

Chickasaw Council  
Northwest Mississippi District

# 2026

## NWMS Trailblazers

Camp Currier



# Leaders Guide



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## CAMPOREE PHILOSOPHY

The NWMS District committee wants to help develop a uniform program for scouting skills! Trailblazers will be a FUN based Scouting Skills Event. Scouts will be encouraged to have fun while Scouting. Scouts will participate in events geared towards experiencing all the fun that Scouting can be.

## WHAT YOU NEED TO KNOW

**Date:** April 25-26, 2026 & May 9, 2026

**Location:** Camp Currier, Eudora, MS

### Registration and Fees Brackets:

New Scouts Going Through Program	Through April 14	\$50
Older Scouts Helping/Attending	Through April 14	\$30
Leaders	Through April 14	\$30

### Key Dates:

**April 14** Normal registration fees end

**April 14** Last day to register on-line

**April 15** Registration will bump up \$5/person starting this date

**April 20** if a full unit is coming, campsite assignment will be sent out by this date

### Online Registration:

<https://scoutingevent.com/558-113357>

### Guest Troops:

The Northwest Mississippi District Trailblazers welcomes Troops from outside of Northwest Mississippi District.

### Medical Forms:

Medical forms are the responsibility of the unit and will not be collected or reviewed by the event staff. It is highly recommended that every unit have in their possession a completed medical form for every Trailblazer attendee, including adults.



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## WHAT TO DO AND BRING

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The Scouts participating in the Skills Trek need to bring a selection of items to be used at the various event stations. The list below is based on the planned events. Scouts missing any of these items will be at a disadvantage.

### Troop Items:

- Registration Confirmation
- Final Payment (if owed)
- Health Forms
- Tents for your scouts
- Scout Spirit

For questions specific to this event contact Chris Sparks - jamesc.sparks@gmail.com.

### Individual Items:

- Scout 10 items - See Below
- BSA Scout Handbook
- Two pens or pencils
- Paper or notebook
- Sleeping Bag/supplies
- Class A and other scouting approved clothing
- Great Attitude!
- Readiness for a FUN filled weekend of Scouting Adventure!

### Scout 10 Items:

- |                 |                  |
|-----------------|------------------|
| • Water Bottle  | • Compass        |
| • Flashlight    | • First Aid Kit  |
| • Sun Protectin | • Pocket Knife   |
| • Trail Food    | • Rain Gear      |
| • Fire Starter  | • Extra Clothing |

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## MOTTO AND GOALS

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The Scout motto is **BE PREPARED**. A Scout prepares for whatever comes their way by learning all possible skills and knowledge. In this way, Scouts keep themselves strong, healthy, and ready to meet the challenges of life.

Aside from being fun, the Goals of Trailblazers are focused on the Patrol Method and emphasize:

- Scout Spirit
- Teamwork
- Leadership
- Skills

Trailblazers classes aim to provide an opportunity for every scout, regardless of experience, to:

- Excel and be recognized for their accomplishments.
- Challenge Scouts to excel in Scouting and life skills.
- Provide an opportunity to assemble for the purpose of fellowship with units outside their immediate home organization.
- Encourage fellowship among Troops.

### Leadership Needs

Scouting events such as NWMS Trailblazers require a tremendous amount of time and effort to be successful. Scouting is a volunteer organization with Leaders that commit this required time and effort purely for the love of Scouting and to benefit their own Scouts. For many of our more experienced Leaders, the love of Scouting alone drives their continued service to our program.

To ensure we have a successful event and do not abuse the generosity of Leaders that have already committed, we are requesting all Troops to sponsor at least one event and provide an adult volunteer to help staff a Skills Trek.

All class instructions, and materials list for each event will be provided to the Troops prior to the event during Northwest Mississippi District Roundtable (April 9). If you can not make the roundtable please contact Mike Lewis: [michaellewisscouter@gmail.com](mailto:michaellewisscouter@gmail.com) or Chris Sparks: [jamesc.sparks@gmail.com](mailto:jamesc.sparks@gmail.com)

The following is a list of the events requiring Troop volunteers from each Troop:

### Skills Events:

1. First Aid
2. Flag Etiquette and Citizenship
3. Compass and Map Orientation
4. Scouting Knots and Lashings
5. Wildlife and Plant Identification
6. Weather and Emergency Planning
7. Knife, Axe, Saw Safety and Care

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## Scouting Requirements that will be covered between the two weekends.

### Scout Rank Requirements

- 1a. Repeat from memory the Scout Oath, Scout Law, Scout motto, and Scout slogan. In your own words, explain their meaning. (See pages 11–18.)
- 1b. Explain what Scout spirit is. Describe some ways you have shown Scout spirit by practicing the Scout Oath, Scout Law, Scout motto, and Scout slogan. (See page 15.)
- 1c. Demonstrate the Scout sign, salute, and handshake. Explain when they should be used. (See pages 18–19.)
- 1d. Describe the First Class Scout badge and tell what each part stands for. Explain the significance of the First Class Scout badge. (See pages 19–20.)
- 1e. Repeat from memory the Outdoor Code. List the seven principles of Leave No Trace. Explain the difference between the two. (See pages 223–224.)
- 1f. Repeat from memory the Pledge of Allegiance. In your own words, explain its meaning. (See page 60.)
- 3a. Explain the patrol method. Describe the types of patrols that are used in your troop. (See page 25.)
- 3b. Become familiar with your patrol name, emblem, flag, and yell. Explain how these items create patrol spirit. (See page 26.)
- 4a. Show how to tie a square knot, two half-hitches, and a taut-line hitch. Explain how each knot is used. (See pages 365–367.)
- 4b. Show the proper care of a rope by learning how to whip and fuse the ends of different kinds of rope. (See pages 361–362.)
- 5. Tell what you need to know about using a pocketknife safely and responsibly. (See pages 379–381.)

### Tenderfoot Rank Requirements

- 3a. Demonstrate a practical use of the square knot. (See page 365.)
- 3b. Demonstrate a practical use of two half-hitches. (See page 366.)
- 3c. Demonstrate a practical use of the taut-line hitch. (See page 367.)
- 3d. Demonstrate proper care, sharpening, and use of the knife, saw, and ax. Describe when each should be used. (See pages 378–387.)
- 4a. Show first aid for the following:
  - Simple cuts and scrapes (See page 125.)
  - Blisters on the hand and foot (See pages 125–126.)
  - Minor (thermal/heat) burns or scalds (superficial, or first-degree) (See pages 136–137.)
  - Bites or stings of insects and ticks (See pages 131–132.)
  - Venomous snakebite (See pages 129–130.)
  - Nosebleed (See pages 126–127.)
  - Frostbite and sunburn (See pages 136–137 and 140–141.)
  - Choking (See pages 120–121.)
- 4b. Describe common poisonous or hazardous plants; identify any that grow in your local area or campsite location. Tell how to treat for exposure to them. (See pages 127 and 191–192.)





- 4c. Tell what you can do while on a campout or other outdoor activity to prevent or reduce the occurrence of injuries or exposure listed in Tenderfoot requirements 4a and 4b. (See pages 150–151.)
- 4d. Assemble a personal first-aid kit to carry with you on future campouts and hikes. Tell how each item in the kit would be used. (See page 108.)
- 5a. Explain the importance of the buddy system as it relates to your personal safety on outings and where you live. Use the buddy system while on a troop or patrol outing. (See pages 29 and 252.)
- 5b. Describe what to do if you become lost on a hike or campout. (See pages 254–255.)
- 5c. Explain the rules of safe and responsible hiking, both on the highway and cross-country, during the day and at night. (See pages 252–253.)
- 5d. Explain why it is important to hike on trails or other durable surfaces, and give examples of durable surfaces you saw on your outing.
- 7a. Demonstrate how to display, raise, lower, and fold the U.S. flag. (See pages 58–60.)
- 8. Describe the steps in Scouting’s Teaching EDGE method. Use the Teaching EDGE method to teach another person how to tie the square knot. (See pages 38–39 and 365.)

## 2nd Class Rank Requirements

- 2b. Use a pocketknife, and a saw or axe if needed, to prepare tinder, kindling, and fuel wood for a cooking fire. (See page 389.)
- 2c. Using a minimum-impact method at an approved outdoor location and time, use the tinder, kindling, and fuel wood from Second Class requirement 2b to demonstrate how to build a fire. Unless prohibited by local fire restrictions, light the fire. After allowing the flames to burn safely for at least two minutes, safely extinguish the flames with minimal impact to the fire site. Properly dispose of the ashes and any charred remains. (See pages 388–391.)
- 2f. Demonstrate tying the sheet bend knot. Describe a situation in which you would use this knot. (See page 370.)
- 2g. Demonstrate tying the bowline knot. Describe a situation in which you would use this knot. (See pages 369–370.)
- 3a. Demonstrate how a compass works and how to orient a map. Use a map to point out and tell the meaning of five map symbols. (See pages 332–343.)
- 3c. Describe some hazards or injuries that you might encounter on your hike and what you can do to help prevent them.<sup>2</sup> (See page 252)
- 3d. Demonstrate how to find directions during the day and at night without using a compass or an electronic device. (See pages 354–357.)
- 4. Identify or show evidence of at least 10 kinds of wild animals (such as birds, mammals, reptiles, fish, or mollusks) found in your local area or camping location. You may show evidence by tracks, signs, or photographs you have taken. (See pages 199–212.)





- 6a. Demonstrate first aid for the following:
  - Object in the eye (See page 133.)
  - Bite of a warm-blooded animal (See page 128.)
  - Puncture wounds from a splinter, nail, and fishhook (See pages 134–135.)
  - Serious burns (partial thickness, or second-degree) (See pages 136–137.)
  - Heat exhaustion (See page 139.)
  - Shock (See pages 114 and 123–124.)
  - Heatstroke, dehydration, hypothermia, and hyperventilation (See pages 135–141.)
- 6b. Show what to do for “hurry” cases of stopped breathing, stroke, severe bleeding, and ingested poisoning. (See pages 115–122 and 124.)
- 6c. Tell what you can do while on a campout or hike to prevent or reduce the occurrence of the injuries listed in Second Class requirements 6a and 6b. (See pages 150–151.)
- 6d. Explain what to do in case of accidents that require emergency response in the home and backcountry. Explain what constitutes an emergency and what information you will need to provide to a responder. (See pages 151–155.)
- 6e. Tell how you should respond if you come upon the scene of a vehicular accident. (See page 152.)
- 8a. Participate in a flag ceremony for your school, religious institution, chartered organization, community, or Scouting activity. (See pages 60–61.)
- 8b. Explain what respect is due the flag of the United States. (See pages 56–62.)
- 9a. Explain the three R’s of personal safety and protection. (See page 400.)
- 9b. Describe bullying; tell what the appropriate response is to someone who is bullying you or another person. (See pages 406–408.)





## 1st Class Rank Requirements

- 3a. Discuss when you should and should not use lashings. (See pages 371–378.)
- 3b. Demonstrate tying the timber hitch and clove hitch. (See pages 367–368.)
- 3c. Demonstrate tying the square, shear, and diagonal lashings by joining two or more poles or staves together. (See pages 373–376.)
- 4a. Using a map and compass, complete an orienteering course that covers at least one mile and requires measuring the height and/or width of designated items (tree, tower, canyon, ditch, etc.). (See pages 328–331, 340–345, and 350–351.)
- 4b. Demonstrate how to use a handheld GPS unit, GPS app on a smartphone, or other electronic navigation system. Use GPS to find your current location, a destination of your choice, and the route you will take to get there. Follow that route to arrive at your destination. (See pages 345–349.)
- 5a. Identify or show evidence of at least 10 kinds of native plants found in your local area or campsite location. You may show evidence by identifying fallen leaves or fallen fruit that you find in the field, or as part of a collection you have made, or by photographs you have taken. (See pages 188–199.)
- 5a. Identify or show evidence of at least 10 kinds of native plants found in your local area or campsite location.
- 5b. Identify two ways to obtain a weather forecast for an upcoming activity. Explain why weather forecasts are important when planning for an event. (See pages 212–218.)
- 5c. Describe at least three natural indicators of impending hazardous weather, the potential dangerous events that might result from such weather conditions, and the appropriate actions to take. (See pages 212–218.)
- 5d. Describe extreme weather conditions you might encounter in the outdoors in your local geographic area. Discuss how you would determine ahead of time the potential risk of these types of weather dangers, alternative planning considerations to avoid such risks, and how you would prepare for and respond to those weather conditions. (See pages 212–218.)
- 7a. Demonstrate bandages for a sprained ankle and for injuries on the head, the upper arm, and the collarbone. (See pages 142–148.)
- 7b. By yourself and with a partner, show how to:
  - Transport a person from a smoke-filled room. (See pages 149–150.)
  - Transport for at least 25 yards a person with a sprained ankle. (See page 150.)
- 7c. Tell the five most common signals of a heart attack. Explain the steps (procedures) in cardiopulmonary resuscitation (CPR). (See pages 116–119.)
- 9a. Visit and discuss with a selected individual approved by your leader (for example, an elected official, judge, attorney, civil servant, principal, or teacher) the constitutional rights and obligations of a U.S. citizen. (See pages 54–55 and 66–67.)

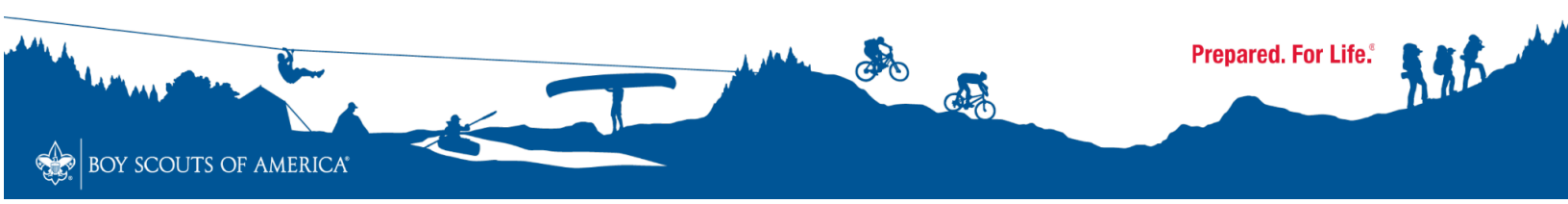




# Schedule

## Summarized Schedule

Friday, April 24	
5:00 PM - 6:30 PM	Check-in at Old Dining Hall Setup Camp (M1)
7:15 PM	Opening Flag
7:30 - 10:00 PM	Scouts first few courses as a group in Old Dining Hall
7:45 PM	Leaders Meeting at Pavillion in Cub Field
10:00 PM - 10:45 PM	Cracker Barrel at Old Dining Hall
Saturday, April 25	
7:00 AM	Opening Flag at Cub Field followed by Breakfast
8:00 AM - 12:30 PM	Skills Events
12:45 PM - 1:30 PM	Meal / Free Time
1:30 PM - 6:30 PM	Skills Events
6:45 PM	Evening Flag at Cub Field followed by Dinner
7:45 PM - 9:00 PM	Patrol Time/ Leaders Reflect with Scouts
9:15 PM	Campfire at Pickler Council Ring (Cub Field)/ Fire Building
Sunday, April 26	
7:00 AM	Morning Flag followed by Breakfast
8:00 AM - 9:30 AM	Skills Event
9:45 AM	Chapel followed by Camp Breakdown
11:00 AM	Closing Flag



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**Saturday, May 9**

7:30 AM	Opening Flag at Cub Field
8:00 AM - 12:30 PM	Skills Events
12:30 PM - 1:00 PM	Meal / Free Time
1:30 PM - 4:30 PM	Skills Events
4:30 PM - 5:00 PM	Unit Leaders Meets with Scouts
5:00 PM	Closing Flag

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## Campsite Assignments

The scouts going through NWMS Trailblazers, leaders and older scouts helping that are camping will camp in M1. For those units bringing the whole unit or multiple older scouts will be assigned by unit size. All campsite assignments will be sent out by April 20th Please be flexible in your planning.

## Arrival and Campsite Setup

Upon arrival at camp, there will be a welcoming committee in the parking lot next to the old dining hall to greet you and to receive further instructions. You will be asked to proceed directly to M1 to set up your tents. Females in the back of the campsite, males in the front, leaders in the middle. .

You will also be asked to immediately send a representative to the NWMS Trailblazers Headquarters (Old Dining Hall) for Troop check-in. All registrations must be completed before the start of the scouts program (Friday 7pm) (see "Final Registration" for additional information).

## Driving/Parking

- Only the vehicle pulling the trailer is allowed in the campsite.
- Vehicles are restricted to 15 mph within Camp Currier.
- Please keep vehicles in designated parking lots only. This ensures pedestrian safety and helps preserve Camp Currier.
- BSA Policy prohibits anyone riding in the back bed of a pickup truck.
- For campsites not immediately near a parking lot, one vehicle may be parked in the campsite in the event of an emergency.
- Only physically impaired people may drive vehicles between 8:00 AM and 10:00 PM within Camp Currier on Saturday. No traffic will be allowed next to Hamilton Meadows on East Road.
- **Warnings will be given if violations are observed by Staff. Warnings given will be reported to NWMS Trailblazers Headquarters and recorded. Continued violation of these rules risk the chance of being asked to leave.**

## Registration and Fees

To encourage early registration (which helps with planning) we have established a graduated fee system. Your registration bracket will be based on the date you pay your deposit. The Troop's total bill (deposit + number of Scouts) **MUST** be paid by the bracket end date listed below (Early/Normal/Late). Bills not paid by the bracket end date will be charged the fee in effect on the date of payment. Additional Scouts added to your already paid bill after the bracket end date will be charged the fee in effect the date they are added.

Because we recognize that you often don't have exact attendance numbers until immediately before the event, up to 5 additional Scouts can be added to your already paid bill at the deposit registration price even after the bracket end date.

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Be sure to print and bring your receipts. Registration fees are located below and apply to both Scouts and Adults. Fees cover insurance costs, patches, classroom supplies, grub, and other necessary Trailblazers expenses. For more information, contact Chris Sparks at jamesc.sparks@gmail.com.

Scouts attending program: \$50/scout

Older Scouts helping for service hours: \$30

Leaders: \$30

### Online Registration:

<https://scoutingevent.com/558-113357>

### Final Registration:

After units arrive at camp, an adult leader must report to the Trailblazers Headquarters (Old Dining Hall) to check in. Leaders must bring:

- Blackpug Receipt (if registered on-line)
- Attendance Roster
- Cash or check to pay remaining Course Fees
- Registration Card (if not registered on-line)
- Notice of any food allergies or other medical considerations within your Troop that the Staff needs to be aware of.

## Campsite Maintenance & Checkout Procedures

- **DO NOT DRIVE VEHICLES INTO THE CAMPSITES!** Take all gear to the vehicles in the parking lots or on the roads.
- Exception: only the vehicle pulling the trailer may enter the campsite for the purpose of hooking up to the trailer.
- Each Troop is responsible for cleaning your campsite at Trailblazers .
- Use garbage bags for trash. Do not burn trash. Pack it out.
- Remove all trash from camp when leaving. All filled trash bags must be carried to the dumpster at the front of Camp Currier.
- Troops are prohibited from digging holes and cutting standing trees at Camp Currier.
- All fires must be built in existing fire pits. Please do not create a new fire pit.
- Attempt to burn all wood to ash. If remnants remain, throw all cooled scrap wood pieces off to the side of the campsite.

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# Hazardous Weather – Emergency Warning Procedures for NWMS Trailblazers

## Hail

- Signal - Drive around honking three (3) times on horn, repeatedly
- Shelter - Car / Pavilions / Dining Hall / Golightly Lodge

## Tornado

- Signal – SOS pattern on vehicle or air horn, repeatedly
  - 3 short
  - 3 longs
  - 3 short
- Shelter – Go to the lowest areas you can get to
  - Ditch, gully, or other depression
  - DO NOT enter buildings, overpasses, or pavilions

## Lightning

- Clear open areas (including Cub Field) for 30 minutes after the last bolt

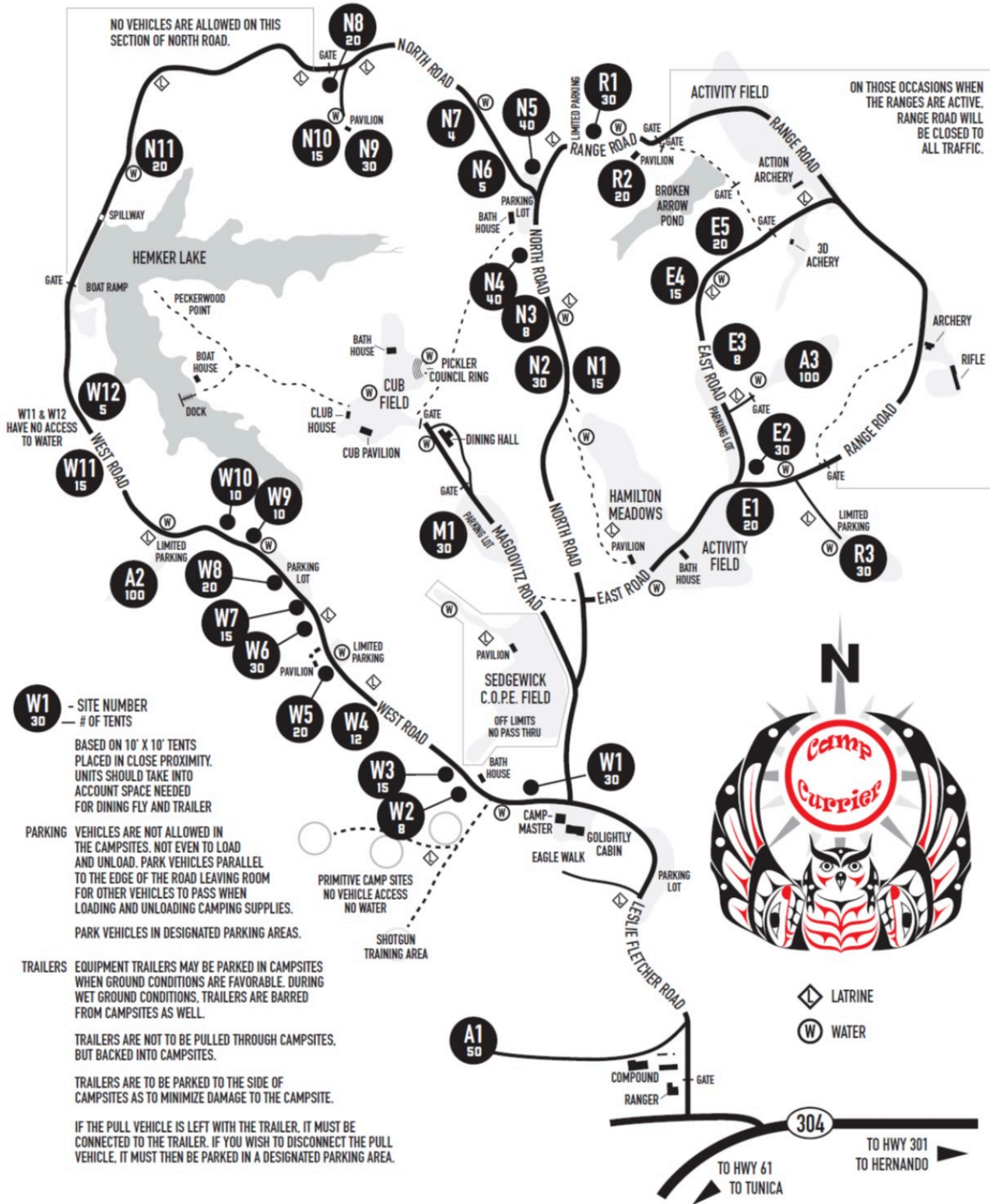
## After Storm Passes

- No or Minimal Damage - Return to activity
- Significant Damage – Return to Old Dining Hall
- Staff will go through Camp Currier and to each campsite to check on everyone.





# CAMP CURRIER EUDORA, MS • CHICKASAW COUNCIL



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# CAMP CARRIER

Chickasaw Council 558 • Eudora, Mississippi

## PARKING POLICY

### PARKING AREAS

Parking lots are found throughout camp...

#### • CENTER ROAD

The lot on Center road near Golightly serves as parking for the South end of West Road.

#### • MAGDOVITZ ROAD

Parking lot by the Dining Hall (Tomahawk Lodge).

#### • WEST ROAD

Main lot is halfway down West Road across from W8.

Limited parking across from W5, at the entrance to A2 and next to the dam by the lake.

#### • NORTH ROAD

Main lot at North Road Bathhouse.

Limited parking at N10

#### • EAST ROAD

Main lot on East Road across from E2.

Limited parking at A3.

#### • RANGE ROAD

Limited parking next to R1 and at R3.

Parking lot at Rifle Range.

Camp Carrier is a Leave No Trace facility.

This is a park and walk camp.

Please be aware of the camp site set-up and parking rules.

### VEHICLES

- Limited vehicle parking is available at each campsite; cars are not to pass caution tape. Rebar/caution tape can not be removed.
- When loading and unloading supplies, vehicles not in the limited parking space should park parallel to the edge of campsite with all four wheels off the road. This leaves room for other vehicles to pass.
- All other vehicles should be parked in designated parking areas.

### EQUIPMENT TRAILERS

- Equipment trailers may be parked in campsites.
- Trailers should only be backed into campsites. Do not pull your trailer through the campsite.
- Rebar and caution tape should never be removed or taken down.
- Pull vehicles may be left in the site provided they are parked in the designated space.

**UNITS WITH VEHICLES PARKED AT CAMPSITES FOR EXTENDED PERIODS, REPEATED VIOLATIONS, MOVING OR BYPASSING BARRIERS WILL RISK BEING BARRED FROM USE OF COUNCIL PROPERTIES INDEFINITELY.**



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# CAMP CURRIER

Chickasaw Council 558 • Eudora, Mississippi

## CAMP RULES

### CAMP CURRIER IS...

• **A LEAVE NO TRACE FACILITY.**

For more info go to [www.LNT.org](http://www.LNT.org)

• **A TOBACCO FREE FACILITY.**

*This includes smoking, smokeless tobacco products and vaping products.*

• **AN ALCOHOL AND ILLICIT DRUG FREE FACILITY.**

*Persons found with or consuming alcohol or illicit drugs will be escorted off property.*

• **A PET FREE FACILITY.**

*Pets are not allowed on camp. (Service dogs are exempt.)*



- Individual troop camping leaders **CHECK IN WITH THE RANGER.**
- Camporee attendees check in at location designated by Camporee Director.
- Units will follow the guidelines on Guide to Safe Scouting (#34416), BSA Health and Safety Guide (#34415), Youth Protection and Age-Appropriate Guidelines for Scouting.
- Scout conduct, youth and adult, is the responsibility of the adult leader in charge. Scouting units are responsible at all times for the behavior of the scouts in their care, adult unit leaders and non-member persons associated with the unit both inside and outside of your assigned campsite. The Scout Oath and Scout Law are the best guides. First aid and safety are the responsibility of the unit adult leader in charge.
- **PARK IN DESIGNATED PARKING AREAS.**
- **DO NOT BLOCK ROADS.** Leave enough room that emergency vehicles can move freely throughout camp in case of emergencies.
- No digging in campsites.
- Fires are allowed at campsites unless there is an issued burn ban. One campfire per campsite. Please use established ground fire locations. All fires must be completely extinguished before leaving. Proper safety elements should be in place and youth members should be monitored by a capable adult.
- **PACK IT IN! PACK IT OUT!** Do not bury or burn any trash. Dumpster space is limited. If dumpster is full you must take your trash of camp with you.
- Water activities require qualified supervision. Those adults supervising must have the proper training and certification for the activities. Notify the Ranger or Campmaster before beginning any water activities.
- **COPE COURSE IS STRICTLY OFF LIMITS.** C.O.P.E. Course elements may only be used when qualified instructors are present. **Campers may NOT cut through the C.O.P.E. course to get from West Road to Magdovitz Road.**
- Bath houses are for your convenience. Please keep them clean and in order. Bath houses used by your unit should be policed and cleaned as part of your check out process.
- Dining Hall should be used only by the units that reserve the facility. Please refer to Dining Hall Rules.
- Please conserve water. Report leaks and broken spigots to the Ranger, Campmaster or Camporee Staff.
- Please do not cut any live vegetation without approval from the Ranger.
- When ready to check out, remove all gear and police your entire area. This includes campsites, latrine, parking area and any facilities that were used. Contact the Ranger, Campmaster, or Camporee Site Inspector for check out.
- If you see anything that needs repaired, doesn't look right or have suggestions, please let the Ranger, Campmaster, or Camporee Staff know as soon as possible.
- **GOLIGHTLY CABIN IS STRICTLY OFF LIMITS, AND MAY ONLY BE USED FOR TRAINING AND EVENT PURPOSES. THIS IS NOT A SLEEPING FACILITY.** This facility may be used only with advance reservation through the council office.

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