:**

Check out will begin at 11:00am. You will have to check out at the office prior to your departure to turn in your evaluation forms and receive your patches. If you would like to stay after 12:00 noon please check with the Office, as arrangements can be made. We would love for you to explore Diamond H.

### **Explore Diamond H:**

Please use your map and hike Diamond H on Sunday before you leave. It is a beautiful place, especially the view from Lookout Point, the Hermit's Cave, and the Heart of the Camp. Be aware that on Saturday the southeast part of camp will be off-limits due to active shooting ranges.

### **Rank & Merit Badge Requirement Opportunities:**

There are a couple ways you can help make this Fall Encampment the best. You can sign up in three (3) Scout lead events.

1. Saturday Morning Flag
2. Saturday Evening Campfire MC
3. Sunday Morning Chapel Service Leader

Please see Fine Nett, Fall Encampment Chair

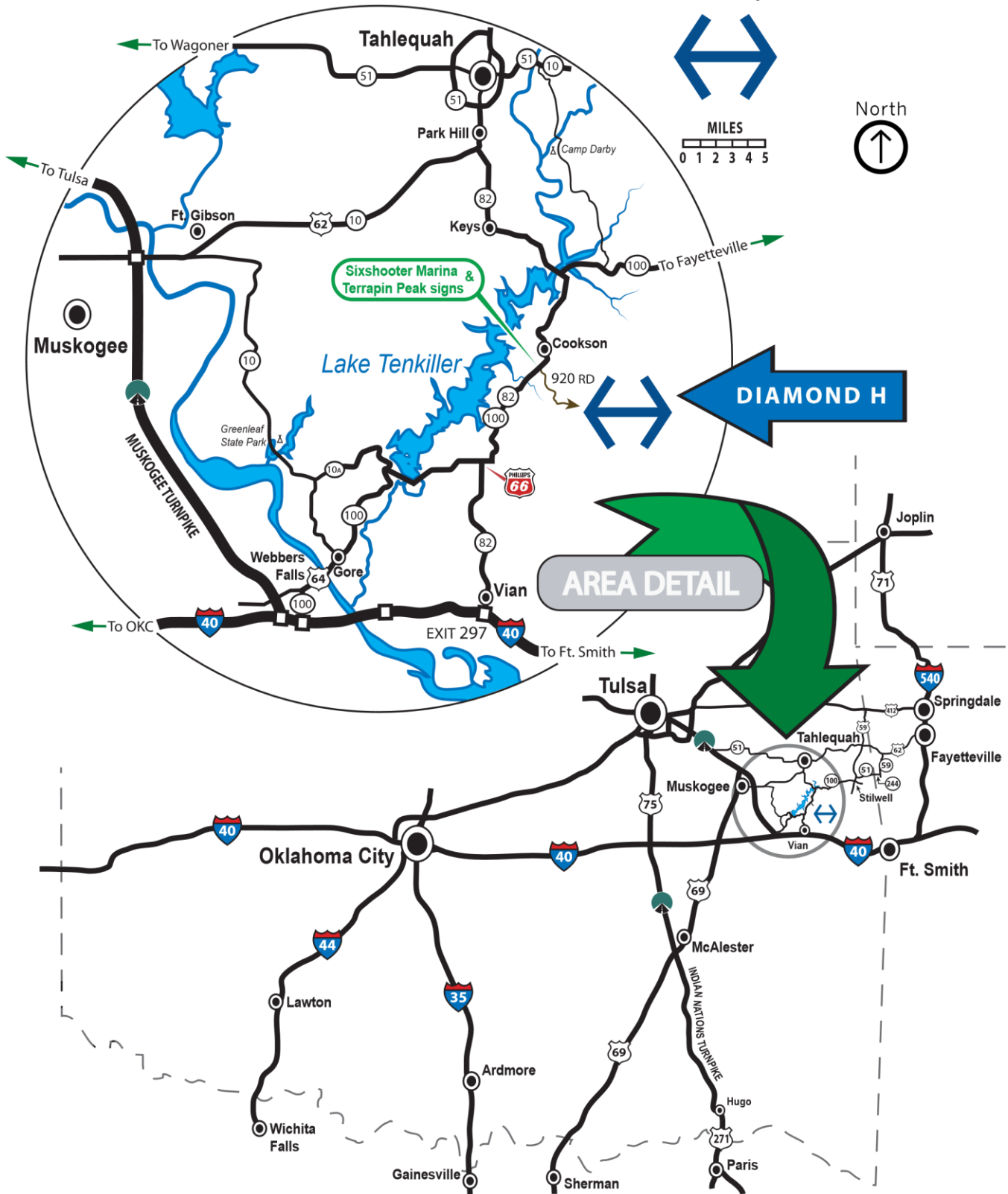
### **Tips:**

You might want to bring a camp chair, as there are no benches at the facilities.

Participants will be walking a lot. Be prepared to walk at least several miles between the campsite and the shooting and survival areas. Some courses require much more walking.

It may be a long drive for your unit to camp. If you plan to arrive late at night, be sure to be considerate of others when driving close to campsites. Please plan to set up camp quietly and bring good light sources.

# MAP TO: **DIAMOND H** **SCOUT RANCH** COOKSON HILLS | OKLAHOMA



**Directions to: Diamond H Scout Ranch**



**Physical address of Diamond H Scout Ranch:**

**23181 E 920 Rd**

**Cookson, OK 74427**

**From OKC / U.S. 69 from McAlester:** I-40 E to exit 297 toward Vian. Turn left onto OK-82N. Drive 9.1 mi & turn right onto OK-100E/OK82N. There is a Phillips 66 station on the southeast corner. The road will curve sharply north/left after half a mile. Follow the OK-100E/OK-82N for 7.3 miles. Turn right onto 920 Rd.

**From Tulsa:** Take OK-51E to the Muskogee Turnpike East. Follow the Muskogee Turnpike for 30 mi to OK-165S. Drive 3.2 mi & exit onto US62E/Shawnee Ave towards Ft. Gibson/Tahlequah. Drive 20.7 mi & turn right onto OK-82S. Drive 16 miles, through Keys and Cookson, and turn left onto 920 Rd.

**From Little Rock / Fort Smith:** I-40W to exit 297 toward Vian. Turn right onto OK-82N. Drive 9.1 mi & turn right onto OK-100E/OK-82N. There is a Phillips 66 station on the southeast corner. The road will curve sharply north/left after half a mile. Follow the OK-100E/OK-82N for 7.3 miles. Turn right onto 920 Rd.

**From Fayetteville:** Take US-62W west out of town for 7.7 miles. In Prairie Grove, turn right to continue US-62 W for 10.5 miles. Pass through the town of Lincoln. Turn left onto AR-59 S. Drive south for 9.3 miles. Turn right onto AR-244 W. In half a mile enter Oklahoma and continue west on OK-51 W for 7 miles. Turn left onto US-59 S at Stilwell, go 1.3 miles through town, and turn right onto OK-100 W. Drive west for 17.2 miles. Turn left on OK-100W/OK-82S. Drive for 6.3 miles, through Cookson, and turn left onto 920 Rd.

**At the turn for 920 Rd:** There are large signs for Sixshooter Marina and Terrapin Peak. 920 Road is located on the east side of the road at these signs. The sign for 920 Rd is very small. This is a rock and gravel road that will lead 3 miles to the main entrance gate.

**THE GATE IS LOCKED EXCEPT DURING EVENTS.**

**ALL VISITORS MUST MAKE RESERVATIONS.**