



MISSION STATEMENT

The mission of the Lake of the Ozarks Scout Reservation is to provide the best opportunity for Cub Scout Packs, Scouts BSA Troops, Venturing Crews, and Explorer Posts to have fun, learn skills, and practice Scouting programs. The mission of our Rangers, Commissioned Staff, and Camp Staff is **total commitment** to serving Scouts and Adult Leaders to the best of our abilities. We do this to allow our Scouts and Leaders the best opportunity to grow in the values of Scouting. In pursuit of this mission, we pledge to incorporate the values of Scouting into every activity at the Lake of the Ozarks Scout Reservation. Scouting changes lives.

Our goal is to CHANGE LIVES!

TABLE OF CONTENTS

Mission Statement	Page 2
Advancement Philosophy & Program Recommendations	Page 3
Merit Badge Summary	Page 4
Non-Merit Badge Programs	Page 5
Individual & Troop Activities	Page 6
Program Area: Aquatics	Page 7-8
Program Area: Invention & Skills/Trades	Page 9-10
Program Area: Shooting Sports	Page 11
Program Area: COPE & Climbing	Page 12
Program Area: Traditional Scouts BSA	Page 13
Program Area: Order of the Arrow	Page 14
Adult Leader Opportunities	Page 15
Camp Staff	Page 16
Contact Information, Registration, & Additional Resources	Page 17



ADVANCEMENT PHILOSOPHY

We are excited to offer over 80 unique merit badges and nonmerit badge programs at Summer Camp!

Camp is a great place to earn multiple Merit Badges, especially badges that are difficult to earn – like shooting sports, climbing, swimming, watersports, metalworking, and many others. Scouts should select merit badges that they find interesting. Leaders should be able to answer Scout's questions about the requirements to help them in the decision process. The leader may also recommend or steer the Scout to work on some Eagle Required merit badges.

However, summer camp is more than just merit badges. For an entire week, Scouts will get to enjoy a one-of-a-kind experience only available at the Lake of the Ozarks. Scouts will have the opportunity to participate in activities including jetskis, water skiing, paddleboarding, and more. Scouts may wish to participate in a troop or patrol activity, go on a free swim, or simply relax at the campsite. We strongly believe that it is important that Scouts keep a healthy balance of activities during the week. Lord Baden-Powell once said that "Scouting is a game with a purpose." We strive to make summer camp the most FUN experience for Scouts.

PROGRAM RECOMMENDATIONS

These recommendations are based on the Scout's age, level of experience, the general difficulty of the subject matter, and potential safety concerns with regard to attentiveness and/or ability. Some classes do have a required age minimum. If there is a listed age minimum, a Scout wishing to participate, must meet the age requirement. There are no exceptions. Below are a few suggested programs for Scouts:

- **Year 1:** Brownsea (first year camper program), First Aid MB, Instructional Swimming, Basketry MB, Swimming MB, Free Swim, Patrol Shoot, and other Troop and Patrol activities.
- **Year 2:** Swimming (if not completed in the first year), Canoeing MB, Archery MB, Camping MB, First Aid MB, Rifle Shooting MB, Woodcarving MB.
- **Year 3:** Climbing MB, Lifesaving MB, Rowing MB, Environmental Science MB, Metalworking MB, Orienteering MB, Pioneering MB, and Shotgun Shooting MB.
- **Year 4:** Invention Scouts Startup Program, Lifesaving MB, BSA Lifeguard, Pistol, Water Sports MB, Motorboating MB, Small-Boat Sailing MB, Personal Watercraft, Counselor-in-Training.
- **Year 5+:** COPE, Pistol, Invention Scouts Startup Program, BSA Lifeguard, Personal Watercraft, Motorboating MB, Small-Boat Sailing MB, Counselor in Training, Camp Staff.



Below is summary of all merit badges taught at camp. Badges that are listed in the same bullet point separated by a "/" are clustered together into one course. Activities and merit badges which have "\$" next to it indicates there is an additional fee. More info about pre-requisites and block scheduling can be found via the course catalog and block schedule.

"Merit badges offered are subject to change

- Animation
- Landscape Architecture/Architecture
- Archery
- Astronomy/Space Exploration
- Automotive Maintenance
- Archaeology/Exploration
- Aviation \$
- Basketry/Leatherwork
- Bird Study
- Camping
- Canoeing
- Chemistry
- Chess
- Climbing
- Composite Materials/Pulp & Paper/Textiles
- Digital Technology
- Electricity/Electronics
- Emergency Preparedness
- Environmental Science
- Farm Mechanics
- First Aid
- Fish and Wildlife Management/Soil & Water Conservation
- Fishing
- Fly Fishing
- Forestry
- Geology/Mining in Society
- Horsemanship \$

- Kayaking/BSA Stand-Up Paddleboarding
- Lifesaving
- Mammal Study/Nature
- Metalwork
- Model Design & Building
- Motorboating \$
- Moviemaking/Photography
- Oceanography
- Orienteering
- Pioneering
- Plant Science
- Plumbing
- Pottery/Sculpture/Art
- Programming
- Radio
- Rifle Shooting
- Rowing
- Scouting Heritage
- Shotgun Shooting
- Signs, Signals, & Codes
- Small-Boat Sailing
- Swimming
- Water Sports \$
- Welding
- Wilderness Survival
- Woodcarving
- Woodwork

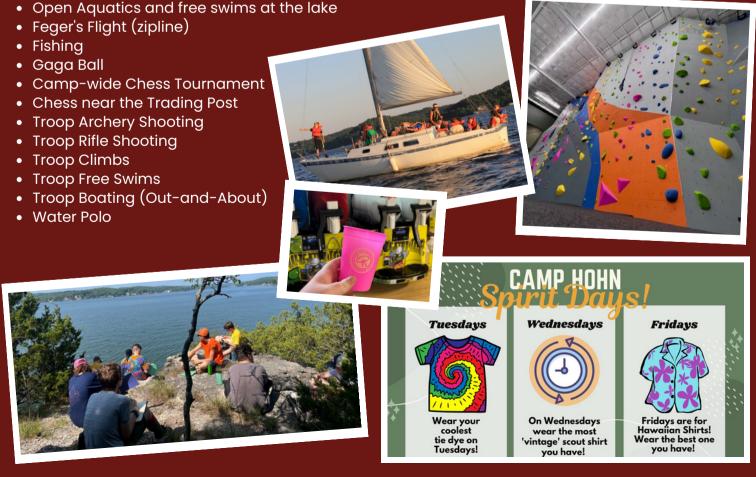


Non-merit badge program opportunities are available for every Scout in camp whether a first-year or veteran camper. Special activities are available to experienced campers to use their skills and keep them challenged. For beginner campers, the emphasis is placed on activities to assist them in completing early advancement requirements and the development of their basic camping skills. Below you can find a list of all non-merit badge program opportunities.

- Advanced/Adult Blacksmithing \$ advanced blacksmithing program for 14+ youth who have already earned the Metalworking MB and Adults
- Brownsea (first year camper program) 1st Year Camper program with an emphasis on the first 3 ranks in Scouting as well as basic Scouting and camping skills i.e. knot-tying, campsite setup, etc.
- BSA Lifeguard official course to become a certified BSA Lifeguard. For youth 15+.
- **COPE** (Challenging Outdoor Personal Experience) starts with initiative games, and continues with low and high course activities. Participants will climb, swing, balance, jump, rappel, and learn to develop solutions to a variety of situations. For youth 14+.
- Invention Scouts Startup (youth) & Ranger (adult) Programs \$ In this program, Scouts and Adults will learn how to use cutting-edge technology such as 3D printers, laser-engravers, CNC routers, Vaquforms, and more. For youth 14+ and adults.
- **Jet Ski** \$ a fast, fun-filled program where scouts get to experience the Lake of the Ozarks while piloting a Jet Ski. For youth 14+ and must have a valid Boater's License.
- OA Summer Camp Service Corps \$ special program for OA members only, to help work on projects at camp.
- Pistol for youth 14+
- Scuba BSA/Snorkeling BSA \$ Scuba BSA introduces Scouts to the special skills, equipment, and safety precautions associated with scuba diving and provides a foundation for those who later will participate in the more advanced underwater activity.



At camp, we also have many opportunities for individual Scouts and troops to participate in during the week. Activities for individuals and troops to participate will be reserved via a lottery system when you arrive at camp. Information about this process and all additional camp activities will be provided to you at check-in and during the leader's meetings at camp.





The aquatics area is our most popular program area. Our aquatics program is split between our lakefront and pool. Scouts participating in aquatics will be able to access 1.5 miles of shoreline right off the lake of the ozarks and a state-of-the-art swimming pool

LAKEFRONT

- Jet Ski
- Kayaking BSAKayaking MB/Stand Up Paddleboard
- Motorboating MB
- Rowing MB
- Small-Boat Sailing MB
- Water Sports MB
- Canoeing MB
- Swimming MB
- Mile Swim
- Lifesaving MB
- BSA Lifeguard
- Fishing MB
- Fly Fishing MB









The aquatics area is our most popular program area. Our aquatics program is split between our lakefront and pool. Scouts participating in aquatics will be able to access 1.5 miles of shoreline right off the lake of the ozarks and a state-of-the-art swimming pool.

POOL

- Instructional Swim
- Swimming MB
 Scuba/Snorkeling
 Lifesaving MB
 BSA Lifeguard













Our Invention Lab and Program Building is our fastest-growing area. We are proud to be the only camp in the BSA that has the Sinquefield Invention Campus. Our invention campus consists of our Metalworking Building, Invention Lab, Skills & Trades Lab, and Program/Woodworking building. This area focuses on creativity and workforce development.

INVENTION LAB

- Astronomy MB/Space Exploration MB
- Chess MB
- Digital Technology MB
- Invention Scouts Ranger Program (Adult)
- Invention Scouts Start Up Program (14+)
- Photography MB/Moviemaking MB
- Programming MB
- Radio MB

WOODWORKING

- Sculpture MB/Pottery MB/Art MB
- Model Design and Building MB
- Woodcarving MB
- Woodwork MB















Our skills trades area is our newest program area. We are proud to be the only camp in the BSA that has the Sinquefield Invention campus. Our skills and trades consist of plumbing, electricity, sheet metal, and painting. This area focuses on creativity and workforce development.

METAL WORKING

- Metalwork MB
- Welding MB
- Adult/Advanced Blacksmithing

SKILLS & TRADES

- Automotive Maintenance MB
- Electricity MB/Electronics MB
- Farm Mechanics
- Plumbing MB



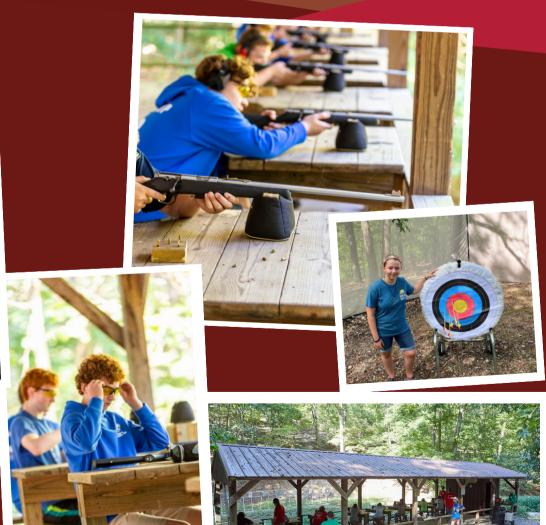


SHOOTING SPORTS

- Archery MB Pistol (14+)
- Rifle MB
- Shotgun Shooting MB









We offer an exciting COPE & Climbing Program. Through COPE & Climbing, Scouts BSA will learn how to conquer their fears and overcome challenges.

COPE & CLIMBING

- Climbing MBC.O.P.E.

- Tower ClimbingBlufftop ClimbingFeger's Flight (Zipline)















PROGRAM AREA: TRADITIONAL SCOUTING



Our traditional scouting program area is split into three groups: ecology, outdoor skills, and show n' do.

OUTDOOR SKILLS

- Camping MB
- **Emergency Preparedness MB**
- First-Aid MB
- Orienteering MB
- Pioneering MB
- Wilderness Survival MB

SHOW N' DO

- Brownsea (First-Year Scout) Oceanography MB
- **Animation MB**
- Basketry MB/Leatherwork MB Show and Do
- Pulp and Paper MB/Textile MB/Composite Materials MB
- Scouting Heritage MB
- Paul Bunyan Woodsman

ECOLOGY

- Landscape Architecture MB/Architecture MB
- Bird Study MB
- Chemistry MB
- Environmental Science MB
- Signs Signals and Codes MB Exploration MB/Archaeology MB
 - Forestry MB
 - Geology MB/Mining in Society MB
 - Mammal Study MB/Nature MB
 - Plant Science MB

 - Soil and Water Conservation MB/Fish and Wildlife Management MB











The Order of the Arrow plays a vital role in the Scouting program, fostering year-round camping and contributing to both scouting and the community through service.

At summer camp, the OA offers a chance for troops to conduct their annual elections. Various activities such as OA swims, cookouts, group service projects, and more are planned. Don't forget to extend invitations to friends and family for our weekly callout ceremony, held every Thursday during each session.

If you're an OA Member, remember to sign the roll book during check-in and volunteer for these events. Utilize these service opportunities to showcase the benefits, camaraderie, and fun of being part of OA to your unit, especially to the younger Scouts.

Further details will be provided by the OA Coordinator during check-in.







JOIN OUR VOLUNTEER CAMP COMMISSIONER CORP!

Throughout the summer season, a dedicated team of Volunteer Camp Commissioners (VCCs) will collaborate with the staff to ensure that packs and troops enjoy a successful camp experience.

These commissioners will closely partner with the camp staff, performing tasks such as daily inspections of troop campsites and facilitating Introduction to Outdoor Leader Skills. Additionally, they may take on various unit-service and program support responsibilities, such as aiding in leader training, offering instructional support to Program staff, or assisting with off-site excursions.

<u>Members of the Volunteer Camp Commissioner Corps can attend camp at no cost.</u> If you're interested, submit a volunteer commissioner corp application during registration. The number of VCCs required will vary from session to session and is determined by the overall number of scouts attending camp.







A LAKE OF THE OZARKS SCOUT RESERVATION

Are you tired of doing the same old routine? Being a part of the Camp Staff isn't just another summer job. We work with youth from Scouts of all ages to not just teach outdoor skills and merit badges, but to change lives. Plus, you get to make lifelong friends, spend the summer in the great outdoors, have an experience that will set you apart from others in future jobs, and have a ton of FUN! Camp Staff offers positions for everyone such as shooting sports, climbing, lifeguards, blacksmithing, and more.

Staff members must be at least 15 years old by June 1st. Many positions require 18+ or 21+ directors, so you're never too old to be on Camp Staff! Compensation includes housing, meals, salary and training.

Questions? Please contact either the Great Rivers Council 573-449-2561 or Dennis Kerns dennis.kerns@scouting.org.



CONTACT US!

Need more information? Have questions? Contact us at the information to the right. We are happy to answer any questions. **Address:** 525 Camp Hohn Drive Gravois Mills, MO 65037

Phone: 573-374-5761

Website: www.lotosr.org

Camp Director: Dennis Kerns **Email:** dennis.kerns@scouting.org

RESERVE YOUR SPOT TODAY!

Reserve your spot at camp today! Don't know exact numbers? No problem! All you need is a unit deposit to lock-in your spot for Summer Camp. Visit www.lotosr.org to learn more!









525 Camp Hohn Drive Gravois Mills, MO 65037



573-374-5761



www.lotosr.org







