



Camp George Thomas

SUMMER RESIDENT CAMP LEADERS' GUIDE



2026

Scouting  **America**
Last Frontier Council

Table of Contents

1 A Scout is, Welcome to Camp George Thomas

2 Trustworthy

Camp dates, fees, registration coordinator, and dietary needs.

3 Loyal

How to create registration, payments, adding names, program choices.

4 Helpful

Refund policy, camperships, campers with special needs.

5 Friendly

Mobility, Dietary, CPAP Machines, Health Forms, and Medications.

6 Courteous

Program options; Tigers, Wolves, and Bears.

7 Kind

Program options; Webelos and Arrow of Light.

8 Obedient

Check-in, health/swim checks, flag, leader meeting, and campfire.

9 Cheerful

Pack and personal packing list.

10 Thrifty

Emergency contact, mail service, walking sticks, trading post, & snacks.

11 Brave

Knife policy, firearms/ammunition, archery equipment, substance policies.

12 Clean

Items not to bring, appropriate dress, tents, vehicles at camp, visitors.

13 Reverant

Leadership in camp and duties of a leader.

14 Be Prepared

Knife policy, firearms/ammunition, archery equipment, substance policies.

15 Navigation

Sample camp schedules, how to get to camp, and navigating the camp.



A Scout is

Welcome to



We are excited to have you join us for the 2026 Summer Resident Camp designed for Tigers, Wolves, Bear, Webelos, and Arrow of Light!

Camp George Thomas is a Last Frontier council camping facility containing a refreshing swimming pool, competition ready BB and archery ranges, and many natural programs areas. We also feature hiking trails for all skill-levels, Oklahoma native flora, fauna, and wildlife and carefully maintain parade grounds.

Camp amenities include flushing toilets, individual shower facilities, temperature-controlled dining hall, fully stocked trading post, and outdoor chapel. All of our 11 campsites have running water, latrines, and plenty of tent space.

Summer Resident Camp program provides a fully trained staff so your unit doesn't need a BALOO trained volunteer. Let us do the cooking and cleaning for all 8 meals while you are at Summer camp. Leaders and/or parents with Scout Youth Training (SYT) may also attend with their Scouts for a memorable experience. Scouts can count on us to provide a safe, fun environment for learning!

Every session is limited to 300 participants to ensure an ideal opportunity for Scouts and their parents.

Sign up early to ensure you get the session you want and don't forget to send class requests for all Webelos, and Arrow of Light Scouts.

Camp Director
Debbie Levick
levickdj@sbcglobal.net

Program Director
alanna prater
alanna.prater@gmail.com

Trustworthy

T

> Timeline

Session	Date
1	June 10 - 14
2	June 17 - 21
3	June 24 - 28

R

> Remittance of Fees

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

Scouts \$125

Adults \$95

Den Chief \$95

A \$10 late fee per registration will be added for fees paid after May 1, 2026.

U

> US Currencies - Fees

- Preferred method of payment is credit or e-check through scoutingevent.com/480-cubresidentcamp. Units may use custodial accounts or physical checks.
 - All fees are payable online or at a Last Frontier Council Service Center.
-

S

> Safeguarding Youth

This is a camp for registered Cub Scouts, Leaders, and registered adults only. Program supplies & materials cannot be provided for brothers & sisters. Please do not bring an extra person to camp, this rule applies to all ages babies to grandparents.

CAMP GEORGE THOMAS, APACHE OK

T

> Time to Register

- Registration is open now. Many sessions fill up quickly, register early to get the session that works best for your schedule.
 - Please make contact with the Camp Director early if you have questions or concerns. levickdj@sbcglobal.net
-

WORTH

> Camp Coordinator

- All deposits, Scout fees, Leaders Fees and correspondence should be made through the Camp Coordinator.
 - This person is responsible for collecting fees, camp applications, health forms, and Safeguarding Youth Training (SYT) documents.
-

Y

> Why wait? Send dietary requests now

- The camp can honor most dietary requirements if notified **at least 2 weeks prior** to the start of camp.
- Provide dietary requirements in writing; email specifics to levickdj@sbcglobal.net
- All dietary needs must be reconfirmed during Health form review and in the dining hall by identifying yourself to the kitchen staff at meals.
- Dietary needs requiring food from home must be given to the staff at health review/check-in. Commercial kitchen requirements apply.

WWW.ScoutingROCKS.TV

Loyal

L

> Layout

The goal of the registration process is to help campers and staff make accurate plans for camp. All camp participants may sign up through Packs or as individuals.

Since campers must be supervised at all times in a 4 to 1 ratio, Scouts are encouraged to sign up in Packs or groups with a registered parent.

Y

> Step 2-Reservation Payment

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

L

> Step 4 - Program Choices

Webelos, and Arrow of Light Scouts will be able to choose the Cub program or CGT Activities program. Activity information will be due two weeks prior to arrival at camp for best scheduling or campers will be assigned a schedule. Watch for the Camp Coordinator email supplying details in April.

O

> Step 1 - Create Registration

Registration can be created by logging in to scoutingevent.com/480-cubresidentcamp.

Select the session that the campers plan to attend. Next mark the number of youth & adults attending and click add event registration. **Don't forget to save your registration! Names can be added later.**

A

> Step 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 information includes name, emergency contact and special needs. **Dietary, mobility, and other special needs MUST be submitted to the Camp Director no later than two weeks prior to arrival for accommodations.**



> Step 5 - Final Payment

The final balance for all campers is due 2 weeks prior to camp attendance. For online payments, select "Cart" tab to finalize the registration and pay. You must check out order for any changes to take effect. To pay online using 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.

Helpful

H

> How to Request a Refund

The \$10/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 the procedures below:

E

> Email or written letter

- All refund requests must be submitted in writing/email to the Last Frontier Council no later than 2 weeks after the conclusion of the registered session at camp.
 - Requests must include: camp and session date, name of participant as registered, amount paid to date, receipt number(s), unit number, name & address of the person reservation maker.
-

L

> Limitations for refunds

- Refunds are issued on a case-by-case basis due to accident, illness, or death of 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.
- Refunds or transfers will not be granted for those who register for camp and choose to arrive late and/or depart early.

P

> Participant 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. CGT is unable to accommodate all possible special needs but the staff will work diligently to make arrangements when possible.

FUL

> Camperships

Our council has a limited amount of camperships available to assist Scouts with attending camp. The responsibility to see that every Scout attend camp is shared between the parents, 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. The applications must be turned in at the Council Service Center office by April 1, 2026. Applications turned in after this date may not receive funding.

Friendly

F

> Flexibility for Mobility

Campers with mobility needs should contact the Camp Director prior to camp for adequate arrangements. There are several wheelchair accessible showers and restrooms at camp. Campers may bring their own wheelchairs or motorized chairs. ATV's are not permitted.

R

> Reminder for Health Forms

- Everyone attending camp must bring a completed current version of the "Annual Health & Medical Record part A and B" to camp.
 - Each Scout and adult will have a health review upon arrival and medical forms will be kept with the Camp Health Officer.
 - Forms will be returned to the unit at the end of the session. Any Scout or adult who does not have a completed health form will not be permitted to remain on camp.
-

I

> Important Medical Devices

- CPAP and other medical devices must be battery operated while at camp. National policy indicates power cords may no longer run from buildings to campsites. Batteries may be charged in the craft pavilion.
 - **No vehicles are permitted in the campsites to power CPAP or other devices.**
-

E

> Etiquette for Medications

- All prescription & over the counter (OTC) medications must be checked in to the Medic with health forms.
 - Participants are responsible for making arrangements with the Health Officer/Medic for administration and dispensing of medication.
-

N

> Necessary steps

- Exceptions are made for 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 anything outside this policy as consistent with state law.
-

D

> Dosages & Containers

- Medications must be kept in their original containers. Prescription medications must follow the directions and dosages in provider's note or guardian signed summary.
 - OTC medications are administered in accordance with the original label, except when permission is obtained from the Council Health Supervisor, providers directions, or guardian signed summary.
-

Courteous

CAMP OPTIONS FOR SUMMER RESIDENT CAMP



Tigers, Wolves, & 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 will participate in a pre-set program consisting of one scheduled activity per period:

Archery BB guns Hiking Homestead Free Swim Outdoor Chef

This year we will also be assigning each den a scheduled den time prior to 1PM and another prior to supper. These den times will provide extra relaxation but can also be used to try non-camp directed activities with your den. A small number of fun activities will be provided for check-out in the Program Directors area of the craft pavilion.

Bears Only - Limited engagement

The CGT Bears program is designed to allow Scouts to participate in activities with their Tiger and Wolf counterparts while giving them something extra to look forward to. Due to space limitations, these extras are available on a first come, first serve basis and may not be available to units that have not made contact with the Program or Camp Director prior to arrival.

Leaders for units where Bears are attending camp may choose to take 1 extra adventure that will be assigned to them during one hour of the planned den times. Although not a requirement for the Bear program at camp, this hour will be scheduled for either Friday or Saturday during one of the two assigned den times.

Optional Activities to choose from:

Roaring Laughter - Bears will be guided through choosing, creating, and performing run-ons with a performance option at campfire.

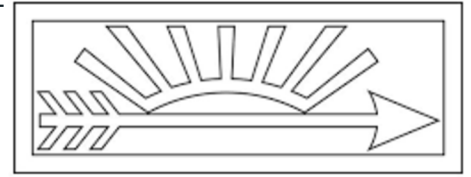
Baloo the Builder - Use tools available to 1776 builders to test your skills and create a fun project!

Scout Skills - A special class designed to teach knots, lashings, and other non-tech Scout skills in a fun, memorable way!

All scouts will be assigned a schedule upon arrival. the sample included is for review only. Dens are able to skip activities but are asked to demonstrate care and concern for other schedules by not attending activities outside the times listed on the schedule assigned to them at the Leaders Meeting.



Kind



The CGT Webelos and Arrow of Light programs allow Scouts to participate in activities that assist the Scouts in completing a variety of rank advancements & achievements.

After registering the Scouts for Webelos or Arrow of Light programs, the leader must email the Program Director, Alanna.Prater@gmail.com or Camp Director levickdj@sbcglobal.net a list of their requested options in order of importance. Schedules will be issued at camp with program preferences.

WEBELOS

> Choose up to 7 options!

Webelos may choose any Cub or Bear activity from previous page or the Webelos program.

- **Archery** - Learn archery safety & history. A minimum of 20 arrows are shot.
- **BB's** - Learn BB safety & history. Shoot at least 20 BB's.
- **Build It** - Learn to build using tools available to 1776 builders while creating a fun project!
- **Chef's Knife** - Includes outdoor cooking with kitchen knife safety.
- **Scout Skills** - A special class designed to teach knots, lashings, and other non-tech Scout skills in a fun, memorable way!
- **Webelos Walkabout with Math on the Trail** - This class choice requires **2 hours** due to the length of the hike and the preparation for both achievements.

Units may choose up to 2 of these events.

- **Aquanaut** - learn how to be safe in the water and how you can make water adventures safer.
- **Free swim** - Scouts will swim in their ability area with all ranks throughout.
- **Paddle Onward** - learn how to handle a kayak safely then demonstrate in the pool.

AOL

> Choose up to 7 options!

Arrow of Light may choose any Cub or Bear activity from previous page, Web program, or AOL program.

- **Archery** - Learn archery safety & history. A minimum of 25 arrows are shot.
- **BB's** - Learn BB safety & history. Shoot at least 20 BBs.
- **Slingshot** - Available to Arrow of Light ONLY, learn safety & history of slingshots.
- **First Aid** - Learn first aid skills for emergency response.
- **Estimation** - Learn how estimates were used in 1776 using Scout and survival skills.
- **Into the Wild** - Learn more about the many animals and their environment at CGT.
- **Into the Woods** - Learn more about the flora and fauna at camp.

Units may choose up to 2 of these events.

- **Swimming** - learn how to be safe in the water and how you can make water adventures safer.
- **Free swim** - Scouts will swim in their ability area with all ranks throughout.
- **Paddle Craft** - learn how to handle a kayak safely then demonstrate in the pool.

Obedient

ARRIVAL IN CAMP

Our camp is open and ready to receive packs at 1:00 PM on Thursday. Please do not arrive before 1:00PM but plan your schedule of travel to arrive no later than 5:00 PM. If you are unable to arrive by 5:00 PM, please call the camp to share your plans. **Dinner can not be held for late arrivals.**



WE RECOMMEND THE FOLLOWING SEQUENCE OF EVENTS::

1. **Check-in:** Leave all vehicles in the parking area. Be sure to pack swim gear and health forms where you can get it easily. Bring swim gear and health forms with you to Central Lodge where check-in begins with rosters and payment for remaining fees.

2. **Health Checks & SYT:** After all paperwork is completed, all campers walk to the craft pavilion. Be sure everyone has a completed health form signed by parents and all adults need a copy .of SYT completion

3. **Swim Checks:** After medical check, Scouts & adults will head to the pool for swim checks. Every camper, youth & adult visits the aquatics area for a swim check. Even if you are bringing an outside swim check or are not planning to swim, you **MUST** visit the pool house for documentation.

4. **Proceed to Campsite:** When finished with check-in, health check, SYT, and swim check, return to the parking lot and transport gear in 2 vehicles. One leader will slowly proceed in vehicle to campsite. All other Scouts & adults will hike to the campsite.
No passengers in truck beds.

5. **Unload and secure gear.** While Scouts and adults set up camp, a few adults will return vehicles to parking lot. Please drive slowly and watch for other vehicles and incoming Scouts. ALL vehicles must be returned to the parking lot by 5:45 PM.

6. **Supper** will be served in the dining hall. Please identify yourself to the kitchen staff if you have alternative dietary needs (must be identified at check-in & dining hall prior to meals).









7. **Flag Retreat:** Flag retreat will be conducted in Central Field. Scouts and adults should be in attendance and on time for all ceremonies held during camp. While field uniform is encouraged, we recognize that Cub Scouts often remain in camp attire instead of changing.

8. **Campfire:** Assemble at Peter Clinton-Moore campfire ring for the opening campfire. There are plenty of benches for everyone, please keep chairs away from campfire for safety of performers.














Cheerful

Camping Equipment

Pack Provides:






-  Organize transportation to and from camp.
-  Advanced planning for Pack and Scout needs (i.e. tents, equipment, 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 & adults with special needs
-  Copies of health forms for all campers
-  Copy of Safe Youth Training (SYT) for all adults attending

Suggested Pack Gear

-  Pack First Aid kit
-  Animal proof ice-chest or box
-  Trash bags
-  Den and/or Pack flag(s)
-  Dining fly or canopy
-  Nylon cord
-  Repair kits & tools
-  Tarps
-  Rope
-  Lanterns or battery powered light
-  Solid fire starter/matches
-  Camp chairs
-  Maps
-  Advancement record book



Suggested Camper Gear

-  Completed BSA Annual Health and Medical Record A & B
-  Tent
-  Sleeping bag or blankets & pillow
-  Swimsuit and towel
-  3 complete sets of clothes
-  Dirty clothes container/bag
-  Raincoat/poncho
-  Jacket or sweater/sweatshirt
-  One pair of long pants
-  Extra shoes & socks
-  Flashlight (extra batteries)
-  Drinking cup/water bottles
-  Shower gear
-  Shower shoes
-  Towel & wash cloth
-  Soap, toothbrush, toothpaste
-  Medications & eyewear (as needed)
-  Bug repellent
-  Sunscreen and sun protection
-  Daypack/ backpack
-  Spending money & wallet

Thrifty

T

Telephone Emergency Contact (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.

H

Headquarters mail address

Outgoing mail is picked up at noon. We will have mail call each day during flag retreat. Parents are encouraged to send campers mail while in camp. Please mail letters at least 3 days prior to start of session to ensure delivery.

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

R

Receiving Mail

- Mail is delivered around 4:30PM each day.
 - Mail received after your pack departs will be returned to the sender.
 - Due to internet constraints, no email will be accepted at this time.
 - Parents may also send letters with unit leadership or drop letters off with the Program Director and we will add it to mail call.
-

I

Individual Snacks

We will sell ice from the trading post when available. Pack personnel are 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.**

F

Fun walking stick contest!

- On Saturday at noon, we will have a walking stick contest at lunch time.
 - Decorations can be anything you choose and may be purchased or handmade.
 - You are welcome to bring a stick from home, purchase one at camp, or find one on the trail.
 - Check out our trading post for pieces that make your stick part of the fun.
-

T

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 we have fun add-ons for following years! The trading post also carries items that make great recognition for Pack volunteers.

Brave



Blades

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 at camp except for adults. Fixed blade knives, switchblades, and machetes have no use at our camp and are prohibited.



Restricted fuel sources

Scouts should bring battery powered lanterns & 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, 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.



Arms, ammunition, archery

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 only). **Please notify the Camp Director prior to camp and upon your arrival. Please do not bring it to your campsite unannounced.**



Vapes, alcohol, tobacco, 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 BSA 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, trails, or in the forest.



Embers burn bright

- The camp adheres to all official burn bans.
- Never leave a campfire, stove, or lantern burning unattended. All fires must be in a fire pit or burn barrels (request from the camp office after arrival).
- Fireworks and pyrotechnic devices are prohibited from possession or use by anyone on property.
- No flames in tents, this includes burning any solid, liquid, gel, gas fuel, and insect-repelling devices.

Clean



Camping in 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 in situations such as changing clothes or taking showers at camp. Adult should only intervene if health and safety requires. Adults also need to protect their own privacy. 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.



Leave electronics at home.

- Use of electric devices such as radios, electronic games, and cell phones are not permitted in campsites. 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 service animals are permitted.
- Campers are not permitted to use ATV's or utility carts. Generators & RVs are also prohibited.



Equipment for shooting sports

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 only). **Please notify the Camp Director prior to camp and upon your arrival. Please do not bring it to your campsite unannounced.**

CAMP GEORGE THOMAS, APACHE OK



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 must be worn at camp.

NO swimming suits will be allowed in the dining 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-toe 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 showering, swimming, or sleeping. Close-toe shoes must be worn to and from the shower and the swimming pool.



New arrivals & visitors

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 visitor meals will be \$5.50 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.

Reverant

Leadership in Camp

BSA policy is a minimum of 2 adults over the age of 21 anywhere a unit is travelling. At camp, a minimum of 2 adults (21 years or older) is required for every 8 Scouts is required. If your pack has female Scouts, a 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 Scouting America. A registered Den leader or Cubmaster is preferred. Parents are encouraged to register and attend camp with their youth. 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 at least 21 years of age and be registered with the BSA. They are responsible to the Pack's Camp Leader and assume any assignments from the Camp Leader.

All adults must have documented current Safeguarding Youth 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

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.

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 2 year age gap. Leaders also require a buddy and will be responsible for escorting Scouts between stations.

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

Problem Resolution. As a leader, you must maintain control or 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 the 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.

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 the program.

First Aid. As 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/Medic

Relax, have a good time, and remember to HAVE FUN!

Schedule. Review the camp schedule each morning, things can change.

Be Prepared

Emergency Procedures

Camp George Thomas has written plans for emergency response. Further details will be shared at the Leader's 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.

Fire Danger

Uncontrolled fire should be reported to camp staff immediately. Do not attempt to put out large fires alone or with Scouts. The camp fire alarm will be sounded then Leaders will be briefed on fire response upon arrival at camp.

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 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 or challenging weather, campers will be notified to seek cover in these shelters.

Contact Us with Questions or Concerns

Camp Director: Debbie Levick
levickdj@sbcglobal.net

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

Program Administrator: Curt Geimer
curt.geimer@scouting.org

Last Frontier Council Office
(405)840-1114

Navigation

Sample schedule-Thursday

1:00 - 5:00 PM	1. Check-in 2. Medical form review 3. Report for swim test 4. Drop gear at campsite
5:00 PM	Supper in the dining hall
5:45 PM	Flag Retreat
6:15 PM	Leader's Meeting All adults are welcome Scouts will be given a tour with staff
8:00 PM	Opening Campfire

Sample Schedule (Friday & Saturday)

7 - 7:25 AM	Rise and Shine
7:30 - 8:10 am	Breakfast
8:15 AM	Flag Raising & Information
8:40 - 9:30 AM	Class #1
9:40 - 10:30 AM	Class #2
10:40 - 11:30 AM	Class #3
11:40AM - 12:40PM	Lunch
12:40 - 1:30 PM	Class #4
1:40 - 2:30 PM	Class #5
2:40 - 3:30 PM	Class #6
3:40 - 4:30 PM	Class #7
4:40 - 5:30 PM	Class #8
5:45 PM	Flag Retreat
6:00 - 6:45 PM	Supper
8:00	Friday: Fun night activities Saturday: Scouts Campfire
10:00	Lights out/Quiet Hours

Sample schedule - Sunday

7 - 7:55 AM	Rise & Shine
8:00 AM	Flag Raising
8:15 - 9AM	Breakfast Open House
9:45 AM	Scouts Own Worship Service
9 - 11AM	Pack up and clean campsites

All scouts will be assigned a schedule upon arrival, the sample included is for review only. Dens are able to skip activities but are asked to demonstrate concern for other schedules by not attending activities outside the times listed on the schedule assigned to them.

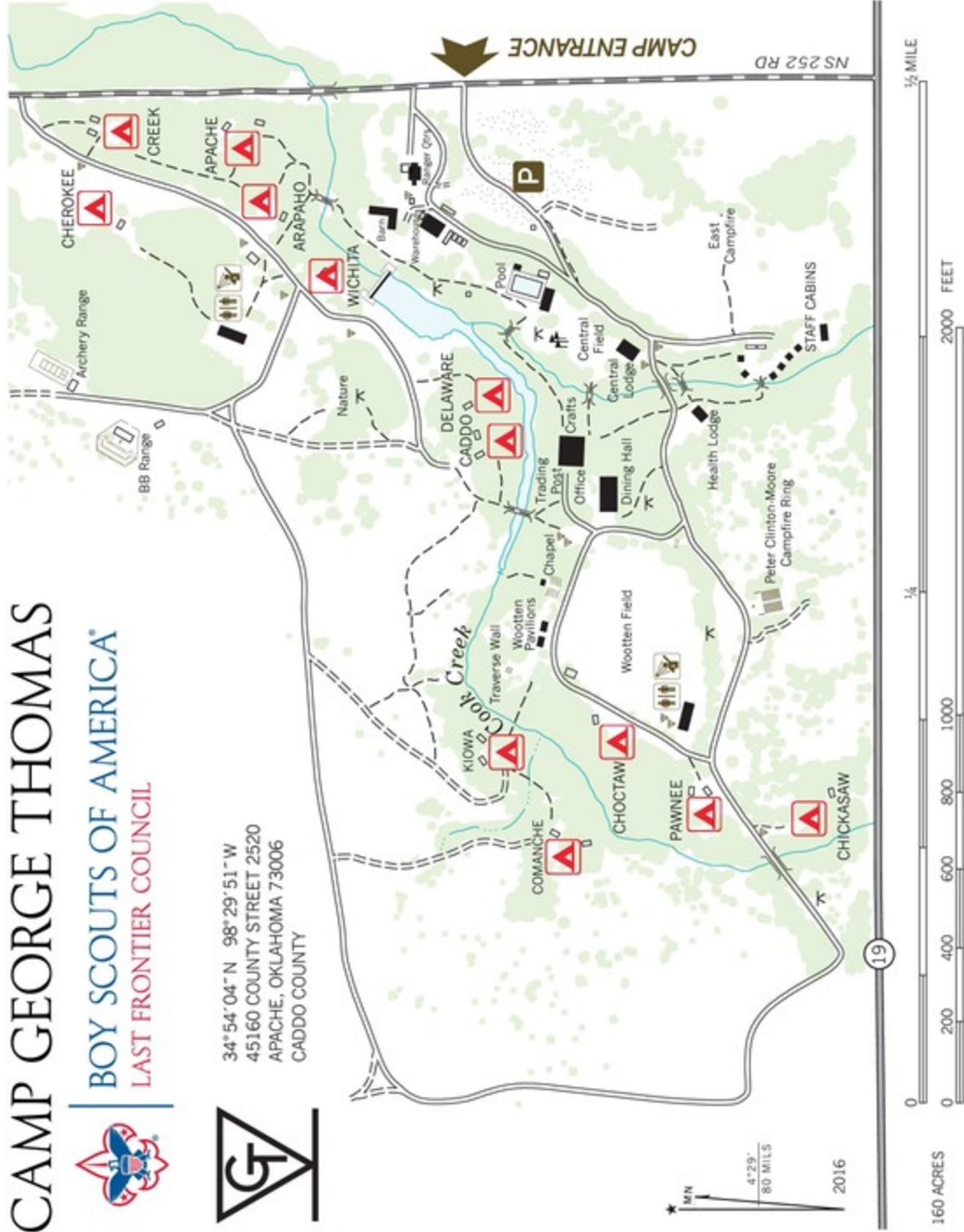
CAMP GEORGE THOMAS



BOY SCOUTS OF AMERICA
LAST FRONTIER COUNCIL



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



160 ACRES
0 200 400 600 800 1000 2000 FEET
0 1/4 1/2 MILE

MN
4.29"
80 MILES
2016

