

Lost Lake Scout Camp

Leader's Guide

2024

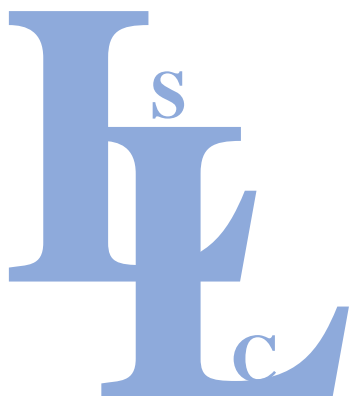
Dates

May 31, 2024

Last day of early bird special

July 14-20, 2024

Scouts BSA Resident Camp



MIDNIGHT SUN COUNCIL

BOY SCOUTS OF AMERICA

Prepared. For Life.™



Dear Scouts and Scouters,

Thank you for choosing Lost Lake Scout Camp as your destination for summer camp. Our Traditions began long before anyone ever dreamed of a multi-purpose Scout Camp.

Throughout our history, we have been providing the best quality programs and have become a home for many Scouts, Scouters, Units, and Staff. This year, we continue the commitment to excellence Lost Lake Scout Camp is known for, while going above and beyond with several new programs and services.

We are delighted that your unit has chosen to take part in this experience. The directors and key leaders are busy planning an incredible program. We have an exceptional group of staff and directors returning along with some fresh faces to ensure we exceed your unit's expectations.

This guidebook provides you with details about our programs, procedures, and services. Please read the guidebook thoroughly to prepare your unit to make the most of your adventure at camp.

I am excited, pleased and honored to serve as the Midnight Sun Council Director of Camping. My goal is to ensure every Scout and Leader who comes through our gates has their own "Lost Lake Scout Camp Experience". If you have any questions, concerns, or comments feel free to contact me.

Thank you for choosing Lost Lake Scout Camp as your summer destination. See you at camp!

Yours in Scouting,

Phil Burkett
907-750-6881
Director of Camping
Phil.burkett@scouting.org



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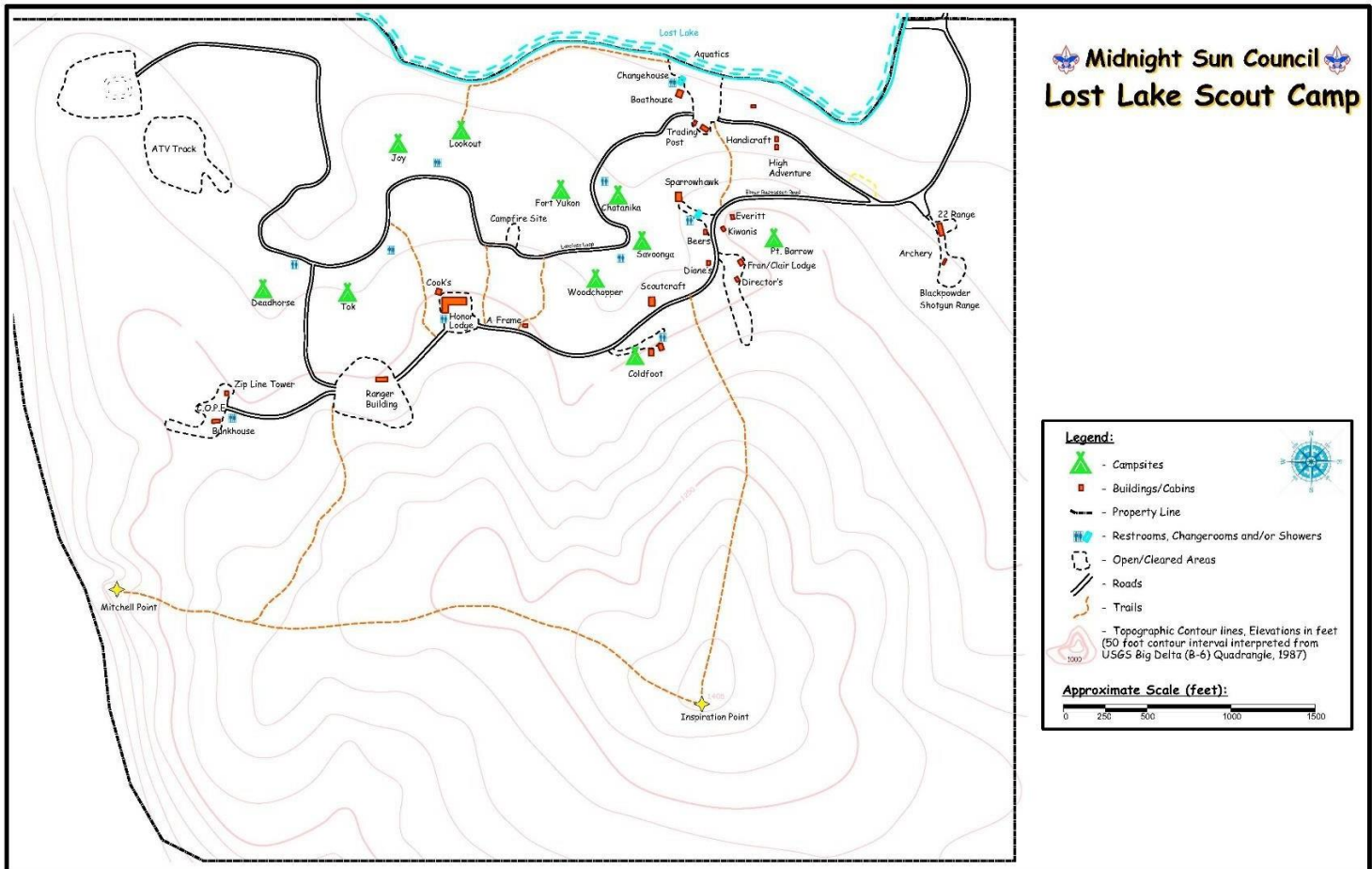
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Lost Lake Scout Camp History

Lost Lake Scout Camp is situated on over 600 acres located an hour south of Fairbanks on the Richardson Highway at the end of Lost Lake Road. The camp lies between the Tanana River and Birch Lake on the beautiful 90-acre Lost Lake (Chisholm Lake).

The Midnight Sun Council has taken an active role to improve the camp facilities and keep up with changing times. We have a full-time ranger, year-round dining hall facility, ADA accessible campsite, new water system, year-round classroom availability, and cabins with new and improved wood stoves. It is a wonderful setting to have an event or to just enjoy the natural beauty of Alaska.



Camp Information

Camp Location

Lost Lake Scout Camp is located 58.5 miles south of Fairbanks on the Richardson Highway (Highway 2) at the end of Lost Lake Road (approximately at milepost 306). The camp lies between the Tanana River and Birch Lake on the 90-acre Lost Lake. If you get lost, pull over, turn on your GPS (or pull out your map and compass) and head towards 64° 18' N by 146° 41' W.

Camp Address

Scout's Name
Troop Number
Lost Lake Scout Camp
Mile 58.5 Richardson Highway, HCR 10
Fairbanks, Alaska 99701

Camp Dates

Resident Camp Week 1

July 14-20

Pre-Camp Information

The pre-camp leaders meeting is a very important step in being prepared for you and your Scout's stay at camp. The meeting will begin at 7:00 pm. Two adult leaders and the Senior Patrol Leader are invited to attend. You will have an opportunity to get up to date on any camp changes and review the camp program. Registration and fees will be finalized.

If you are unable to attend due to your distance from town, please send your final attendance by the leaders meeting date listed here. We will attempt to conduct a Zoom webinar for those unable to attend the pre-camp meeting. Check the Lost Lake Scout Camp page for information. If you have questions, please call (907) 452-1976.

Preparations before camp check list	
Three months before camp	
	Leaders and committee review this camp guide
	Commitments obtained from other adult leaders assisting in camp
	Final commitments for camp secured from each Scout family
	Submit your troop's reservation from with a deposit
	Begin collecting individual scout's fee
	Unit leader begins program-planning procedure for camp
	Travel plans are started
	Equipment needs are reviewed
	Contact Scouts with financial need who will attend camp with the troop; provide campership form
	Talk with Webelos who will graduate into your troop about going to camp
	Check the merit badge requirements that must be completed prior to camp and help the scouts get started
Four weeks before camp	
	Discounted payment due in full; unit treasurer confirms with council service center that all fees are paid
	Complete transportation arrangements to and from camp
	Be sure parents are aware of visitor policies
	Collect final fees; scribe and unit leader complete camp roster sheets
	Check that medical examinations have been completed; parts A, B, & C (including physician's signature)
	Inventory troop and patrol equipment
	Inventory each Scout's advancement records
	Meet with Scouts to prepare them to choose their merit badges; submit online schedule request form
Fifteen days before camp – Things to bring!	
	Medical forms for all Scouts and Scouters
	All adult leaders and campers at camp must be registered members of Scouts BSA
	Help Scouts fill out blue cards for merit badges if you unit uses them for advancement
	Receipts and camperships: bring receipts for all fees paid at the council office and all camperships, plus cash/check for any additional fees required
	This guidebook

Rules and Regulations

All units participating at Lost Lake Scout Camp are required to HAVE FUN! Programs offered during camp are designed to augment the troops' programs. No troop should feel compelled by the camp program to participate in all the activities offered. In fact, each troop is encouraged to plan and carry out at least one troop or inter-patrol activity each day. Lost Lake Scout Camp provides ample opportunities for everyone to have a great experience year after year. Don't worry if your troop didn't participate in every activity offered – there is always next year!

It is the primary goal of the Midnight Sun Council to provide a safe, quality program to the youth in our community. The council is also extremely concerned about the safety of the members within our programs.

These policies are in effect for the Midnight Sun Council and Lost Lake Scout Camp. The Midnight Sun Council has adopted a zero-tolerance policy for violations of this policy. If any person or persons are seen violating the letter or intent of this policy, they will be immediately removed from camp. The Camp Director and Ranger do not have any discretion in this matter and will notify the Scout Executive when such action has been completed.

The Scout Executive, District Executive, Camp Director, and Camp Ranger may at their sole discretion, direct individuals or groups to leave camp property for other serious misconduct not covered in the document.

Forbidden items and activities

The following activities are **forbidden** without the express written consent of the Scout Executive or Camp Director:

- Hunting
- Snow machining
- All-terrain Vehicles (ATV's)
- The appearance of any pets on camp property

The following activities are **always forbidden, and** violators will be **immediately escorted off camp property**:

- Starting fires with gasoline, oil, diesel fuel, lighter fluid, propane, etc.
- Riding in the bed of any truck type vehicle or in any trailer
- Towing passengers on sleds, wagons, or any other conveyance not intended for such use
- Use of firearms (including air guns, BB guns, or pellet guns) in any area other than the rifle/shotgun ranges at any time without specific authorization
- Use of drugs or alcohol on camp property

- Use of fireworks on camp property

Vehicle Policy for Lost Lake Scout Camp

Troops may drive to their campsite (or close to it on the Loveless Loop road) and unload their equipment. They may park a troop trailer off the road in a designated area close to their campsite and leave it there for the week, but all vehicles must be moved out of the campsites and parked in designated parking areas. If vehicles are not moved out of the campsites, the vehicles will be towed at the owner's expense. This is to keep our camp in compliance with the National Camp Accreditation Program standards of Scouts BSA.

It is this policy of the National Council, Scout BSA that:

- Seat belts are required for all occupants in vehicles.
- Driver must be currently licensed and at least 18 years of age.
- Beds of trucks or trailers must never be used.
- Speed limit in camp is 10 miles per hour.

Alcohol and Drugs

Drug and alcohol laws will be strictly enforced according to the laws of the state of Alaska. **Absolutely no alcohol or illegal drugs will be allowed on camp property. All prescription drugs Must be checked in to the Health Officer immediately upon check-in to camp.** The Health Officer is required to be informed of all prescription medications brought to camp by Scouts and Leaders. The Health Officer will keep all medications at the Honor Lodge in a locked cabinet and distribute them at meal times. There are some exceptions to this policy for such items as EpiPens and inhalers. The camp health officer will make determinations on a case-by-case basis. All adults and Scouts will go through medical checks during check-in prior to participating in the swim test.

Firearms

Firearms and ammunition are available at camp for use at the shotgun and rifle range. **If you choose to bring a personal firearm, it must be checked in with the Shooting Sports Director upon arrival.** It will remain locked in the range storage building until you are ready to use it. We will keep your firearm locked in our storage building, but **we cannot be held liable for any damages.** We do not have a pistol range, so **DO NOT bring a pistol to camp.**

Immunizations

All attendees are required to have adequate immunizations. Immunizations must meet the State of Alaska school attendance requirements; thus, many teenagers are already protected against preventable diseases such as measles, mumps, and rubella. Those immunizations listed on the medical form must be obtained prior to attending camp.

Health and Safety

All precautions for the safety of the Scouts will be taken. The first aid room in the Honor Lodge is available with a qualified Health Officer on duty 24 hours a day. In addition, Lost Lake Scout Camp has an agreement with a local physician and the Fairbanks Memorial Hospital if additional medical treatment is deemed necessary. In the case of non-life-threatening injury, the troop leader will be asked to provide transportation to the hospital or elsewhere as directed. Emergency services will be called in the case of accidents of a more critical nature.

Registration/Insurance

In accordance with national policy, every Scout and Scouter that attends summer camp must be registered with Scouts BSA. The Midnight Sun Council provides accident and illness insurance for all registered members of the Midnight Sun Council.

Medical Forms

A physical examination is required for each Scout and adult attending camp. All Scouts and adults must have completed parts A, B, and C of the **Annual Health and Medical Record, including a doctor's signature** within the last 12 months. Forms are available at the Earl & Pat Cook Council Service Center and online at www.midnightsunbsa.org. **If a Scout or Scouter arrives to camp without an Annual Health & Medical Record form, it is the Scout or Scouter's responsibility to obtain the physical examination and complete the form before being allowed to participate in the camp's program. NO exceptions.**

Emergency Procedures

Emergency procedures will be posted on camp bulletin boards. As a rule, Scouts and leaders hearing the siren must report immediately to the parade grounds in front of the Honor Lodge without delay. **Scoutmasters must make their Scouts aware of this policy.**

Tobacco

Adult leaders should not use tobacco products around young people. Persons under 21 are not permitted to use tobacco products in the State of Alaska. Smoking is strictly forbidden in all camp buildings or tents. If necessary, smoke **away** from youth and remember to leave no trace.

Restricted Areas

Scouts are always restricted from the staff areas. Campsites of other troops are off limits and should not be visited or passed through without prior approval. **No raids allowed!!!** Raids cause personal and property damage and will be grounds for removal from camp. No refunds will be given to anyone removed from camp for any disciplinary problem.

Pets

No pets of any kind may be brought into camp without the Camp Director's **prior** approval.

Leaving Camp

No one, Scout or leader, is to leave camp without first checking out with the camp director, program director, or medical officer. Persons leaving camp must also check in upon returning to camp. Leaders needing to send Scouts home during the week need to report it to the camp director, program director, or medical officer. Visitors in camp must also check in with the camp director, program director, or medical officer.

Uniforms

The Scout field uniform is to be worn by Scouts and Leaders for morning and evening assembly and meals, at the Scout's Own service, and to all campfire productions. Activity uniforms are appropriate all other times except when specifically instructed.

Footwear

Please make sure that the youth have the proper footwear for camp. Closed toed shoes are a must and sandals are ok only at the waterfront. They will need sturdy shoes for hiking and spare shoes in case they get wet. **No bare feet.**

Troop Leadership

Each troop must always have two registered adult leaders in camp. Both leaders must be 21 years of age. Additionally, at least one of the leaders must be female if the troop has female youth in camp. If there is a substitution for the troop leader, then there should be an overlapping period during which both adults are always in camp in order to maintain program continuity and adult supervision over the troop.

ALL LEADERS MUST HAVE MEDICAL FORMS (PARTS A, B, & C) SIGNED BY A PHYSICIAN

Parents and Visitors

Parents and visitors are invited to visit on Wednesday evening starting at 5:00 pm. Parents may dine with the camper; however, reservations are requested. Visitors wishing to eat in the dining hall must present a ticket that is available for purchase from the dining hall front door, the trading post, or at the Earl & Pat Cook Council Service Center. Prices are:

- Over 10 years old - \$7
- Children 4-10 - \$5
- 3 years and younger – Free

Check in and check out is required at the Honor Lodge.

Dining Hall

Meals in the Honor Lodge will be served cafeteria style. We will ask troops to provide table waiters before and after each meal. Table waiters should be assigned on the first day and a schedule will need to be posted in your troop site for your Scouts to see. Table waiters will set tables before the meal, and will clear and wipe off tables, dispose of trash, and leave the area clean for the next meal. You will need two waiters for each table used. The dining hall steward will oversee meal cleanup and dismiss the waiters after inspection. *Special dietary needs can be met by informing the Earl & Pat Cook Council Service Center at least one month prior to arrival to ensure adequate menu items can be obtained.*

Quiet Hours

Each Scout is asked to remain in their campsite and observe quiet hours between 10:00 pm and 6:30 am.

Camp Facilities

The buildings and developed areas include troop campsites, Honor Lodge, trading post, shooting sports ranges, showers, program areas and a complete waterfront.

Campsites are located throughout the wooded areas and are provided with a water faucet and platforms or tent pads. **Troops are expected to provide their own tents. If your troop is unable to provide its own tents, please notify the Midnight Sun Council.** Latrine and shower facilities are shared with the neighboring campsites. Latrines and showers are private with individual stalls. **Any equipment or camp property damaged by the troop will be replaced by the troop. The troop is financially responsible for any monetary loss to the council.**

Camp Staff

It is our desire to provide the best quality instructors for our program. Staff arrives well before camp opens to prepare for their program classes. Young men and women age 15 and above by June 27, 2024 are eligible to apply for a camp staff position. Applications for camp staff positions may be accessed online at <https://www.midnightsunbsa.org/lost-lake-scout-camp/camp-staff.html>

Compensation is based on age, education level, and previous experience. Staff apprentices are 14 years of age who wish to learn about staff positions at camp. Room and board are provided for camp staff and staff apprentices.

Bicycle Safety Rules

Campers, adult leaders, and staff may use bicycles in camp. Please observe the following rules:

- Always wear a properly fitted helmet.
- Ride at a reasonable, fast-walking pace throughout camp and yield to pedestrians.
- Park in designated areas only.
- Ride slowly and cautiously down steep hills.
- Do not ride on the foot trails.
- Do not ride after 10 pm.
- The bicycle should be inspected by the unit leader prior to use.

Bicycles are only permitted on the camp road system loop, NOT on trails.

Garbage and Food in Campsites

Each troop is responsible for disposing of their garbage **daily** by putting it in the garbage trailer behind the Honor Lodge. Food in campsites is **NOT** permitted unless

previously cleared with the Camp Director. All odorous materials (smellables) must be stored as to not attract wildlife.

Waterlines

If you find a leak in a waterline, please report it promptly to the Camp Staff for timely repair.

Wildlife Safety Rules

Bears

There are three species of bears in North America. All three are abundant in Alaska; however, polar bears are not indigenous to the region around Lost Lake Scout Camp. Alaska has 30,000-35,000 brown (grizzly) bears, which is 70% of the North American population. Alaska has about 100,000-200,000 black bears; at least 50,000 inhabit North America.

Most bear attacks occur in parks where bears have learned to associate humans with food (these bears are called “food-conditioned”). Other attacks, in more remote areas, are due to sudden encounters, where the bear is surprised at close range and attacks to neutralize the threat.

Black bears have been seen at Lost Lake Scout Camp and usually leave when the campers come to camp. Just be cautious with your food and smellables. **Do not store any food or smellables in your tents.**

Below are some general rules for safety:

- Know the difference between brown bears and black bears.
- Know when you are in bear habitat and look for clues that bears may be present.
- Keep a clean camp.
- Travel in a group; make noise if bears are likely to be present and visibility is limited.
- Never approach bears.
- Know how to interpret bear behavior.
- Identify yourself as a human and do not run; slowly increase your distance from the bear.
- Never feed bears.

There are black bears that live in the area around Lost Lake Scout Camp, but **it is NOT necessary to bring your personal firearms to camp**. If needed, staff can distribute bear spray (statistically much better) to Scoutmasters.

Moose

Where moose are hunted, they seldom allow people to approach closely. Still, cows with calves are some of the most dangerous wild animals, much more so than a bull moose. A cow with a calf will normally freeze or run to avoid a close encounter. However, if they are surprised as close range, a cow may attack you to neutralize a threat. You may be given little or no warning, but if the ears go back and the hackles go up, consider yourself in imminent danger.

There are resident moose at Lost Lake Scout Camp, but they are not seen very often. Be cautious as you are walking the trails to not surprise a cow and a calf, especially in the evening hours.

General rules for moose safety:

- Do not approach moose.
- Never feed moose.
- If you see a calf, find out where the mother is immediately.
- Never get between a cow and her calf
- If you are charged by a moose, run behind an obstacle (like a large tree) if one is nearby, or curl up into a ball and protect yourself.

Porcupines

Porcupines are not aggressive. No one has ever been hurt by a charging porcupine. But don't get too close because they can swing their tails faster than you think. Porcupines don't throw quills, as some people think. If you exercise due caution, you should be able to enjoy watching them at a distance. They do like to chew Styrofoam, plastic, etc., so make sure you store your gear safely where they can't chew it. They usually do not come into campsites but err on the side of caution.

Wolves, Coyotes, and Foxes

Wolves, coyotes, and foxes do not normally pose a threat to humans. However, those infected with rabies, and those that have been fed by people, can be dangerous. Avoid all contact and report sightings to the camp staff. Coyotes have been known to frequent the outskirts of camp. They have never been seen in camp, but one may become brave.

Squirrels

Squirrels do not pose a serious threat; however, they are a camp nuisance. They have been known to chew through dry bags, sleeping bags, tents, and anything that may have food smells on it. As with the bear safety, **do not put anything smellable in your tent** and not in your sleeping bag.

Be cautious with all wild animals and please do not feed them. We do not want them to realize that humans mean food. If they become accustomed to human food, they will have to be removed and we will not be able to enjoy watching them from a distance.

Camp Fees

The first step to applying for a week at Lost Lake Scout Camp is to collect the information needed for each participant coming to camp. This includes name, age, gender, t-shirt size, allergies, food restrictions and emergency contact information. Next you will go to <https://scoutingevent.com/696-ScoutsBSAResident> and fill out the online registration form. If you need assistance during this process, please contact the Scout office. You may request a certain campsite, but this does not guarantee you will get this campsite. We will assign campsites by the size of the troops and how early we get the reservation. **All fees must be submitted by the troop.**

Midnight Sun Council Troops			
	Early Bird Rate	Regular Rate	New Scouts*
Price	\$390	\$450	\$390
FOS Discount**	\$370	\$430	\$370

Out of Council Troops	
Early Bird Rate	\$410
Regular Rate	\$470

*New Scouts or Webelos transfers who join by July 2, 2024, can take advantage of Early Bird Rates.

**Friends of Scouting (FOS) discounts are available to troops from Midnight Sun Council in recognition of meeting their FOS goal before the victory celebration.

Leaders Fee – Each leader that comes to camp will be \$150 per adult. Any adults who attend for only a day or two pay a prorated fee of \$40 per day.

One Leader Fee will be waived for each eight registered scouts attending camp for each unit. (Two free leaders per unit maximum)

Refund Policy – All fees are refundable, with the exception of the unit's initial non-refundable deposit, until June 1, 2024. After June 2, fees are nonrefundable and cannot be transferred to another unit. No refund will be given if a Scout or leader was sent home for disciplinary action or inattention to Safe Scouting standards. In addition, if a Scout or leader chooses to leave camp early, no refund will be given. **Refunds for extenuating circumstances must be requested in writing to the Earl & Pat Cook Service Center and received no later than one week following departure from camp.**

Camperships are available only to Midnight Sun Council Scouts. There are a limited number to help Scouts in need of financial assistance. Applications are available at the Earl & Pat Cook Service Center. They are due before the end of the business day on May 31, 2024.

Check in Procedures

The Troop Leader must bring the following to check-in:

- Roster of Scouts and leaders who will be attending camp.
- Proof of accident insurance coverage (only required if coming from out-of-council).
- Health forms for **all** participants: Annual Health and Medical Record must be completed for attendance at camp and include a physician's signature on Part C from within the past 12 months.
- Any program changes or fees that need to be reconciled.

Check in schedule:

1:00 pm – Check in at the Honor Lodge 1:00 pm. Your troop guides should pick you up in the parking lot to help guide you through the check in process

5:30 pm – Evening flags

5:45 pm – Dinner

7:15 pm – Merit badge Midway and Scoutmaster & SPL meeting

8:30 pm – Opening campfire

9:30 pm – Troop time

10:00 pm – Lights out

Everyone checks in at the Honor Lodge. Medical rechecks and registration will take place there. The troop host will then guide the troop to its campsite to unload gear and change into swimwear.

Early arrivals will **only** be approved by the Camp Director. Please note the following points:

- Check the Honor Lodge for your campsite assignment. Please do not take it upon yourself to change campsites.
- The camp is closed in between sessions; please do not expect any services. Unless your unit has planned with the Camp Director, your first meal served from the dining hall is opening evening dinner.
- All program areas are closed, including the waterfront. Please respect staff quarters.

Tips for a quick check-in:

- Ensure that the unit's roster and health forms are accurate and in order. Have copies ready to give the Camp Director upon check-in.
- Ensure all financial obligations for camp are met by the pre-camp leaders' meeting.
- Any updates or changes can be emailed to phil.burkett@scouting.org

Check out Procedure

Check out will commence with the returning of blue cards and control sheets on Friday after the campfire. Please do not seek blue cards out from program area directors. Cards will be handed back by the Program Director. Throughout the morning on Saturday, the Camp Commissioner and designated staff will inspect campsites once troops have cleared out their gear. Once approved, troops must turn in their camp survey. Finally, the troops health records can be picked up from the Honor Lodge.

What to Bring to Camp

Clothing & Bedding

- Scout Uniform
- T-shirts
- Long and short pants
- Socks
- Underwear
- Sweater or jacket
- Swimwear
- Rain gear
- Hiking boots
- Tennis shoes
- Hat
- Sleeping bag and pillow

Toiletries

- Toothbrush
- Toothpaste
- Soap
- Shampoo
- Towel
- Wash cloth
- Comb/brush
- Deodorant
- Sunscreen
- Insect repellent

Patrol Gear

- Flag
- Patrol Leader's Handbook
- Patrol First Aid Kit

Advancement Gear

- Scout Handbook
- Notebook
- Pens and Pencils
- Merit Badge Pamphlets

Additional Items

- Pocketknife
- Water bottle
- Spending Money
- Personal First Aid Kit
- Fishing gear
- Sunglasses
- Compass
- Camera
- OA Sash
- Book of Worship



TRADING POST

LOST LAKE SCOUT CAMP OFFERS A FULLY STOCKED TRADING POST. WE STOCK SNACKS, DRINKS, ICE CREAM, BOOKS, UNIFORM PARTS, CAMPING SUPPLIES, CRAFT SUPPLIES, AND MORE. COME IN AND CHECK US OUT.

Lost Lake Scout Camp Program

One of the best reasons to attend Lost Scout Camp is the wide variety of program opportunities for both younger and advanced Scouts. We make every effort to offer several programs that meet the needs of all your Scouts. Here are some things to take into consideration when planning your camp program:

- Summer camp is not a merit badge mill, where you pay a fee and get four merit badges automatically. Instead, camp offers merit badges as one component of the overall program.
- For any Scout to try more than four merit badges in one week is unwise. We suggest a normal maximum of three merit badges per week per Scout. True, some have earned upwards of five, but that is the exception.
- The most difficult merit badges to earn are those requiring a great deal of physical skills, coordination and stamina, i.e. Lifesaving, Rifle Shooting, Archery; or those requiring more maturity for a deeper understanding of the subject, i.e. Environmental Science.
- Many merit badges have prerequisite work that must be done at home and cannot be done at camp. Experience shows that camp is not an ideal classroom for written work, and the smart Scout is one who comes to camp with all the written work already done.
- Scouts should try something new at camp to have a well-rounded experience. Take a Handicraft merit badge, a Nature merit badge, an Aquatic merit badge, or a Scoutcraft merit badge that sounds interesting. Go on a hike to experience nature. Try Low or High C.O.P.E.
- Come to camp prepared! Have patrols already organized and elect patrol leaders before camp. Give the patrols their own tasks to complete and have the patrol leaders represent the group at camp.
- Setup camping areas for each patrol. Your campsite is your home for the week, so work at making it comfortable by bringing banners and flags to dress it up. Consider building a troop or patrol gateway.
- Don't forget to schedule rest! That's right. Too often, you don't take the time to sit and enjoy the beauty around you. Don't keep such a pace that you miss the trees, the nature, and the clean fresh air.
- Be spirited! The troop that comes to camp with ideas and spirit makes the rest of camp come alive. Bring your troop cheer to camp and show everyone that your number one.
- Be flexible! Our courteous staff will do their best to help you, but sometimes things happen that are beyond anyone's control.
- Communicate! If you have a special need or want to do something, tell us so that we can help you make the most of your week at camp.

Starting Requirements (SR)

These are requirements that the Scout needs to complete before taking the merit badge/activity. For example, a Scout must complete First Aid Merit Badge before starting Emergency Preparedness Merit Badge. If the Scout has not completed these starting requirements, shown with an (SR) before coming to camp, they will not be able to sign up for the merit badge/activity. See the Example below.

Prerequisites (P)

These are requirements that the Scout needs to complete before camp if they want to complete the merit badge/activity while at camp. For example, a Scout must complete the Cyber Chip for requirement 2b of Photography before coming to camp if they want to complete the merit badge while at camp. Prerequisites are shown with a (P) noting under the requirement column. See the example below. The Scout must bring evidence of work completed, either a merit badge card with completed requirements signed by a counselor or a note from a unit leader.

Post Camp Requirements (PC)

These are requirements that the Scout will need to complete after camp. Post camp requirements are shown in the requirements column with a (PC). See the example below. The Scout can complete the merit badge at home once the post camp requirements have been fulfilled.

Levels of Difficulty

Listed in parentheses after each merit badge/activity is a letter that indicates its difficulty.

- (A) – Easy merit badge/activity, appropriate for all scouts.
- (B) – Appropriate for advancing Scouts with two or more years in Scouting
- (C) – Difficult merit badge/activity, for older Scouts with three or more years in Scouting

Comments

Comments listed for each merit badge/activity provide additional details that will help you in your planning and preparations.

Example

Merit Badge	Requirements*	Comments
Sculpture (B)	None	
Woodcarving (B)	Totin' Chip (SR)	No pocket knives with blades over 3.5"
Art (A)	Req. 6 (P)	Visit art exhibit

*Requirement numbers listed are taken from the Merit Badge Requirements listed on www.scouting.org. Merit badge pamphlets may have incorrect or outdated requirements listed, so please refer to the website or current Boy Scout Requirements Book when inquiring about requirement specifics.

Completing Requirements After Camp

Sometimes it is not possible to complete all the merit badge requirements at camp due to time requirements, approvals and/or proper instruction. As a result, Scouts will receive a partial at camp and are encouraged to find an approved troop or district counselor to finish at home.

Advancement & Activity Schedule



Merit Badge	Requirements	Comments
Canoeing (B)	Req. 2 (SR)	Must pass BSA swim test
Kayaking (A)	Req. 2 (SR)	Must pass BSA swim test
Lifesaving* (C)	Req. 1a (SR)	CPR certification card fulfills Req. 15. Bring long pants, long sleeve shirt and belt for disrobe Req. 9. Swimming MB strongly recommended
Motorboating (B)	Req. 2 (SR)	Must pass BSA swim test
Rowing (B)	Req. 2 (SR)	Must pass BSA swim test
Swimming* (A)	Req. 2 (SR)	Must pass BSA swim test
Activity	Requirements	Comments
Instructional Swim	None	Not a merit badge, open program only
Mile Swim (C)	Be a swimmer (SR)	Not a merit badge
Aquatics Supervision: Paddlecraft Safety (C)	Be a swimmer and 16 or older (SR)	Not a merit badge, replaces BSA Lifeguard for unit level swimming activities. Open to adults and youth 16+
Aquatics Supervision: Swim & Water Rescue (C)	Be a swimmer and 16 or older (SR)	Not a merit badge, replaces BSA Lifeguard for unit level swimming activities. Open to adults and youth 16+
See page 23 for more information about requirements and levels of difficulty. *Required for Eagle		



Merit Badge	Activity	Comments
Climbing (C) *	None	Recommended for those 13 and older, extra time for practice needed.
Activity	Requirements	Comments
Project C.O.P.E. (C)	None	Recommended for those 13 and older

See page 23 for more information about requirements and levels of difficulty.

*Climbing located at the C.O.P.E. Course.



Sparrowhawk offers opportunities to help new Scouts work toward rank advancement. The schedules are designed to cover the requirements that naturally fit into the camp setting focusing on Scouting skills.

The patrol method is heavily emphasized in Sparrowhawk and Scouts will function in patrols throughout the week. Sparrowhawk is a program that will have the opportunity to complete rank requirements, merit badges, and participate in open programs at the other program areas

Rank	Requirements Covered	Comments
Scout	1a, 1b, 1c, 1e, 1f, 3a, 3b, 4a, 4b, 5	
Tenderfoot	2a, 2b, 2c, 3a, 3b, 3c, 3d, 4b, 4d, 5a, 5b, 5c, 7a, 8	
Second Class	2a, 2b, 2c, 2d, 2e, 2f, 2g, 3a, 3d, 4	
First Class	2c, 2d, 2e, 3a, 3b, 3c, 3d, 4a, 5a, 5b, 5c, 5d, 9b	
First Aid Merit Badge and Handicraft Merit Badge	All requirements for the merit badge will be covered at camp	



Merit Badge	Requirements	Comments
Archery (B)	Req. 1c (P)	Extra time for practice needed, located at the Archery area
Rifle Shooting (C)	Req. 1d, 1f (P)	Extra time for practice needed, located at the Rifle area
Shotgun Shooting (C)	Req. 1d, 1f (P)	Recommended for those 13 and older

See page 22 for more information about requirements and levels of difficulty.



Merit Badge	Requirements	Comments
Astronomy (B)	Req. 4ab, 8 (P)	
Chemistry (B)	None	
Composite Materials (B)	None	
Energy (B)	Req. 4 (P)	
Engineering (C)	Req. 1 (P)	
Environmental Science * (C)	Req. 3e (P)	Endangered species report
Fishing (A)	None	Bring personal fishing gear
Forestry (B)	Req. 5 (P)	Visit managed forest land
Geology (B)	Req. 5c (3)	Bring rock/mineral collection
Mammal Study (A)	None	
Mining in Society (B)	None	
Oceanography (B)	Req. 6 (P)	Oceanography book report
Robotics (C)	Req. 6 (P)	Robotics competition
Soil & Water Conservation (B)	None	

See page 23 for more information about requirements and levels of difficulty.
*Required for Eagle



Merit Badge	Requirements	Comments
Art (A)	Req. 6 (P)	Visit art exhibit
Basketry (A)	None	Kits available for purchase in the trading post
Indian Lore (A)	None	Kits available for purchase in trading post
Leatherwork (A)	None	Kits available for purchase in trading post
Model Design & Building (C)	None	
Photography (B)	Req. 1b (P)	Cyber Chip
Sculpture (B)	None	
Woodcarving (B)	Totin' Chip (SR)	No pocket knives with blades over 3.5"



Merit Badge	Requirements	Comments
Camping * (A)	Req. 4b, 5e, 7b, and 8d (P), Req. 9 (PC)	Most of the written work can be completed at home; camping experience
Emergency Preparedness* (C)	Req. 1 (SR), 2c, 8b	Must have already earned First Aid MB; family emergency plan; personal emergency service pack
First Aid* (A)	Req. 1 (SR)	Tenderfoot, Second Class, First Class first aid
Geocaching (C)	Req. 8 (P)	
Orienteering (B)	Req. 10	Teaching orienteering
Pioneering (B)	None	
Search and Rescue (C)	None	
Wilderness Survival (B)	Req. 56	Bring your personal survival kit to camp, involves spending a night in an improvised shelter
See page 23 for more information about requirements and levels of difficulty. *Required for Eagle		

Program Fees

Here is the list of additional fees associated with our program. All fees can be paid during check-in; however, they may also be paid at the Trading Post during hours of operation. Some Merit Badges require kits that are also available at the Trading Post.

Program	Fee
Climbing	\$30
Project C.O.P.E.	\$30
Motorboating Merit Badge	\$5
Shooting Sports (All Merit Badges)	\$10
Shooting Sports Free Shoot (5 Rounds)	\$3
Visitor Meal (11 years old and up)	\$7
Visitor Meal (4 years old to 10 years old)	\$5
Visitor Meal (3 years old and under)	FREE
Zip Line (1 st Ride)	FREE
Zip Line (Every ride after 1 st ride)	\$2.50

Special Program Information

Family Night / Dinner

Join us this year for our Family Dinner at the Honor Lodge. All families are invited to come to camp and see their Scouts and have dinner with them. Please look at the program fees for the cost of the dinner for each family member. Tickets for the dinner will be sold at the Trading Post located by the waterfront, at the Honor Lodge, or in advance at the Earl & Pat Cook Council Service Center.

Honor Trail

Follow us on a guided trail hosted by the Order of the Arrow. On this short hike around Loveless Loop explore with us some deeper meanings of the 12 points of the scout law. Something you truly wouldn’t want to miss!

Scouts Own

Join us at our Campfire bowl for a chapel-like service exploring a reverence of nature through many theologies and beliefs.

Program theme

This year we will be theming parts of our program. The theme this year is "World Celebration" some of the areas, campfire skits, and other programs will be stylized in conjunction with this theme. If you wish to participate, we ask that you decorate your campsite/camp gate in the theme of any scouting appropriate holiday, celebration, or world event.


Lost Lake Staff would be honored to take any special program request into account. If we can make it happen, we'll try our best to get it done!

Order of the Arrow

The Order of the Arrow is Scouting's national honor society, built around the lore of the Native Americans, the ideal of Scouting brotherhood, cheerful service to others, and the outdoors. Its purpose is to recognize those Scouts and Scouters that exemplify the Scout Oath and Law. Membership requirements include:

1. Unit Leader approval.
2. Within the last two years, experience 15 days and nights of camping according to the standards of Scouts BSA, five of which must be consecutive nights under the guidance of Scouts BSA.
3. Be a First Class Scout or above and be elected by the youth of his troop.
4. A Lodge Election Team must conduct unit elections. For more information, you may contact your local council's lodge.

OA day will be Wednesday of each week of summer camp. Be sure to bring and wear your sash.



Falcon Trail

The Falcon Trail program is how Lost Lake recognizes campers who have taken full advantage of the Los Lake summer camp program. The awards are progressive, so that returning Scouts have additional challenges each year. Scouts who earn one of the Falcon Talons will be recognized with a patch at the closing campfire.

Lost Lake Camp Falcon Talon Camper Recognition Program

Name: _____

Troop # _____ Council: _____

Address: _____

Kestrel Falcon Talon
First Year Camper

1. Earn TWO merit badges:
 - A. _____ Badge: _____
 - B. _____ Badge: _____
2. Do ONE of the following:
 - A. _____ Finish a full week of the Sparrowhawk program.
 - B. Earn ONE additional merit badge (for a total of THREE):
_____ Badge: _____
3. _____ Take the swim test.
4. _____ With your patrol, lead the camp in grace at a meal.
5. _____ Attend Scouts' Own with your patrol.
6. _____ Attend Honor Trail with your patrol.
7. Complete a board of review (certification of completion by Camp Director/Program Director).
Signature: _____
Date: ____ / ____ / ____

Merlin Falcon Talon
Second Year Camper

1. Earn the Kestrel Falcon Talon during a previous summer at Lost Lake. Year: ____
2. Earn THREE merit badges in camp, one of which is required for Eagle:
 - A. _____ Eagle Required: _____
 - B. _____ Badge: _____
 - C. _____ Badge: _____
3. Do ONE of the following:
 - A. _____ Finish a full week of Project COPE.
 - B. Earn ONE additional merit badge (for a total of FOUR):
_____ Badge: _____
4. _____ With your patrol, lead the camp in a song at a mealtime assembly.
5. _____ Attend Scouts' Own with your patrol.
6. _____ Attend Honor Trail with your patrol.
7. Complete a board of review (certification of completion by Camp Director/Program Director).
Signature: _____
Date: ____ / ____ / ____

Peregrine Falcon Talon
Third Year Camper

1. Earn the Merlin Falcon Talon during a previous summer at Lost Lake. Year: ____
2. Earn THREE merit badges in camp, one of which is required for Eagle:
 - A. _____ Eagle Required: _____
 - B. _____ Badge: _____
 - C. _____ Badge: _____
3. Do ONE of the following:
 - A. _____ Complete a full week of Project COPE.
 - B. Earn ONE additional merit badge required for Eagle (for a total of FOUR merit badges):
_____ Eagle Required: _____
4. _____ Assist the first year campers in your troop in obtaining their Kestrel Falcon Talon.
5. _____ With your patrol, plan and carry out a camp service project resulting in at least 12 youth hours of service. Up to 2 hours out of the 12 may be spent in planning.
6. _____ Inquire with the Camp Director or the Program Director about camp staff opportunities.
7. _____ Attend Scouts' Own with your patrol.
8. _____ Attend Honor Trail with your patrol.
9. Complete a board of review (certification of completion by Camp Director/Program Director).
Signature: _____
Date: ____ / ____ / ____

Adult Recognitions

There is also a recognition program for adults who attend Lost Lake Scout Camp, similar to the Falcon Trail program for Scouts. Leaders who earn one of the adult recognitions will be recognized with a patch at the closing campfire.

Lost Lake Camp Scouter Recognitions

Ptarmigan Award

Novice Scouter Recognition

1. Visit FOUR different program areas during the merit badge rotation:
 - A. ___ Area: _____
 - B. ___ Area: _____
 - C. ___ Area: _____
 - D. ___ Area: _____
2. Do ONE of the following:
 - A. ___ Assist with a merit badge.
 - B. ___ Assist at Sparrowhawk.
3. ___ Take the swim test.
4. Attend both campfire shows:
 - A. ___ Sunday
 - B. ___ Friday
5. ___ Attend Scouts' Own.
6. Complete a board of review (certification of completion by Camp Director/Program Director).
Signature: _____
Date: ___ / ___ / ___

Raven Award

Returning Scouter Recognition

1. ___ Earn the Ptarmigan award during a previous summer at Lost Lake. Year: ___
2. Visit FOUR different program areas during the merit badge rotation:
 - A. ___ Area: _____
 - B. ___ Area: _____
 - C. ___ Area: _____
 - D. ___ Area: _____
3. Do ONE of the following:
 - A. ___ Assist with a merit badge.
 - B. ___ Assist at Sparrowhawk.
4. ___ Participate in a service project at camp.
5. Attend both campfire shows:
 - A. ___ Sunday
 - B. ___ Friday
6. ___ Attend Scouts' Own.
7. Complete a board of review (certification of completion by Camp Director/Program Director).
Signature: _____
Date: ___ / ___ / ___

Great Gray Owl Award

Veteran Scouter Recognition

1. ___ Earn the Raven award during a previous summer at Lost Lake. Year: ___
2. Attend every Scoutmaster's meeting during your week at camp:
 - A. ___ Monday
 - B. ___ Tuesday
 - C. ___ Wednesday
 - D. ___ Thursday
 - E. ___ Friday
3. ___ Help a Scout to plan a service project that is conducted in camp.
4. Attend both campfire shows:
 - A. ___ Sunday
 - B. ___ Friday
5. ___ Attend Scouts' Own.
6. Complete a board of review (certification of completion by Camp Director/Program Director).
Signature: _____
Date: ___ / ___ / ___

Name: _____

Troop # _____ Council: _____

Address: _____

Honor Troop

The requirements for this recognition are as followed:

Mandatory Requirements:

1. Have a representative at all SPL meetings.
2. Have a representative at all Scoutmaster meetings.
3. Troop participates in a flag ceremony at least once.
4. Troop participates in KP duty at least once.
5. Troop uses the patrol method in camp.
6. Troop attends Honor Trail.

Must complete 7 of the 11 requirements below:

1. Achieve an average campsite inspection score for the week of at least 90.
2. Complete an approved conservation/service project.
3. Troop participates in Friday night campfire production.
4. Troop has all fees paid prior to camp.
5. At least 3 scouts or 20% of youth in the troop (whichever is smaller) earn one of the youth camper recognitions.
6. At least 1 adult leader earns one of the adult camper recognitions.
7. Troop is on time at all camp-wide activities (flag ceremonies, campfires, etc.).
8. Troop participates in inter-troop sporting game or activity.
9. Troop conducts a troop campfire program in the campsite.
10. Troop participates in camp wide activities in the evenings.
11. A Scout from the troop leads a song at a meal or assembly.

A Note About Campsite Inspections

The purpose of campsite visitation is to ensure the general health and safety of our campers, NOT to invade your personal privacy and property. We do not go there with the idea of finding every little thing that is wrong with your campsite. If we have comments or suggestions for improvement, we will communicate them constructively. Campsite visitations will occur daily by the Camp Commissioner or designated commissioner staff. Generally, units should "Be Prepared" at any time for a camp visitation.

A sample of what the commissioner staff will be looking for is on the next page; keep in mind this is a sample and may not be the final inspection sheet for camp.

Campsite Inspection Example

Date: _____

Troop #: _____

Campsite: _____

Evaluation Items		Possible Points	Earned Points	Comments
Flags				
	<i>Displayed American Flag</i>	5		
	<i>Displayed Troop Flag</i>	5		
Entry Way				
	<i>Defined gateway entry</i>	10		
Ax Yard				
	<i>Tools properly stored</i>	5		
	<i>Ax yard clearly defined</i>	5		
	<i>Clean and Orderly</i>	5		
Common Area				
	<i>Food/Snacks stored correctly</i>	5		
	<i>Clean Area</i>	5		
	<i>Trash can and liner</i>	5		
	<i>Dishes and food waste</i>	5		
Tent Area				
	<i>Tents set up correctly</i>	5		
	<i>Water buckets at each tent</i>	5		
	<i>Designated patrol areas</i>	5		
General Appearance				
	<i>No trash present throughout site</i>	5		
	<i>Fire rings defined/clear of debris</i>	5		
	<i>Wood stored correctly</i>	5		
	<i>Organized camp appearance</i>	5		
Campsite Gadgets and Improvements				
	<i>New gadget/improvement per day</i>	10		
	Total Possible	100		Troop Score

Comments

Daily Schedule

2024 Summer Camp Daily Schedule

Coming Soon

Let's get ready for another GREAT SUMMER!

Midnight Sun Council-1400 Gillam Way, Fairbanks, Alaska 99701

