Kia Kima Scout Reservation

WINTER CAMP

Leaders Guide

December 27 - 30, 2026



WWW.KIAKIMA.ORG

THE BASICS OF KIA KIMA WINTER CAMP

What is Winter Camp?

Winter Camp is a miniature long-term camping experience. Scouting America participants will be able to work on advancement while enjoying the beauty of the Ozarks in the winter. Scouts may participate as members of a unit (troop or crew) or as a provisional camper (individually).

Dates and Location

Winter Camp, hosted by the Chickasaw Council, is held at Camp Osage at Kia Kima Scout Reservation, from December 27-30, 2026.

Arrival and Departure

Units or individual participants should plan to arrive at Kia Kima between 2:00 and 4:00 p.m. on December 27. All participants should plan to depart Kia Kima by 10:00 a.m. on December 30. Unit leaders and individual participants should check in at the Administration Building. A roster of all participants must be entered online, and each participant must submit a *copy* of Parts A & B of the Scouting America *Annual Health and Medical Record*.

Food and Food Service

The Dining Hall will be open at Winter Camp, and most units will elect to eat in the Dining Hall. Units also have the option to bring their own food and cook it in their campsites. Kia Kima does not provide food for units who choose to cook in their campsites. *Please indicate any special dietary needs, by participant on individual profiles, in the registration system online.*

Tenting and Bedding

At Winter Camp, all participants—youth and adult—bring their own tents and bedding. All camp tents are stored for the winter. Make sure to bring warm sleeping gear!

Showers and Facilities

Some facilities are shuttered for the winter, but campers will still have access to everything they need. The East and West Shower Houses, both with individually-stalled toilets and showers, will be open. The Dining Hall, including the restrooms, will be accessible for the duration of Winter Camp.

Cost of Winter Camp

Youth fee (with meals):	$200.00
Youth fee (without meals):	$170.00
Adult fee (with meals):	$110.00
Adult fee (without meals):	$ 80.00

The Trading Post will be open at Winter Camp, offering T-shirts, patches, snacks, and more!

Registration

Units or individual participants can register by visiting the Winter Camp page on www.kiakima.org

REGISTRATION TIMELINE

Date	Action Item
August 27, 2026	Registration opens online, at scoutingevent.com/558-WC26
October 5, 2026	Registration for the Ozark Pioneer Program Experience opens online.
December 10, 2026	Pre-camp Leaders Meeting on Zoom, at 6:30 p.m.
December 18, 2026	Online registration on the Black Pug platform closes, at 11:59 p.m.; registration can be modified at camp check-in, too.
December 18, 2026	All payments should be made online or at the Chickasaw Council Dunavant Scout Service Center (171 S. Hollywood St., Memphis, TN 38112 or 901-327-4193, Monday-Friday, 8:30 a.m.-5:00 p.m.).
December 27, 2026	Arrival and check-in, in the Administration Building, at Winter Camp. Check-in begins at 1:00 p.m., with recommended arrival before 3:00 p.m. At check-in, all participants must have copies of their current Scouting America *Annual Health and Medical Record*, Parts A and B.
December 27, 2026	At-camp leaders meeting, to which all adult leaders and senior patrol leaders are invited, begins at 4:00 p.m. in the Dining Hall.
December 27-29, 2026	Winter Camp program, including merit badges, special activities, and fun, will be held across these days!
December 30, 2026	Campers depart Kia Kima by 10:00 a.m. Advancement paperwork, reflecting the badges/requirements completed by Scouts at camp, will be available at check-out, in the Administration Building.

PROVISIONAL SCOUT INFORMATION

While most Scouts will attend Winter Camp with their troop or crew, individual Scouting America participants (and families, but no non-Scouting-age siblings, please) are welcome to participate as provisional Scouts. The Kia Kima administration will assign provisional campers to a unit, if needed. Provisional campers can register online, at www.kiakima.org

REGISTRATION ASSISTANCE

Please contact the Chickasaw Council at 901-327-4193 or our Reservation Director/Camp Director, at director.kiakima@gmail.com, if you have any questions about Winter Camp or if you need any assistance using the online registration platform.

UNIFORMING AT WINTER CAMP

At Winter Camp, warmth and safety are top priorities. Scouts and leaders should dress for warmth and comfort, and uniforms (neither the field nor the activity) are required at Winter Camp, though Scouts should travel in their field uniforms.

PRE-CAMP LEADERS MEETING

There will be pre-camp leaders meeting on Thursday, December 10, 2026, at 6:30 p.m. CST, on the Zoom platform. This meeting is an opportunity for leaders to ask any unanswered questions and to address any hot topics.

COMMUNICATION AT CAMP

The Kia Kima leadership team will communicate with leaders at camp using the Remind mobile application. The class code will be shared with leaders at the pre-camp leaders meeting and at the initial meeting at Winter Camp. The Administration Building will be staffed, at nearly all times, to support any needs of leaders or Scouts.

HEALTH & SAFETY

The Kia Kima Health Lodge will be staffed for the duration of Winter Camp, and any participants will be able to access medical care twenty-four hours per day. In addition to the Scouting America *Annual Health and Medical Record* that each participant is required to submit, all participants can enter any special medical or dietary needs in the online registration system. Camp-wide emergency procedures will be shared with leaders and Scouts on check-in day. Please contact Camp Director Andy Bland, at director.kiakima@gmail.com, if you would like to discuss any of the special needs or your Scouts and/or leaders.

FINANCIAL ASSISTANCE/ CAMPERSHIPS

Every Scout who wants to participate in camp should have the opportunity. The Chickasaw Council is proud to offer financial assistance to those Scouts in the Chickasaw Council in need, in the form of camperships. The *Campership Application* is included in the appendix to this *Leaders Guide*, and forms can be returned by e-mail, to Haley Baird, at director.kiakima@gmail.com; in person to the Chickasaw Council Dunavant Scout Service Center (171 S. Hollywood St., Memphis, TN 38112). The *Campership Application* must be returned by Friday, December 4, 2026 to be considered. Leaders and parents/guardians will be notified of any award in advance of camp, and any awards will be credited to individual recipients on the online registration system.

VOLUNTEERS NEEDED!

Winter Camp at Kia Kima is a volunteer-facilitated experience. Many members of the summer camp staff will return to lead merit badge sessions, work in the kitchen, and make sure camp runs smoothly, but we also need adult leaders to volunteer to share their expertise and experience. If you are interested in assisting with Winter Camp in any capacity, please contact Andy Bland, at director.kiakima@gmail.com. All volunteers will receive a limited-edition Kia Kima Winter Camp patch and our eternal thanks!

CAMPSITES AT KIA KIMA

Campsite	Capacity
Bobwhite	36
Copperhead	30
White Horse	30
Broken Bow	36
Splintered Arrow	18
Whispering Rapids	32
Turkey Run	30
Foxfire	22
Cedar Rock	36
Running Deer	60
Crazy Wolf	34
Talking Turtle	30
Yellow Dog	44
Dancing Bear*	60
Tall Pines	40
Eagle's Nest	30
Winston's Way	10
Coyote Hollow	12
Soaring Embers (tentless)	30

THE CAMP ENVIRONMENT

At Winter Camp, all participants bring their own tent and bedding. Most campsites contain the wooden platforms on which the summer camp canvas tents sit during the summer, and campers typically set up tents around or on top of the platforms. Only the Dancing Bear campsite has electricity, so leaders who use a CPAP machine should plan to bring a battery. Kia Kima does have several batteries to loan out for this purpose. Water will not be turned on in most of the campsites, but water will be accessible at the East and West Shower Houses and at the Dining Hall. See the appendix to this *Leaders Guide* for suggested unit and individual packing lists.

DRIVING AND PARKING AT CAMP

With the exception of a unit trailer and the vehicle used to pull it, all other vehicles should be parked in a designated parking area. Scouts and leaders should walk to all activities and programs. Individuals with mobility challenges can request a parking pass at the Administration Building, at check-in.

CAMPSITE ASSIGNMENTS

Each unit or individual/family will be assigned a campsite. Several factors are considered when making campsite assignments, including requests (made in the registration), usual site assignments, and any special needs. Campsite assignments will be shared with registrants by Thursday, December 10, 2026 (the date of the pre-camp leaders meeting).

GENERAL INFORMATION & SCHEDULE

Check-in Procedure: Troops are asked to arrive at Kia Kima between 2:00-4:00 p.m. on December 27. Leaders should check in at the Administration Building, then groups will be sent directly to their campsites. An initial leaders meeting will be held at 4:30 p.m., on December 27, in the Dining Hall. We encourage at least one leader and the senior patrol leader from each unit to attend. All housekeeping items will be covered at this time such as the daily schedule, rules and regulations, and emergency procedures. This will also be time to make any needed registration adjustments.

December 27

2:00-4:00 p.m.	Arrival at Camp/Check in
4:30 p.m.	Leaders Meeting in Dining Hall
5:45 p.m.	Flag Lowering
6:00 p.m.	Dinner (in Dining Hall or campsites)
7:30 p.m.	Opening Campfire
8:30 p.m.	Evening Session

December 28 & 29

7:30 a.m.	Flag Raising
7:45 a.m.	Breakfast (in Dining Hall or campsites)
8:30 a.m.	Session I
11:30 a.m.	Lunch & Free Time (in Dining Hall or campsites)
1:00 p.m.	Session II
4:00 p.m.	Free Time (activities will be communicated)
5:30 p.m.	Flag Lowering
5:45 p.m.	Dinner (in Dining Hall or campsites)
7:00 p.m.	Kia Kima Shuffle (28)/Closing Campfire (29)
8:00 p.m.	Evening Session
9:30 p.m.	Cracker Barrel

December 30

7:30 a.m.	Breakfast (in campsites)
8:00 a.m.	Check-Out

Additional details will be provided as Winter Camp nears. Events and activities are subject to change, due to several factors. Any updates to this general schedule will be shared with registrants.

Check-out Procedure: Remember to pick up your medical form copies and advancement records at the Administration Building on December 30, by 10:00 a.m., before you head back home. We hope you will always keep the thunderbird blazing in your heart, and we can't wait to see you back in the Ozarks!

FUN AT WINTER CAMP

Theme Days: Each day of Winter Camp, there will be a special theme. Break out your best clothing and supplies and join the Kia Kima volunteers in making every day special! We only ask that all theme day costumes and props are Scouting-appropriate!

- **Sunday, December 27 (check-in day), Silly Hat Day**: Wear your craziest, wildest, silliest hats on check-in day!
- **Monday, December 28, Twin Day**: Grab a buddy and double the fun for Twin Day! Coordinate your outfits with a friend, patrol member, or leader and show off your best matching Winter Camp look.
- **Tuesday, December 29, Ugly Sweater and Swag Day**: Dress up or dress down and get ugly. We want to see what your made of! We will crown the ugliest sweater and swag!

The Kia Kima Tree: Units and provisional Scouts are invited to bring a special ornament for the Kia Kima Tree! Our hope is that special ornaments created by Kia Kima Winter Campers will be a great tradition for years to come! There is no limit on the number of ornaments that may be submitted, and Kia Kima will provide limited supplies for Scouts to create their own!

Campfires: On Sunday, December 27, Scouts and leaders will come together for the opening campfire, which will be held in the main part of Camp Osage for an opening campfire to kick off the Winter Camp festivities. On Tuesday, December 29, Scouts and leaders will once again gather for an inspirational closing campfire in the main part of Camp Osage. We will celebrate the Scouts, thank the volunteers who make Winter Camp possible, and go forward excited for a new year of Scouting!

Cracker Barrel, Climbing, and Game Nights: On Monday, December 28, and Tuesday, December 29, at 9:30 p.m., after the conclusion of evening sessions, all Scouts and leaders are invited to gather in the Dining Hall for a cracker barrel (with some amazing food choices), climbing on the indoor wall, and game night (bring your own, or borrow one of ours)! We will also crown our ugly sweater champ for 2026!

The Winter Camp Kia Kima Shuffle: On Monday, December 28, in the Dining Hall, Scouts and leaders are invited to join the Kia Kima Shuffle, the famous open-mic night-style program, where the Scouts are the stars! All Scouts, as part of their troops or patrols or individually, are invited to performs skits, sing songs, or share a special talent. Scouts can sign up for the Kia Kima Shuffle at camp, by visiting with the program director or Shuffle coordinator.

The Kia Kima Polar Plunge: On Tuesday, December 29, we will have our fourth annual Kia Kima Polar Plunge! Plunge into the lake and wake up ready to start Winter Camp off on the right foot at 6:00 am! Each plunger will receive a special patch and be welcomed into the warming area after their plunge. Be sure to pack your towels and blankets!



WINTER CAMP MERIT BADGE SCHEDULE

Additional details about the offered merit badge programs are on the following pages.

Session 1 (8:30-11:30 a.m.)	**Session 2 (1:00-4:00 p.m.)**	**Evening Session**
Ozark Pioneer Program		**Merit Badge**
C.O.P.E.		Art/Sculpture
Climbing merit badge		Astronomy
Trailblazers (new Scout program)		Chess
		Citizenship in the Nation
Merit Badge	**Merit Badge**	Citizenship in the World
Archery	Auto Maintenance	Crime Prevention/Fingerprinting
Artificial Intelligence	Backpacking	Cybersecurity
Basketry	Citizenship in the World	Electronics
Camping	Communication	Fire Safety
Citizenship in the Nation	Competitive Gaming	First Aid
Communications	Electricity	Leatherwork
Emergency Preparedness	Inventing	Personal Management
Engineering	Moviemaking	Photography
Environmental Science	Personal Management	Plumbing & Home Repairs
Game Design	Photography	Welding
Model Design and Building	Pioneering	Wood Carving
Robotics	Radio	
Signs, Signals, and Codes	Rifle Shooting	NRA First Steps Pistol
Shotgun Shooting	Space Exploration	
Welding	Wildland Fire Management	
	Woodwork	
Cooking		
C.O.P.E. or Climbing Instructor Level II Certification (adults, 18+, only)		

ONLINE REGISTRATION PROCESS

1. Visit www.kiakima.org
2. Click the *Register* button at the bottom of the event information page.
3. If you/your unit already have a Black Pug account, you will be in the system. If not, you will need to register. You may register your entire unit from this portal. Provisional Scouts and/or units can register the same way, as a unit group (troop or crew) or individually.
4. Continue through the registration process. When you get to the payment page, you can pay with a credit card or elect to pay offline. Make sure you scroll to the bottom of the payment page and click *Make a Payment*. This will register you for this event.
5. You will receive an email confirmation of your registration initially and each time you update your registration.
6. For any registration or payment questions or assistance, please e-mail the Camp Director, at director.kiakima@gmail.com

WINTER CAMP SPECIAL PROGRAMS

Step back in time and experience the rugged life of the frontier! The **Ozark Pioneer Program** at Kia Kima Winter Camp immerses Scouts in the skills, traditions, and challenges of the early 1800s fur trappers and pioneers who explored the Ozarks. This program is designed to give Scouts a taste of history while teaching practical outdoor knowledge, leadership, and self-reliance.

What to Expect

Scouts participating in the Ozark Pioneer Program will take part in a variety of hands-on activities that combine Scouting skills with authentic frontier living. These may include:

- Blacksmithing demonstrations and basic metalworking.
- Fire building and primitive cooking over open flame.
- Trapper skills such as shelter building, woodcraft, and survival techniques.
- Tomahawk throwing and black powder rifle safety instruction (as weather and range availability permit).
- Frontier games and challenges that test creativity, resourcefulness, and teamwork.
- Registration for this program will open *separately* from the general Winter Camp registration, on Monday, October 5, 2026, at 7:00 p.m. Registrations will be accepted on a first-come, first-served basis.
- Scouts must wear long-sleeve shirts, long pants, and boots to both session days.
- There is an additional cost of $25.00 per Scout to participate in the Ozark Pioneer Program.
- Scouts must be **at least fourteen years old** to participate in this program.

Collections and Stamp Collecting Merit Badges: Scouts will have the opportunity to complete the Collections and/or Stamp Collecting merit badges at Winter Camp. A volunteer counselor will be available to meet with Scouts during lunchtimes and cracker barrels. Scouts should *complete* the requirements for these merit badges in advance of Winter Camp, and they should be prepared to discuss the requirements and their collections (with the collection or pictures of it) with the counselor. The counselor recommends that Scouts use the merit badge worksheets, widely available online.



MERIT BADGES & PROGRAMS

The following charts detail the merit badges and advancement programs offered at Winter Camp. The descriptions of the programs include notes about requirements that cannot/may not be completed at camp and other relevant information. Please contact Chickasaw Council if you have any questions about any of these programs!

HIGH-ADVENTURE ACTIVITIES



Climbing — In this badge, Scouts will learn how to safely tie knots and make rappels on a climbing tower. This program also involves a visit to an offsite location that boasts 80-foot cliffs! This program lasts all day for both days of program. Scouts may sign up for an evening session.



C.O.P.E. — Challenging Outdoor Personal Experience. Teamwork is the name of the game here. Your Scouts will learn to work with each other on the high- and low-ropes courses and through initiative games. This program lasts all day for both days of program. Scouts may sign up for an evening session.

TRAILBLAZERS







The Trailblazer program is a program designed primarily for Scouts who are new to Scouting and are coming to camp for the **first time**. The purpose behind the program is to give new Scouts a jumpstart by teaching them the basic outdoor skills needed throughout their Scouting career. Such skills include camping, fire building, wood tools, knots, lashings, first aid, map and compass, and nature study.

Each Scout will receive credit for the rank advancement requirements that he or she completes at camp. How much each Scout completes is up to him or her, and it is very possible that different Scouts will complete different requirements, and some may complete more than others.

Requirements that may be completed:

Scout *1a-f, 2a-d, 3a-b, 4a-b, 5*
Tenderfoot *3a-d, 4a-d, 5a-c, 6a-c, 7a, 8*
Second Class *2b, c, f, g; 3a, d; 4; 6a-e; 8a-b; 9a-b*
First Class *3a-d, 5a-d, 7a-c, 9a*

	SCOUTCRAFT
	**Camping** — Learn the essentials of camping in a wilderness setting, ranging from tents to water purification to cooking to hiking and more! *Requirements that cannot/may not be completed: 4b, 5e, 7b, 8d, 9*
	**Emergency Preparedness** — "Be Prepared" is the motto of Scouting America. This badge will teach Scouts the importance of being prepared for emergencies, in a variety of settings. (First Aid merit badge is a prerequisite.) *Requirements that cannot/may not be completed: 1, 2a-2c, 8b-8c, 9*
	**Fire Safety** — Learn how to safely use fire. Fire is a tool, not a toy. This is a good choice for younger Scouts. They will earn their Firem'n Chit. *Note: Scouts will visit the Cherokee Village Fire Station on* Tuesday, *December 29, during lunch.*
	**First Aid** — Learn how to take care of a sprained ankle, how to stop bleeding, and respond to hurry cases. Skills taught here are essential for any Scout function. *Requirements that cannot/may not be completed: 5a-b, 14*
	**Cooking** — This Eagle-required badge teaches Scouts food safety, nutrition, meal planning, and practical cooking techniques for home, camp, and trail settings. Scouts will get hands-on experience preparing meals using a variety of cooking methods. *Requirements that cannot/may not be completed: 4, 6*
	**Pioneering** — Like knots and lashing? Well now take those skills to the extreme. Scouts will learn more new knots and lashing and use them to build cool projects. You can take these skills and build towers, monkey bridges, and much more!
	**Backpacking** — Learn the skills needed to safely plan and complete backpacking adventures, including equipment selection, navigation, cooking, Leave No Trace, and trek preparation. *Requirements that cannot/may not be completed: 10, 11*
	**Wildland Fire Management** — Scouts will explore wildfire behavior, prevention, prescribed fire, suppression tactics, firefighter safety, and how wildland fires are managed to protect communities and natural resources *Requirements that cannot/may not be completed: 9*

	NATURE
	**Astronomy** — Learning to chart the stars is a long-lost skill. Come view the night world through our powerful telescopes and work on a merit badge in the process.
	**Environmental Science** — This Eagle-required badge requires taking hikes, field notes, and considerable written work. This is recommended for older Scouts. *Requirements that cannot/may not be completed: 4a-b*
	**Space Exploration** — Explore the vast unknown. Scouts will also have an opportunity to launch and recover a model rocket. Program fee of $10

	TECH CENTER
	**Automotive Maintenance** — Have you ever wanted to learn how to change a tire, check fluid levels, or maintain your vehicle? This merit badge will explore all these critical tasks and more!
	**Artificial Intelligence** — Scouts will explore how artificial intelligence works, how it is used in everyday life, ethical considerations, deepfakes, prompt engineering, and careers in AI. *Requirements that cannot/may not be completed: 7*
	**Electricity** — Scouts' minds will be illuminated with an understanding of how electricity works. They will learn the basics of electric circuits, build an electromagnet, and construct a simple electric motor.
	**Electronics** — This merit badge will give Scouts an opportunity to learn about the applications of electricity. This includes lots of hands-on activity, like soldering and building circuits.

	TECH CENTER (CONTINUED)
	**Model Design and Building** — Scouts will have the opportunity to design and build models in this hands-on merit badge that explores foundational activities for more advanced technology-related activities.
	**Robotics** — Scouts will have the unique opportunity to build, program, and control a robot of their own. This will give them a jumpstart into this ever-growing field of study and technology-driven world.
	**Cybersecurity—** Scouts will explore online safety, cyber threats, encryption, connected devices, and the tools used to protect computers and personal information. Scouts must complete Requirement 1a before camp by watching the Digital Safety video with parent or guardian permission.

	LIFE TO EAGLE
	**Citizenship in the Nation** — Citizenship in the Nation is an Eagle-required badge. Scouts will learn about the U.S. Constitution and Bill of Rights and explore the unique history of the United States. *Note: Scouts will go on a field trip to complete requirement 2a. Requirements that cannot/may not be completed: 6b-d, 3*
	**Citizenship in the World** — Scouts will learn about diplomacy, international trade, and foreign relations. It is recommended that Scouts have already earned Citizenship in the Nation.
	**Communication** — Effective communication skills are essential for any life situation. Scouts in the badge will have an opportunity to learn the art of effective communication. *Note: It is recommended that Scouts prepare material for requirements 2, 3, 4, and 7. Requirements that cannot/may not be completed: 5, 6, 8*
	**Personal Management** — Personal management is about mapping a plan for your life that will involve setting short-range and long-range goals and investigating different ways to reach those goals. *Requirements that cannot/may not be completed: 2a-b, 8c-d, 10* (10 can be prepared ahead of time)

	HOBBIES AND CRAFTS
	**Art and Sculpture** — Scouts will learn about art and sculpture and explore their creative sides as they create their own artwork, using a variety of mediums, and their own sculptures. (Two merit badges are included in this program.) Program fee of $15
	**Basketry** — Scouts will complete a classic merit badge and construct three projects of their very own. Program fee of $15
	**Chess** — Scouts will learn the classic game of chess. Going beyond the basics of the game, they will learn different moves and tactics used in chess.
	**Leatherwork** — Scouts will learn how to make different items using leather. Program fee of $15
	**Photography** — Scouts will become visual storytellers as they explore a world of possibilities behind the camera! Participants should bring their own digital camera, though Kia Kima has extras, if needed. *Requirements that cannot/may not be completed: 1a (Cyber Chip)*
	**Signs, Signals, and Codes** —From learning braille to writing their own secret language, Scouts will explore a whole new world of communication, while learning about various signs, signals, and codes. *Requirements that cannot/may not be completed: 7*
	**Wood Carving** — Isn't it amazing what you can create out of wood? Using a knife and your imagination, simple blocks of wood can transform into remarkable sculptures. Program fee of $15
	**Woodwork** — This badge teaches Scouts how to use woodworking tools to build and repair carpentry projects, such as a box or a cabinet. *Note: This badge is recommended for older Scouts, as a certain level of maturity is required.* Program fee of $15

	SHOOTING SPORTS
	**Archery** — Archery experience is highly recommended before signing up for this badge. Scouts will learn the intricate details of archery such as making a string and arrow. Program fee of $5
	**Rifle Shooting** — A very popular badge among Scouts. Learn how to safely shoot and clean rifles. Scouts will have plenty of time to qualify. *Note: It is strongly recommended that Scouts complete requirement 1f prior to camp (and bring the work with them for discussion). Program fee of $7*
	**Shotgun Shooting** — Scouts will learn to safely use a shotgun. Scouts must qualify for the merit badge by shooting clay targets. *Note: It is strongly recommended that Scouts complete requirement 1f prior to camp (and bring the work with them for discussion).* Program fee of $15
Shooting Sports fees	**Archery- $5** **Rifle Shooting- $7** **Shotgun Shooting- $15**

	CAREERS
	**Engineering** — Transferring motion, structural integrity, and physics are instructed in this badge. Scouts will also undertake a small-scale building project. *Requirements that cannot/may not be completed: 7 (will likely be completed)*
	**Game Design** — Scouts will explore, analyze, and create new games with this fun and innovative merit badge. From discovering different elements of gameplay to trial-running games the design, Scouts will find new fascinating way to challenge themselves and their friends.
	**Radio** — Radio is a way to send information, or communications, from one place to another. Broadcasting includes both one-way radio (a person hears the information but can't reply) as well as two-way radio (where the same person can both receive and send messages).
	**Welding** — Scouts will learn the proper techniques used when welding metal. Scouts will also have the opportunity to try out these new skills in a safe environment. Program fee of $15

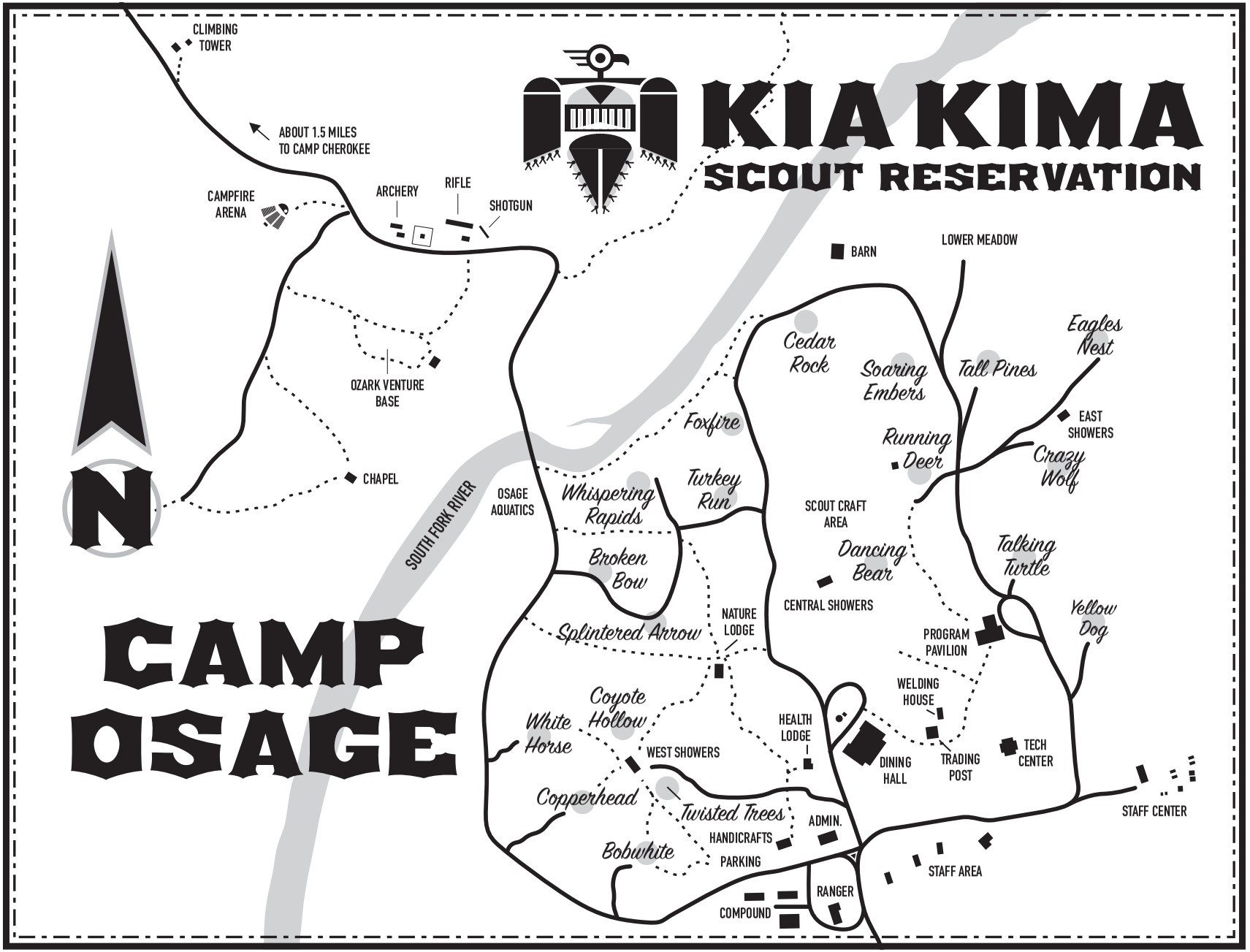
	CAREERS (CONTINUED)/ MISCELLANEOUS
	**Competitive Gaming** — Scouts will explore esports, gaming strategy, teamwork, sportsmanship, online safety, healthy gaming habits, technology, and careers in the gaming industry. *Requirements that cannot/may not be completed: 3b-3e, 4c*
	**Crime Prevention/Fingerprinting** — Scouts will explore how crime can be prevented while learning about law enforcement, personal and community safety, and the science of fingerprint identification. Scouts will also take and analyze fingerprints using hands-on techniques. *Requirements that cannot/may not be completed: 3, 10*
	**Plumbing/Home Repairs** — Scouts will learn practical skills for maintaining and repairing plumbing systems and common household fixtures while gaining hands-on experience with tools, pipes, and basic home repairs. *Scouts may receive a partial if all required hands-on Plumbing and Home Repairs projects cannot be completed during camp, particularly projects requiring work on actual home fixtures or structures.*
	**Moviemaking** — In this merit badge, not only will Scouts have the opportunity to learn the basics of cinematography, but they will also have a chance to shoot their own movie! Who knows? Your Scout could be a few lens flares away from being the next J.J. Abrams!
	**Inventing** — Scouts will explore creativity, problem-solving, patents, and the invention process while designing and building an original product. *Requirements that cannot/may not be completed: 6-8*

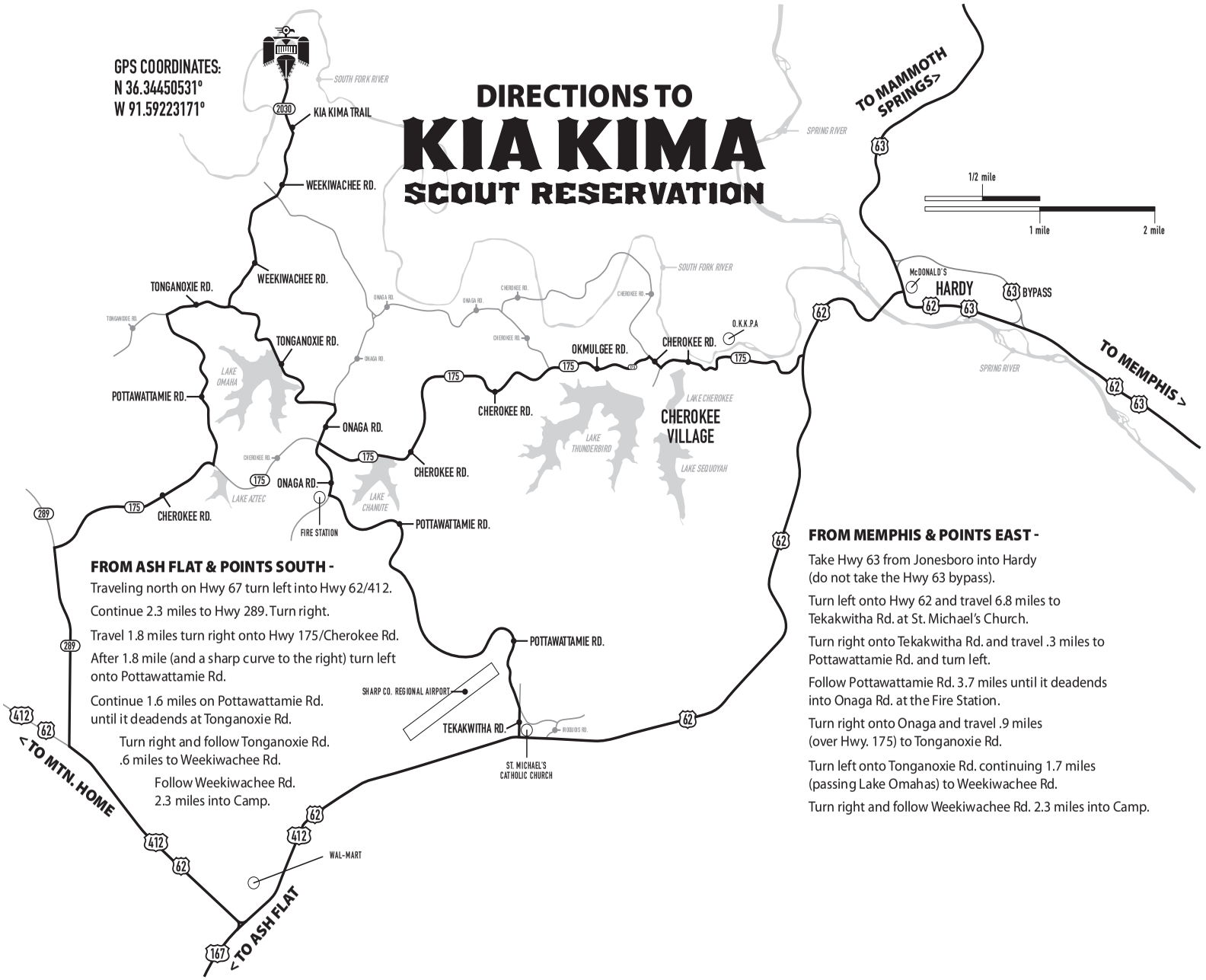
ADULT LEADER TRAINING

C.O.P.E./Climbing Instructor Level II — This training will prepare adults to facilitate C.O.P.E. or climbing programs in their units and council, with required, advanced training. There are two treks for this training. For C.O.P.E., participants will spend both full programs days at the C.O.P.E. course; for Climbing, participants will spend both full program days with the Climbing merit badge session (which field-trips to Jamestown Crag, in Batesville, on the second day). All participants completing either trek will meet nightly at 7:00 p.m. (while other activities may be taking place).

Introduction to Outdoor Leader Skills (I.O.L.S.) — The Chickasaw Council training team will be offering the Introduction to Outdoor Leader Skills (I.O.L.S.) training at Winter Camp. The I.O.L.S. training reviews all the basic skills leaders need to facilitate outdoor adventures for Scouts and offers opportunities to practice these skills. All registered leaders are invited to participate; this is often the final training many leaders need to be considered "fully-trained."

We are excited to announce that we will be offering the NRA First Steps Pistol Orientation program at Kia Kima in 2025! This program is designed for older Scouts (14 years or older), Venturers, Sea Scouts, and adults to teach them the basics about pistols. Spots are very limited so sign up early! This will be hosted at the range during the evening session, and the program will have an additional cost of $25.00.


KIA KIMA
SCOUT RESERVATION
CAMP OSAGE
N
CLIMBING TOWER
ABOUT 1.5 MILES TO CAMP CHEROKEE
CAMPFIRE ARENA
ARCHERY
RIFLE
SHOTGUN
OZARK VENTURE BASE
CHAPEL
SOUTH FORK RIVER
OSAGE AQUATICS
BARN
LOWER MEADOW
Cedar Rock
Soaring Embers
Tall Pines
Eagles Nest
EAST SHOWERS
Running Deer
Crazy Wolf
Foxfire
Turkey Run
Whispering Rapids
Broken Bow
SCOUT CRAFT AREA
Dancing Bear
Talking Turtle
CENTRAL SHOWERS
Yellow Dog
PROGRAM PAVILION
NATURE LODGE
Splintered Arrow
WELDING HOUSE
Coyote Hollow
White Horse
HEALTH LODGE
WEST SHOWERS
DINING HALL
TRADING POST
TECH CENTER
Copperhead
Twisted Trees
ADMIN.
STAFF CENTER
HANDICRAFTS
Bobwhite
PARKING
STAFF AREA
RANGER
COMPOUND



FROM ASH FLAT & POINTS SOUTH -

Traveling north on Hwy 67 turn left into Hwy 62/412.

Continue 2.3 miles to Hwy 289. Turn right.

Travel 1.8 miles turn right onto Hwy 175/Cherokee Rd.

After 1.8 mile (and a sharp curve to the right) turn left onto Pottawattamie Rd.

Continue 1.6 miles on Pottawattamie Rd. until it deadends at Tonganoxie Rd.

Turn right and follow Tonganoxie Rd. .6 miles to Weekiwachee Rd.

Follow Weekiwachee Rd. 2.3 miles into Camp.

FROM MEMPHIS & POINTS EAST -

Take Hwy 63 from Jonesboro into Hardy (do not take the Hwy 63 bypass).

Turn left onto Hwy 62 and travel 6.8 miles to Tekakwitha Rd. at St. Michael's Church.

Turn right onto Tekakwitha Rd. and travel .3 miles to Pottawattamie Rd. and turn left.

Follow Pottawattamie Rd. 3.7 miles until it deadends into Onaga Rd. at the Fire Station.

Turn right onto Onaga and travel .9 miles (over Hwy. 175) to Tonganoxie Rd.

Turn left onto Tonganoxie Rd. continuing 1.7 miles (passing Lake Omahas) to Weekiwachee Rd.

Turn right and follow Weekiwachee Rd. 2.3 miles into Camp.

WINTER CAMP SAMPLE MENU

	December 27, 2026	December 28, 2026	December 29, 2026	December 30, 2026
Breakfast		Bacon/Eggs	French Toast/Syrup	Biscuit
		Biscuits	Sausage Links	Sausage Patties
		Orange Slices/Apples	Orange Slices/Apples	Egg Patties
		Cereal	Cereal	Fruit
		Oatmeal/Grits	Oatmeal/Grits	Juice/Milk
		Juice/Milk	Juice/Milk	
Lunch		Beef Hot Dogs/Buns	Chicken Patties/Buns	
		Chili	Cheese Slice	
		Cheese and Onions	Sliced Pickles	
		Fritos	Ruffles Chips	
		Fruit	Pear Halves	
		Salad Bar	Salad Bar	
		Cookies	Vanilla Pudding	
Dinner	Spaghetti/Meat Sauce	Chicken Tenders	Pork Chops	
	Corn	Green Beans	Potato Wedges	
	Garlic Bread	Mashed Potatoes	Apples	
	Salad Bar	White Gravy	Sliced Carrots	
		Roll	Roll	
	Dessert	Salad Bar	Salad Bar	
		Dessert	Dessert	
		Menu may change based on availability.		
	Please see Dining Hall Managers/cooks, if you have any concerns about allergies or special diets. You can also e-mail Andy Bland in advance, at director.kiakima@gmail.com, to make arrangements.			
	Be sure to come to Cracker Barrel in the Dining Hall on Saturday and Sunday after evening sessions.			
	There will be food, fellowship, and lots of fun!			
		Winter Camp: It's a whole lot COOLER!		



Scouting America
Chickasaw Council

Chickasaw Council, Scouting America
Campership Application
Kia Kima Scout Reservation

Scouting Information

☐Troop #_____ ☐Pack #_____ District_____

Scout's Name_____ Phone_____

Address_____ City, State, Zip_____

Email address (please print)_____

Rank in Scouting_____ Date Joined Unit_____

We are applying for assistance toward:

☐ Kia Kima Winter Camp

Our group is registered for Camp the week of _____

Unit Leader Approval_____

Family Information

Parent or Guardian:

Mother_____ Employer_____

Father_____ Employer_____

Financial Information

To give the camping committee a better understanding of the family's financial status, please provide the following information. The information will be held in strictest confidence. Camperships are generally awarded for no more than 50% of the total camp fee. The unit and parents should pool resources for the difference.

Total Monthly Income $_____ Number of Family Members_____

Amount of campership desired $_____ (*Every Scout is responsible for a minimum of $50.00 towards the camp fee.)*

Parent or Guardian Approval_____Date_____

Additional information that should be considered by the committee:

_____

(continue on back side if necessary)

Council Approval_____Date_____

Chickasaw Council Scouting America

INDIVIDUAL PACKING LIST

- Scout field uniform
- T-shirts (1-2)
- Underwear (fresh pair each day)
- Socks (fresh pair each day)
- Long thermal underwear (1-2)
- Long pants (2-3)
- Long-sleeve shirt (2-3) or jacket
- Hiking boots or sturdy shoes
- Lightweight shoes (closed-toed)
- Shower shoes
- Warm coat or jacket
- Stocking cap/beanie
- Gloves/mittens
- Poncho/raincoat
- Foldable camp chair
- Towel
- Soap/shampoo
- Lip balm
- Deodorant
- Toothpaste and toothbrush
- Other personal toiletries
- Comb or hairbrush
- Dirty clothes/laundry bag
- Water bottle
- *Scout Handbook*
- Small pocketknife
- Backpack
- Pencils/pens
- Notebook/writing paper
- Merit badge pamphlets
- Tent
- Sleeping bag
- Pillow
- Old blankets (for insulation)
- Camp mattress or foam pad/cot
- Personal first-aid kit
- Footlocker (for packing)
- Watch
- Wallet for pocket money and I.D.
- Flashlight
- Extra batteries
- Spending money (~$65.00)

UNIT PACKING LIST

- Tents
- Water cooler
- U.S. flag
- Troop flag
- Cooking equipment (if cooking) ❑
- First-aid kit
- Broom/rakes
- Tools (saws, axes, etc.)
- Lanterns
- Rope
- Tarps
- Dining fly for extra coverage

LEAVE AT HOME

There are several items that should be left at home. Outside firearms, ammunition, and bows are not permitted on camp; these items, if brought to camp, must be checked in with the Shooting Sports Director for the duration of Winter Camp. Alcoholic beverages and non-prescribed drugs are strictly prohibited, and violators will be removed from camp, without warning. Tobacco use is only allowed in designated areas (please ask in the Administration Building). Fireworks are not allowed on any Scouting America property. Pets are not allowed; please contact the Camp Director if you have service animal. Please do not bring generators, as the loud noise can easily disturb other campers. Finally, Winter Camp is an out-of-doors experience, so we recommend limiting the use of phones or electronic games to a minimum!

THE KIA KIMA CODE OF CONDUCT

At Kia Kima Scout Reservation, we are committed to offering a safe and welcoming place to Scouts and leaders from diverse backgrounds, and we have high expectations for our staff, campers, and leaders. With this in mind, we have developed, using several resources, including Scouting America's Scouter Code of Conduct, the Kia Kima Scout Reservation Code of Conduct, by which all staff, Scouts, and adult leaders should abide. Strongly rooted in the Scout Oath and Law, this Code of Conduct details the minimum expectations of all those who come to Kia Kima.

- I will use the buddy system.
- I will wear my camp-provided wristband at all times.
- I will show respect and consideration to my fellow campers, visitors, staff, and leaders.
- I will be respectful and tolerant of others at all times.
- I will respect the privacy and boundaries of all individuals, regardless of age, gender, or any other personal characteristic.
- I will respect and take care of camp property.
- I will respect other people's property.
- I understand that bullying or intimidating behavior will not be tolerated for any reason.
- I understand that the use of profanity or abusive language will not be tolerated.
- I may not use or possess any alcohol, illegal drugs, or inappropriate material. If found or detected, my parent/guardian (and/or police if necessary) will be notified immediately.
- I understand that, according to Scouting America regulations and State law, tobacco products may only be possessed/used by adults and, then, only in designated areas.
- I understand that camp visitors must check in at the Administration Building and wear a wristband while on property. If I see someone without a wristband, I will notify a staff member or adult immediately.
- I understand that camp visitors are not permitted in campsites without the permission of an adult leader assigned to that campsite.
- I understand that campers may visit other unit campsites only by invitation and with the expressed approval of an adult leader from the visited campsite. Adult leaders must be in the campsite anytime a visitor is present.
- I will respect quiet time from 10:00 p.m. to 6:00 a.m.
- I will follow Scouting America's Safeguarding Youth guidelines and policies at all times.
- When in doubt, I will let the Scout Oath and Scout Law be my guide.
- I will take responsibility for my own actions and behavior.



Scouting America™

Chickasaw Council

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www.kiakima.org