



CAMP KAROONDINHA SUSQUEHANNA COUNCIL, BSA



2024 SCOUTS BSA LEADERS' GUIDE

<https://susquehannabsa.org/camping/>



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WELCOME!

Dear Scout Leaders and Units,

My name is Amanda Lebo, and I am honored to serve as your Program Director for the 2024 season, my second year in this role. My involvement with scouting started in 2015 when my eldest son joined Cub Scouts as a Tiger Cub. Since then, I've held various positions in Cub Scouting, Venturing, Sea Scouts, Explorers, and within the district. My time at camp, beginning as the Archery Director in 2021, has been invaluable, fostering leadership skills and enduring friendships. Outside of scouting, I teach high school math and oversee the Cooperative Education program at Mount Carmel Area Junior/Senior High School.

Our **2024 Scouts BSA Leaders Guide**, along with the [2024 Planning Guide](#), are here to assist you before and during your time at resident camp.

Get ready for an epic summer at Karoondinha in 2024! We're bursting with excitement to unveil our lineup of thrilling new experiences. From electrifying evening programs to the revival of our Trades program and the launch of an exciting Older Youth program, this summer promises to be our most exhilarating yet!

Our program is designed to ignite curiosity and foster growth in every scout. Dive into a world of adventure with sessions in Aquatics, Climbing, Ecology, Handicraft, Scoutcraft, Shooting Sports, and STEM. Plus, we're introducing Trades at the maintenance building for hands-on learning.

In our Trail-to-Eagle program, first-year campers have the chance to earn up to two additional merit badges while mastering essential skills for their Scouts BSA journey.

At Karoondinha, we're committed to delivering an unforgettable blend of fun and education. Join us and make memories that will last a lifetime! Your involvement and dedication are crucial to making this summer extraordinary.

See you at camp, where greatness awaits! Let's make this summer the adventure of a lifetime!

Yours in Scouting,



Amanda Lebo
Program Director
Camp Karoondinha

PREPARING FOR RESIDENT CAMP

Dates

Scouts BSA Week #1 – July 7-13, 2024

Scouts BSA Week #2 – July 14-20, 2024

Camp Fees

Scouts BSA	\$485 (by April 30 th)
	\$535 (after April 30 th)
Scouts BSA Leader	\$150
Leader Daily Rate	\$38/day

Payment Timeline

Payment in full of \$485 is required by April 30th to qualify for the discounted price. After April 30th, registration prices increase by \$50.

All payments are due no later than May 31st.

Registration Opens

Registration is OPEN! <https://scoutingevent.com/533-2024CampKResidentCamp>

Resident Camp Fees Overview

The resident camp fees listed to the left are for both Susquehanna Council units and out-of-council units. The camp fee includes a camp patch and all program supplies. Please note that we cannot offer refunds for Scouts who leave camp early. The adult camp fees also include a camp patch. Units are required to make a deposit of \$75 per Scout by as early as possible to guarantee a spot at camp. Payment in full is required by April 30th in order to pay the discounted rate, otherwise the regular price will be charged. All payments are due no later than May 31st. It is possible to add Scouts after this date pending available space and permission from the Scout Executive and Camp Director. Please allow plenty of time for mailing in payments or bring them to the Scout Office in Williamsport in-person.

Registration

Our goal is to make the registration process easy and efficient for everyone. An overview of the registration steps is listed on the following page. When you are ready to register each Scout, you will need to know their name, gender, rank, allergies, dietary restrictions, medical concerns, and emergency contact information. Register each adult with their name, email address, gender, youth protection training date, allergies, dietary restrictions, medical concerns, and emergency contact information.

Resident Camp Addresses

Susquehanna Council, BSA
815 Northway Rd
Williamsport, PA 17701
Phone: (570) 326-5121

Camp Karoondinha
225 Thomas Dam Rd
Millmont, PA 17845
Phone: (570) 922-1234
Email: susq.camp.k@gmail.com

REGISTRATION PROCESS

Do this NOW

Complete the following [online](#):

- Unit Count Information
 - Include \$75 per Scout deposit. Can be paid:
 1. Online by eCheck or Credit Card
 2. At the Susquehanna Council Office by Check or Credit Card
 3. Financial Assistance may be available by completing a [Campership Application](#) (available by clicking the link or at the Susquehanna Council office)

Do this before May 31st

- Submit the following online:
 - Include final payment for all Scouts (a \$50 discount is applied if this is paid BY APRIL 30th)
 - Additional Scouts may be added after this date at the discretion of the Scout Executive and/or Camp Director
 - Payment for all leaders attending camp
- Register all Scouts for merit badge classes and/or activity sessions
- Print Unit Roster from Black Pug

Do this when you get to Resident Camp

- The unit should report to the camp gate where they will be met by their unit guide. A unit picture will be taken at the Camp Karoondinha sign at the entrance. Your unit guide will bring you to the check-in location. Unit representatives need to bring the following to check-in:
 - Copy of Unit Roster
 - Copy of signed Hold Harmless Agreements for Climbing and Shooting Sports for each Scout wishing to participate at any time (merit badge/open program time) in these areas (can be found at <https://susquehannabsa.org/camping/camp-karoondinha/resident-camp/>)
- After check-in, unit guides will escort the unit to Medical Re-check. Please bring the following:
 - [BSA Annual Health & Medical Report](#) with Parts A, B, and C completed, including doctor's signature for all Scouts and Leaders
 - Have medications available for Camp Health Officer to check
- You will be taken on a tour of camp and then to your campsite to set-up camp.

Check-in Overview

SUNDAY	
12:30 PM	Units may start to arrive and assemble in parking lot.
1:00 PM	Check-in Begins
4:30 PM	Range & Target Sports Safety Briefing
5:00 PM	Grab-and-Go Dinner Begins
6:15 PM	Unit Leaders Meeting
6:30 PM	Grab-and-Go Dinner Ends
7:30 PM	Safe Swim Defense Training
7:45 PM	Campfire
10:30 PM	TAPS

Leaders in Camp

It is the policy of the BSA that a minimum of two registered adult leaders provide supervision for each unit and that there be at least one adult for every eight Scouts. All leaders must be registered as an adult with the Boy Scouts of America. Two unit leaders must be at least 21 years of age. Any additional leaders must be at least 18 years of age.

Effective September 1, 2023, two registered adult leaders at least 21 years of age are required at all Scouting activities, including all meetings. There must be a registered female adult leader at least 21 years of age in every unit serving females. A registered female adult leader at least 21 years must be present for any activity involving female youth or female adult program participants. Notwithstanding the minimum leader requirements, age and program-appropriate supervision must always be provided.

All adults staying overnight in connection with a Scouting activity must be currently registered in an adult fee required position as listed or as an adult program participant.

See [FAQ](#) for list of adult fee required positions. Registration as a Merit Badge Counselor does not meet this requirement.

Effective March 1, 2024, the adult application flow will change to require the completion of the Criminal Background Check (CBC). Results must be received before the new adult volunteer can assume a leadership role. This means that all adult registration applications, clearances, and Youth Protection Training must be submitted to the Registrar at the Susquehanna Council Service Center two weeks prior to the start of the summer camp session to allow proper time to submit and process these applications. The adult leader will get an email notice informing them that their registration is being processed, and they are not to assume any leadership roles until the completion of the CBC. The unit key 3 will also get an email. Once the CBC comes back and there is no follow-up needed, the system will finish registering the person. An email will then be sent to the unit key 3 and the individual letting them know that they are registered as an active leader. This active leader status must be attained prior to attending summer camp.

This applies to any adults (age 18+) who are staying overnight and any adults who may not be staying overnight but are considered part of the unit's supervision ratio. The 72 total hours requirement is cumulative for the week of camp and does not reset if the adult leaves camp for a brief period.

The policies above do not apply to short-term visitors, such as a parent attending family campfire.

Units that rotate leaders during the session can fill a leader-space with more than one person staying different parts of the session. For example, one leader might stay the first night and another the second or third. If the two leaders do not stay in camp at the same time, they use only one leader-space and pay only \$150. However, we will only provide one patch for the space.

Campsite Arrangements

No later than two weeks before camp, we will let you know your campsite assignment. We will do our best to accommodate any unit who identified needing electricity. If needed, please bring a 100-foot cord for CPAP machines. Electrical connections in campsites are for medical use only, and using these outlets to power coffee pots, charge cell phones, tablets, laptops, etc. is not permitted.

Correspondence

All resident camp correspondence and registration materials should be sent to the Council Office. To allow enough time to receive and process registration, do not send any money or registration materials through the Postal Service less than two weeks prior to the May 31st deadline. Email service is available 24 hours a day for your convenience.

Medical Forms

All Scouts and leaders attending camp must have a current [BSA Annual Health & Medical Report](#) completed. This form is available online, and Parts A, B, and C (including a doctor's signature) are required. Please make copies for your unit or pick them up at the Susquehanna Council Service Center. Please use the most current version of each form. ***Older versions of the medical forms cannot be accepted.*** Each Scout and leader will have a health recheck after their arrival as part of the check-in procedure. The unit's medical forms will be kept on file with the Health Officer for the session. They will be returned to the unit representative at the end of the session. Even if a leader is arriving late in the session, all efforts should be made to have that person's health history with the unit during check-in, so that the health officer can review the forms, even before the leader arrives. If a Scout or leader is arriving late to resident camp, and they were not able to give the health forms to the leader before camp, then they will need to give these forms to the Health Officer upon arrival in camp. Please keep a copy of each Scout's physical for the unit's records.

Transportation & Parking

Each unit is responsible for the safe transportation of its members to and from camp, and to make sure that all vehicles meet national insurance requirements. Transporting Scouts or adults in the bed of a pickup truck or trailer – whether it is covered or uncovered – is against the policy of the Boy Scouts of America, as well as poor judgment. Vehicles are not to be parked in the campsite during the session. Units are encouraged to leave a trailer in the campsite to store gear, though one vehicle per unit will be allotted in the event a unit does not have a trailer. To keep traffic in camp to a minimum, only camp vehicles will be allowed beyond the Campmaster building during the session of camp, except those being used in campsites for storage purposes. These vehicles are not to be driven around camp, except when approved by the Camp Director. Unit vehicles will be permitted into camp during check-in and check-out, for the purposes of loading and unloading of personal and unit equipment. While driving in camp, please use four-way flashers and observe the camp speed limit of 10 miles per hour or less. No vehicles will be allowed to operate in camp or be parked in the campsite after check-in without permission of the Resident Camp Director.

SUGGESTED CAMP PACKING LIST

Necessary Items

- ▶ Completed [BSA Annual Health & Medical Report](#) (parts A, B, and C), including parent and physician signatures and accurate immunization dates
- ▶ Medication, if needed, with original label (prescription meds must have Scout's name printed on the label)
- ▶ Inhaler or bee-sting kit, if needed
- ▶ Water bottle
- ▶ Scout Uniform
- ▶ Shorts and T-Shirts
- ▶ Underwear for full week of camp
- ▶ Socks for full week of camp
- ▶ Sleeping bag or blankets and pillow
- ▶ Sneakers (closed-toe shoes must be worn at all times for safety)
- ▶ Hiking Boots (closed-toe shoes must be worn at all times for safety)
- ▶ Pajamas
- ▶ Sweater, Sweatshirt, Windbreaker and/or Jacket
- ▶ Raincoat or Poncho
- ▶ Swimsuit/Swim Trunks and Towel
- ▶ Toiletries (toothbrush, toothpaste, comb, mirror, soap, shampoo, deodorant)
- ▶ Washcloth and hand towel
- ▶ Flashlight & spare batteries
- ▶ Kleenex or handkerchief
- ▶ Insect Repellent
- ▶ Wallet & money for Trading Post purchases (Trading Post does not provide individual accounts)
- ▶ Tent (ONLY for Arrow of Light Scouts participating in Outpost)

Optional Items

- ▶ Fishing pole
- ▶ Camera
- ▶ Sunglasses and Sunscreen
- ▶ Watch or alarm clock
- ▶ Musical instrument
- ▶ Reading material and/or Handbook for Scout's program

Recommended for Scouts Taking Wilderness Survival

- ▶ Internal or external frame backpack
- ▶ Plastic ground cloth
- ▶ Compass
- ▶ Pocket knife and valid Totin' Chip Card
- ▶ Matches in waterproof container
- ▶ Personal first-aid kit

WHAT TO DO WHEN YOU GET TO CAMP

Arrival

Unit representatives will receive an email in late May to sign-up for an arrival time. We ask that units plan to have all participants arrive at camp before this scheduled time.

Check-in

The first thing the unit should do at the scheduled time is report to meet their assigned unit guide in the parking lot. This unit guide will bring the entire unit to the check-in station to complete check-in and then proceed to medical re-check.

The unit representative should bring the following items to check-in:

- A completed roster reflecting the names of the Scouts attending camp
- Copy of signed Hold Harmless Agreements for Climbing and Shooting Sports for each Scout wishing to participate at any time (merit badge/open program time) in these areas (can be found at <https://susquehannabsa.org/camping/camp-karoondinha/resident-camp/>)

The unit representative should bring the following items to medical re-check:

- All medical forms
- Medications, if needed, with original label (prescription meds must have Scout's name printed on the label)

Everyone – youth and adult – must have a current health form.

A buddy tag will be issued for each person with a health form.

The Check-in Process at a Glance

Arrival to Camp

The unit representative will receive an email in late May to sign-up for an arrival time. The entire unit should plan to arrive at camp before this time and report to the front gate to begin the check-in process.

Unit Guide

Once at the front gate, you will meet with your unit guide. This guide will help direct you through the check-in process and will lead you on a camp tour.

Check-in

The unit guide will first lead your unit to check-in. This will include roster verification, and ensuring additional paperwork such as Outdoor Program permission forms, and additional adult registration paperwork is turned in. You will also pick up armbands, schedules, and any other information from camp here.

Camp Tour and Unit Photograph

The unit's photograph will be taken at the Camp Karoondinha sign at the entrance before beginning the registration process. On Saturday, each unit will be lead on a camp tour by their unit guide. There are a couple of required stops on the camp tour – the Aquatics area (for swim checks) and the Dining Hall (where you will learn about the waiter system).

Sunday Night Campfire

Your unit will meet the resident camp staff at the opening campfire. Scouts and leaders should wear their Field Uniform shirt (commonly referred to as Class A's).

Camp Tour

Upon arriving and checking in on Sunday afternoon, the unit guide will meet their assigned unit at the entrance gate. The unit guide will take the unit on a tour of camp, pointing out camp landmarks and the various program areas. There are a couple of required stops, such as the Aquatics area, and the Dining Hall. Even if the unit has communicated and cleared completing swim checks prior to camp with the Aquatics Director, they still must visit the Aquatics area for safety procedures. Units will then be taken to their campsite. The unit guide and the unit leader will take an inventory of all equipment in the campsite. If any equipment is damaged or missing, the unit guide will note it and report it. The unit guide will also report the number of tents in the site to ensure that each person has a place to sleep. This is a good time to get settled and prepare for lunch and afternoon program.

Unit Photographs

Before entering camp, the unit will organize for a group photograph. Scouts and leaders should be in their Field uniforms whenever possible for their unit photograph. It is a good idea to have the unit arrive at camp already dressed to help save time and keep the check-in process moving. These 8-by-10-inch photographs will be available for purchase in the Trading Post for \$10.

Range & Target Sports Meeting

A meeting for all Scouts participating in ANY Range & Target Sports merit badge or activity during the week are required to attend a safety briefing on Sunday after check-in at 4:30 PM at the Lakefront Pavilion.

Leaders' Meeting

A meeting of key leaders will be held at 6:15 pm on Sunday at the Lakefront Pavilion. At this meeting, members of the camp staff will give an overview of camp policies and procedures, and special program activities that will be offered during the session. Also, an opportunity will be provided to answer questions. In addition, a leaders' meeting will be held each morning after breakfast. At this meeting, unit representatives will get the opportunity to ask questions, and get updates on any special events going on in camp.

Quartermaster

In addition to what is in the campsite, the camp provides equipment through the camp Quartermaster. The Quartermaster is located behind the Trading Post. Items such as tools and cleaning agents, and toilet paper are available for check-out. All tools and unused cleaning products must be returned – clean and in good condition – before the unit checks out. Units are welcome to bring their own items (as listed above) from home.

Tents

Generally speaking, all units will be housed in standard two-person wall tents. These tents have wooden floors with cots. Some campsites are equipped with Adirondack shelters instead of tents. These shelters have four bunk beds. If your unit wants to bring its own tentage to camp, this is permitted but not encouraged.

Two-deep leadership rules still apply, and adults cannot stay in tents with Scouts. If your unit chooses to bring a portion of its own tents, please be sure that you communicate this to the Resident Camp Director, as space for these tents can become a consideration. Camp tents should not be moved for any reason.

Daily Schedule

Each day follows the same schedule shown below. The schedule may vary on the days the unit checks in and checks out. On the first night of resident camp session, the evening activity is a camp wide campfire at Thunderbird, starting at 7:45 pm. Everyone in camp is asked to attend and wear his or her Scout uniform.

7:00 AM	Reveille
7:45 AM	Waiter's Call/AM Flags
8:00 AM	Breakfast
9:00 AM	AM Session
11:15 AM	Open Program
12:15 PM	Waiter's Call/Assembly
12:30 PM	Lunch
1:00 PM	Siesta
2:00 PM	PM Session
4:15 PM	Open Program
5:00 PM	Unit Free Time
5:45 PM	Waiter's Call/PM Flags
6:00 PM	Dinner
7:30 PM	Evening Program
10:00 PM	TAPS

Uniform

The official Scouts BSA Field uniform shirt is recommended for wear by both youth and adults while in camp. This uniform – commonly referred to as Class A uniform – is encouraged to be worn to breakfast, supper, campfires and Tuesday’s *Scouts’ Own* service. The Activity Uniform – commonly referred to as the Class B uniform – consists of a Scouting t-shirt (whenever possible) and may be worn at all other times during camp.

Since the Field Uniform is worn so much, here are a few tips to help it stay fresh longer:

- Don’t wear it at times when it does not have to be worn; change clothes after breakfast and supper to avoid getting it dirty.
- Bring a hanger for the shirt, and keep the neckerchief and slide (if worn) in the same place each time, so they won’t get lost.

It would be a good idea to have several pairs of socks and undergarments to avoid wearing the same pair all session.

Dining Hall

With everyone visiting three times a day, the Dining Hall is the most popular place in camp. Before each meal, units line up in formation on the parade ground outside of the Dining Hall. A member of the staff will take roll call of the units, lead grace, and at the morning and evening meals, lead the flag ceremony. Scouts and leaders should wear their Field uniform to breakfast to raise the colors and at supper to retire the colors. Scouts and Leaders will be divided into two lines and enter the dining hall in an orderly fashion and proceed to their assigned tables. Note that each unit will eat at the same table(s) during their stay at camp. After the meal, the Program Director usually has some important announcements for the camp. We ask that all Scouts remain in the Dining Hall until dismissed by the Dining Hall Steward. The waiter system is used in the Dining Hall for setting the tables and cleaning up after meals. It is important to stop at the Dining Hall during the camp tour for a demonstration of how the waiter system works. Some people have special dietary needs. We will work the best we can in accommodating these needs with the food that we have available. Dietary supplements should be brought from home for specific dietary requirements. Before every meal, a member of the Camp Karoondinha staff will lead the camp in giving thanks. The Camp K Grace is often said. It is recommended that Scouts learn this, so they will be able to join in.

Camp K Grace

Mighty Scoutmaster,
Make our bodies strong,
Our minds sharp,
And our hearts open.

Bless this food and the hands that prepared it.
Bless this day and the time we have together.
And bless Karoondinha, our home forever.

Amen.

Commissioner Staff

The Commissioner staff will stop by the campsites each day to visit and will make sure you have all the supplies and equipment that you need. If there is something broken or missing in your site, they will work to see that it is fixed or replaced.

Shower Facilities

Individual, single stall showering facilities are available in two locations around camp. The main Shower House is located between Harris Cabin and Bear Campsite. The other Shower House is located across the road from White Buffalo and Dan Beard Campsites. Campsite showers are the responsibility of the unit(s) to help keep clean. These showers are considered unisex.

Scouts' Own Service

The Scouts' Own service is a short fellowship service held during Tuesday evening program. The Scouts' Own service is held at the Chapel, located down the path from the Welcome Center. Everyone is encouraged to attend. Camp staff will conduct the Scouts' Own service with assistance from a visiting chaplain. Scouts and/or units may volunteer to assist with the service during the session. Scouts who may be working on a religious award are especially encouraged to do so.

Campfires

Campfires bring out the spirit and fun of camp. We have two campfires planned for resident camp. The first night (Sunday) will feature a grand opening campfire. It will kick off the session with an exciting beginning. Songs, cheers, stunts, and the chance to meet the camp staff will be just a few of the treats in store. On Friday night, we will have a closing campfire with songs and skits done by our units in attendance. Awards and many neat activities are also planned for this campfire. All campfires will start at 7:45pm and should conclude around 9:00pm.

Trading Post

The Trading Post – located near the entrance to camp – stocks a variety of items, such as camp memorabilia (patches, mugs, t-shirts, etc.), program supplies and concession items. The Trading Post is open during the day and evening, except at meals and during camp wide activities. It is a popular place for Scouts and leaders to get a snack and relax. Visa and Mastercard are accepted.

Fishing

Fishing is a popular activity with many Scouts at Camp Karoondinha. Please bring your own equipment for out of session fishing. You may not fish off the dock and on the southern bank of the lake for the safety of our boating program. Fishing can take place on the north, east and west banks of Faylor Lake. The fishing program at Camp Karoondinha is strictly a catch-and-release program.

Lost & Found

Lost and found areas are located at the Trading Post and Dining Hall. If you lose something during the session, check with the Trading Post staff to see if it has been turned in. In addition, the Aquatics area has a small lost and found area. At the end of resident camp, all lost and found items will be boxed and stored until summer camp ends. To make it easier to recover lost items, Scouts should clearly mark their personal possessions with their name and unit number.

Postal Mail & Messages

Scouts may receive mail at camp. Please be sure to include the Scout's unit number on all mail; this will make it much easier to route the mail to the proper recipient. Also include a return address on all mail in case a letter arrives at camp after the Scout has left. Mail service is dependable, but it is recommended that mail not be sent to camp later than the day the unit checks into camp. For such a short session as resident camp, it is

recommended that parents mail their letters about five days before the Scout arrives. A letter or postcard can take from two to four days to reach camp. Any letters or packages that contain currency or valuables should be insured. You can also send a Scout a message that will be printed and delivered to the Scout during their stay. To send a message, go to [our Google Form](#) and fill out the form.

Mailing Example

Scout's Name
Unit #, Campsite Name
Camp Karoondinha
225 Thomas Dam Road
Millmont, PA 17845

Visitors

Visitors should park in the parking lot, check-in at the Campmaster building, and then walk to the campsite area. If desired and adequate space is available, visitors may eat in the Dining Hall with advanced notice to the camp. Visitors may purchase tickets for their meal from the Trading Post as they enter camp. The meal price \$14.00 for breakfast, \$16.00 for lunch, and \$18.00 for dinner, and the meals are served on a regular schedule. Seating space can be a concern for visitors as units have assigned seating, so visitors should be prepared to be at the back of the line and expect to sit in an area apart from the unit as space allows. Visitors at any time should check in and out at the Campmaster building. There are no facilities at Camp Karoondinha to allow visitors to stay overnight.

Safety

While we want every Scout to have a fun and exciting stay at resident camp, safety is the top priority in our program, in the campsite, and around camp. Please take note of the policies and procedures to ensure a fun and safe experience.

Camp Karoondinha has an emergency alarm system. This system will be explained at the leaders' meeting on the first day you are in camp, and a test of the system will be conducted on the first day.

Under no circumstances shall flames of any kind be used in any tent or adirondack. Flashlights or battery-powered lanterns – which do not pose the threat of fire or asphyxiation – are the only acceptable light for use in tents.

Liquid-fueled equipment (kerosene, gasoline, white gas, etc.) is to be used only by adults. Lanterns or stoves may be used in campsites, under adult supervision. Empty propane cylinders should be taken home with the unit and not placed in fireplaces or trash cans, as they may explode when heated.

In Case of Accident or Emergency

Camp Karoondinha has a Health Lodge that is open 24 hours a day and is manned by staff members trained in handling minor accidents and illnesses. In addition, Camp Karoondinha has a working arrangement with physicians in the area for the treatment of more serious cases. If this kind of treatment is required, the Scout's parents will be notified by telephone, and their wishes concerning treatment will be respected. If such a trip is required, we ask that one of the Scout's leaders, along with another adult, drive the Scout to the hospital. This way, the Health Officer will still be in camp to treat any other potential injuries. At the medical re-check, the camp reserves the right to refuse admittance to any Scout or leader who, in the opinion of the Camp Director and Health Officer, has any physical or medical problem that could present a hazard to themselves or others. If a Scout or leader has any special medication, it may be kept in the Health Lodge. For the safety of all camp, all medications must be kept locked up in the campsite. Only certain medications may be turned in to the health lodge at medical re-check, in which case, they will be maintained and distributed through the Health Lodge. If the unit leader is handling medications in the campsite, you must supply an appropriate, lockable container and medications must remain under the control and supervision of an adult. The only exceptions to these rules are for emergency medications, such as asthma inhalers or EpiPens. Other situations and circumstances should be brought to the attention of the Health Officer at medical re-check. Under no circumstances should medication be kept in locked vehicles. Most medications must be stored at, or near, room temperature, or according to manufacturer's recommendations. The extreme temperatures in vehicles may alter the beneficial effects of the medication.

Camp Rules & Hints

- No riding in the back of trucks.
- Throwing things at camp, like rocks and sticks, is not permitted.
- Running in camp should be limited to the open fields and play areas. Camp Karoondinha does not have many flat or level areas on which to run. Roadways and paths are not designed for running.
- No open-toed shoes like flip flops or sandals except in the shower facility.
- The buddy system is where Scouts group together in groups of a minimum of two Scouts. These Scouts then stay together at all times when they are not in the campsite. The buddy system should be used during every meeting, outing, and camping trip. The buddy system is one of the ways to ensure that all Scouts are accounted for and is a very important Barrier to Abuse. Scouts should not be sent to the campsite alone, or on any trip out of a leader's view without a buddy or a leader. Camp is a big place and Scouts often get turned around while walking a common trail, even if they have traveled that way many times before. **Please see the additional information on the buddy system to the right.**

- Any campfire started in the campsite should be completely extinguished before leaving the site for any reason. Unattended fires in camp can be very dangerous.
- Try to keep knife use to a minimum. Open knives in crowded areas and walking with an open knife pose great dangers. Individuals who have knives should be considerate of others and use those knives safely. Sheath knives are not permitted.
- Please do not cut live trees, no matter how big or small they are. Walking sticks may be made from limbs or trees that are already dead and down. Please do not disfigure the trees, bushes, or shrubs.
- If you dig holes for any reason, please fill them up when you are finished. Leaving open holes in activity fields and campsite areas pose a tripping hazard.
- Please do not hang wet clothes inside your tent. Also, do not attach clothes lines to the tent, as these put stress on the tent and can cause it to fall.

Buddy System Guidelines

The buddy system should be used at all times, not just for aquatics...you name it, you need a buddy.

It's recommended that buddies know and be comfortable with each other. No youth should be forced into or made to feel uncomfortable by a buddy assignment.

It is strongly encouraged to pair Scouts of similar abilities, ages and maturity. Buddy pairs should be no more than two years apart in age and should be single gender. There are no boy-girl buddy pairs in any programs, including Venturing and Sea Scouts. Adults (anyone over the age of 18) may not be a youth members buddy. This means that a Venturing crew cannot have a 17-year-old youth be the buddy of a 19-year-old Venturing Participant. In Venturing and Sea Scouting, buddies must be under the age of 18 and aged 18-21.

A buddy team may consist of three Scouts when necessary, like an odd number in a group.

- Clothes lines in campsites should be hung with colored or white cord and as high off the ground as possible to avoid Scouts or leaders walking into them. Please remove any clothes lines that you hang up before leaving camp.
- No pets are allowed in camp.
- Alcoholic beverages are not permitted.
- Firearms are not allowed.

Discrimination Policy

It is the policy of Camp Karoondinha to not to discriminate against any person on the basis of race, color, religion, creed, age, marital status, or any other legally protected characteristic in the administration of any program. Camp Karoondinha will endeavor, as far as practically applicable, to meet the needs of the disabled under the direction of the Americans with Disabilities Act of 1990. Any Scout or leader with a disability requiring the intervention of the camp staff, should contact the camp administration prior to attendance at summer camp.

WHEN IT'S TIME TO GO BACK

Coming & Going

The safety and security of every Scout is of paramount concern to all leaders and staff. To enhance our security efforts, we will require that parents, leaders, or Scouts who are checking into camp over the course of the session to register at the Campmaster building. Scouts who are leaving camp early will need to check out at the Campmaster building with our staff, while being accompanied by an adult from the unit, to authorize the departure. Unit leaders should encourage all guests and visitors to depart by 10:00 pm. If there are concerns of an individual Scout's well-being and protection, the unit representative should contact the Resident Camp Director.

Check-out

The check-out procedure will begin on the last day of each session, and should be completed before 10:30 am. Any unit with special check-out considerations should make plans through the Program Director or the Resident Camp Director. Health forms will be returned to each unit after breakfast at the Health Lodge. After breakfast, the unit will return to the campsite to pack up their gear and clean up the site. Vehicles will be allowed in camp to load personal and unit equipment.

The Check-out Process at a Glance

Paperwork

Directly after breakfast, a leader from each unit should make their way to the Health Lodge to obtain their unit's health forms and any stored medications. Review this before you leave to make sure that it is all correct, and that it all belongs to your unit.

Campsite

Return to the campsite. Pack up all your gear and clean up the site one last time. Remember that other units will be using this site in future sessions.

Trash

Bag up all trash and take it to the edge of the road to be picked up

Quartermaster

Return any borrowed equipment before you leave camp.

ALL THE STUFF TO DO WHILE AT CAMP

Sunday Evening Campfire

This campfire is put on by our camp staff as a way to introduce Scouts and leaders to our camp staff. Due to the nature of the program, Scouts BSA Scouts don't get to interact with all of the members of the staff while at resident camp, so this is a great opportunity to learn who everyone is! All units will meet at the pool at 7:30 pm to learn Aquatics safety, and from there will form a line to enter Thunderbird for the campfire.

Tuesday's Scouts' Own Service

On Tuesday evening at 6:45 pm, units will gather at the Welcome Center and will be led by staff to our Chapel for the Scouts' Own service. This non-denominational service will be less than 30 minutes long, and will allow Scouts to do their Duty to God and practice the twelfth point of the Scout Law: being reverent. Please dress in the Field Uniform for this activity. A collection for the World Friendship Fund will be taken at this time.

Wednesday's Order of the Arrow Ceremony

On Wednesday evening, our council's Order of the Arrow (OA) will perform their annual call-out ceremony for units in attendance that week or visiting camp for the evening. The OA is an honor society of the Boy Scouts of America (BSA), composed of Scouts and Scouters who best exemplify the Scout Oath and Law in their daily lives as elected by their peers.

Friday Evening Campfire

This campfire is put on by the units in attendance during that week. All units will meet at the main entrance to Thunderbird and will be led into the campfire by camp staff. This campfire will recognize the accomplishments of the Scouts and units during the week. This campfire is open for families to visit camp and attend along with their Scout and their unit.

Advanced Archery

Are you a top-notch archer? Find out this summer at the archery range. Advanced Archery allows you to use your archery skills to practice on new and more challenging targets. This is a way for Scouts to move to the next level with their archery skills.

BSA Lifeguard

BSA Lifeguard is a very rigorous program and requires a full-time commitment, but completion of the program will yield a certificate for employment as a lifeguard. It is required that Scouts considering this program be at least 15 years old. It is recommended that the Scouts hold most of the badges offered at the waterfront. Scouts taking the BSA Lifeguard program must bring long pants and a long-sleeved shirt for clothes inflation.

BSA Mile Swim Award

Test your swimming skills by going the extra mile with the Mile Swim. This challenging event will test and enhance your swimming skills. Make it a goal for camp this summer. The BSA Mile Swim is held each week during Scouts BSA Camp.

BSA Stand Up Paddleboard Award

Did you ever want to walk on Lake Faylor? BSA Paddleboarding is the next best thing. The BSA Stand Up Paddleboarding award introduces Scouts to the basics of stand up paddleboarding (SUP) on calm water, including skills, equipment, self-rescue, and safety precautions. This award also encourages Scouts to develop paddling skills that promote fitness and safe aquatics recreation.

Camp Honor Unit Award

During your units stay at camp, your unit will be given the opportunity to complete a list of tasks throughout the week. This form will be included in the 2024 Leader's Guide. As part of this form, units are asked to volunteer to clean bathrooms or a shower house at least once during the week, participates in an inter-unit activity, and initiate a campsite improvement project such as trail maintenance or a conservation project.

Camp-to-Camp Hike

This hike of nearly 30 miles will take place on Monday and Tuesday of both Scouts BSA camp weeks in the Bald Eagle State Forest. Patrols of Scouts will leave from Camp Karoondinha and Seven Mountains Camp (Juniata Valley Council) on Monday and meet for dinner and camping at Poe Paddy State Park. Tuesday morning, the Scouts and their leaders will continue the hikes from Poe Paddy, and they will have dinner at the other's dining hall and be driven back to their starting places. The camp-to-camp hike has been offered occasionally over the years. Scouts must be 14 or older to participate. For a Scout to participate, the unit leader must certify the Scout can complete the hike successfully.

Clean Sweep Award

A Scout is Clean and Helpful. We ask that each unit help keep Camp Karoondinha clean by keeping their campsite clean. Duties may include fire duties, trash pickup, checking tent flaps, cleaning the campsite latrine, etc. The SPL will verify that all duties have been performed in a timely and correct manner. Mid-morning, the Camp Commissioner will make their rounds to verify units are living up to the ideals of the Scout Law. At the end of the week, the top three campsites will be presented with the Clean Sweep Award.

Iron Man Competition

An old camp favorite is returning in 2024! Units will compete in strength, agility, and quickness challenges. The early bird gets the worm, so rise and shine bright and early to test your courage in this grueling challenge on Wednesday morning!

Cardboard Boat Regatta

During open program on Friday afternoon, there will be a Cardboard Boat Regatta held on Faylor Lake, weather permitting. In order to participate, Scouts and/or leaders must have obtained the “Swimmer” classification during swim tests.

Cardboard Boat Regatta Rules

Materials

Cardboard, Duct Tape, Uniting Tape, Hot Glue, Rope or String

Rules

1. Only the items listed above may be used to build boats. Cardboard tubes are permitted but cannot have wood or plastic used to cap the ends. No pre-treated or waxed cardboard is permitted.
2. Design is the builder’s choice. Make your boat look like a race car, a yacht, dragon, flying saucer...let your imagination reign supreme.
3. Only permanent markers can be used to decorate your boat. Use of paint, stickers, etc. will result in disqualification.
4. No wrapping in tape, however, tape may be used to reinforce the bottom of your boat.
5. You must provide your own oar and the paddle. The paddle may only be used to propel the boat. Oars may be made of any material. Rafts or flat boats which use legs for propulsion are not allowed.
6. Each participant must wear a PFD at all times when in or on the water, otherwise, the team will be disqualified.
7. Each unit may have multiple entries, however, no individual scout may be associated with more than one entry.
8. Each boat must carry at least two team members.
9. Boats may be built prior to the camp week. Boats may also be built during the camp week; however all materials must be brought with you. All boats must pass inspection prior to racing.
10. Team members in the boat must not be enclosed above the shoulders. Team members must be visible at all times while the boat is in the water.
11. Team members who start the race must finish the race without leaving the interior of the boat. If a team member exits the boat for any reason during the race, the team will be disqualified.
12. When a boat is finished the race, the team must remove the boat and any leftover cardboard debris from the water area and dispose of it at the designated trash area.
13. Teams are not allowed to sabotage anyone else’s boat. Any rough housing in the water will lead to disqualification.
14. All participants must be wearing a bathing suit and shorts (no denim)
15. Team members must supply their own towels.
16. Judging will be based on time at the completion of the race or distance traveled and time the boat sinks.

Suggestions

- Bring a supply of towels.
- Bring a change of clothes, you WILL get WET!!
- Most importantly... have FUN!!!

Awards

- Speed Boat Award for the team that completes the course in the fastest amount of time.
- Titanic Award for the most spectacular sinking
- Design Star Award for the best design and theme (including boat and crew)

Knotmaster Program

New program for 2024! The purpose of the Knotmaster Program is to encourage Scouts to learn the uses, classifications and, of course, how to tie knots commonly used in Scouting. A Scout's mastery of a set of knots is tested by members of our Scoutcraft staff to advance through each level. A loop of colored rope is used to identify a Scout's current level in the program.

- **Level One** Scouts wear a white rope. There are four knots and skills which must be demonstrated for this level: square knot, half hitch, whip a rope, fuse a rope
- **Level Two** Scouts wear a yellow rope. There are three knots and skills which must be demonstrated for this level: two half-hitches, taut-line hitch, square knot while wearing gloves
- **Level Three** Scouts wear an orange rope. There are four knots which must be demonstrated for this level: timber hitch, clove hitch, bowline, figure eight. A log, thick tool handle, bundled tent, or similar is required for the timber hitch.
- **Level Four** Scouts wear a green rope. There are six knots and lashing which must be demonstrated for this level: sheet bend, sheepshank, one-handed bowline, square lashing, diagonal lashing, shear lashing. Two sticks are required for the lashings.
- **Level Five Knot Masters** wear a purple rope. There are six knots and skills which must be demonstrated for this level: bowline on a bight, draw hitch/highwayman's hitch, Alpine butterfly, double sheet bend, Prusik, bowline while blindfolded
- **Level Six Knot Masters** wear a blue rope. There are seven knots and splices which must be demonstrated for this level: constrictor knot, cat's paw, fisherman's knot, water knot, end splice, eye splice, short splice
- **Level Seven Knot Master Mentors** wear a single red and black rope or a red rope and a black rope together. There are six knots which must be demonstrated for this level: masthead, pipe hitch, hondo, barrel hitch, rolling hitch, Carrick bend

Troop adults and Scouters may also participate in this program. This program is designed to be a multi-year program, one that Scouts will want to return to camp for year after year!

Muzzleloader

Camp Karoondinha is proud to offer this UNIQUE older Scouts program to Scouts who are at least 14 years of age and are registered in (while at camp) or have completed the Rifle and/or Shotgun merit badge. Scouts learn about muzzleloading rifles, their history, and safe shooting techniques. Adult leaders may also join this class, space permitting, by seeing the Range & Target Sports Area Director before the evening program.

Open Program Periods

Every program area has open time scheduled. This time can be used by Scouts to supplement their instructional time or participate in additional programming. Each program area will have activities available throughout the week. These activities will be announced daily.

Paul Bunyan Woodsman Award

Have you ever wondered what it was like to live like Paul Bunyan in the American Frontier? The Paul Bunyan Woodsman Award will be offered this year at the Scoutcraft Area! Think of it like an Advanced Totin' Chip program. Participants will get hands-on experience learning how to use various woods tools and will spend time working on a conservation project at camp. Participants must arrive to camp having already earned the Totin' Chip and should bring a long sleeve shirt and pants (such as work jeans and shoes).

Polar Bear Swim

Attention early risers! The Polar Bear swim is held during each Scouts BSA session, beginning with calisthenics followed by a quick dip in the pool. Be sure to bring a towel and warm clothes for after the swim. It's not called Polar Bear for nothing! We hope to see you there.

CIT Program

The Camp Karoondinha Counselor-In-Training program is for Scouts, venturers, and/or sea Scouts who are ready to take the next step in leadership by learning how to counsel other Scouts in a fun, outdoor environment. Participants must be 14 years old before the start of camp and Scouts must have earned at least First Class rank (if enrolled in the Scouts BSA program).

The CIT program allows half the day for the Scout's own advancement and half the day for training, observing, and developing instructional techniques under careful guidance. CITs are exposed to as many program areas as possible, and some camp support areas as well. Each CIT is paired with a staff member mentor who will serve as a guide and resource throughout the experience. CITs are encouraged to stay with their unit when the unit is in camp so that their leadership is available to the unit while at summer camp.

Staff

One of the ultimate Scouting experiences: Summer Resident Camp Staff. Open to young men and women age 15 and over, resident camp staff is where bonds are made that last a lifetime. Staff members are paid to share their knowledge, skills, and years of Scouting experience with a new generation. Staff positions are available for older youth and adults in every program and support area. For more information, contact the Camp Director at susq.camp.k@gmail.com.



PROGRAM INFORMATION

Session Offerings

Camp Karoondinha is proud to offer programs for Scouts of all ages! First-year campers often enjoy our Trail-to-Eagle program, Scouts of all ages enjoy our merit badge program, and older Scouts enjoy our revamped Trades Experience and new Older Youth programs. We offer training courses and special activities for adult leaders, and open programming in the evenings with come-and-go activities for Scouts and adult leaders alike! Detailed descriptions of each program are included later in the guide.

Per BSA policy, all merit badges are available to be taken by any Scout. However, the physical or mental demands of some of our programs are more suited toward Scouts of a particular age, maturity, or skill level. In this guide, you will see our recommendations for which merit badges and programs are recommended for younger Scouts, older Scouts, or all Scouts. Please keep in mind that the unit leader is responsible for ensuring that all Scouts meet maturity and skill level requirements for all sessions. **Scouts who have already earned a merit badge are not eligible to sign up for that merit badge session again.** This allows every Scout the opportunity to participate in the program.

Some programs have age restrictions, prerequisites and other requirements that cannot be completed at camp.



Aquatics

Recommended for All Scouts



Kayaking MB



Swimming MB

Recommended for 2nd Year+ Scouts



Canoeing MB



Lifesaving MB



Rowing MB



Small Boat Sailing MB



BSA Mile Swim



BSA SUP

Recommended for Scouts Age 15+



BSA Lifeguard



Recommended for All Scouts



Bird Study MB



Fish & Wildlife Management MB



Nature MB

Recommended for 2nd Year+ Scouts



Reptile & Amphibian Study MB



Archaeology MB



Soil & Water Conservation MB

Recommended for Scouts Age 13+



Environmental Science MB



Recommended for All Scouts



Art MB



Game Design MB



Leatherwork MB



Pottery MB



Sculpture MB



Wood Carving MB

Recommended for 2nd Year+ Scouts



Basketry MB



Movie Making MB



Photography MB



Recommended for 2nd Year+ Scouts



First Aid MB

Recommended for Scouts Age 13+



Emergency Preparedness MB



Search & Rescue MB



Recommended for 2nd Year+ Scouts



Archery MB



Rifle MB

Recommended for Scouts Age 13+



Shotgun MB



Recommended for All Scouts



Fishing MB



Fly Fishing MB

Recommended for 2nd Year+ Scouts



Signs, Signals, & Codes MB



Camping MB



Orienteering MB



Wilderness Survival MB

Recommended for Scouts Age 13+



Pioneering MB



Paul Bunyan Woodsman Award



Recommended for All Scouts



Animation MB



Game Design MB

Recommended for 2nd Year+ Scouts



Drafting MB



Electronics MB



Composite Materials MS



Model Design & Building MB

Recommended for Scouts Age 13+



Programming MB



Robotics MB



About the Kickstart Program

The merit badge program at summer camp this year is offering a “kick start” program for three merit badges that are Eagle required. The intent of the Kick Start Program at camp is to give scouts an opportunity to get a solid start towards completing the requirements for selected Eagle required MBs that many scouts find daunting. Thus, the Scout will be given the opportunity to complete selected requirements for the MB, but not all, to get them started on the MB and make significant progress. Consequently, the intended outcome for the work completed on these MB is a partial completion. The remaining requirements are capstone requirements, many requiring an extended period of time, that are best completed with a MB counselor after camp. It will not be possible to complete these MBs at summer camp with no exceptions.

The Kick Start program is only available to Scouts that have already earned the rank of First Class or higher prior to attendance at camp. Registration for a merit badge in the Kickstart Program will take place at camp on Sunday. If the number of Scouts requesting to register for a merit badge in the Kickstart program exceeds the capacity for the merit badge offering, priority will be given to register the older Scouts. The merit badges in the Kickstart program are available in addition to the merit badges offered during the main program time. Scouts that register for a merit badge in the Kickstart program will have sessions scheduled during the open area time before lunch and/or late afternoon, to be determined by the counselor. The merit badge sessions for the Kickstart program will be scheduled Tuesday – Friday. The counselors for the merit badges in the Kickstart program will be a volunteer that is approved by the council as a counselor for that merit badge, so most, if not all, will not be on the camp staff and only available during planned sessions in the week.

Recommended for First Class+ Scouts



Citizenship in the World MB



Personal Fitness MB



Personal Management MB



Recommended for Scouts Age 14+



Electricity MB



Farm Mechanics MB



Plumbing MB



Welding MB



Recommended for 2nd Year+ Scouts



Climbing MB



Horsemanship MB

We are working diligently to offer the Welding MB and Climbing MB. However, it is possible that we may not be able to obtain all the required equipment/materials for welding this summer and obtain the required certification of the climbing tower. We should know by the end of April if we can definitely offer these MBs. Scouts should register if he/she wants to obtain the MB. We will notify the units as soon as possible if offering these MBs is not possible. If any unit leader has any welding contact, please reach out to Program Director Amanda Lebo at amandaklebo@gmail.com.



Recommended for 1st Year Scouts



For any Scout, summer camp spells out the ultimate adventure in Scouting! Picture this: you're diving headfirst into the wilderness, trying out new skills, and bonding with your fellow Scouts. It's like stepping into a whole new world of excitement and exploration.

Now, imagine being a first-year Scouts BSA Scout at Camp Karoondinha. You're part of something special called the Trail-to-Eagle (TTE) program, tailor-made just for you. Here, you'll dive into all sorts of cool activities, from tying knots like a pro to mastering the art of building a campfire. Plus, there's hiking, swimming, and even learning how to handle an axe and pocketknife (safely, of course!).

What's awesome about our schedule is that it's like a double dose of fun! You get to pick whether you want to rock the morning sessions (9 am to 11:15 am) or hit up the afternoon adventures (2 pm to 4:15 pm). And don't worry, there are plenty of other activities to fill up your day, like earning merit badges and exploring all the cool stuff Camp Karoondinha has to offer.

Throughout the week, you'll be leveling up your Scout skills. Think about it: you'll be well on your way to earning badges like Scout, Tenderfoot, Second Class, and First Class. But hey, it's not all about badges and ranks. The main goal here? Having a blast and leaving camp with a ton of awesome memories and a newfound love for everything Scouting has to offer!



NEW FOR 2024! Camp Karoondinha's Older Youth Program is for older Scouts in the Boy Scouts of America who want to attend summer camp with their unit but are looking for something more than merit badges. Older Youth Program participants camp with their unit, then head out for adventure during the day returning by dinner to participate in evening camp program options. Scouts can even hop back and forth between days of merit badges and days of the Older Youth Program! Mix and match, the possibilities are endless!

If you are ready to experience true high adventure, then our Older Youth Program is for you! These unique treks are available for Scouts BSA Scouts, Venturers, Sea Scouts, and Explorers 14 years of age or older. Your entire unit (of qualifying age) can participate together, or individuals can sign up on their own to participate with other Scouts. However, we will have limited capacity for this program. Each day, participants select a different adventure activity either on-site at Camp Karoondinha or off-site in conjunction with our partner vendors. All activities are led and supported by our OUTSTANDING Camp Karoondinha staff.

Specific details of the Older being offered this summer are still being finalized. Treks being considered for this summer include:

- Monday and Tuesday: Camp-to-Camp Hike from Camp Karoondinha to Seven Mountains Scout Camp (CONFIRMED)
- SCUBA
- Horseback Riding
- Stream/River Kayaking/Tubing
- Knife/Tomahawk Throwing
- C.O.P.E.
- Mountain Biking
- Aviation

TWILIGHT & EVENING ACTIVITIES

New for 2024, Camp Karoondinha is proud to offer an expanded list of programming in the evenings – there’s always something to do after supper! A final evening program will be distributed at camp.

Chapel	Muzzleloader
Cracker Barrel	OA Call-Out Ceremony
Fly Fishing	Open Climbing
Free Swim	Open Nature
Frog Hunt	Open STEM
Game Night	Pioneering Competition
Karaoke	Tie-Dye & Paracord Crafts
Kickball Game	Trivia
Knotmaster Program	Wilderness Survival Outpost

LEADER TRAININGS & ACTIVITIES

Trainings

A survey will be administered in conjunction with April’s Leaders meeting to determine interest in potential trainings for leaders to be completed at resident camp. Potential trainings *may* include:

- Merit Badge Counselor training
- New Member Coordinator training
- Safe Swim Defense
- Climb on Safely
- Paddle Craft Safety
- Leave No Trace Training
- Coffee Drinking Merit Badge
- Working with Scouts with Special Needs
- Trek Safely
- Napping Merit Badge
- Safety Afloat
- American Red Cross First Aid & CPR/AED training

FREE COFFEE!!!

It is no secret that caffeine keeps our unit leaders going during their week-long stay at camp! For your convenience, coffee and tea are available every morning beginning at 7:00 AM and throughout the day in the dining hall. Stop by and fill up your cup to keep up with those Scouts all day long!

Leaders Social & Scout Leader Cook-off

On Thursday at 8:00 PM, we will be hosting a special event, the Leaders Social & Cook-off in the Lakefront Pavilion. The Leaders Social will offer a fantastic opportunity for leaders to unwind, socialize, and share some quality time with our esteemed camp administration. It promises to be a delightful gathering filled with camaraderie and good cheer! You will also have the chance to showcase your cooking prowess, and as the culinary battle heats up, only one unit can walk away with the prestigious Camp Karoondinha Scout Leader Cook-off apron! **This year's theme is Hawaiian Cuisine and Desserts!**

Unit Leader Achievement Award

The Camp Karoondinha Unit Leader Achievement Award, a.k.a. Scoutmaster Merit Badge, recognizes the tremendous contribution adult leaders make to the camp and the Scouts in attendance. To qualify for the award, an adult leader will complete a variety of tasks during their week-long stay at camp. These tasks may include things like general upkeep around camp, assisting in program areas and/or the kitchen, and more!

Unit Leader Step Challenge

Get ready for an energizing challenge during each week of our summer camp! We are thrilled to announce the Steps Challenge for Leaders, an exciting opportunity for all our leaders to showcase their walking prowess and lead by example. Starting every Sunday at 6:00 pm and concluding on Friday at 12:00 pm, participants will be tracking their steps throughout the week. The leader who records the most walking steps during this period will be honored with the prestigious CRK Step Master Award. It's a chance to not only stay active and healthy but also inspire others through their dedication to fitness. So put on your walking shoes and get ready to step up for the challenge of a lifetime! Let's see who will claim the title of Step Master for each week of camp!

Session Assistance

Often, adults in camp bring with them special knowledge or skills that would be beneficial to various merit badge sessions. If any adult would like to assist with a merit badge – or offer one not on the schedule – please e-mail the Program Director (amandaklebo@gmail.com). They will discuss details such as prerequisites, material needs, session times and capacity. The Administration staff will notify units coming to camp of the special offerings and assist with generating end of week advancement reports.

Also, adults are needed to help with transportation for field trips for the Older Youth Program sessions. Please contact the Program Director for more information.

Unit Leader Iron Man Competition

Your athleticism need not match that of your Scouts, or even your own in your glory days! A twist on the Scout Ironman Competition will be sure to have you laughing and having a good time.

PROGRAM SCHEDULE

2024 Daily Program Schedule

Time	Program Area	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
7:00		Réveille (Staff Breakfast 7:15 - 7:45 AM)				
7:45	Parade Field	Morning Flags				
8:00	Dining Hall	Camper Breakfast				
		PERIOD 1		PERIOD 3	PERIOD 5	
9:00-11:15	STEM	Animation Programming		Electronics Robotics	Model Design & Building*	
	Handicraft	Woodcarving Photography		Game Design Leatherworking	Art (AM) Pottery*	
	Scoutcraft	Camping Fishing Seven Mountains Hike (Weeks 1 & 2)		Orienteering* Pioneering	Orienteering* Mile Hike (AM)	
	Ecology	Environmental Science Bird Study		Environmental Science Soil & Water Conservation	Conservation Project (AM) Archaeology *	
	@ Harris Cabin	Trail to Eagle	Tenderfoot	2nd Class	1st Class *	
	Health Lodge	First Aid		Emergency Preparedness	First Aid* Search & Rescue*	
	Lakefront	Canoeing Rowing		Kayaking Small Boat Sailing	Small Boat Sailing* Stand-up Paddleboard (AM)	
	Pool	Swimming		Swimming	Mile Swim	
	Shooting Sports	Archery Rifle Shotgun		Archery Rifle Shotgun	Adv Archery Open Range Open Range	
	COPE	Climbing* (M-T AM & PM)				
@ Maint. Building	Trades	Welding (M - Th Course) ***pending obtaining equipment***			Farm Mechanics*	
11:15-12:00	Pool	Mile Swim Swim Instruction		Mile Swim Swim Instruction	Open Swim	
	All Other Areas	Open Area		Open Area	Open Area	
12:45	Parade Field	Assembly (Staff Lunch 12:15 - 12:45)				
1:00	Dining Hall	Camper Lunch				
1:30		Siesta				
		PERIOD 2		PERIOD 4	PERIOD 5	
2:00-4:15	STEM	Robotics Game Design		Drafting Composite Materials	Model Design & Building*	
	Handicraft	Basketry Leatherworking		Moviemaking Woodcarving	Sculpture (PM) Pottery*	
	Scoutcraft	Wilderness Survival Paul Bunyan Woodsman Award Seven Mountains Hike (Weeks 1 & 2)		Camping Signs, Signals, and Codes	Orienteering* Mile Hike (PM)	
	Ecology	Reptile & Amphibian Study Fish & Wildlife Management		Environmental Science Nature	Conservation Project (PM) Archaeology *	
	@ Harris Cabin	Trail to Eagle	Tenderfoot	Second Class	First Class*	
	Health Lodge	Emergency Preparedness		First Aid	First Aid* Search & Rescue*	
	Lakefront	Kayaking Small Boat Sailing		Canoeing Rowing	Small Boat Sailing* Stand-up Paddleboard (PM)	
	Pool	Lifesaving BSA Lifeguard (M - F Course)		Lifesaving		
	Shooting Sports	Archery Rifle Shotgun		Archery Rifle Shotgun	Open Range Open Range Open Range	
	COPE	Climbing* (M-T AM & PM)				
@ Maint. Building	Trades	Electricity		Plumbing	Farm Mechanics*	
4:15-5:00	Pool	Open Swim		Open Swim	Open Swim	
	All Other Areas	Open Area		Open Area	Open Area	
5:45	Parade Field	Flags (Staff Dinner 5:15-5:45)				*Denotes a Full Day Program
6:00	Dining Hall	Camper Dinner				
7:30	Campfire	Open Program	Chapel/Open Prog	OA Ceremony	Open Program	Campfire

Other Programming

Polar Plunge - Every Morning @ 6:30 AM
Wilderness Survival Campout - Tuesday after Chapel

Meetings:

9:15 AM Leader's Meeting
1:30 PM SPL Meeting

PREREQUISITES & “BE PREPARED”

Prior to coming to camp, it is necessary for each scout to complete or be prepared to complete the work on selected requirements for most merit badges (MB). Those requirements are categorized into one of two categories:

- 1) Prerequisite requirements (complete before camp) and
- 2) “Be Prepared” requirements (do or prepare before camp). The expectations for those two categories are described below.

Scouts are strongly encouraged to use the current merit badge pamphlet for the MB as a resource to prepare for completion of all requirements. The pamphlets are available from another scout, a troop library, the council’s scout store, and on-line download (at scoutshop.org). Prior to attending camp, the Scout must review the most current requirements for each MB available at this link.

Prerequisite Requirements

Before the scout attends camp, the expectation is for the scout to complete the requirement.

The scout must bring evidence of completion, such as a card or certificate (like for the Totin’ Chip), certification from the SM, or, in many cases, initials of a MB counselor on a blue card for the requirement.

If the scout has not completed the requirement before camp it may prevent the scout from participating further in that MB activity at camp. In select cases, at the discretion of the MB counselor, when the scout has not completed the requirement before camp and are allowed to still participate in that MB activity, they will not be able to complete that requirement and will receive a partial completion of requirements for the MB.

“Be Prepared” Requirements

Before the scout attends camp, the expectation is for the scout to do the work to prepare to complete the requirement. **It is required homework.** This helps the scout prepare for the best experience. Examples of such requirements are:

- research,
- learn the required information,
- take notes,
- prepare something in writing,
- visit a place or location.

Thus, the scout is prepared to perform the final step at camp to complete a requirement by “showing their stuff” to the counselor. The preparation is so that the scout can demonstrate to his counselor upon arrival at camp, without any additional time or instruction, that he is able to meet the requirement as stated, such as being able to:

- Verbally discuss
- Verbally explain
- Verbally describe
- Present the required information (such as a list)

- Submit information in writing
- Provide a drawing, sketch, plan, etc.

If the requirement states “with counselor’s approval”, the scout must obtain the SM’s approval, instead of a counselor, that what the scout plans to do will meet the requirement (this applies only to the “Be prepared” requirements for camp). The Scout may want to bring their work on some or all “Be prepared” requirements in writing to camp to use for any discussion required to complete the requirement and reduce the time needed for the scout to complete the requirement at camp.

In most cases, if the scout is not prepared to complete the requirement upon arrival, they will not be able to complete that requirement and will receive a partial completion of requirements for the MB. In some cases, if the scout is not prepared, at the discretion of the counselor, the scout may be allowed to do the work during camp to prepare for completion of the requirement and make special arrangements for completion of the requirement at camp.

Rating

The rating for each merit badge is the suggested minimum rank for a scout to register for that merit badge to ensure the scout has the knowledge, skills, physical abilities, and/or maturity to be able to successfully complete the requirements for that merit badge. Exceptions may be approved by the unit leader during the pre-camp discussion to review the Scout’s merit badge choices before registration, if the unit leader determines that the Scout possesses the knowledge, skills, physical abilities and/or maturity to be able to successfully complete the requirements for that merit badge.

	Rating	Prerequisite MB requirements - complete before camp	"Be Prepared" MB requirements	Special instructions
		MB requirement prerequisites - must complete before attend camp and bring proof of completion	MB requirements must do or prepare before camp to "show your stuff" at camp without any additional instruction or training	
AQUATICS				
Canoeing	First Class	Rqmt: 2 [complete BSA swimmer test]		Rqmt 2: the test will be administered at camp. Bring closed-toes shoes that can get wet.
Kayaking	Second Class	Rqmt: 2 [complete BSA swimmer test]		Rqmt 2: the test will be administered at camp. Bring closed-toes shoes that can get wet.
Lifesaving	Life	Rqmt: 2a (Swimming MB)		
Rowing	Second Class	Rqmt: 2 [complete BSA swimmer test]		Rqmt 2: the test will be administered at camp. Bring closed-toes shoes that can get wet.
Small Boat Sailing	First Class	Rqmt: 2 [complete BSA swimmer test]		Rqmt 2: the test will be administered at camp. Bring closed-toes shoes that can get wet.
Swimming	Tenderfoot	Rqmt: 2 [complete BSA swimmer test]		Rqmt 2: the test will be administered at camp. Bring closed-toes shoes that can get wet.
COPE				
Climbing	Second Class		Rqmt: 1, 2	Must bring and wear long pants and sneakers
ECOLOGY				
Archaeology	First Class		Rqmt: 8, 9	Rqmt 10: will do b
Bird Study	Tenderfoot		Rqmt: 1, 5, 8b, 11	Rqmt 9: will do a
Environmental Science	Star		Rqmt: 1, 2, 6	Rqmt 3: will do d
Fish and Wildlife Management	Second Class		Rqmt: 4, 8	
Nature	Second Class			Rqmt 4: will do b, c, e, g, and h

MB offerings at Camp K - 2024

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	Rating	Prerequisite MB requirements - complete before camp	"Be Prepared" MB requirements	Special instructions
Reptile & Amphibian Stu	First Class		Rqmt: 8	Rqmt 8a: bring a log of activity in maintaining the animal and pictures. Rqmt 8b: bring a log of visits, record the required information, and pictures. Bring water shoes.
Soil and Water Conserva	First Class		Rqmt: 7e	Rqmt 7: will do d, e, or f
HANDICRAFT				
Art	Second Class		Rqmt: 6, 7	Rqmt 6: bring a list of the pieces of art viewed at the the location and some pictures of the visit.
Basketry	Second Class			
Game Design	Second Class		Rqmt: 1, 2, 8	
Movie Making	First Class		Rqmt: 4, [if selected: 3a]	Bring recording device.
Leatherwork	Tenderfoot	[if selected: 5b]	Rqmt: [if selected: 5a, 5c or 5d]	
Photography	First Class	Rqmt: 1b	Rqmt: 8	Rqmt 1b: watch the video. Rqmt 4: will do a, b, or d (c only if have DSLR). Bring a DSLR, if possible - preferably Nikon or Canon.
Pottery	Tenderfoot		Rqmt: 7c and 8	
Sculpture	Tenderfoot		Rqmt: 3, [if selected: 2c]	
Woodcarving	Tenderfoot	Rqmt: 2a [Totin' Chip - bring card]		
HEALTH & SAFETY				
Emergency Prep	Star		Rqmt: 2, 6c, 8b, 9	Rqmt 8b: bring the actual personal pack to camp and bring pictures of the contents of the family kit laid out on display. Rqmt 9: if select 9a, bring copy of the home safety checklist used for the inspection (a suggested checklist is available at susquehannabsa.org/resident-camp). Completion of First Aid MB is requirement 1 to complete this
First Aid	First Class		Rqmt: 1, 5	Rqmt 5: bring pictures of the contents of the kit laid out on display.

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	Rating	Prerequisite MB requirements - complete before camp	"Be Prepared" MB requirements	Special instructions
Search and Rescue	Star		1b, 4, 6a, 10	For rqmt 1b review the first aid and prevention for the types of injuries or illnesses that could occur. For rqmt 5, watch the following video before the event: Introduction to the Incident Command System (nine minutes) - www.youtube.com/watch?v=P-dPBso2xPM . For rqmt 10, prepare a written answer for each and bring the written answer to the MBC event. Also, read through this website - www.sarsat.noaa.gov/emergency-406-beacons .
SCOUTCRAFT				
Camping	First Class	Rqmt: 7, 8c, 8d	Rqmt: 2, 4, 5e, 9	Rqmt 7, 8c, 8d: bring a blue card with a counselor's initials that the requirements were completed or complete these requirements after camp. Rqmt 5e, SM must provide certification in writing of completion. Rqmt 9a: bring a list signed by the SM of camping nights showing the dates, locations, and if slept in a tent or under the sky. Rqmt 9b: annotate on the list for 9a during which camping experience an additional activity was completed and what activity. Rqmt 9c: bring certification in writing from the landowner or land managing agency that a conservation project was performed and what project. Bring a back pack.
Fishing	Second Class	Rqmt: 10	Rqmt: 6a, 7, 8	Rqmt 10: SM must provide certification in writing of completion.
Fly Fishing	Second Class		Rqmt: 1b, 9	

	Rating	Prerequisite MB requirements - complete before camp	"Be Prepared" MB requirements	Special instructions
Orienteering	First Class	Rqmt: 7, 8, 9	Rqmt: 1	Rqmt 7, 8, 9: bring a blue card with a counselor's initials that the requirements were completed or complete these requirements after camp.
Pioneering	Star		Rqmt: 2 - learn and practice doing the whipping, tying the knots, and tying the lashings specified in this rqmt.	Be proficient in tying the knots required for Tenderfoot, Second Class, and First Class and the lashings required for First Class.
Signs, Signals & Codes	First Class		Rqmt: 7	Rqmt 7: SM must provide certification in writing of completion.
Wilderness Survival	First Class		Rqmt: 5	Rqmt 5: bring the actual personal kit to camp.
SCIENCE & TECHNOLOGY				
Animation	Second Class		Rqmt: 1a, 1b, 4a, 5	
Composite Materials	Second Class		Rqmt: 4b and 6	For rqmt 4b & 6, prepare a written answer for each and bring the written answer to camp.
Drafting	Second Class		Rqmt: 7	
Electronics	First Class		Rqmt 6	
Model Design & Building	Second Class		Rqmt: 6	
Programming	First Class	Rqmt: 1a	Rqmt: 1b, 2 & 6	Rqmt 1a: watch the video.
Robotics	Star		Rqmt: 1, 2, 3, 6, 7	
SHOOTING SPORTS				
Archery	First Class		Rqmt: 1	
Rifle Shooting	First Class		Rqmt: 1	Rqmt 1f: if have completed a state hunter education course, bring a copy of certificate.
Shotgun Shooting	Star		Rqmt: 1	Rqmt 1f: if have completed a state hunter education course, bring a copy of certificate.
SPORTS				
Horsemanship	Second Class			

	Rating	Prerequisite MB requirements - complete before camp	"Be Prepared" MB requirements	Special instructions
TRADES				
Electricity	First Class		Rqmt: 2, 7, 8, 9a	Rqmt 2, bring copy of the electrical home safety checklist used for the inspection (a suggested checklist is available at susquehannabsa.org/resident-camp). Rqmt 7: write down what you have done. Rqmt 8, make the floor plan and take pictures of the fuse or circuit box. Rqmt 9a: write down the reading, bring a copy of a bill, and bring your calculations of cost
Farm Mechanics	First Class		Rqmt: 5, 7	Will do Rqmt 4b. Rqmt 5: Visit a dealer, conduct the interview, and come prepared to report on what you learned.
Plumbing	First Class		Rqmt: 1b, 2a, 2b	For rqmt 1b, prepare a written answer for each and bring the written answer camp. For rqmt 2a & 2b, the drawing should be on 8 1/2 x 11 sheet of paper, with the answers on a separate sheet. Bring the drawings and answers to the session in a binder or folder to camp.
Welding	First Class		Rqmt: 7	For rqmt 7, prepare a written answer for each and bring the written answer to camp. Must bring and wear long pants, closed toed shoes (leather boots preferable) and long sleeve shirt.
KICK START PROGRAM {partials only}				
		Requirements will complete at camp	Be Prepared MB requirements	Requirements will complete after camp
Citizenship in the World	First Class	1, 2, 3, 5, 6	3	4, 7
Personal Fitness	First Class	1, 2, 3, 4, 5	1	6, 7, 8, 9
Personal Management	First Class	3, 4, 5, 6, 7, 10	10	1, 2, 8, 9

WAITER SCHEDULE

Table Waiter Schedule

Table waiters should report to the dining hall 15 minutes early to prepare tables. Waiters should plan to stay for up to 15 minutes after the meal.

	Breakfast 8:00 AM Waiters 7:45 AM	Lunch 1:00 PM Waiters 12:45 PM	Dinner 6:00 PM Waiters 5:45 PM
Sunday			Grab & Go Meal NO WAITERS NEEDED
Monday			
Tuesday			
Wednesday			
Thursday			
Friday			
Saturday			

Troop: _____

PICTURE ORDER FORM

Camp Karoondinha 2024 Camp Picture Order Form

Unit Number (pack, troop or crew) _____ Name _____

Session Attended (please select one)

_____ Cub / Webelos Camp (June 22-June 27)

_____ Cub / Webelos Camp (June 29-July 4)

_____ Scouts BSA Session One (July 7-July 13)

_____ Scouts BSA Session Two (July 14-July 20)

Number of prints you are ordering _____ X \$10.00 = Total Amount Due \$ _____

Total Paid \$ _____

Payment Method Used _____ Cash _____ Credit Card _____ Check # _____

In the event that your order must be mailed, please provide your full mailing address below and contact information

Street Address _____ Apt. No. _____

City (Town) _____ State _____ Zip _____

Phone Contacts () _____ - _____ / () _____ - _____

Emails _____ / _____

Please provide any notes or comments to accompany your order:

CAMPSITE INSPECTION GUIDELINES

Guidelines for Cub Scouts and Scouts BSA Summer Camp Inspectors

The following information is for all Unit Leaders and Campsite Inspectors.

TENTS:

- ★ Neat and orderly - tent flags should be rolled up and secured, if possible (weather permitting). Some tents will be missing ties; points will not be taken off for this reason. Flaps should not be tossed or folded back over the tent roof (should be rolled inwards).
- ★ Bedding (sleeping bags, pillows, blankets) should be in neat arrangement on the cots.
- ★ Clothing should be folded neatly on top of the bedding, hung inside the tent on a rope, or stored in packs or baggage under the cot.
- ★ Outriggers and tent poles are not clotheslines. Do not use them as such.
- ★ Litter should not be present in tents. A scout is clean!

FIRE PROTECTION:

- ★ Fire tools should be stored near the fire ring with easy access. This makes a good pioneering project.
- ★ The campfire area should be neat and free of litter. This is outdoor camping and natural materials are all around us. Points should not be taken off if a leaf or two is around. All combustible materials should be at least 10 feet away from the fire. The fire should have a minimal amount of ashes associated with a clean campfire from the night before. A campfire can be set for the next campfire. If it has unburnt or partially burnt wood in the fire ring, it should be cold if no one is in camp.

TROOP & PATROL EQUIPMENT:

- ★ All camping equipment should be stored away and clean.
- ★ Duty rosters need to be filled out and posted (waiter and fire guard).

AX YARD (OPTIONAL FOR CUB SCOUTS)

- ★ The ax yard should be set up away from the campsite. It must be the full swing of an ax around all areas. It should be marked or easily recognized. Saws and axes should be stored properly.

CAMPSITE/HEALTH/SAFETY

- ★ The first aid kit should be visible to an observer.
- ★ Washing facilities should be clean and neat.
- ★ Camp gadgets should be encouraged in the campsite. Use of lashings should be visible. Tool holders, towel racks, tables, gateways, etc. lashed from rope or twine are examples of camp gadgets.
- ★ No more than one vehicle is allowed in the campsite unless authorized by Camp Administration. Any vehicle in the campsite should have a parking pass prominently displayed on the dashboard.

BONUS

- ★ Service projects can be done within sites (removal of rocks, spreading of stone, etc.)
- ★ Service projects for the betterment of camp as a whole are available (replace roofs, reline trails, construction projects, etc.). Please ask the Camp Commissioner or Camp Director for guidance.

CAMPSITE INSPECTION SCORESHEET

Camp Karoondinha Daily Campsite Inspection

This should be done as early in the day as possible, *before the Commissioner arrives*. If the SPL is unavailable, he/she is responsible for delegating the job to someone else. The Commissioner will then visit the site and review the score given by the SPL.

CAMPSITE	Possible Points	Mon	Tues	Wed	Thurs	Fri	Total
Tents							
1. Neat & orderly	15						
Total	15						
Fire Protection							
1. Campfire area properly cleared & secured	10						
2. Fire tools present & readily available	5						
3. Fireguard chart posted & filled out (daily)	5						
4. Fuel properly stacked & stored	5						
Total	25						
Troop & Patrol Equipment							
1. Equipment clean & properly stored	5						
2. Duty rosters posted & filled out	5						
3. Camp schedule posted	5						
4. Troop & American flags displayed	10						
Total	25						
Ax Yard (Optional for Cubs)							
1. Ax yard properly laid out & marked	5						
2. Tools properly stored	5						
Total	10						
Campsite/Health/Safety							
1. Campsite neat & free of litter & debris	10						
2. First Aid Kit in camp & visible	5						
3. Camp gadget (one per day)	5						
4. No more than one vehicle in campsite (w/ sign)	5						
Total	25						
Bonus							
1. Campsite service project (optional)							
2. Campwide service project (optional)							
Total							
Grand Total	100						
Total with Bonus							

CAMP HONOR UNIT FORM

Unit: _____
Council: _____

To qualify for the Camp Honor Unit Award, your unit must complete the following list. As your unit completes each item, have the Program Director initial and date the appropriate item. Items 9 and 10 must be pre-approved by the Program Director. All completed forms should be submitted to the Program Director by Friday’s SPL meeting.

- _____ 1. Unit attends opening campfire on Sunday.
- _____ 2. Unit attends Scouts’ Own Service (Tuesday).
- _____ 3. Unit attends the OA Call-out Ceremony (Wednesday).
- _____ 4. Unit attends evening program.
 - _____ 4a. Monday _____ 4b. Tuesday _____ 4c. Thursday
- _____ 5. Unit participates in closing campfire (Friday).
- _____ 6. Unit serves as a service unit at least once during their stay.
- _____ 7. Unit is represented by at least 1 youth leader at all SPL meetings (daily after lunch).
 - _____ 7a. Monday _____ 7b. Tuesday _____ 7c. Wednesday
 - _____ 7d. Thursday _____ 7e. Friday
- _____ 8. Each Scout in the unit either earns at least one merit badge at camp, completes Trail-to-Eagle, or participates in the Older Youth Program.
- _____ 9. Unit participates an activity such as a campfire, fishing, cracker barrel, etc. with another unit.

Guest Unit # _____ Activity _____
- _____ 10. Unit initiates some campsite improvement project such as trail maintenance or a Conservation Project.

Unit # _____ Campsite _____ Week # _____

SPL _____

Program Director’s Signature: _____

Camp Karoondinha ❖ 2024 Resident Camp