

KERR SCOUT RANCH *at* SLIPPERY FALLS

LEADER GUIDE TO SUMMER CAMP



WEEK #1 - June 7th TO 13th

WEEK #2 - June 14th TO 20th

WEEK #3 - June 21th TO 27th

2026



KERR SCOUT RANCH AT SLIPPERY FALLS



2026 Camp Leadership

Camp Director Lowry Blakeburn
Program Director William Little
Ranger Roy Harris

Council Camp Advisor Chip Armishaw
Council Program Director..... Curt Geimer



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BASIC INFORMATION ON HEALTH AND SAFETY

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

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



AND NOW FOR THE GOOD STUFF - 2026!



“Three Feathers: Adventure, Honor & Service” is this year’s theme, and to promote that theme we are offering all campers the opportunity to take part in area challenges during their time on camp. By the end of the week, youth and adults can earn a feather representing each of the three areas. Campers who earn all three feathers can bring home a special patch to commemorate their achievement!

Challenges during the week will take place in the Climbing area, the Aquatics area, and the Target and Range Activities area. Alternative activities will be available where appropriate. These challenges will allow youth and adults to see all the camp has to offer.

More information on the challenges will be provided once you and your Scouts arrive at camp.

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REGISTRATION

The goal of the registration process is to help campers and staff make accurate plans for camp. This guide contains all the forms and information necessary to register for summer camp. Most of the process is to be completed online at www.slipperyfalls.com. All merit badge registration is completed online.

CAMP FEES

| | |
|--------------------------------------|-------|
| Youth Fees Regular | \$310 |
| Adult Fees Regular..... | \$200 |
| | |
| Youth Fees Late Fee..... | \$345 |
| Adult Fees Late Fee | \$235 |
| (Payment After May 7 th) | |

PROGRAM FEES

| | |
|------------------------------------|------|
| Maverick Campers..... | \$10 |
| Horsemanship Merit Badge..... | \$85 |
| Rifle, Shotgun, Cowboy Action | \$20 |
| Metalworking Merit Badge | \$12 |
| Welding Merit Badge | \$10 |

For merit badges that have fees, all fees are collected up front. All kits will be at Merit Badge classes.

SUMMER CAMP SESSION DATES

| | |
|--------------|------------|
| Week 1 | June 7-13 |
| Week 2 | June 14-20 |
| Week 3 | June 21-27 |

1 CAMP APPLICATION

Troops should submit the summer camp reservation form found on page 54 to the Last Frontier Council Scout Center. This form includes leader contact information, campsite preference and estimated number of campers. Space will only be reserved with the inclusion of a \$100 deposit. You may also enter this information through online registration system.

2 ADVANCE PAYMENT

The advance payment, totaling \$100 per Scout, is due by March 1. Only Scouts who have paid the advance payment will be permitted to register for merit badge sessions.

3 MERIT BADGES & PROGRAMS

Registration for all merit badge sessions will be done online beginning March 1. Virtual Training on the Scouting Event for registration for classes will be provided in February.

4 FINAL PAYMENT

The final balance for all Scout and adult leader fees is due April 30, 2026, to the Last Frontier Council Scout Center. The \$100 deposit is counted toward this final payment. Units making camp fee payment by this date will not incur a late fee, which starts May 7st, 2026.

5 CHECK-IN

Please arrive at 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.

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Any Scouts paying or registering after May 7th, 2026, will pay the late fee of \$35. For any question about exceptions please contact the Last Frontier Council or email Curt Geimer at curtis.geimer@scouting.org

PAYMENTS

Our preferred method of payment is through our online registration system. Check or Cash payments are also acceptable. For Last Frontier Council units, we also accept payment out of unit custodial accounts.

REFUNDS

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

- 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 to 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) The \$100 Summer Camp campsite deposit is not refundable in the event of cancellation. The advance summer camp payment of \$100 is not refundable but may be transferred from one Scout to another within a Troop. All transfer requests must be made in writing at least one week prior to scheduled camp arrival.
- 4) 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.
- 5) Refunds or transfers will not be granted for those who register for camp and choose to arrive late or depart early.
- 6) In the event a unit made payment for multiple participants, any refunds will be sent to the unit leader for appropriate distribution.

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ONLINE REGISTRATION PROCESS

Slippery Falls uses online summer camp registration site scoutingevent.com/480.

Virtual Training will be provided for those unfamiliar with scoutingevent.com in February. Merit badge session registration will open at 8am on the morning of March 1 to all of the units that paid the \$100 per Scout advance payments by that date. Units paying after March 1 will gain access once their payments are processed at the council office or through 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. The ability to view and print reports is contingent on units being up to date on payments.

CAMPSITE RESERVATION

Troops that were in a campsite last summer were able to reserve a spot by placing a deposit during their week at camp. Available campsites may be reserved on a first-come, first-served basis. The campsite reservation is non-refundable but may be used toward the total camp fee. Troops that make a reservation, but for any reason do not show, forfeit their \$100 deposit. Units coming to camp this summer will have the first pick to reserve their campsite for next summer and provide an estimated number of campers.



PRE-CAMP LEADER ORIENTATION MEETING

We will offer one leader orientation meeting, April 12th, 2026 @ 10:00 am. It is very important that units have a representative at this meeting (and participation meets one of the requirements necessary to attain Honor Troop status.) The camp staff values the input from unit leaders on the program and will go over any questions leaders have regarding summer camp. All units registered will be contacted once the orientation meeting has been scheduled.

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CAMPSITES AND TENT OPTIONS

Many, but not all, of our campsites have wooden platforms. The list below shows those campsites that do. Many of these platforms are equipped with canvas tents but we encourage troops with their own tents to bring and use them for camping. Any modifications that need to be made to tents and tent platforms to conform to special needs should be turned in at the program office in advance so that proper accommodations can be made. Each platform is big enough for one canvas tent able to hold two people, so if the campsite doesn't have enough tents, troops should arrange to bring more to fulfill the total need. The campsite reservation will be based on two adults in each tent. Cots are not provided with the tents and platforms.

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.

CAMPSITES WITH TENTS PROVIDED:

| | |
|--------------------------|--------------|
| Arrow C | 14 platforms |
| Arrowhead | 12 platforms |
| Broken Wagon Wheel | 17 platforms |
| Charlie Brown..... | 13 platforms |
| Diamond E..... | 12 platforms |
| Four E..... | 25 platforms |
| HJ Connected..... | 26 platforms |
| Nichols Don | 12 platforms |
| Rafter B..... | 12 platforms |
| Spade | 11 platforms |
| WF Connected | 7 platforms |

THE FOLLOWING CAMPSITES HAVE NO TENTS PROVIDED

(bring your own):

- Dog Iron
- Dollar Sign
- Lazy S
- Lightning
- Okay
- Rocking R
- Shield Lightning
- Walking Seven

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ARRIVAL TIME

Units should plan to arrive at camp beginning at 1:00 p.m. and no later than 3:00 p.m. on Sunday. Units arriving on Monday should arrive no later than 7:00 a.m. and are required to contact the camp office at least a week prior to the arrival date to make arrangements. This will ensure that all the logistics surrounding check-in are taken care of. If a troop requires a Saturday arrival, please make arrangements through the Camp Director. Camp will be closed between 10:00 a.m. Saturday and 1:00 p.m. Sunday. Units arriving on Saturday will be responsible for their own provisions until Sunday dinner and may opt for an early check-in time on Sunday.

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.

Annual Health and Medical Record forms, medications, Routine Drug Administration forms and Swim Check forms need to be with this group at the health check.

All campers should arrive dressed for a tour of the camp and must be wearing closed-toed shoes. Swim checks, if needed, will occur after the tour and health checks. Any Scouts needing a swim check will need to bring swim trunks or swimsuits and a towel with them during the tour and will be able to change into appropriate clothing in the Aquatics area as needed.

Troops are highly encouraged to conduct a swim classification test prior to camp!

The unit leader will go to an administrative check-in at the Ranch House. After checking in you will be taken to your campsite to do a quick un-load. You will then be taken to the East Dining Hall for a medical re-check. 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.

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ITEMS TO BRING TO

CAMP TOUR & HEALTH CHECK:

- Annual Health & Medical Records, A, B & C
- Routine Drug Administration Record
- Medications
- Swim trunks or swimsuit & towels (if needing a swim check) **or** completed swim check form

ITEMS TO BRING TO

ADMIN CHECK-IN:

- Unit roster of campers
- Merit Badge session registration confirmation

CHECK-OUT

The check-out procedure will begin early Saturday and should be completed before 10:00 a.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.



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HEALTH AND SAFETY

YOUTH PROTECTION AT SUMMER CAMP

- ❖ **YOUTH PROTECTION TRAINING:** All Adult Leaders are required to have a current Scouting America 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, unit leader or anyone serving as a unit leader must be 21 years of age and a registered member of Scouting America.
- ❖ **NO ONE-ON-ONE CONTACT:** One-on-one contact between adults and youth members is prohibited. In situations that require personal conferences, the meeting is to be conducted in view of other adults and youth. This includes digital communication.
- ❖ **SEPARATE ACCOMMODATIONS:** Separate accommodation for adults and scouts is required. When camping, no youth may share a tent with an adult or a person of the opposite gender. Youth members sharing accommodations should be no more than two years apart in age unless they are relatives. No adult may share a tent with the opposite gender unless he or she is the adult's spouse.
- ❖ **THE BUDDY SYSTEM:** Buddy pairs should know and be comfortable with each other and be of the same gender. Self-selection of buddy pairs, with no more than two years 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.
- ❖ **PRIVACY OF YOUTH RESPECTED:** Adult leaders and other youth members must respect the privacy of youth members in situations such as changing clothes and taking showers at camp and intrude only to the extent that health and safety require. Adults must protect their own privacy in similar situations. Kerr Scout Ranch has three shower and restroom facilities with individual stalls.
- ❖ **SHOWERHOUSE SUPERVISION:** Camp leadership requests Scoutmasters provide adult supervision at the shower house every evening for their scouts. Please be present until all your scouts have left the area to ensure Youth Protection guidelines are maintained.
- ❖ **TECHNOLOGY USE:** Inappropriate use of cameras, imaging, or digital devices is strictly prohibited. The use of any device capable of recording or transmitting visual images in or near shower houses, restrooms, or other areas where privacy is expected is inappropriate.

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❖ **NO SECRET ORGANIZATIONS:** Scouting America does not recognize any secret organizations as part of the program. All aspects of the Scouting Program are open to observation by parents and leaders.

❖ **YOUTH LEADERS MONITORED BY ADULTS:** Adult leaders must monitor and guide the leadership techniques used by youth leaders and ensure that Scouts BSA policies are followed.

❖ **CONSTRUCTIVE DISCIPLINE:** Discipline used in Scouting must always be constructive and reflect Scouting's values. Corporal punishment is never permitted. Disciplinary activities involving isolation, humiliation, or ridicule are prohibited.

❖ **APPROPRIATE ATTIRE:** Proper clothing for camp activities is always required. Please refer to the section on Uniform and Attire in this leader guide for more information on proper attire at camp.

❖ **NO HAZING OR BULLYING:** Physical hazing and initiations are prohibited and may not be included as part of any Scouting activity. Verbal, physical, and cyber forms of bullying are prohibited. This includes sexual harassment and all other forms of bullying and/or harassment.

❖ **BEHAVIOR GUIDELINES:** All members of Scouting America are expected to act according to the Scout Oath, Law, and Code of Conduct. Physical violence, theft, vandalism, insults, drug use, and alcohol use have no place in the Scouting program and may result in the removal from camp and revocation of Scouting membership. Unit leaders are responsible for interceding when necessary. The Leadership of camp will determine if misbehavior warrants expelling a camper from the property, and it is the parent's responsibility to manage transportation.



KERR SCOUT RANCH AT SLIPPERY FALLS

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 twelve 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.

Upon arrival in camp, everyone is given a private medical screening by a physician or health officer. This check is required by Scouting America 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 refund fee. 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 who are on camp for less than 24 hours (such as those attending Friday evening campfire) are not required to submit medical forms.

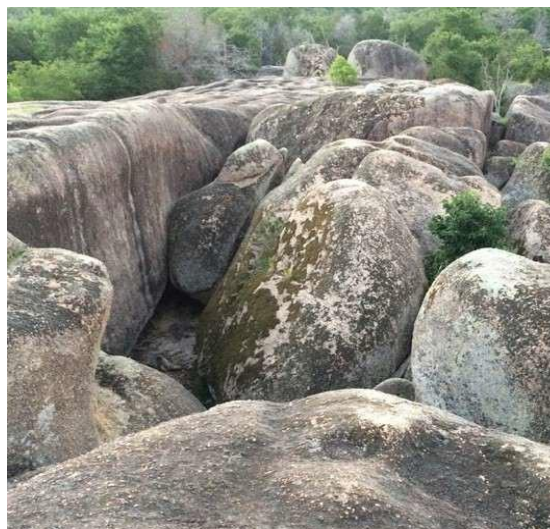
MEDICATIONS



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) and inhalers, or for a limited amount of medication approved for use in a first-aid kit.

Scoutmasters will be responsible for delivering all medications to their scouts. 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.



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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, an exam room, and several beds. Kerr Scout Ranch at Slippery Falls maintains working agreements with hospitals in Tishomingo and Madill as well as a 10-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.

*Scouts who need the health officer
in the overnight hours need a buddy
- and -
need to be escorted by a unit leader.*

PREVENTION OF DEHYDRATION AND HEAT EXHAUSTION

Please prepare Scouts to encounter 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 with them at all times.
Every camper should drink plenty of water
while at camp.*

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!*

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WILDLIFE AND PLANT SAFETY

Most animals and plants at Slippery Falls are harmless, though 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 poison urushiol, the oil in the sap. Wash off urushiol with soap and water immediately, it binds to the skin between five minutes and four hours and then can no longer be removed with soap and water. Calamine lotion and hydrocortisone may help alleviate the itch. Refrain from using creams containing anesthetic or antihistamines, sometimes they can worsen the rash. Remember, do not scratch.



🦋 **TICKS AND CHIGGERS:** Deer ticks, lone star ticks, and chiggers are common in the woods and brushy areas of camp. They are easily brushed off or killed before they bite. Ticks can vary in size from one-eighth inch to as small as the period at the end of this sentence. Tick bites are often painless and undetected. Check for ticks twice a day especially in areas where clothing is tight. Please visit the health lodge for proper removal of embedded ticks. Chiggers can be prevented by regular bathing and repellants.



🦋 **FIRE ANTS:** Do not disturb any nests. Inspect your sitting or sleeping area for signs of these small ants. Please inform a camp staff member of any signs of fire ants.





🦋 **SNAKES:** Several species of venomous snakes can be found at Kerr Scout Ranch. Copperheads are the most common. Water Moccasins, also called cottonmouths, are sometimes found near the water. Rattlesnakes are also occasionally seen in camp. Please inform the camp staff if one of these snakes is seen near a campsite or program area. Staff will relocate the snake. Do not attempt to do this yourself. Use a flashlight at night and always wear close-toed shoes and watch where you step.




Anyone with a bite should immediately call the health officer.

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 **RACOONS, SKUNKS, AND OPOSSUMS:** These nocturnal mammals are attracted to food. Avoid having food in your tent. Do not attempt to capture one of these animals. A skunk can spray from up to fifteen feet away.

 **SCORPIONS, CENTIPEDES, AND SPIDERS:** These nocturnal creatures crawl into shoes and clothing left out 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 serious. Anyone with a sting or bite should visit the health lodge or call the health officer.



 **BEES, HORNETS AND WASPS:** Do not disturb these insects. Remember to remove bee stings by scraping the stinger out with the side of a knife blade. Do not pinch the venom sack. Anyone with a sting or bite should immediately visit the health officer.

ALCOHOL, TOBACCO, AND ILLEGAL DRUGS

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

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

FIREARMS, AMMUNITION, AND ARCHERY EQUIPMENT

Kerr Scout Ranch at Slippery Falls will provide all shooting sports equipment. Please leave all personal firearms, ammunition, bows and arrows at home. Firearms are not to be left in parked vehicles.

FIREWORKS

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

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FIRES AND LIQUID FUELS

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

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

Knowledgeable adult supervision must be provided when scouts participate 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 repellent devices.

Never leave a campfire, stove or lantern burning 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 mesoscale 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.

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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 Scout and adult leaders of Last Frontier Council units. Units attending camp from other councils should verify their insurance policy with their local council. This insurance is more than any health and or accident insurance a family may already have in place. This coverage is not primary coverage. This insurance is primary only if no other insurance is available. This insurance does not cover co-payments for a family's primary insurance. For questions, contact the Director of Support Service at the Last Frontier Council.

MOTOR VEHICLES, TRANSPORTATION & PARKING



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

Parking is provided in three designated parking lots for adult leaders and visitors. Troops may use a vehicle to pull trailers to the campsite. After the gear and the trailer are at the campsite, the vehicle must return to the designated parking lot. Units may leave the trailer in the campsite to store gear. Vehicles should not be moved into camp during the week, and roads through campsites and program areas are restricted to authorized camp vehicles only.

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

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PREPARING FOR CAMP

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

TROOP AND PERSONAL CAMPING EQUIPMENT

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

SCOUT BASIC ESSENTIALS: The Scouts BSA Handbook lists 10 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.

- | | | | |
|---------------------------------------|---|---|---------------------------------------|
| <input type="checkbox"/> Pocket Knife | <input type="checkbox"/> Flashlight | <input type="checkbox"/> Map and | <input type="checkbox"/> Matches and |
| <input type="checkbox"/> Rain Gear | <input type="checkbox"/> Extra Clothing | Compass | Fire Starters |
| <input type="checkbox"/> Trail Food | <input type="checkbox"/> First-Aid Kit | <input type="checkbox"/> Sun Protection | <input type="checkbox"/> Water Bottle |

PERSONAL SUMMER CAMP GEAR:

- | | |
|---|--|
| <input type="checkbox"/> The Scout Basic Essentials (see above) | <input type="checkbox"/> Cleanup Kit |
| <input type="checkbox"/> Clothing | <input type="checkbox"/> Soap |
| <input type="checkbox"/> Scout uniform shirt | <input type="checkbox"/> Toothbrush & toothpaste |
| <input type="checkbox"/> Scout uniform shorts/pants | <input type="checkbox"/> Dental floss |
| <input type="checkbox"/> Scout uniform belt | <input type="checkbox"/> Comb |
| <input type="checkbox"/> Scout uniform socks | <input type="checkbox"/> Towel |
| <input type="checkbox"/> Scout uniform hat | <input type="checkbox"/> Personal items |
| <input type="checkbox"/> Scout uniform neckerchief & slide | <input type="checkbox"/> Scout Handbook |
| <input type="checkbox"/> Scout T-shirts | <input type="checkbox"/> Merit badge books |
| <input type="checkbox"/> Shorts | <input type="checkbox"/> Notebook |
| <input type="checkbox"/> Underwear | <input type="checkbox"/> Pencil or pen |
| <input type="checkbox"/> Extra Shoes | <input type="checkbox"/> Totin' Chip & Firem'n Chit |
| <input type="checkbox"/> Socks | <input type="checkbox"/> Watch / Alarm clock |
| <input type="checkbox"/> Swimsuit | <input type="checkbox"/> Medications & eye wear |
| <input type="checkbox"/> Sleeping gear | <input type="checkbox"/> Camera |
| <input type="checkbox"/> Cot or sleeping pad | <input type="checkbox"/> Money |
| <input type="checkbox"/> Sleeping bag or bed roll | <input type="checkbox"/> Other gear for specific activities. |
| <input type="checkbox"/> Small pillow | <i>Some merit badges require specific clothing. Some examples are Swimming, Lifesaving, Horsemanship, Metalworking, and Welding. Check the merit badge descriptions in this guide.</i> |
| <input type="checkbox"/> Eating kit (only need for dinner on Wednesday) | |
| <input type="checkbox"/> Spoon | |
| <input type="checkbox"/> Plate / Bowl | |
| <input type="checkbox"/> Cup | |

KERR SCOUT RANCH AT SLIPPERY FALLS

GROUP SUMMER 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.

- | | |
|--|---|
| <input type="checkbox"/> Tents (if not using camp tents) | <input type="checkbox"/> Ice chests |
| <input type="checkbox"/> Dining fly or canopy (1 per patrol) | <input type="checkbox"/> Hand carts |
| <input type="checkbox"/> Nylon cord | <input type="checkbox"/> Camp chairs |
| <input type="checkbox"/> Group first-aid kit | <input type="checkbox"/> Woods tools |
| <input type="checkbox"/> Repair kit & tools | <input type="checkbox"/> Dutch oven |
| <input type="checkbox"/> Tarps | <input type="checkbox"/> Charcoal |
| <input type="checkbox"/> Rope | <input type="checkbox"/> Trash bags |
| <input type="checkbox"/> Patrol flags | <input type="checkbox"/> Registration paperwork (see page 6) |
| <input type="checkbox"/> U.S. and state flags | <input type="checkbox"/> Maps |
| <input type="checkbox"/> Lanterns | <input type="checkbox"/> Merit badge book library |
| <input type="checkbox"/> Solid fire starter | <input type="checkbox"/> Advancement forms & record book |
| <input type="checkbox"/> Matches | <input type="checkbox"/> Bulletin board material & stapler or tacks |
| <input type="checkbox"/> Water jugs | |

Some troops may wish to bring other items to enrich their experience or to cook special desserts or snacks.

WHAT NOT TO BRING TO CAMP

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

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

Any items which are in violation of Scouts 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.

KERR SCOUT RANCH AT SLIPPERY FALLS



CAMP VOLUNTEER COMMISSIONERS

Kerr Scout Ranch at Slippery Falls enlists the service of a dedicated group of volunteers who provide general support to units at camp. Volunteer Commissioners make sure that every unit has a great camp experience and receive any needed assistance. These volunteers will visit campsites every morning with coffee, and they will let other staff members know if a unit needs special equipment, campsite maintenance, or program help. Volunteer Commissioners also assist with the check-out process.


CAMPERS WITH DISABILITIES AND SPECIAL NEEDS



If a Scout or adult needs some extra help to enjoy the camp experience, please let us know! Unit leaders should contact the Camp Director prior to camp regarding campers with special needs that require assistance from 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, though the staff will work diligently to make arrangements where possible.

-  **DIETARY RESTRICTIONS:** The camp cook 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.
-  **MOBILITY:** With advance notice, camp staff will be able to provide limited cart transportation to Scouts with special mobility needs between merit badge sessions. Please contact the Camp Director by May 15 to make arrangements.

In the event that 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.
-  **CPAP MACHINES:** It is required that CPAP users use a battery for their machine at camp. No vehicles or generators are permitted in campsites to power CPAP machines. Extension cords are not allowed in camp per National Camp Accreditation Program (NCAP) requirements. There is no power available at any campsite but charging stations will be available during the day. Leaders may charge batteries in the west dining hall.

KERR SCOUT RANCH AT SLIPPERY FALLS

UNIFORM AND ATTIRE IN CAMP

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

Campers should wear sturdy walking or hiking shoes with socks. Lighter shoes may be worn in the campsites.

Sandals or shoes without toes, or with gaps or holes, are unsafe and not permitted.



Inappropriate clothing includes; sleeveless undershirts; cutoff shirts or shorts; clothes with holes; clothing with alcohol, tobacco or drug promotions, sexual references, vulgar, sexist, or racist sayings, or religious insults; and bikini swimsuits. Questionable or offensive tattoos must be covered.



FLAG CEREMONIES

The camp will assemble twice daily for opening and closing flag ceremonies. Scouts will raise and lower the flag every day after Sunday. At check-in, you can pick a time for your troop to sign up as the Honor Guard. Scouts and leaders are expected to attend the evening flag ceremony in complete Official Field Uniform. Scouts should wear Official Field Uniform when performing any flag ceremony as the Honor Guard.

NO 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 a designated parking lot. No vehicles are permitted in campsites.



KERR SCOUT RANCH AT SLIPPERY FALLS

VISITORS TO CAMP

Visitor night at camp is Friday evening. At this time, parents will have the opportunity to eat with their children in the dining hall and to attend the closing campfire. Visitors planning to attend the campfire are encouraged to bring lawn chairs for their personal comfort.

A head count of the number of visitors who will be at Friday's dinner will be needed by noon on Wednesday. The cost of a visitor supper on Friday is \$10.00. Visitors may purchase meal tickets from the Trading Post.

Visitors at any time other than Friday should make prior arrangements with the camp staff. The camp does not allow visitors under the age of 14 during the week, but they are able to attend the Friday night festivities.

There are no facilities at camp to allow for visitors to stay overnight.

Visitors should not plan to arrive before 5:00 p.m. as Scouts will be involved in camp activities. The Friday campfire will conclude around 9:00 p.m. Visitors should plan to leave shortly thereafter so Scouts and leaders can get a good night's sleep.

All camp visitors should park in the main parking lot across from the Ranch House. Visitors must follow the same guidelines as campers with parking, wearing appropriate clothing, and not bringing pets. Visitors should wear sturdy shoes to walk around camp.

MAIL FOR CAMPERS

All outgoing mail may be placed in the mailbox inside the Trading Post. Incoming mail will be available only to unit leaders after 2:30 p.m. Each campsite will have an assigned mailbox inside the Trading Post. All mail sent to campers at Slippery Falls should be addressed:

Kerr Scout Ranch at Slippery Falls
Scout's Name, Troop #, Campsite
4500 S. Bullet Prairie Rd.
Tishomingo, OK 73460

Parents are encouraged to write their Scouts while they are at camp. Please remember that the mail takes more time in a rural area than in a large city or suburb. Letters mailed after Wednesday probably will not arrive in time. Any mail received after the troop has checked out will be returned to the sender.



KERR SCOUT RANCH AT SLIPPERY FALLS

CORRESPONDENCE

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

All mail and registration prior to June 1 and after July 2 should be directed to the Last Frontier Council office in Oklahoma City. The camp office at Slippy Falls will be open May 27 – June 28, 2026.

Last Frontier Council,
Boy Scouts of America
3031 NW 64th Street
Oklahoma City, OK 73116
(405) 8 40-1114
(888) 8 41-1114 toll-free

Kerr Scout Ranch at Slippy Falls
4500 S. Bullet Prairie Road
Tishomingo, OK 73460
www.slippyfalls.com

LEADER MEETINGS

A meeting for all the adult leaders and Senior Patrol Leaders will be held on Sunday evening. Each day, an adult leader and SPL meeting will be held after breakfast. Unit leaders will be able to ask questions, get any updates on special events going on in camp, and the daily newsletter will be distributed.

Bring a notebook or a way to communicate back to Scouts and other adults in your unit!



WIRELESS AND INTERNET CONNECTIVITY

There is excellent wireless voice phone coverage on Slippy Falls for Verizon, T-Mobile, and AT&T customers. Other services are generally on roaming. 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, there is no guaranteed access to the camp internet for leaders. Leaders who need internet access during camp are encouraged to bring their own hotspot and equipment.

LEADER TRAINING

Our staff offers a variety of leader training courses throughout the week. Days and times will be available at camp.

- CPR & First Aid (AHA)
- Climb on Safely
- Climbing Instructor Level 1
- Safe Swim Defense
- Safety Afloat
- Hunting Safety
- Paddle Craft Safety & Supervision (participants will get wet!)
- Swimming & Water Rescue (participants will get wet!)



KERR SCOUT RANCH AT SLIPPERY FALLS

DINING HALL & MEALS

Before each meal, the camp assembles at the campsite markers on the parade ground. The camp staff facilitates the flag ceremony, grace, provides program notes, and dismisses Scouts to go eat. The table waiter system, relying on a few Scouts from each unit, is used in the Dining Halls for setting up and cleaning up after meals. The Dining Hall Stewards will explain this during the camp tour.

Leaders, please remember that you have the option to dine off camp with your unit on Wednesday Evening or cook in your campsite. The camp cooks will provide food if you will be cooking in your campsite.

MAVERICK CAMPERS

Kerr Scout Ranch has traditionally allowed individual Scouts to attend camp outside of the week their home unit attends. Youth Protection factors dictate that any Scout who wishes to attend as a maverick must make arrangements in advance with a unit from their district or council that is already attending Kerr that week. The Last Frontier Council will assist Maverick Campers by providing in advance the unit/units and leader contact information for the week the Scout wishes to attend. It will be the parent or guardian's responsibility to make contact and secure agreement from the leader of the unit with whom the Scout will camp.

CAMPERSHIPS

Camperships are available to Last Frontier Council Scouts camping at council camps. The campership application is included in this guide. The deadline for application is April 1. Camperships are awarded to individual Scouts and may not be transferred. All campership applications must include the signatures of a parent or guardian and the registered unit leader. The camping committee requests that as much background information as possible be included in the application to make fair and helpful decisions. Scouts awarded camperships will be notified by mail and the discounted camp fee will be entered into the unit's camp registration.



KERR SCOUT RANCH AT SLIPPERY FALLS

RANCH-WIDE ACTIVITIES & COMPETITIONS

TWILIGHT ACTIVITIES

Many opportunities are available for unit activities in the evening hours, and many will meet the requirements necessary to achieve the Three Feathers Challenge!

Some activities have been scheduled by camp staff and are open to all Scouts and leaders; other activities may be done on a troop basis and can be scheduled by the unit leader through the appropriate area director.

The **AQUATICS AREA** will sponsor free nights of boating, blobbing and swimming. These free nights are available on Monday, Tuesday and Thursday. Scouts that do not enroll in regular aquatics sessions will have the opportunity during these times to participate in waterfront activities.

Troops may also sign up for a refreshing **SWIM AT THE WATERFALLS**. You can sign up for a swim at the falls with the Aquatics Director during the leader meetings.



The **SHOOTING RANGES** are open during twilight hours for any Scout qualified to shoot. The Target and Range Activities staff will be offering youth and adult Hunter Safety Course during twilight activities and during the Friday schedule.

The **CLIMBING & REPELLING TOWER** is open on a first-come first-served basis with priority to those working on repelling for the Camping Merit Badge.



FISHING from the shore of the lake and ponds is welcome - no wading, please.

Sign-ups for **HORSEBACK TRAIL RIDES** are done at camp the day of the trail ride.

POP-UP MERIT BADGES will be available on Tuesday and Thursday evenings. These merit badges will require advanced sign-up once you arrive at camp. Merit badges will include merit badges such as Finger Printing and Music. Merit badges offered will be based on available counselors.

KERR SCOUT RANCH AT SLIPPERY FALLS

INTER-TROOP CAMPFIRES



Each Wednesday night, the troops in camp pair up together for an evening of fun and fellowship. Starting at about 5:00 p.m., the troops are on their own program time to schedule activities of their own choosing such as chapel services, nature hikes, fishing trips, or a game of horseshoes.

There will also be board games and cards available in the west dining hall and a movie will be shown in the east dining hall.

It is recommended that troops should have a campfire together to ensure that the Scouts in Communications merit badge are able to fulfill their campfire planning requirement.

Dinner will be delivered to the campsites at about 5:30 p.m. Troops are to indicate their food needs for Wednesday Night when they check-in on Sunday.

SPLs of Troops that are pairing for the evening program are to inform the program director by their SPL meeting on Tuesday.

Troops may bring and prepare their own food if they choose.



PATROL FLAG COMPETITION

On Friday each patrol around camp will be able to enter their patrol flag in a competition to see which patrol is the most creative, most original, and most artistic. Patrols are encouraged to make their flag ahead of time and bring it with them to camp.

SCOUTMASTER

COOK-OFF & DINNER

On Thursday evening the most popular competition at Slippery Falls is the Scoutmaster Cook-off. The prize on the line is not only a year's bragging rights, but also the coveted camp apron. This challenge is for the best entree and dessert in camp and is open to all adult leaders. So, bring your cooking utensils, your secret ingredients, and your best recipe!

SCOUTMASTER /

SENIOR PATROL LEADER

SHOOT-OFF

On Thursday evening, Scoutmasters and SPLs team up for our team shoot extravaganza. Each Scoutmaster/ SPL team will compete together in archery, shotgun, and .22 rifle. The total combined score of each will determine the winning team and the team that does the best in each competition will be crowned as the camp sharpshooters.

KERR SCOUT RANCH AT SLIPPERY FALLS



FRIDAY CAMPFIRE

Friday night will be a special evening at Kerr. With parents and friends visiting for dinner and the program, our evening will start with after-dinner programming featuring Scout skits and songs (chosen each week through audition), and camp awards. Scouts earning the Theater merit badge will also be assisting in the campfire program.



DUTY TO GOD

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

Scouts may also volunteer to lead grace prior to meals. Scouts do this through their Senior Patrol Leader.

The Official Slippery Falls Grace

Bless the Roaring Falls of our home,

Our feet where they roam,

The lands we traverse,

With our friends in verse,

Bless this meal

And the fellowship we feel.

Amen

KERR SCOUT RANCH AT SLIPPERY FALLS

MERIT BADGES AND PROGRAMS

MERIT BADGE SESSIONS

Experiencing camp through merit badges is the core of the summer camp program for Scouts. Merit badge sessions are offered by the program staff throughout each day, mostly during five scheduled session times. Scouts may take field trips while working on Animal Science, Art, Citizenship in the Nation, and Indian Lore. Some merit badges and programs require Scouts to attend two or three sessions each day, including Frontiersman, which is a three-session block.

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

THE SCHEDULE

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 five scheduled session blocks each day on Monday, Tuesday, Wednesday, and Thursday. Programs may take from one to six of these blocks on a daily basis, and most merit badges are scheduled for only one or two blocks. Friday does not have any scheduled sessions, but Scouts will have time to catch up on any missed sessions or complete unfinished requirements on Friday morning.

FIELD TRIPS

Scouts enrolled in certain merit badges will have the opportunity to take field trips off camp property. Adult leaders and vehicles may be needed to transport Scouts to these locations. If an adult is interested in driving, please provide a copy of their Driver License and insurance verification at the camp office. This service may be used as credit toward the Scoutmaster Merit Badge.

KERR SCOUT RANCH AT SLIPPERY FALLS

MERIT BADGE PREPARATION

Scouts should come to camp with a familiarity of the subjects they will be learning about for the week. Merit badge pamphlets are available for purchase at the trading post but acquiring a book prior to camp is recommended. It is a good idea to bring a notebook and pencil for each merit badge session.



The first requirement of many merit badges is to know first aid procedures for common injuries or illnesses that may occur during the associated activity. Counselors will touch on this topic, but Scouts should be familiar with basic first aid procedures before attempting more adventurous merit badge topics.

Some merit badges have requirements that cannot be completed in a camp setting which are listed on the merit badge schedule page. The camp staff recommends that these requirements be completed at home prior to camp and will accept a note from the Scoutmaster or another merit badge counselor for completion of these requirements.



Camp counselors will review these requirements with the Scouts to their satisfaction.

Some merit badges have requirements dealing with “your state” or “your community.” If a merit badge requirement is completed at summer camp, we will use Oklahoma as the relevant state and Tishomingo as the community. Requirements that are not possible to complete in this manner are listed in the preparation section, and a Scout may have to complete some requirements in their home, family, or community.

Several merit badges have special clothing or equipment that Scouts must bring to camp. All aquatics merit badges require swim wear. Kits may be purchased from the camp trading post for those merit badges where kits are necessary.

Order kits and other supplies from the trading post from the online registration website beginning on April 1 and no less than two weeks prior to arrival.

KERR SCOUT RANCH AT SLIPPERY FALLS

WEEKLY CAMP

SCHEDULE

Kerr Scout Ranch at Slippery Falls follows this general weekly schedule. Times are subject to change and will be published in the Daily Slip newsletter.

SUNDAY

1:00 p.m. Check-in begins
3:00 p.m. Last arrivals
* Unit camp tours occur after unit check-in is complete
Set up campsite and complete check-in
5:50 p.m. Retreat ceremony
6:00 p.m. Dinner
6:45 p.m. Leader Orientation
7:00 p.m. All vehicles at parking lot
8:00 p.m. Campfire- Bill Eller Campfire Ring
10:00 p.m. Taps / Lights out

MONDAY & TUESDAY

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

WEDNESDAY

6:30 a.m. Reveille/Health Check
7:15 a.m. Flag Ceremony Breakfast
8:00 a.m. Leader & SPL Mtg
8:30 a.m. Chapel
9:00 a.m. Session 1
10:00 a.m. Session 2
11:00 a.m. Session 3
12:15 p.m. Lunch
1:30 p.m. Session 4
3:10 p.m. Session 5
5:30 p.m. Meals delivered to campsites for Troop dinners
6:00 p.m. Inter-troop campfires and Troop programs
10:00 p.m. Taps / Lights out



KERR SCOUT RANCH AT SLIPPERY FALLS

THURSDAY

6:30 a.m. Reveille/Health
Check
7:15 a.m. Flag Ceremony
Breakfast
8:00 a.m. SPL Meeting
8:30 a.m. Chapel
9:00 a.m. Session 1
10:00 a.m. Session 2
11:00 a.m. Session 3
12:15 p.m. Lunch
1:30 p.m. Session 4
3:10 p.m. Session 5
5:00 p.m. Scoutmaster
cookoff
5:00 p.m. Waiters call
5:30 p.m. Flag Ceremony
Dinner
6:30 p.m. Twilight programs
SM & SPL Shoot-off
7:30 p.m. Order of the Arrow
Ice Cream Social
8:30 p.m. Twilight ends
9:00 p.m. Flag Retirement
10:00 p.m. Taps / Lights out

FRIDAY

6:00 a.m. Mile Swim
6:30 a.m. Reveille/Health
Check
7:15 a.m. Flag Ceremony
Breakfast
8:30 a.m. Chapel
9:00 a.m. Merit Badge
Make-up time/ Featured
Merit Badges
12:15 p.m. Lunch
1:15 p.m. Leader's Meeting
2:00 p.m. Open sessions
(Twilight Activities)
4:00 p.m. Open sessions
end
5:00 p.m. Visitors
arrive/Troops Report to
Ranch House
5:15 p.m. Dinner @ The
Ranch House
9:00 p.m. Campfire Visitors
depart
10:00 p.m. Taps / Lights out

SATURDAY

6:30 a.m. Reveille
6:30 a.m. Camp Office
Open
7:00 a.m. Breakfast
Delivered to campsites
Vehicles allowed in camp
Clean Campsites
10:00 a.m. Check-out
Completed
11:00 a.m. All units on the
Road home

KERR SCOUT RANCH AT SLIPPERY FALLS

MERIT BADGE SCHEDULE

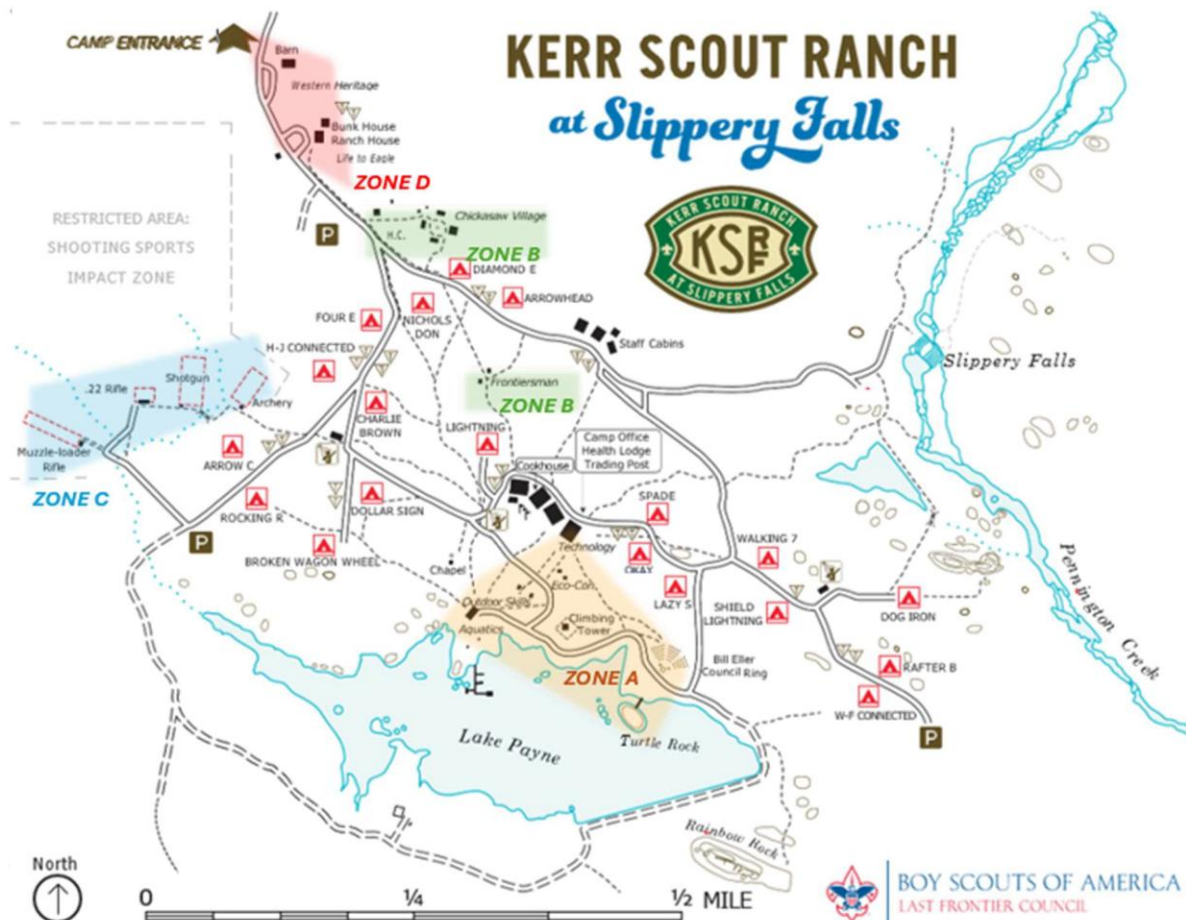
The map below includes shaded “Zones” to indicate the four merit badge Zones that can be found at the Ranch. As you plan schedules. A full-page image of this map can also be found near the back of this Leader Guide. Consider how long it might take some scouts to travel from one Zone to another.

Zone A = Aquatics, Bill Eller Campfire Ring, Camp Office, Climbing Tower, EcoCon, Fishing, Outdoor Skills, and Technology

Zone B = Frontiersman and Chickasaw Village

Zone C = Target and Range Activities

Zone D = Life to Eagle and Western Heritage



KERR SCOUT RANCH AT SLIPPERY FALLS

| ZONE A | | | | | | | | |
|---------------------|------------------------------|------|-------|-------|------|------|------------------|---------|
| Area | Class | 9:00 | 10:00 | 11:00 | 1:30 | 3:10 | Max Participants | Fees |
| AQ | Canoeing | | A | | B | | 16 | |
| AQ | Kayaking | A | B | | C | | 12 | |
| AQ | Lifesaving | | A | | | B | 12 | |
| AQ | Small Boat Sailing | | A | | | B | 6 | |
| AQ | Swimming | A | | B | C | D | 16 | |
| AQ | Swim Instruction | A | | | | B | 16 | |
| Bill Eller Campfire | Theater | | | | A | | 20 | |
| Camp Office | Citizenship in the Nation | | | A | B | | 15 | |
| Climbing | Climbing | | A | | B | | 8 | |
| Eco Con | Environmental Science | A | | | | B | 12 | |
| Eco Con | Fish and Wildlife Management | | | | | A | 12 | |
| Eco Con | Forestry | A | | | | | 12 | |
| Eco Con | Geology | | | | A | | 12 | |
| Eco Con | Nature and Mamal Study | | | | A | | 12 | |
| Eco Con | Reptile and Amphibian Study | | | A | B | | 14 | |
| Eco Con | Soil and Water Conservation | | | A | | | 12 | |
| Eco Con | Weather | | A | | | | 12 | |
| Fishing | Fishing | | A | B | | C | 20 | \$5.00 |
| Fishing | Fly Fishing | A | | | | | 20 | |
| Outdoor Skills | Camping | | A | B | C | | 12 | |
| Outdoor Skills | Cycling | | | | A | | 10 | |
| Outdoor Skills | Emergency Preparedness | A | | | | B | 12 | |
| Outdoor Skills | First Aid | A | B | C | D | | 12 | |
| Outdoor Skills | Geocaching | | | A | | B | 16 | |
| Outdoor Skills | Orienteering | | | A | B | | 10 | |
| Outdoor Skills | Paul Bunyan Award | A | | | | | 12 | |
| Outdoor Skills | Pioneering | | | | | A | 10 | |
| Outdoor Skills | Search and Rescue | | | | | A | 10 | |
| Outdoor Skills | Wilderness Survival | | | | A | | 16 | |
| Technology | Astronomy | | | A | B | | 12 | |
| Technology | Movie Making | | | | | A | 8 | |
| Technology | Programming | | A | | B | | 8 | |
| Technology | Robotics | A | | | | | 12 | |
| Technology | Space Exploration | A | | | | B | 12 | \$15.00 |

KERR SCOUT RANCH AT SLIPPERY FALLS

| ZONE B | | | | | | | | |
|-------------------|---------------------------------|------|-------|-------|------|------|------------------|---------|
| Area | Class | 9:00 | 10:00 | 11:00 | 1:30 | 3:10 | Max Participants | Fees |
| Frontiersman | Frontiersman | A | | | B | | 35 | |
| Chickasaw Village | American Cultures & Indian Lore | | A | | | B | 15 | |
| Chickasaw Village | Art & Sculpture | A | B | | | C | 10 | |
| Chickasaw Village | Basketry | A | B | | | C | 12 | \$15.00 |
| Chickasaw Village | Leatherwork | | | A | B | | 12 | \$8.00 |
| Chickasaw Village | Metalwork | | | | A | | 8 | \$12.00 |
| Chickasaw Village | Pottery | A | B | C | D | | 12 | |
| Chickasaw Village | Textiles | | | A | | | 14 | |
| Chickasaw Village | Wood Carving | A | | B | C | | 12 | \$9.00 |

| ZONE C | | | | | | | | |
|------------------|------------------------|------|-------|-------|------|------|------------------|---------|
| Area | Class | 9:00 | 10:00 | 11:00 | 1:30 | 3:10 | Max Participants | Fees |
| Target and Range | Archery | | A | B | C | | 16 | \$7.00 |
| Target and Range | Cowboy Action Shooting | A | | | | | 12 | \$20.00 |
| Target and Range | Rifle Shooting | | A | | | B | 16 | \$20.00 |
| Target and Range | Shotgun Shooting | | A | | | B | 8 | \$20.00 |

| ZONE D | | | | | | | | |
|------------------|-------------------------|------|-------|-------|--------------------|------|------------------|---------|
| Area | Class | 9:00 | 10:00 | 11:00 | 1:30 | 3:10 | Max Participants | Fees |
| Life to Eagle | Communications | A | B | | | C | 10 | |
| Life to Eagle | Cooking + Fire Safety | | | | LUNCH THROUGH 1450 | | 10 | |
| Life to Eagle | Disc Golf | | A | | | | 10 | |
| Life to Eagle | Scouting Heritage | | | A | | | 10 | |
| Western Heritage | Farm and Auto Mechanics | | | | A | | 8 | |
| Western Heritage | Horsemanship | A | | | B | | 14 | \$85.00 |
| Western Heritage | Welding | | | | | A | 12 | \$10.00 |

KERR SCOUT RANCH AT SLIPPERY FALLS

FRONTIERSMAN FIRST-YEAR CAMPER PROGRAM (MAP ZONE B)



In the Frontiersman program, Scouts will cover many requirements from Tenderfoot through First Class ranks. They will be learning the basic Scout skills or refining skills that they already know. Scouts will be covering requirements for knots, lashings, woods tool use and care, swimming, lifesaving, orienteering, plant and animal identification, fire building and first aid. Each Scout will need a swimsuit, towel, personal first aid kit and their Scouts BSA handbook.



Scouts in the Frontiersman program will become a member of a provisional patrol for the week and will have the full attention of experienced staff mentors. This program is a great introduction to summer camp and is highly recommended for all first-year campers.



This program will take three sessions and Scouts may enroll in any available Merit Badge during the remaining sessions appropriate for their age and maturity.



AQUATICS (MAP ZONE A)

This area is located on Lake Payne in the central part of the ranch. All aquatics merit badge sessions are held at the waterfront.



Canoeing: Scouts must be classified as a Swimmer and need to bring shoes that can get wet.



Kayaking: Scouts should be at least 13 years old and have Swimmer classification. Kayaking is physically challenging and requires good body strength. Bring shoes that can get wet.



Lifesaving: This is an advanced merit badge for strong swimmers. Scouts need to bring long pants and a button-up shirt that can get wet. Scouts must have already completed Second Class requirements 5a through 5d and First-Class requirements 6a through 6e.



KERR SCOUT RANCH AT SLIPPERY FALLS



Mile Swim BSA: This is an award that Scouts and leaders can earn at camp. Campers must participate in practices Monday through Thursday from 6:30 a.m. to 7:00 a.m. and complete the Mile Swim on Friday morning at 6:00 a.m. Volunteer rowers will be needed to escort swimmers across the lake at 6:00 Friday morning.



Small Boat Sailing: This is the most advanced boating merit badge. Scouts must be familiar with knots and be Swimmers. Bring shoes that can get wet. We use 14' Laser 'Pico' sailboats.



Motor Boating: teaches Scouts safe, responsible powerboat operation and essential seamanship skills. Participants learn to fuel, start, handle, and dock a motorboat, covering navigation rules, safety checks, and emergency procedures.



Swimming: This merit badge is required for the rank of Eagle Scout and an essential Scout skill. Scouts must be classified as a Swimmer and will practice swimming strokes and diving.



Swim Instruction: This session is for Scouts who have not yet met the requirements to be classified as a Swimmer and want to improve their swimming skills. This is not a merit badge.

CHICKASAW VILLAGE (MAP ZONE B)

The village includes an authentic Chickasaw Council House and the three Summer Houses. Counselors put a Chickasaw twist on the handicraft merit badges such as basketry, and pottery. Scouts can also learn about art, Indian Lore, wood carving, metal work and other craft merit badges. Some of the scouts will visit the Chickasaw Museum in Tishomingo to complete requirements for specific merit badges.



American Cultures & Indian Lore: Scouts will learn more about their own culture, the Chickasaw culture, and one other culture of their choosing. Indian Lore features an in-depth experience of Native American culture focusing on the Chickasaw Nation. Scouts will visit the Chickasaw museum in Tishomingo.



Art & Sculpture: Scouts will model in clay a life-sized human head and sculpt a small-scale model of an animal or person. Scouts will also earn the Art Merit badge.

KERR SCOUT RANCH AT SLIPPERY FALLS



Basketry: Scouts will make two kinds of baskets and a camp stool seat using different kinds of material and weaving and will learn about traditional Chickasaw basketry. A \$15 is added to this class to cover cost of the kits. Youth will get they kits at the merit badge class. Class size is limited.



Leatherwork: Scouts will be making leather crafts such as a knife pouch and dyeing a belt. Scouts will learn how to craft and care for leather items and should bring one leather item from home such as a shoe, glove, or belt. A \$8 is added to this class to cover cost of the kits. Youth will get they kits at the merit badge class.



Metalwork: Scouts will use the blacksmith forge and iron in this merit badge session. Scouts need to wear long pants and a long-sleeved shirt to protect themselves from the heat of the forge. Scouts may bring their own gloves. Minimum age is 13 years old. There is a fee of \$12 for materials. Scouts will complete steel items with decorative twists, L-bends, and U-bends. For fire safety, wear no synthetic clothing - only natural fibers, such as cotton, are permitted.



Pottery: Scouts will learn about clay, forms, and pottery techniques. They will use a potter's wheel, a kiln, and learn about Chickasaw pottery. Class size is limited.



Textiles: In this merit badge Scouts will get to learn what makes up the very fiber of everything that we wear. Scouts will also make a project from a loom that they made themselves.



Wood Carving: Scouts should be second-year campers and have previously earned the Totin' Chip. Scouts will learn about wood choice and carving techniques with special carving knives. Adults with carving or whittling experience are needed to assist with these sessions on Wednesday and Thursday. A \$9 is added to this class to cover cost of the kits. Youth will get they kits at the merit badge class.



KERR SCOUT RANCH AT SLIPPERY FALLS

CLIMBING & RAPPELLING (INDOOR/BARN - MAP ZONE D) (OUTDOOR/TOWER - MAP ZONE A)

Slippery Falls has several great climbing sites. An indoor climbing wall provides a place to climb even during rainy weather. Numerous natural rock sites offer gigantic granite boulders and cliffs. A 51-foot climbing tower features two negative elements and is one of the tallest towers in the region. Scouts can work on the merit badge or climb during twilight activities.



Climbing: 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. Classes start the week in the barn and eventually move to the tower. Recommended minimum age is 13.



ECOLOGY & CONSERVATION (MAP ZONE A)

Kerr Scout Ranch is part of the Crosstimbers ecoregion, with many great opportunities for Scouts to learn about nature, conservation, and the environment.



Environmental Science: This is an advanced merit badge required to earn the rank of Eagle Scout. Scouts will study ecology, pollution prevention, endangered species, environmental impact, and conservation.



Fish & Wildlife Management: Scouts will learn the science behind animal and fish populations and participate in hands-on studies of streams, lakes, and animal habitats.



Forestry: Forest ecology and management is the emphasis in this session. Scouts will create a field notebook, learn about tree identification and careers in forestry.



Geology: Kerr Scout Ranch at Slippery Falls is home to some of the oldest rocks on the planet. Scouts will enjoy exploring the field of geology including surface rocks, energy resources, mineral resources, and earth history.



Nature & Mammal Study: Scouts will learn about animal signs and tracking as they study the mammals that abound at camp. Scouts will hone their observation skills and conduct a project that will impact mammal numbers. Scouts will show proficiency in a varied study of ecosystems, animals, plants, and soil.

KERR SCOUT RANCH AT SLIPPERY FALLS



Reptile & Amphibian Study: Scouts in this merit badge will observe various kinds of reptiles and amphibians in terrariums and in the wild. Scouts must explain and demonstrate significant knowledge of these animals that they will learn throughout the week at camp and keep a reptile or amphibian for three months outside of camp or other option in requirement 8.



Soil and Water Conservation: Scouts will learn about the relationship between soil, water, plants, and fertile soil. Additionally, they will learn why conservation of these resources leads to a healthy earth.



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

FISHING (MAP ZONE A)

The lakes, ponds, and creeks at camp offer excellent fishing opportunities. Scouts can fish for sunfish, largemouth bass, smallmouth bass, and catfish. We offer Fishing and Fly-Fishing merit badges.



Fishing: Scouts will learn to use fishing tackle, knots, lures, and baits. Scouts are encouraged to bring their own fishing tackle but may use the camp equipment. Closed-face spin cast and spinning reels are recommended. Scouts must catch at least one fish and clean & cook a fish. Bring an extra pair of shoes dedicated for entering the water. \$5.00 fee for live bait.



Fly Fishing: This style of fishing is more complicated than the style used in Fishing merit badge. Scouts will learn how to use fly fishing equipment and techniques. Small-mouth bass and sunfish are common in Pennington Creek. Scouts must catch at least one fish and clean & cook a fish. Bring an extra pair of shoes dedicated for entering the water.



BSA Complete Angler: This award is not a merit badge. Scouts who complete the 3 fishing themed merit badges (Fishing, Fly Fishing and Fish and Wildlife Management), have the opportunity after completing a fishing related service project, to earn the BSA complete Angler. Scouts should work with their unit leadership to complete this award back home.

KERR SCOUT RANCH AT SLIPPERY FALLS

LIFE TO EAGLE (MAP ZONE D)

Life to Eagle is in the Ranch House and is located across the road from the main parking lot. The Ranch House was funded by the Oklahoma Centennial Commission and provides 3 classrooms and a full kitchen. The outdoor area of the Ranch House has picnic tables along the porches and under trees. There is also an outdoor charcoal grill. All of this makes the perfect setting for scouts to work on their cooking skills, fire safety and learn other fun hobbies like scouting heritage, trains, and golf. Oh, and the Ranch has a bathroom too.



Cooking & Fire Safety: Cooking is an Eagle-required merit badge, and Fire Safety goes right along with it. Instruction time begins at the camp lunch time and runs through session 4. Scouts will learn the cooking skills and nutrition information outlined in requirements 1-3 and prepare the camping meals for requirement 5. Scouts will eat lunch at the Ranch house Monday-Thursday and help prepare the leader dinner on Thursday night. Scouts are encouraged to prepare the Wednesday troop dinner in their own troops. Requirements 4 and 6 will not be completed at camp. Fire Safety will cover most requirements.



Golf Merit Badge (Option 2 - Disc Golf): Play disc golf on the KSR disc golf course. Learn the current PDGA rules for disc golf and the techniques of grip, shots, and stances. Learn how to show courtesy, etiquette, and consideration for others in the park while also respecting the wildlife, trees, and plants along the course.



Game Design (Tabletop): Teaches Scouts to analyze, create, and test their own games, fostering skills in brainstorming, rapid prototyping, and user-centered design.



(Rail Roading): The history, modern importance, and technical aspects of trains. Scouts explore career opportunities, learn safety protocols (Operation Lifesaver), and dive into railroading hobbies like modeling. The badge focuses on identifying train types, understanding signals, and exploring rail history.



Design (Tabletop): Introduces Scouts to the history, etiquette, and strategy of chess, focusing on improving critical thinking, sportsmanship, and planning skills. Scouts learn basic rules, tactics, and notation, participate in matches, and teach a beginner to play.

OUTDOOR SKILLS (MAP ZONE A)

Living outside is the specialty of the counselors in this area. Campers will learn and experience map & compass, first aid, camping, pioneering, and woods tools in a variety of merit badge sessions. For Scouts who want something more extreme, wilderness survival offers an outpost to test their wits in the rugged wilds of camp.



Camping: This is a significant merit badge required for the Eagle Scout rank. The instruction covers camping skills including gear selection, navigation, campsite selection, and food prep. Scouts should complete requirements 4a and 4b as they prepare for summer camp by making a duty roster and assisting another patrol to do so. Requirements 8c and 8d must be completed outside of class by preparing a menu and cooking a variety of patrol meals. Scouts must camp a total of 20 days & nights as defined in 9a to complete the badge. Scouts will be able to rappel and complete part of 9b(6) at camp. Scouts will still complete one other 9b option outside of camp.

KERR SCOUT RANCH AT SLIPPERY FALLS



Cycling: This merit badge teaches about common cycling injuries and how to treat them, basic bike maintenance, traffic safety for bicyclists, and how the laws for bicycles differ from those for motor vehicles. Scouts will take multiple bike rides throughout the week, and Scouts who complete the 22-mile ride on Friday will complete this merit badge at camp. Scouts will need to provide their own bike and helmet.



Emergency Preparedness: This is an Eagle-required merit badge. Scouts need to have already earned the First Aid merit badge. Scouts will learn how to prepare for, respond to, and recover from emergency situations as well as preventing them if possible. Scouts will demonstrate emergency response actions and participate in a drill. Scouts must complete requirement 2c outside of class, which involves a family meeting and family emergency response plan. Requirement 8b is to prepare a personal First Aid Kit that must be prepared outside of camp.



First Aid: This merit badge is required for the Eagle Scout rank. Scouts should already have a good understanding of the first aid requirements for Tenderfoot, Second Class, and First-Class ranks. Instruction in this session will focus on first aid skills beyond these requirements including an understanding of CPR and AED use (but not certification) and more extensive injuries and situations. Scouts should bring a first aid kit for 5a.



Orienteering: Scouts will learn about maps and compass navigation and competitive orienteering. They will lay out and complete orienteering courses and find their way with other navigational aids. This is an essential skill for wilderness travel and backcountry trekking. Scouts may complete requirement 10 outside of the sessions.



KERR SCOUT RANCH AT SLIPPERY FALLS



Pioneering: Scouts will use ropes, lashings, and spars to build useful and fanciful camp gadgets and towers. Scouts should be familiar with the knots and lashings of the Tenderfoot, Second Class, and First Class ranks to participate in these sessions. This badge is limited to First Class Rank and age 12 and above.



Search and Rescue: Scouts will learn real-life search and rescue skills. They will learn proper procedures and then practice them in realistic scenarios. They will know what it is like to help someone who is missing and how to do their part to help.



Wilderness Survival: Scouts should have mastered First Class first aid and outdoor skills to participate in this challenge. Scouts will participate in a Thursday overnight survival session and learn how to live in remote locations and extreme situations. Scouts must have clothing and shoes for a hike and overnight outpost.



TARGET AND RANGE ACTIVITIES [\(MAP ZONE C\)](#)

Scouts may choose to shoot 20-gauge shotguns, modern .22 rifles, and bows and arrows. Older Scouts and Venturers may participate in an exciting Cowboy Action Shooting program with single-action firearms. The range safety officers and instructors will provide all the equipment and instruction campers need to earn the various shooting sports merit badges.



Archery: Scouts will learn how to safely handle and shoot a bow and arrow. There is a cost of \$7 for an arrow kit, that will be at the merit badge class. Scouts will complete the re curve or compound bow options and shoot arrows at 15-yard targets.



KERR SCOUT RANCH AT SLIPPERY FALLS

Cowboy Action Shooting: This is not a merit badge but is a fast-paced shooting activity with a Western theme. Participants must be registered Venturers or Scouts, at least 14 years of age, or 13 and completed the 8th grade AND completed rifle or shotgun merit badges. Participants will adopt a cowboy name and shoot two single-action .22 revolvers, a .22 lever-action rifle, and a stagecoach double-barrel shotgun. This program is offered during morning block 1 and during twilight programs. \$20 fee to cover ammo cost.



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. \$20 fee to cover ammo cost. Ammunition tickets must be purchased at the range for evening ticket shooting.



Shotgun Shooting: Advanced campers may participate in shotgun shooting merit badge using 20-gauge shot shell-type guns. Scouts will learn about the sport of shotgun shooting, safety, and how to maintain a firearm. Scouts should be physically strong enough to shoot the gun and must hit 48% of clays in two 25 target groups to complete the requirements at camp. \$20 fee to cover ammo cost.

Ammunition tickets must be purchased at the range for evening ticket shooting.



KERR SCOUT RANCH AT SLIPPERY FALLS

TECHNOLOGY (MAP ZONE A)

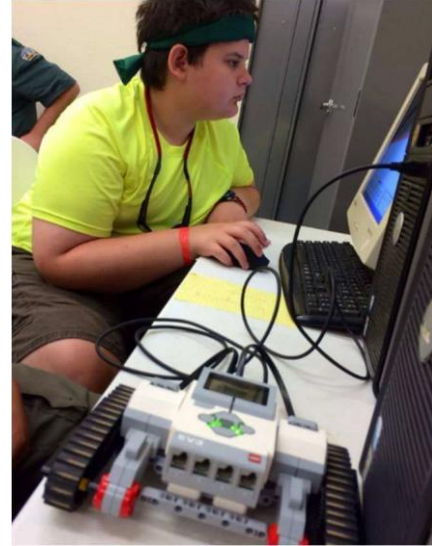
The technology center was built in 2014, and it provides all the technology Scouts will need to learn more about computers, programming, and robotics and many other merit badges located in this area.



Astronomy: There have been great new astronomical discoveries in the past year! Scouts will observe stars, planets, and other celestial objects. There will be some night-time observation sessions in addition to the daytime session.



Nuclear Science: the fundamental concepts of nuclear physics, radiation, and atomic energy. Scouts learn about atomic structures, isotopes, and radioactivity, while exploring safe applications in medicine, energy production, and technology.



Robotics: Learn how to design, build, and test your own robot. Scouts will also learn all the appropriate safety and developmental skills that robotics engineers use in the field.



Space Exploration: Catch the spirit of the great space explorers! Experience why space missions are launched and the physics of rocketry. Scouts will build, launch and recover model rockets. A \$15.00 fee is added for the cost of the rocket kits. All kits will be at this class. Be sure to bring a broad-brimmed hat for sunburn protection on the launchpad.



Electricity & Electronics Teaches Scouts the fundamentals of electrical safety, circuit theory, and practical applications. Key requirements include conducting a home safety inspection, understanding circuit breakers/fuses, constructing simple circuits or motors, reading a meter to calculate energy costs, and exploring electrical career paths.

WESTERN HERITAGE (MAP ZONE D)

The barn and corral are located prominently along the main road into camp. The horses and sometimes even goats and chickens can be seen in the Western heritage area. Scouts can learn about farm and auto mechanics, welding, and horsemanship.



Farm & Auto Mechanics: For Scouts who want to learn more about engines and mechanics, this is the badge for you! Scouts will get firsthand experience with implements, engines, and farm tools. Instruction topics include engine maintenance, cooling systems, fuel systems, electrical systems, hydraulics, and drivetrain. Scouts will have the opportunity to visit the Round Rock Ranch to see more farm implements and vehicles in action.



KERR SCOUT RANCH AT SLIPPERY FALLS



Horsemanship: Saddle up! Scouts will learn how to care for and feed horses, horse health, different types of riding, caring for tack, and how to ride. Plenty of riding time is scheduled with extra trail rides available during twilight hours, Scouts should be experienced campers, preferably 12 years old, and be able to physically ride a horse. All participants must bring long pants. Also required are boots, preferably cowboy boots, with heels. Hiking boots make poor riding boots - we would prefer smooth-soled shoes like work boots with minimal tread and lacing.



All riders are required to wear helmets (provided), long pants and boots. There is a \$85 fee for this merit badge, in addition to the camp fee.

Participants must not exceed the 200-pound weight requirement. Sessions are limited to 12 participants, and each Scout will receive coaching tailored to their ability level. Come ride with us!



Welding: Experience the skill of welding commonly used in industry and agriculture. Scouts need to wear long cotton pants and a long-sleeved cotton shirt to protect themselves from the heat of the torch. Minimum age is 13 years old. There is a fee of \$10 for materials. For fire safety, wear no synthetic clothing - only natural fibers, such as cotton, are permitted.

CAMP OFFICE *(MAP ZONE A)*



Citizenship in the Nation: This is an Eagle-required merit badge. Scouts will learn about the national government and how it works. They will have the opportunity to tour a federal installation. Scouts will read and analyze the local newspaper, discuss the founding documents of our country, and study a speech of national significance. Scouts must develop a good understanding of American citizenship to satisfy the requirements of this merit badge.



Communication: teaches Scouts to effectively share information, listen actively, and express ideas clearly across various media, including public speaking, writing, and digital methods.

KERR SCOUT RANCH AT SLIPPERY FALLS

| Merit Badge | Pre Requisite need to be completed before or after camp |
|------------------------------------|---|
| Camping | 4b, 5e, 7a-b, 8d, 9a, 9b, 9b(6) will be completed at camp. |
| Citizenship in The Nation | 5, 8 |
| Communication | 1a-c, 5, 7a-c, 8 It is possible to complete 8 at camp. |
| Cooking | 4a-f, 6a-f |
| Emergency Preparedness | 3a, 9, |
| Fish and Wildlife MGT | 5 |
| Reptile and Amphibian Study | 8a, 8b |
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KERR SCOUT RANCH AT SLIPPERY FALLS

FORMS AND EXTRAS

TRADING POST

The trading post supports the program by offering a variety of kits, supplies, souvenirs, and snacks for sale to campers. The trading post is open most hours of the day and evening with the exception of meals and camp-wide activities. Accepted payment methods include credit card, check, and cash. All prices are rounded to the nearest 25 cents, so no coins other than quarters are necessary. All prices include sales tax. There is no ATM at camp.

The trading post carries a wide array of items. Here is a sample list:

Souvenirs:

Belts & belt buckles
Camp t-shirts
Camp hats
Camp maps
Camp mugs
Carabiners
Hiking staves
Hiking staff medallions
Knives
Patches
Pins
Stickers

Kits:

Arrow kits
Basketry kits
Fishing supplies
Leatherwork kits
Metalwork and welding supplies
Native American style crafts
Rocket kits (for Space Ex.)
Woodcarving kits

Outdoor gear:

550 Paracord
Duct tape
First aid kits
Flashlights
Hammocks
Hatchets
Knives
Ponchos
Survival kit items
Water bottles

Concessions:

Candy bars
Frozen treats
Fruit
Hot dogs
Ice cream
Jerky
Nachos
Popcorn
Slushies
Soft drinks
Sports drinks

Other items:

Scouting America handbooks
Envelopes
Games
Insect repellent
Merit badge pamphlets
Paper
Pens
Postcards
Scouting publications
Stamps
Sundries (sunscreen, tooth-paste, soap, batteries, etc.)

The trading post also serves as the post office at camp. Each campsite has a cubby for incoming mail, and there is a mailbox for outgoing mail.



TROOP PHOTO

All units will be scheduled a time to take group photos. Each unit will take home a printed photo. A copy will be provided to each unit for further distribution.

DAILY NEWS AND INFORMATION

The program office publishes a daily news- letter titled The Daily Slip. The camp staff hands it out at the leader meeting each day. Any schedule changes or news items will be listed. Please submit photos or special stories you would like to share with the camp!

KERR SCOUT RANCH AT SLIPPERY FALLS

HONOR AND MERIT TROOP APPLICATION

The Honor Troop and Merit Troop awards recognize units that participate fully in the camp program, follow camp rules, and demonstrate the true spirit of Scouting.

MERIT TROOP

Complete **seven** of the following nine requirements:

- 1) The unit completes all registration materials by the proper deadlines including completed forms and payments.
- 2) The unit has 55% of its membership in camp.
- 3) The senior patrol leader attends all SPL meetings, and the Scoutmaster attends the leaders' meetings while at camp.
- 4) The Scouts and leaders in the unit attend evening meals and campfires in "Class A" field uniform.
- 5) Provide the assigned number of table waiters for preparation and cleanup at every meal in the dining hall.
- 6) Two-deep leadership - provided completely by the unit - is present in camp at all times.
- 7) The unit maintains a ratio of at least one leader for every ten Scouts.
- 8) The unit maintains a clean campsite throughout the week.
- 9) No vehicles are parked in the campsite outside of camp arrival and departure.

Get These Boxes Signed:

Administration

Administration

Program Director

Administration

Dining Hall Steward

Administration

Administration

Administration

Administration

And also complete the following **mandatory** requirement:

The unit members participate in activities, follow all camp rules, and have a general attitude conducive to a Scout camp.

Camp Director

HONOR TROOP

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

Get These Boxes Signed:

- 1) The unit has at least one adult leader attend a pre-camp leaders' meeting. (Should be the Scoutmaster; if he or she cannot attend an assistant Scoutmaster or committee member may fill in).
- 2) The unit performs a conservation or camp improvement project while at camp. This project must be approved beforehand and checked upon completion by the Eco-Con Director or Camp Ranger.
- 3) The unit plans one unit or campsite activity. The activity must foster a sense of Scouting friendship between at least two units.
- 4) At least one leader from the unit completes the Scoutmaster merit badge.
- 5) The unit attends at least two vespers services.
- 6) Scouts provide an honor guard or lead grace at one flag ceremony in complete "Class A" field uniform.
- 7) Every patrol enters a flag in the patrol flag contest.

Administration

Administration

Administration

Administration

Administration

Administration

Administration

Troop # _____

Council _____

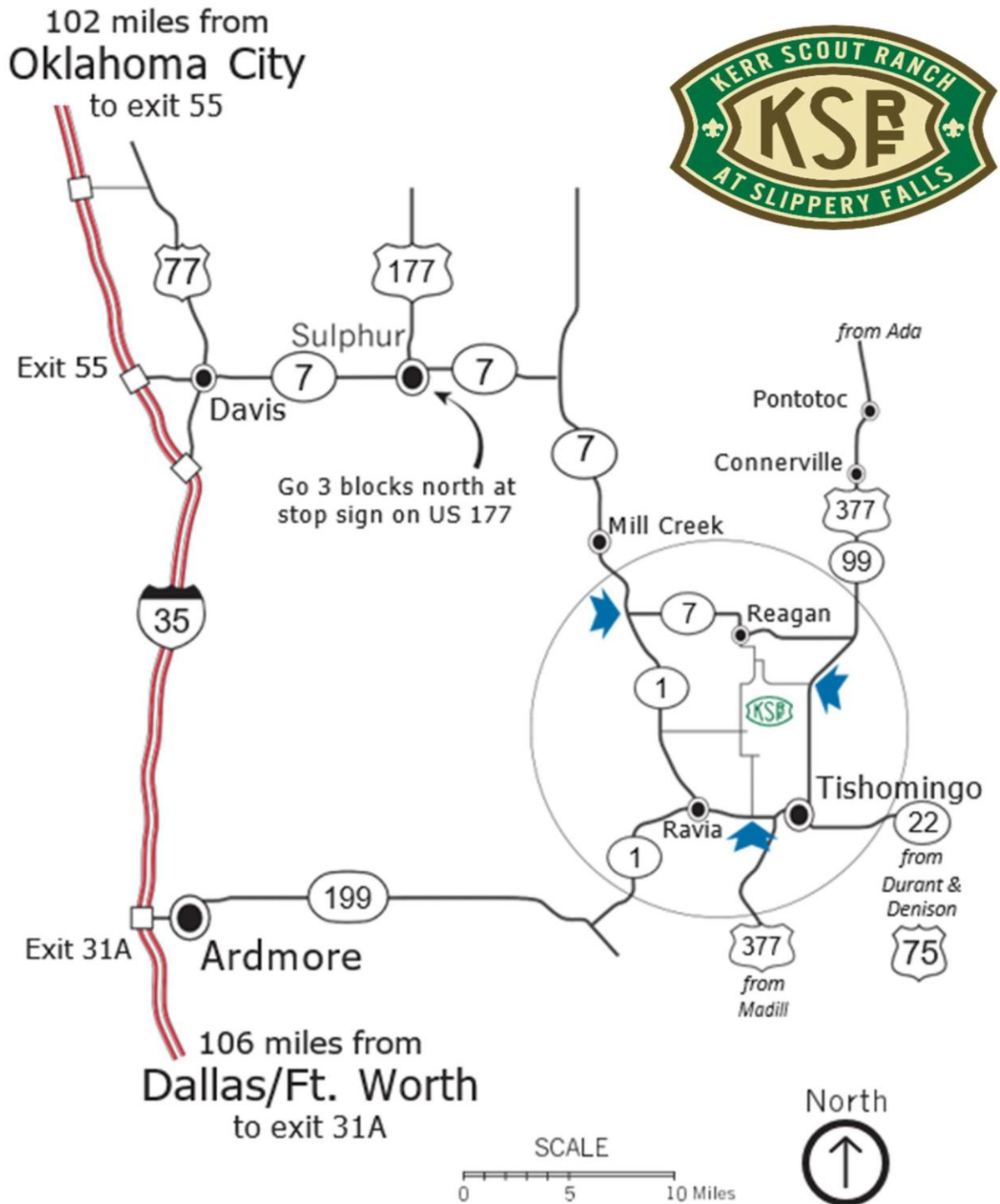
City _____

State _____

After getting all the required signatures in the appropriate boxes, please return this form to the program office **by Friday at NOON.**

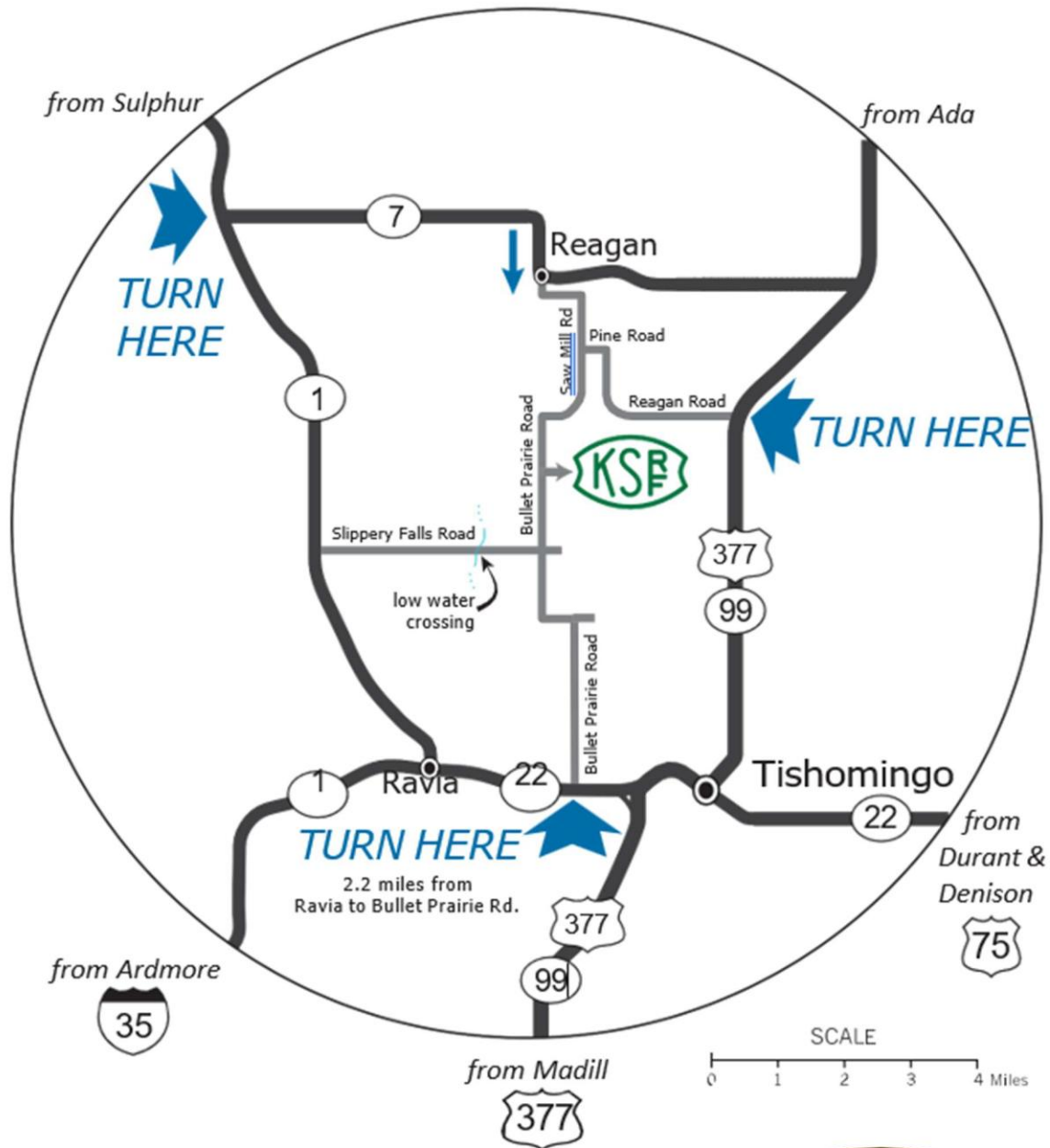
KERR SCOUT RANCH AT SLIPPERY FALLS

DIRECTIONS TO CAMP

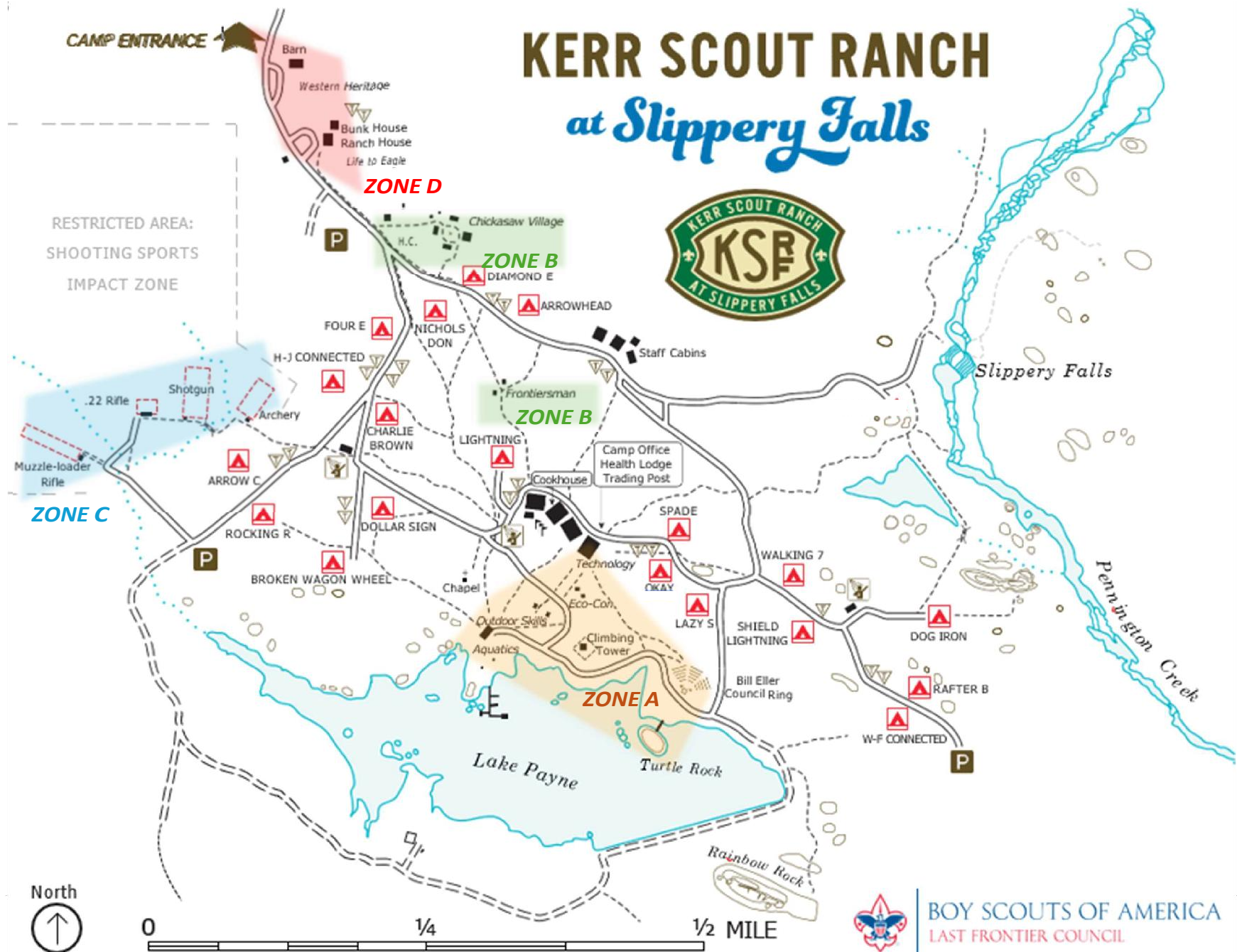


KERR SCOUT RANCH AT SLIPPERY FALLS

DIRECTIONS TO CAMP (DETAIL)



KERR SCOUT RANCH AT SLIPPERY FALLS



KERR SCOUT RANCH AT SLIPPERY FALLS

SCOUTMASTER MERIT BADGE APPLICATION

Option One

Complete **six** of these ten requirements.

You may repeat requirements for credit.

Name _____

Trop # _____

Council _____

Staff Initials*

- _____ Volunteer for at least 2 hours in the Trading Post.
- _____ Help supervise the clean-up of the Dining Hall for three meals.
- _____ Help clean up after the Leader's Dinner on Thursday Night.
- _____ Row for the Mile Swim.
- _____ Volunteer in the Frontiersman Area for one day.
- _____ Serve as a volunteer Quartermaster for one full day.
- _____ Drive a vehicle on a field trip.
- _____ Participate in one of the training programs offered during the week.
- _____ Serve as a Lifeguard in the Aquatics area.
- _____ Assist in a program area for one day. Assist in the kitchen for one meal.
- _____ Other activity approved ahead of time by the Program Director, Ranger, or Camp Director.

Option Two

Complete **one** of these requirements.

- _____ Serve as volunteer Quartermaster for a part of at least four days.
- _____ Instruct a merit badge for a full week.
- _____ Serve as the camp chaplain for three vespers services.
- _____ Complete Climbing Instructor training and assist climbing during twilight.
- _____ Serve in the Health Lodge as a qualified assistant for four days.
- _____ Other five-day service option as approved by Program Director or Camp Director.

* Have the appropriate Area Director or staff initial next to completed requirements.

KERR SCOUT RANCH AT SLIPPERY FALLS



KERR SCOUT RANCH *at Slippery Falls*



CAMPSITE RESERVATION FORM

Council: _____

Unit Type: Troop Team Crew

Unit Number:

Camp Session: 1 2 3

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 [▲] | <input type="checkbox"/> Lightning |
| <input type="checkbox"/> Arrowhead [▲] | <input type="checkbox"/> Nichols Don [▲] |
| <input type="checkbox"/> Broken Wagon Wheel [▲] | <input type="checkbox"/> Okay |
| <input type="checkbox"/> Charlie Brown [▲] | <input type="checkbox"/> Rafter B [▲] |
| <input type="checkbox"/> Diamond E [▲] | <input type="checkbox"/> Rocking R |
| <input type="checkbox"/> Dog Iron | <input type="checkbox"/> Shield Lightning |
| <input type="checkbox"/> Dollar Sign | <input type="checkbox"/> Spade [▲] |
| <input type="checkbox"/> Four E [▲] | <input type="checkbox"/> Walking Seven |
| <input type="checkbox"/> H J Connected [▲] | <input type="checkbox"/> W F Connected [▲] |
| <input type="checkbox"/> Lazy S | <p style="text-align: right;">[▲] tents & platforms provided</p> |

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

Comments: _____

KERR SCOUT RANCH AT SLIPPERY FALLS



UNIT ROSTER

This Unit Roster form is provided for your convenience. You may use this form or provide your own roster. The roster must include all youth and adults attending camp and their telephone numbers. Please present this form at check-in.

Council: _____

Unit Type: Troop Crew

Unit Number

Campsite: _____

Camp Session 1 2 3

ADULT LEADERS

| First Name | Last Name | Dates in Camp | Mobile Phone No. | Position |
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| First Name | Last Name | Home Phone |
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KERR SCOUT RANCH AT SLIPPERY FALLS



UNIT SWIM CLASSIFICATION RECORD

This is the individual's swim classification as of this date. Any change in status after this date, i.e., non-swimmer to beginner or beginner to swimmer, would require a reclassification test by the Camp Aquatics Director.

SPECIAL NOTE: When swim tests are conducted away from camp or at the point of activity, the Camp Aquatics Director retains the right to review or retest any or all participants to assure that standards have been maintained.

Unit Number _____ Date of Swim Test _____

| | Full Name (Please Print) | Y/A | Swim Classification | | |
|-----|--------------------------|-----|---------------------|----------|---------|
| | | | Non-swimmer | Beginner | Swimmer |
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Name of Person Conducting Test:

Print Name _____ Signature _____
 BSA Aquatics Instructor BSA Lifeguard BSA Swimming & Water Rescue
 Certified lifeguard, swimming instructor, or swim coach (list agency)

Unit Leader:

Print Name _____ Signature _____

SWIMMER'S TEST: Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: side stroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting back stroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

BEGINNER'S TEST: Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to the starting place.

KERR SCOUT RANCH AT SLIPPERY FALLS



2026 CAMBERSHIP APPLICATION FORM

Campership funds are available for youth who cannot afford to pay the total fee for camp. Requests must be made in writing and addressed to Last Frontier Council, Camping Committee, 3031 N.W. 64th St. Oklahoma City, OK 73116. Camperships limited to 50% of fee.

CAMP:

- Diamond H Spring Break
- Kerr Scout Ranch at Slippery Falls

APPLICATION DUE DATE:

- March 1
- April 1

Financial assistance is only available to youth registered in the Last Frontier Council.

Scout's Name _____ Unit Type & No. _____
Address _____ District _____
City _____ Zip _____
Rank in Scouting _____ Date joined unit _____
Prior years attending camp _____
Amount of campership needed: \$ _____ (Limit 50% of fee)
Dates attending camp in 2026: _____

FAMILY INFORMATION

Parent or Guardian #1 Name _____
Employer _____ Occupation _____
Parent or Guardian #2 Name _____
Employer _____ Occupation _____

Financial Status:

To give the camping committee a better understanding of the family's financial status, please provide the following information. This information will be held in the strictest confidence.

Total monthly income \$ _____ Number of family members _____
Did the Scout sell popcorn in the last year? Yes No Total amount sold \$ _____
Did the Scout sell Cares Cards this year? Yes No Total amount sold \$ _____
Did the Scout participate in any other fundraising this year? Yes No Amount earned \$ _____
Is the unit or community contributing toward the camp fee? Yes No Amount \$ _____

(Fundraising shows that a Scout is putting an effort into earning his or her way in Scouting.)

Additional Information that should be considered by the committee: (Attach pages if necessary) _____

Unit Leader Approval (required) _____ Date _____
Council Camping Committee Approval _____ Date _____
Amount Awarded \$ _____

KERR SCOUT RANCH AT SLIPPERY FALLS

ROUTINE DRUG ADMINISTRATION RECORD

Name: _____ Campsite: _____

Unit Number: _____ Date of birth: _____ Classification: _____

Drug Hypersensitivity: _____ Weight: _____

| Prescribing Physician: _____ Medication: _____ Rx: No Yes Number: _____ Dosage: _____ Date Filled: _____ Route: P.O . I.M. S.C. S.I. Topical Inhalation Rectal Time: PRN Daily BID TID QID AC PC HS Amount in bottle: _____ Comments: _____ _____ | <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <th style="font-size: small;">Med Time</th> <th style="font-size: x-small;">S</th> <th style="font-size: x-small;">M</th> <th style="font-size: x-small;">T</th> <th style="font-size: x-small;">W</th> <th style="font-size: x-small;">R</th> <th style="font-size: x-small;">F</th> <th style="font-size: x-small;">S</th> </tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table> | Med Time | S | M | T | W | R | F | S | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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|---------|-----------|------|----------|
| Initial | Signature | Name | Position |
| | | | |
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Instructions: Record on this form all medicines brought to camp. You can list up to four medications on each sheet. Record dispensing times and dates in the spaces provided.

KERR SCOUT RANCH AT SLIPPERY FALLS

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.



THE MOST HIGH ORDER OF THE DONKEY

A massive work project was planned for April of 1967. Known as "Donkey Weekend," the project involved over 400 volunteers and staff working on infrastructure, construction, and campsite building projects to prepare the camp for Scouts. The workers called themselves The Most High 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 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 Most High Order of the Donkey was recalled in 1991-1992 for improvements to camp for the 25th anniversary.

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.