



2024 SCOUTS BSA

SUMMER CAMP LEADER'S GUIDE

LAKE OF THE OZARKS SCOUT RESERVATION

This guide contains the information you and your unit will need to be prepared to succeed while attending Scouts BSA summer camp at Lake of the Ozarks Scout Reservation in 2024.

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Welcome to Lake of the Ozarks Scout Reservation

The summer of 2024 is a special year for us at the Lake of the Ozarks Scout Reservation as we conduct our 59th year of Scout camping at Camp Hohn! Thousands of Scouts and leaders have joined us for a week of Scouting adventure over the last 58 years, and this year, we are taking things to an even higher level of camping and outdoor fun, just for you and your unit!

The highlight of the Scouting year for every young person in our program is summer camp. Scouts from all over the council, and beyond our council borders, will converge at the Lake of the Ozarks Scout Reservation looking for a fun-filled, week-long program. Our staff has been preparing for a fantastic summer program for all the Scouts to enjoy. Additionally, we have made many significant improvements to our camp, including the introduction of our new Welcome Center/Medical Lodge and Aquatics Center with a pool in 2015, unlike any you will find anywhere else! Our Sinquefield Invention Lab also continues to grow and will play a major part in our 2024 camping program. Several new and exciting programs are also being introduced in 2024, and several existing programs are being revamped and improved!



To help ensure you and your Scouts are prepared for all we have to offer, we have prepared this in-depth guide with information on everything you need to know for your Scouts BSA camping experience in 2024. Please take the time to prepare yourself for your adventure at camp by reading this guide from cover to cover, absorbing all the information in it, and passing it along to your other leaders, parents, and your Scouts. We feel that this year's program will be our best and most energetic program ever. For more information and forms please visit our camp website at www.lakeoftheozarksscoutereservation.org.

Scout camp is where memories are made, and lifelong friendships are forged. In 2024, we are going to be doing just that, building lifelong memories for our campers all summer long! Make your plans now to get your unit signed up for this exciting adventure.

Take time before camp to determine what your troop's program needs are and communicate that information to us before you arrive. This will allow us to assist you in meeting your goals. If you have any questions, special needs, or just want to talk about your week in camp, feel free to contact us. We will be happy to work with your troop in any way we can. We look forward to seeing you at camp.

Yours in Scouting,

Dennis Kerns
Camp Director

Malachi Diehl
Program Director

Registration Info for 2024

Camp Fees

Youth

\$375.00 (**\$355.00** if paid by the May 1st camper savings day)

Additional Weeks of camp **\$203.00**

Adults

\$155.00 This fee covers the cost of meals during camp, a camp patch, and facility usage.

- For Adults/Guests who will be attending camp for a portion of the week, you can pay. \$10.00 per additional meal your unit may need (contact the GRC office or camp office for more details)

Camper Savings

Scouts who are paid in full by May 1 will receive the camper savings discount. Webelos Scouts may be eligible for the camper savings discount until June 1st. If you are registering and/or paying for Webelos Scouts after the May 1st deadline, you will need to contact the GRC office or camp office to ensure the discount has been applied to your account.

Please remember that Scouts receiving camperships **are not eligible** for the Camper Savings discount, and Scouts who stay for a second or third week **are not eligible** for the Camper Savings discount on any week other than the first.

Camperships (Program Grants)

Through the generosity of our Friends of Scouting, a limited number of camperships are available to help scouts in need of financial assistance. The deadline for applying for a campership is April 10, 2024, and all camperships are based on the full camp fee of **\$375.00**. Early requests are necessary to ensure equitable distribution of available funds. The amount of campership given to each Scout will vary based on economic need, but in nearly all circumstances will not exceed 50% of the price of camp. **Scouts receiving camperships are not eligible for the Camper Savings discount.** The Campership Application can be found here.

Provisional Camping

We will offer a provisional camping opportunity for each session of camp. Provisional camping is an excellent summer camp alternative for:

- Scouts who are unable to attend with their home unit due to time conflicts.
- Scouts and adults who would like an opportunity to attend camp for a second time.
- Scouts and adults from units that camp at Summer Camps outside the Great Rivers Council, who plan on attending without the rest of their unit.

Camp Refund Policy

Before the May 1 Camper Savings Day, all fees, less the \$25.00 camper deposit, are refundable and transferable. Please check your Scouts' prior commitments to summer sports and family vacations before May 1. After the May 1 Camper Savings Day, the following policy applies:

Refund requests MUST be submitted in writing to the Camp Director before departing from camp. A unit leader or Scout may request a refund of the fees under the following conditions **ONLY**:

- Illness or serious accident of Scout prevents their attendance at camp.
- Family illness or emergency prevents the Scout's attendance at camp.

Camper fees are nontransferable between scouts or leaders.

Refund requests for a Scout or leader who changes their mind about attending or decides to not attend for any reason other than those listed above, WILL NOT BE considered.

If the refund request is granted, the \$25 reservation deposit and an additional 25% camp readiness fee will be withheld; however, if your unit wants your refundable fees transferred to your unit Scout Shop account, the non-refundable readiness fee will be reduced to 15% (available for GRC units only). Scouts leaving camp early will not be eligible for partial refunds. **Refund requests submitted after leaving camp will not be honored. Fees for merit badge classes or programs are NON-REFUNDABLE or transferable!**

Troop Reservation

On October 1, your Troop will be able to place a \$100.00 deposit to hold your summer camp reservation for 2024.

Campsite Reservation

Campsite reservations are made on a first-come-first-served basis by completing a campsite reservation through our online registration system. You will pick 3 different campsite options during registration. This will help us place all troops on the campsite that will work best for all troops attending your registered session. The early sign update is October 1, but there is plenty of room for your troop to attend camp and online sign-ups continue through May 1, 2024! If you have not completed a reservation, please do so today! A \$25.00 per person (youth and adult) deposit will reserve a spot in the campsite of your choice; **however, the camp Director will decide how to best fit the units and patrols within a given campsite.** This means that you cannot reserve a patrol site within a particular campsite. Final registration will be handled through our online registration system.

Summer Camp Web Resources – To improve and facilitate pre-camp communications, we have created several new information, email, and file sharing forums:

Website: www.lakeoftheozarksscoutreservation.org

Email: greatrivers.lotosr@scouting.org

We also have a Facebook page dedicated to the Lake of the Ozarks Scout Reservation – [***Like us!***](#)

Key Camp Dates

This summer we will be offering four different sessions of Scouts BSA Camp. Below you will find information regarding the scheduled camp dates, along with key events happening during the session. A tentative weekly schedule can be located later in this guidebook.

Session 1 (June 9-15)

- June 9 – Sunday – Check-in starts at 1:00 pm and Opening Campfire
- June 13 – Thursday – Visitor’s Night begins at 5:00 pm and ends with the OA Call Out
- June 14 – Friday – Closing Campfire
- June 15 – Saturday – Check out.

Session 2 (June 16-22)

- June 16 – Sunday – Check-in starts at 1:00 pm and Opening Campfire
- June 20 – Thursday – Visitor’s Night begins at 5:00 pm and ends with the OA Call Out
- June 21 – Friday – Closing Campfire
- June 22 – Saturday – Check out.

Session 3 (June 23-29)

- June 23 – Sunday – Check-in starts at 1:00 pm and Opening Campfire
- June 27 – Thursday – Visitor’s Night begins at 5:00 pm and ends with the OA Call Out
- June 28 – Friday – Closing Campfire
- June 29 – Saturday – Check out.

Session 4 (June 30-July 6)

- June 30 – Sunday – Check-in starts at 1:00 pm and Opening Campfire
- July 4 – Thursday – Visitor’s Night begins at 5:00 pm and ends with the OA Call Out
- July 5 – Friday – Closing Campfire
- July 6 – Saturday – Check out.

Session 5 (July 7-13)

- July 7 – Sunday – Check-in starts at 1:00 pm and Opening Campfire
- July 11 – Thursday – Visitor’s Night begins at 5:00 pm and ends with the OA Call Out
- July 12 – Friday – Closing Campfire
- July 13 – Saturday – Check out.

Planning for Your Arrival at Camp

Check-in Procedures

Early check-in will start at 10:00 am. with an appointment. Troop check-in. from 1:00 PM until 5:00 PM Sunday. Troop trailers can be dropped earlier except by contracting the Camp Director. If you need to drop off your trailer outside of this time, please contact the Reservation office at least one week before you arrive at camp.

To make your arrival at camp a pleasurable one, **please do not have your unit plan on arriving before 1:00 PM, as the camp will not be open, and the staff will not be available to assist you.** Please also remember that the first meal at camp will be dinner on Sunday at 6:00 pm. (Welcome Dinner at Show & Do And I-Lab). Also, please note that any personal gear that was not delivered with the troop trailer will need to be packed in.

Upon your arrival, please follow these steps:

1. Stop at the **Welcome Center to confirm your campsite** prior to entering with trailers.
2. **Park vehicles in the parking lot at the Fisher and Welcome Center lots** or other areas as directed.
3. **Meet your site host at your campsite at 1:00 pm.** Your staff site host will assist you through the check-in process. Remember they are there to help you!
4. At 1:00 PM, unit leadership check-in will happen at your campsite with you and your scouts. Ensure that your unit leadership brings the following items to check-in:
 - a. **Complete Troop roster** of all campers and adults including names of adults staying with unit full-time and part-time. **This info should have been collected during your online registration process;** however, it is important to bring a copy to camp for cross-referencing.
 - b. **The statement of fees paid** that you received from the council service center, and balance of fees, if any due. **ALL Camper fees and extra program fees MUST be paid at this time.**
 - c. **Pre-Camp Swim Checks** – Remember that units have the option of conducting their swim tests before camp following our Swim Classification Procedure described later in this guide. [The form to complete and bring to camp can be found here.](#)
 - d. **Prerequisite Completion Form** – This form ([found here](#)) is where you notate the completion of listed prerequisites for badges that apply. Without this form, scouts who attend courses with listed prerequisites will not complete the associated badge at camp.
5. Your unit will work to set up camp. During this time your **campsite host** will also guide you to the **Quartermaster** where you will pick up your patrol gear bags, and you can check-out equipment for your unit to use. To learn more about the Quartermaster, reference the Quartermaster section of this workbook.

6. Your unit will then complete medical rechecks and medicine check-in at your campsite with a designated camp staff member. During this process, the designated staff member will review every participant's Annual BSA Health Form (located in the Important Forms section of this guidebook) and ask a few basic questions. Also, during this time, your unit's site host will put together buddy tags for your unit swim test.
7. After medical rechecks have been completed, your unit will then quickly get ready for their swim tests down at the Lakefront. After some welcome info from the Aquatics Director, your unit will complete the Annual BSA Swim Test. For more information about the swim test, see the section below discussing the Swim Test.
8. Once your unit has completed their Swim Test, they will return to their campsite to finalize camp set-up until the **camp welcome meal served at Show & Do. And I-Lab.**
9. The **leader's meeting and first SPL** meeting will then occur at the **Commissioner Area**. This meeting is where important camp updates, information about camp, and a detailed camp schedule will be provided to your unit.
10. The leader's meeting will be followed by the evening flag ceremony, and the optional scout's vespers.

Check-out Procedures

On Saturday morning, your unit will depart our camp after you complete the check-out process. Below is a basic rundown of the process. A more detailed explanation of the process will be provided to you when you check-in to camp by your site host.

- The entrance gate to camp will be opened at 6:00 AM so that units can move cars in/out of camp for loading troop gear.
- Continental breakfast will be delivered to the Show and Do Shelter at 7:00 AM. Your unit will be able to swing by and grab breakfast any time after it has been delivered. Most units wait to get breakfast until they're on their way out of camp.
- Your unit's staff campsite host will meet you in your campsite at the time you coordinate with them, so that they can assist you in campsite teardown.
- After your unit's campsite has been cleared for check-out, your unit will travel to the welcome center for the final step of the check-out process.
- Starting no earlier than 7:00 AM, ONE LEADER for each unit will then enter the welcome center to collect your unit's check-out packet and settle any remaining camp balances due.
 - If your unit needs to check-out of camp at a time earlier than 7:00 AM, you will need to coordinate this with the Camp Director.

Medical Rechecks

During the check-in process, your unit will complete a medical recheck. During this process a designated staff medical recheck will review your unit's BSA Health Physical. To prevent any hiccups during this process, please ensure that the unit comes to camp with copies of the BSA Health Physical form – with **Parts A, B1, B2 and C completed and signed by an examining physician** – for all unit participants. Sports and other physicals will be accepted only if accompanied by parts A and B1, B2 of the BSA Health Form. Please also pay particular attention to the following form items:

- Date of last tetanus shot.
- Any current ailments and/or prescriptions
- Any allergies/dietary restrictions
- Ensure that this form has been signed by the parents/guardians of all participants under the age of 18.

Medical examinations are not provided at the Lake of the Ozarks Scout Reservation. If a Scout OR leader does not bring his medical examination form, or if his medical examination form does not have a current parent signature, the Scout OR leader will not be permitted to remain at camp for longer than a total of 72 hours. There are no exceptions to this policy. Leaders are encouraged to develop a mechanism to ensure that no Scout arrives at camp without their needed form, along with adequate parent/guardian signatures. [You can find a copy of the BSA Health Form here.](#)

Swim Tests

During the check-in process, your scouts and leaders will complete a swim test based upon their skill level. Below is a description of each of the swim qualification tests. Please note that these tests can be completed by the unit before they arrive at camp. If your unit chooses to complete the checks before camp, ensure that all BSA standards are met during the process, and that the Pre-Camp Swim Test form is filled out when scouts complete this process. We will need a copy of the lifeguard card and paperwork.

Aquatics Swimwear Statement

We recommend that swimwear should be comfortable, functional, and appropriate for specific aquatic activity. As always, we remind everyone that Scouting's Barriers to Abuse state, "Appropriate attire is required for all activities". Swimwear should be designed as swimwear, clean, should not reveal private parts, secure enough to not shift or fall off while participating, a t-shirt or additional layer may be allowed if it does not hamper movement in the water. Infants & Toddlers must wear swimwear over diapers (anyone not potty trained must wear a swim diaper).

Swimmer

Jump feet first into water over your head and surface. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl. Swim 25 yards on your back, using an easy, resting stroke. Rest by floating (or, if not buoyant, with just enough motion to stay afloat).

Beginner

Jump feet first into water over your head, come the surface, level off, swim 25 feet, turn sharply, and come back to the starting point.

Learner

Participants have the option to opt out of the test and stay dry or get wet and only wade into the learner's section. Anyone who opted out of the test or was unable to complete either of the two swimming tests above will be classified as a Learner

Contacting Camp

The best way to contact the Lake of the Ozarks Scout Reservation when camp is not in session is via email at greatrivers.lotosr@scouting.org We can answer any of your pre-camp questions related to program, sign-ups, facilities, and any other questions or concerns you or your Pack may have. Below are additional contacts for camp questions:

Parents often ask where their child will be and how they can reach them... and rightfully so! Please encourage parents to write, but not to call unless it is an emergency. The main telephone in camp is for camp business and emergencies ONLY.

U. S. Mail Service

Outgoing mail is picked up daily from the reservation office in the Welcome Center. Please address all incoming mail as follows to assure that it is delivered to your Scout promptly.

Scouts Name and Troop #
Lake of the Ozarks Scout Reservation
525 Camp Hohn Drive
Gravois Mills, MO 65037

Telephone

The camp telephone is (573) 374-5761 and it is used for camp business and emergencies only. Telephone messages should be limited to emergencies only.

Camp Director – Dennis Kerns

- Phone: (660) 221-0443
- Email: dennis.kerns@scouting.org

Lake of the Ozarks Scout Reservation Welcome Center

- Phone: (573) 374-5761
- Email: greatrivers.lotosr@scouting.org

GRC Program Specialist – Melissa Cobb

- Phone: (573) 449-2561 Ext. 201
- Email: Melissa.Cobb@scouting.org

Cell Phones and Homesickness

It is not unusual for Scouts to develop homesickness during a week of camp. Research and experience have shown several ways to help kids make the most of their week away from home. **Please leave cell phones at home, or at least leave them with the Scoutmaster 'for emergency use only'.** Scouts need to be able to participate in all the fun that camp has to offer and develop self-confidence away from home. The cell phone offers a 'lifeline' to home, friends, etc. that diminishes that opportunity.

ALL campers – Leaders and Scouts are reminded that **NO cell phones are allowed in the camp shower houses at any time. This also applies to all photographic equipment.**

Encourage your scout to try new things and get involved before camp and send mail/email messages during the week. Tell them how much fun you know they will have at camp and how proud you are of them. Avoid comments like “I don’t know what I’ll do without you”, “the dog has whined at your door all week.”

Don’t make pick-up deals. If a Scout is told that they will be picked up if they become homesick, several things have occurred: 1) the idea has been planted that they might become homesick 2) they have been subliminally told that they can’t handle the separation, and 3) they have been given an easy out rather than an opportunity for personal growth.

Special Needs

At camp we recognize that no two participants are alike, and that some individuals need special accommodation to be made for them. We like to practice Rigid Flexibility at our camp, where we work our hardest to accommodate your unit’s needs while continuing to provide a quality, structured program all participants can enjoy. If your unit has any need of special accommodations or have any questions about our accommodation abilities, don’t hesitate to reach out to any of the individuals listed at the top of this page.

The most common accommodation is for dietary restrictions. Please be sure to indicate if participants in your Troop have dietary restrictions, we need to be aware of during the registration process. If indicating a food allergy, please let us know if the allergy is airborne or contact based. Please ensure you’re aware of all participants in your unit who may have restrictions, to ensure we are adequately accommodating to their diet.

What to Bring to Camp?

All of your Scouts' clothing and personal equipment should be marked clearly with their name and troop number. Be advised that there is not a safety deposit box for valuable personal articles.

Scout Personal Gear

- Canteen or Water Bottle
- Complete Scout uniform
- Scout Handbook
- Sweater or jacket
- Dirty clothes bag
- Sneakers and/or hiking boots.
- Raincoat or poncho
- Swim trunks
- Towel and soap
- Toilet articles
- Insect repellent
- Blankets or sleeping bags.
- Knife, fork, spoon, plate
- Flashlight and extra batteries
- Spending money
- Cot or air mattress
- Ground cloth
- Hat
- Notebook/ pen or pencil
- Sunscreen
- Compass

Optional Scout Equipment

- Book of one's faith
- Camera and film
- Baseball glove, ball, Frisbee, etc.

Leather gloves for Climbing MB and Blacksmithing program.

Troop Equipment

- Troop records (physicals, advancement)
- Plastic to protect wood supply.
- Bulletin board with cover
- U.S. and troop flags
- Roll of small wire
- Sharpening file or stone
- Scoutcraft and game equipment
- 100 feet of sash cord
- Coffee pot and coffee
- Plastic tablecloth
- Patrol duty roster
- Propane lanterns (adults only)
- Matches
- Thumb tacks
- First aid kit
- Bow saws.
- Hammer and nails
- Twine
- Cooking glove
- Troop Checks (3 recommended)
- Troop library
- Sewing kit

Optional Troop Equipment

- Folding chairs
- Extra dining flies
- Extra tent stakes
- Laundry detergent (Washing machines and dryers are available)

Equipment Provided by Camp

- Two person wall tents
- Dining flies
- Patrol cooking box
- 1/2 barrels w/ grates for wood fire cooking
- Tent platforms

Quartermaster

The Quartermaster will have specific posted hours of operation. Units may pick up latrine supplies and cleaning equipment, as needed. Scout leaders may also pick up tools and other materials for special camp projects. The troop is responsible for the return of all items checked out in clean, working order. All items checked out from the Quartermaster are to be returned no later than 2:00 PM Friday.

Damage to Equipment and Facilities

All campsites and camp-owned equipment will be inspected before checking in and out of the Camp. Any damage that occur will be assessed by the Camp Director and Camp Ranger and must be paid for by the troop before leaving camp. Damage may include lost or damaged equipment, defacing tents or facilities, or damage to the natural environment. Please note and report any damage you detect on your check-in when you and your troop counselor inventory your campsite Sunday evening. Damage charges are as follows:

- Tents & Dining Flies: Rips & tears per inch \$5.00
- Writing on canvas: Each panel \$50.00
- Destroying waterproofing (cost determined on an individual basis) Note: Use of aerosol spray cans in a tent will destroy waterproofing.
- Tent Replacement \$550.00
- Fly Replacement \$300.00
- Tent platforms, picnic & cook tables: cost determined by the individual case (minimum \$20.00)
- Ridge poles: \$20.00
- Upright poles: \$20.00
- Permanent Structures: Damage will be assessed on an individual basis.
- Environmental Damage: Damage to living trees \$25.00.
- Improper disposal of trash and litter: \$100.00
- Smoke alarms: \$50.00
- Fire extinguishers: \$100.00
- All other equipment: current catalog or retail price

Lee White Trading Post

The Lee White Trading Post, located near the Show & Do Shelter at the center of camp, is your one-stop location in camp to take care of camp business or purchase needed supplies. We have snacks, pocketknives, water bottles, t-shirts, patches, walking sticks, and so much more. Most importantly, we're the only place in camp where you can get SLUSHIES!!! Don't forget to remind your scouts and adult leaders to pack spending money if they plan to stop by the Trading Post while your unit is at camp.

Trading post hours are from 9:00 AM to 9:00 PM daily while you're at camp (closed during mealtimes). Note that these hours are subject to change. A finalized Trading Post schedule will be provided to you when you check-in at camp.

Tips for Camp Success

Over the last few years, comments made by Scoutmasters in their evaluations suggested the need for a section of helpful hints based on their previous experiences at camp. This is a collection of what experience has taught us regarding merit badges and advancements:

1. Summer camp is not a merit badge mill, where you pay a fee and get four badges automatically. Instead, the camp offers merit badges as one portion of the overall program. Look into our non-merit badge program opportunities such as Jet Skis, Advanced Blacksmithing, the Invention Rangers program, and many others.
2. You should plan on a maximum of four merit badges per week per Scout.
3. The most difficult badges to earn are those requiring a great deal of physical skill, coordination, and stamina (i.e., Metalworking, Archery, Rifle Shooting).
4. With the number of changes to merit badge requirements over the years, many merit badges require work outside the camp. Every effort is made in the Merit Badge Detail Information page that is in this guide to indicate which requirements cannot be completed at camp. Scouts are encouraged to get the merit badge book well ahead of camp, read it, and complete the prerequisite work. The class will go much more smoothly for them, and they will leave camp having completed the badge. The Camp Prerequisite Completion sheet is in the Important Forms section of this guide. This form is to be signed by the leader, indicating what advance requirements have been completed before arrival at camp. **You may bring these completed forms to the Leaders Meeting on check-in day.**
5. Scouts should try doing something new at camp and get a well-rounded experience. Try a variety of badges from different program areas: Ecology, Shooting Sports, Aquatics, Climbing, Handicraft, Outdoor Skills, Invention Lab, and Blacksmithing.
6. Troops should plan and come to camp prepared. Make sure you turn in as much paperwork before camp as possible. Have patrols already organized. Elect patrol leaders. Preview safety issues and assign daily fire marshals. Work on ideas as patrols and have the patrol leaders represent the group at camp.
7. Your campsite is your home for the week, so work on making it comfortable by bringing banners and flags to dress it up. Keep Patrol sites neat and clean. They will be visited and judged daily with prizes awarded at the end of the week.
8. Make a Troop Pioneering project or Campsite Gateway – these are great for team building, camaraderie and are judged by our camp commissioners. The winning Pioneering project will be announced at the end of the week, along with the presentation of an award for their feat.
9. Schedule time for rest! That's right. Too often, you don't take time to sit and enjoy the beauty at camp around you. Don't keep such a pace that you miss the trees, nature, and the clean, fresh air.
10. Top troops show spirit. The troop that comes to camp with ideas and spirit and challenges make the rest of camp come alive. Bring your troop cheer to camp and show everyone that your number one.

11. Be flexible. Each week 200-250 scouts attend camp, and while the staff is there to meet everyone's needs, a Scout is friendly, cheerful, and courteous. We need to practice Scout law in the camp when dealing with others.
12. Communicate: If you have a special need or want to do something spectacular, tell us about it and we'll give it our best shot. **At camp, we maintain RIGID FLEXIBILITY!**
13. In the event a situation requires you or one of your Scouts to go to the hospital, it is a good idea to have a photocopy of each troop member's insurance card (please attach it to their BSA Health Form) for more efficient processing and faster service. **Non-emergency transportation of a Scout in your troop to the hospital or urgent care is the responsibility of the unit.**
14. For your benefit, it would be advisable to have no less than 2 copies of each camper's and leader's health forms while at camp. One for your unit's file within the campsite and one for the Medical Lodge file.

Program Info

Advancement Philosophy

Program at summer camp is more than merit badges. For an entire week, Scouts can experience and enjoy the outdoors. Summer camp offers many ways to keep the Scouts busy, other than simply with merit badge classes. Scouts may wish to participate in a troop or patrol activity, go to free swim, or simply relax while at camp. It's important to make sure that Scouts keep a healthy balance of activities during the week, and to keep in mind that scouting is a game with a purpose. If Scouts don't have fun, it will be hard to convince them to come back to camp in the future. Also, bear in mind that many badges may require time outside of the allotted class time.

Program Suggestions

At camp we teach many different programs, each with suggested experience levels. These suggested experience levels are based on the assumed Scout's age correlated to their experience level, the general difficulty of subject matter, and safety concerns with regards to attentiveness or ability. While many of these are suggestions, we rely on the Scoutmaster to work with your Scouts while they choose their schedule. Scouts that are generally too young for a badge should consider alternative classes. Please help us avoid this situation by encouraging your Scouts to participate in age-appropriate programs. Note that some classes do have a required age minimum. Scouts wishing to participate in classes with a listed age minimum must meet the age requirement to participate in this program. Below are a few suggested programs for Scouts to enjoy based on how years may they've been involved in Scouts BSA.

Year 1: Brownsea (first year camper program), First Aid, Instructional Swimming, Basketry, Swimming, Free Swim, Patrol Shoot, and other Troop and Patrol activities.

Year 2: Swimming (if not completed in the first year), Canoeing, Archery, Camping, First Aid, Ecology Cluster, Rifle Shooting, Woodcarving.

Year 3: Climbing, Lifesaving, Rowing, Environmental Science, OA Brotherhood, Metalworking, Geocaching, Orienteering, Pioneering, Search & Rescue, Engineering, and Shotgun Shooting.

Year 4: Invention Scouts Startup Program, Lifesaving, BSA Lifeguard, Pistol, Water Sports, Motorboating, Small-Boat Sailing, Personal Watercraft, Counselor-in-Training.

Year 5+: COPE, Pistol, Invention Scouts Startup Program, BSA Lifeguard, Personal Watercraft, Motorboating, Small-Boat Sailing, Counselor in Training, Camp Staff.

It is easy to see how our program areas have a natural progression of age and experience levels for the badges a Scout attends as they age through the program. For example, in the Aquatics area a Scout could move from Instructional Swim, to Swimming, to Rowing, to Lifesaving, to BSA Lifeguard and beyond, as they gain more experience in the program.

Merit Badges

Below is an alphabetical list 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. If a course has a “\$” next to it, there is an additional fee for this course. More info can be found via the following links: [Block Schedule](#) [Course Catalog](#)

- Animation
- Archaeology / Exploration
- Architecture/ Landscape Architecture
- Archery
- Astronomy / Space Exploration
- Automotive Maintenance
- Aviation \$
- Basketry / Leatherwork
- Camping
- Canoeing
- Chemistry
- Chess
- Climbing
- Composite Materials / Pulp and Paper / Textile
- Digital Technology
- Electricity/ Electronics
- Emergency Preparedness
- Environmental Science
- Farm Mechanics
- First Aid
- Fish and Wildlife Management / Soil and Water Conservation
- Fishing
- Fly Fishing
- Forestry
- Golf
- Geology / Mining in Society
- Horsemanship \$
- Kayaking / BSA Stand-Up Paddle boarding
- Lifesaving
- Mammal Study/Nature
- Metalwork
- Model Design and Building
- Motorboating \$
- Moviemaking / Photography
- Oceanography
- Orienteering
- Pioneering
- Plant Science
- Plumbing
- Programming
- Radio
- Rifle Shooting
- Scouting Heritage
- Sculpture/Pottery/Art
- Shotgun Shooting
- Signs, Signals, and Codes
- Small-Boat Sailing
- Swimming
- Water Sports \$
- Welding
- Wilderness Survival
- Wood Carving
- Woodwork

Non-Merit Badge Programs

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 beginning 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 that occur during program instruction times. Please note that if a program has a “\$” next to it, there is an additional fee for this program.

- Advanced/Adult Blacksmithing \$
- Brownsea (first year camper program)
- BSA Lifeguard*
- COPE*
- Invention Scouts Startup & Ranger Programs \$
- Jet Ski \$
- OA Brotherhood \$
- Pistol
- Scuba BSA, Snorkeling BSA \$

Friday Activities

Fridays at camp are designed to be open for scouts to have a little free time after their hard work at camp. Due to this, we offer many different program opportunities for Scouts and adults to participate in. You can see a potential list of Friday activities below. Please note that if an activity has a “\$” next to it, there is an additional fee for this activity. You will be provided more information about these activities when you arrive at camp, [in the course catalog](#), and at the camp registration website.

- Merit Badge Make-Up time
- BSA Stand Up Paddle boarding.
- Chess Tournament
- CPR/AED Training \$
- Fishing Tournament
- Golden Arrow Shooting Competition
- Kayaking BSA
- Mile Swim BSA
- OA Service Project
- Paul Bunyan Woodsman
- Silver Bullet Shooting Competition

Individual, Patrol, and Troop Activities

At camp we also have many opportunities for scouts, patrol, and troop activities happening during the week. Activities for Troops to participate in 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.

- Open aquatics and swims at the pool
- Fishing
- Gaga Ball
- Chess near the Trading Post and I-Lab
- Troop Archery shoots
- Troop rifle shoot
- Troop climbs
- Troop Swims
- Troop boating out-and-about.

Scheduled Camp-wide Activities

Flag Ceremonies:

Respect for the flag is very important, which is why we will hold a flag-raising and lowering each day of camp. Units are encouraged to participate in a flag ceremony during the week, and they are encouraged to also conduct a troop flag ceremony at their campsite.

Vespers Service:

A Scout is Reverent. Monday evening features a camp-wide vespers service.

Campfires:

All troops must attend the opening and closing campfires. These are vital to the summer camp program experience, and they're a fun way to lift your scouting spirit at camp.

Additional Specific Program Info

Some of our courses/program offerings require additional information, documentation, or training for participation in the course. See below for the info needed for each listed program.

Adult/Advanced Metalworking

This program is available for both Adult and Youth participants. All participants attending this course are expected to bring their own Leather Gloves to use during the course. Youth planning to participate in this course must be at least 14 years old and have earned the Metalwork merit badge (with a preference towards the completion of the Blacksmithing option of the badge).

BSA Lifeguard

Participants in the BSA Lifeguard course must be at least 15 years old and have completed CPR/AED training to complete this course. This training can be completed prior to your stay at camp (if you choose to go this route, please bring a copy of your certification card).

C.O.P.E.

C.O.P.E. is an acronym for Challenging Outdoor Personal Experience. All participating Scouts must have reached **their 14th birthday by January 1, 2023** and be First Class rank. This thrill-packed experience will stretch physical abilities and enhance self-esteem as it pushes the Scout to accomplish more than they believe they can. This difficult, yet challenging experience should be reserved for older and more experienced Scouts. They will climb, swing, balance, rappel, and think their way through its multiple events. If your Scouts have done C.O.P.E. before, encourage them to go again, we are constantly adding events and elements to the program and no two C.O.P.E. experiences are alike. The objectives of Project C.O.P.E. are Leadership Development, Problem Solving, Communication, Self-esteem, Trust, Decision Making, and Teamwork.

Sturdy, well-constructed athletic shoes or boots, leather work-gloves, and long pants are the necessary items for each Scout participating in C.O.P.E.

All participants must also have a copy of the C.O.P.E Hold Harmless Agreement on file to be able to participate in this program. [The C.O.P.E. Hold Harmless Agreement can be found here.](#)

Fishing at Camp (Fishing MB & Fly-Fishing MB)

By State Law, ALL individuals 16+ (with the exception of Missouri Residents 65+ years old) must carry a valid and current MO Fishing Permit while fishing at camp or while participating in the Fishing and/or Fly-Fishing merit badges. Information about Missouri Fishing Permits is available online at <https://mdc.mo.gov/permits/fishing-permits>

Motorboating MB & Small-Boat Sailing MB

By State Law, ALL Scouts wishing to participate in the Motorboating MB and/or the Small-Boat Sailing MB, MUST be 14 years old and complete the Missouri Boating Safety Course and Exam before COMING TO CAMP. Information about this course is available online at <http://www.boat-ed.com/mo/index.htm>.

Personal Watercraft Program (Jet Skis)

We will have a limited number of openings for Scouts to learn about and use Personal Watercraft (PWC - aka Jet Skis) during camp. By State Law, ALL Scouts wishing to participate in the PWC program MUST be 14 years old and complete the Missouri Boating Safety Course and Exam before COMING TO CAMP. Information about this course is available online at <http://www.boat-ed.com/mo/index.htm>. The program will be offered in the two-afternoon program blocks (3 & 6), is limited to twelve (10) participants per block.

All registered to attend must also have a copy of the PWC Hold Harmless Agreement on file to be able to participate in this program. [The PWC Hold Harmless Agreement can be found here.](#)

Shooting Sports (Archery MB, Rifle Shooting MB, Shotgun Shooting MB, Pistol)

All shooting sports badge participants require a signed copy of the Shooting Sports Hold Harmless Agreement on file in order to be able to participate in the badge. [The Shooting Sports Hold Harmless Agreement can be found here.](#)

Volunteer Camp Commissioner Corps

Each week during the summer season a corps of volunteer camp commissioners will assist the staff in seeing to it that troops have a successful camp experience. During each session of camp, we will have up Five Camp Commissioners, Commissioners will camp overnight with their home unit (or the provisional troop), but otherwise eat with and functions as camp staff members (they may also choose to eat with their home unit if they prefer).

Volunteer Commissioners are to arrive at camp no later than 10 am on Sunday, and they will usually depart by 10 am on Saturday. The Commissioner Corps will work together with the Camp Commissioner by visiting their troops' sites daily and providing a variety of other unit-service and program-support functions. Some might assist the Camp Commissioner with training. Others might conduct campsite inspection visits; provide instruction assistance to our Program staff; offer evening merit badge instruction; or provide transportation and leadership support.

Camp commissioners must be experienced Scouters with the ability to physically endure a week of walking at the camp. Camp Commissioner Volunteer Corps members will attend camp at no charge. These positions are limited and will be filled by an application. The 2024 application is available on the Reservation website and must be submitted before November 30, 2023, to be considered for Camp Commissioner Volunteer position. Individuals selected for this program will be notified and expected to attend Commissioner Corps orientations to begin in January or February.

If you're interested in becoming a Volunteer Camp Commissioner, complete the Volunteer Camp Commissioner application and send it to Dennis Kerns for review and approval. [The Volunteer Camp Commissioner Application can be found here.](#)

Order of the Arrow Nampa-Tsi Lodge 216

Order of the Arrow

For more information about the Order of the Arrow, along with eligibility for election, contact your local chapter chief. Your chapter chief should then be in contact with you to schedule a Unit Election before camp. Units unable to complete an election before camp will have the opportunity to complete one early in the week at camp. Units should also complete any Adult Nominations before camp. Please maintain a copy of your records and bring that copy to camp.



Copies of youth OA election results and adult nomination forms must be brought to the camp to verify OA nominations.

Order of the Arrow Call-Out Ceremony

The Order of the Arrow will have a weekly “call-out” ceremony on Thursday night of each week. During this ceremony, newly nominated, prospective members will be publicly invited to solidify their OA membership by completing the Ordeal at a future OA service weekend. Current members may be asked to help with the Order of the Arrow call-out ceremony serving as torchbearers, runners, fire builders, and/or torch builders. All youth Arrowmen are encouraged to participate in the OA Call-Out ceremony.

General Policies and Practices

Membership

The Boy Scouts of America requires that all campers participating in the summer camp program be registered members. Make sure all your campers are currently registered. Rosters should be submitted to the Scout office with your final payment. You should also have a roster to present at check-in; not having rosters ready will delay the check-in process.

National BSA policy also requires two (2) registered adult leaders for all Scouting activities, including long-term camp and field trips out-of-camp. Each unit must have at least two adult leaders in attendance. Small units may want/need to plan with another unit to share campsites and leadership responsibilities. Please let the Council Office know if you need assistance with that process.

Patrol Method

We use the Patrol Method. This means that it is the responsibility of the Troop's Senior Patrol Leader to organize and run the troop. It is their job to ensure the campsite is ready for inspection each day and to post the duty roster and unit fireguard chart in camp.

Patrol Cooking

Each Patrol will be cooking the food that has been dropped off at their campsite for each meal. If your patrol needs cook gear, you will be able to go to the Quartermaster and check out what they will need. There will be no cost for borrowing items from the Quartermaster, so long as they are returned without damage before your unit departs camp.

Travel

Transportation to and from camp shall be by approved means only. All campers and adults are required to use seat belts. **NO ONE may ride in the back of a truck or pickup.** Observe insurance and safety precautions as stated in the current edition of the *Guide to Safe Scouting*. Youth and adults who plan to leave the property while camp is in session will need to check-out at the Welcome Center. Youth and adults planning to arrive while camp is in session must also check-in at the Welcome Center.

Pressurized Fuels

National BSA policy permits the use of liquid fuel only under the direct supervision of a knowledgeable adult leader. Gasoline and other flammable substances are to be stored in the approved fuel storage area in the camp. Consult the Camp Director upon arrival at camp for specific instructions.

Leaving Campsite After Lights Out

After 10:00 P.M. each evening, **Scouts should not leave their campsite without a buddy and adult leadership. This includes the use of the shower facilities.**

Shower Facilities

At camp we have a few different shower facilities available for use. **Please send at least two adult leaders with your Troop when they go to the shower house.** Keep our Scouts safe! Please limit to 5min.per shower so other can be clean. A scout is clean.

Alcoholic Beverages

The possession, use, or consumption, of alcoholic beverages is prohibited in camp. Those unwilling to abide by this policy will be escorted out of camp immediately. Leaders, please inform parents of this so they are aware of this policy on visitors' night.

Illegal Drugs

The possession or use of illegal drugs is prohibited. Those violating this policy will be escorted out of camp, and law enforcement will be notified if this policy is violated.

Tobacco

Please refrain from using tobacco in camp. Remember the 11th point of the Scout law. Smoking is not permitted on the trails or in any tent. No one under the age of 18 years old will be permitted to use tobacco products in camp. Smoking is prohibited in all buildings. Leaders, please set the example.

Firearms and Archery Equipment

Firearms and archery equipment are prohibited in camp anywhere except for the shooting sports areas. **Personal firearms and archery equipment are not allowed at camp.** This is a BSA national policy. **Ammunition may not be brought to camp.** Ammunition for the shooting sports area will be issued at the range.

Leaving Camp

Leaving camp during your stay for any reason requires signing out at the camp office. Campers may not leave camp unless under the direct supervision of unit leaders. The camp will only release a Scout when signed-out at the camp office by the unit leader.

Trips to the Hospital or Doctor

It is the responsibility of the unit leadership to provide transportation for members of their units requiring non-emergency attention from a doctor or hospital. One adult leader from the unit will accompany the unit member requiring services. He must obtain the health form from the health lodge before leaving. The Reservation Medic, after consultation with the Reservation Director and Camp Director, will notify the parent or guardian immediately of any serious illness or injury. If parents will not be at home while you are at camp, have them advise you (unit leader) how they can be contacted.

Prohibited at Camp

The following list includes other items prohibited at camp: pets; fireworks; alcoholic beverages; narcotics; motorcycles; tobacco; un-Scout-like literature; personal firearms and ammunition. This list is not comprehensive. Please reference the *Guide to Safe Scouting* for other prohibited items. Campers found in violation of these rules may be asked to leave camp and **no refund** will be given.

Vehicles in Campsites

No vehicles will be allowed in camp after 4:00 PM on Sunday. If your unit wishes to bring a troop trailer to camp, it must be brought and dropped between 9:00 AM and 4:00 PM on Sunday. Special arrangements may be made to deliver your trailer on Saturday **IF arranged and approved in advance**. Wheelbarrows will be available to carry gear to your campsite. **VEHICLES ARE TO REMAIN IN DESIGNATED PARKING AREAS.** Only emergency and service vehicles will be allowed in camp during the week. On Checkout Saturday, you may retrieve your troop trailers after you have coordinated this with the camp commissioner. (per FA-711 n-caps)

Uniforms

Scouting has always been a uniformed organization. The official uniform is required for all participants, both youth and adults. Complete field uniforms are to be worn for evening flag ceremonies, vespers, and campfires. Activity uniforms are appropriate for the remainder of the day. Activity uniforms are Scout pants or shorts, socks, and Scout related t-shirts. The staff will set an example.

Lost and Found

Lost and Found items may be turned in at the camp office, pool, Trading Post, and waterfront and I-Lab. Leaders and parents should encourage Scouts to mark their personal belongings with name and troop number. Camp management and staff are not responsible for lost items but will make every effort to store these items during the summer. Items will not be held beyond the close of the summer camp season.

Youth Protection

All BSA Youth Protection policies are to be followed during camp. Please ensure that you're always practicing two-deep leadership while at camp. Youth Protection Training is available online and through your District Training Committee. **Any actions or suspected behavior is to be reported immediately to the Camp Director. It is the policy of the Boy Scouts of America that suspected abuse of any kind is reported to the appropriate authorities.**

Prescription Medication

If individuals attending camp have prescribed daily medications, please ensure the following:

- Medication is in the original dosage printed on the container.
- The individual's full name is printed on the container.
- Scouts' medications are checked-in with a designated Troop leader.

Ensuring these standards are followed will help ensure that all individuals receive their necessary medications, and that these medications are kept safe while they're at camp.

Links to Important Info

This section contains links to important handouts and forms for your reference.

[Directions to Camp](#)

[Map of Camp](#)

[2024 Block Schedule](#)

[2024 Course Catalog](#)

[Prerequisite Completion Form](#)

[Pre-Camp Swim Test Form](#)

[BSA Health Form](#)

[PWC Hold Harmless Agreement](#)

[Shooting Sports Hold Harmless Agreement](#)

[C.O.P.E. Hold Harmless Agreement](#)

[Volunteer Camp Commissioner Application](#)

[GRC Campership Application](#)

[Updated February 18, 2024](#)