

Far East Council Summer Camps

Camp Okami 2025



**Tama Hills Recreation
Area, Tokyo, Japan
June 15-21, 2025**

More information available at www.FarEastCouncil.org

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Welcome to Camp Okami 2025

Greetings Scouters!

Thank you to all who helped make the last couple of years through MAJOR changes and obstacles to overcome and be successful. We received excellent feedback and look forward to third season of CAMP OKAMI for the summer of 2025! We believe that our combined efforts will pay huge dividends for Camp Okami and Scouting as a whole for the Far East Council. We look forward to seeing you in Tokyo this summer!

Camp staff will work with Scouts towards the goal to incorporate the "aims and methods" of Scouting into the camp program:

Ideals

Scout Oath and Law, the basis of conduct religious services provided and observed

Patrol Method

Campsites organized by Patrol Patrol meetings encouraged Patrol events and activities
Commissioners encourage patrol method
Camp communicates through Senior Patrol Leaders

Advancement

Wide choice of Merit Badge classes Traditional Scout skill training Many merit badge-related skills in practice Rank Advancement opportunities in camp and campsites

Personal Growth

Challenging programs and personal activities
Practical leadership training through participation at camp Order of the Arrow (National Organization)

Adult Associations

Two-deep leadership provides for adult mentoring
Positive adult role modeling 24/7

Leadership Development

Hands-on leadership training through doing Daily SPL meetings Proper uniform and etiquette

Resident camp allows Scouts to experience things in one week that they cannot during the rest of the year through activities that are fun and challenging. Bring your Scout Spirit and join us for a great time! Remember that attending a long-term camp is an essential part of the Scouting experience and a requirement for advancements, Order of the Arrow elections, and more!

The Camp Staff is a part of the camp experience to ensure that the needs of the Scouts are addressed properly. We are available to instruct and counsel about the advancement program, and to guide Scouts through the other programs we have to offer. We are also here to serve the Scout leaders as well as the Scout participants. The goal of our staff is to facilitate all adult leaders present in their responsibility to be positive role models for our Scout participants, and to offer training opportunities for the adults to continue growing the Scouting movement upon returning home.

The program we use makes our role as staff members challenging and always appreciate help from our unit's leaders. We hope that all the Scouts who leave camp carry with them the memories of the great experiences unique to camp in addition to earning merit badges and progressing towards their next rank.

The Far East Council, Camp Okami is a typical Scouting America summer resident camp and we have to comply with the U.S. Government requirements as well as the Scouting America National Camp Standards. However, we strive to offer a program similar to most camps in the U.S.

We hope you enjoy your stay here at Camp Okami at Tama Hills Recreation Area and wish to serve you as much as possible during your stay. This week, like all our experiences in Scouting, is all about fun with a purpose. Please help us ensure that all youth and adults are having fun while also having a purposeful and meaningful experience.

Yours in Scouting,

Camp Okami Staff

Camp Fact Sheet

1. Scouts BSA camp is not a merit badge factory where you will pay your fee and get four merit badges automatically. Instead, camp offers merit badges as one portion of the overall program.
2. Our first-year scouts (new crossovers or new members) should stick to our Trail to First Class Program to finish requirements for Tenderfoot, Second Class, and First Class. Leaders should be cognizant of maturity levels needed to comprehend the more difficult concepts. Scouts should work with their Scoutmasters who are fully in charge of signing off requirements.
3. A Scout who tries to complete an excessive amount of merit badges could be setting themselves up to fail. We suggest planning a maximum of 3-5 per Scout.
4. The most difficult badges to earn are those requiring a great deal of preparation, physical skill, coordination, and stamina.
5. Be Prepared! Many merit badges have “homework” that could be done in advance and brought to camp. Camp is not an ideal classroom environment for written work and the smart Scout is the one who is prepared before they arrive.
6. Many merit badges require knowledge and skills that can be practiced in advance, such as knots, lashings, orienteering, woodcarving, and splices for pioneering. This practice and polish saves a great deal of time.
7. Scouts are expected to use the Patrol Method when in their campsites and the buddy system during the rest of their time at camp. Come prepared and have patrols organized! Elect and train patrol leaders beforehand. Work on ideas as patrols and have the patrol leader represent the group at camp. Work out a duty roster before camp starts and have it laminated and displayed in your patrol areas.
8. Set your campsite up so the Scouts are grouped as patrols. Your campsite is your home for seven days, so work at making it comfortable. Bring your flags to dress it up.
9. Units will have some free time in the late afternoon/evening. Do not forget to allow plenty of time for rest, mentoring and some fun. Too often you don't take the time to sit and enjoy the beauty of the camp. Have a Troop cheer and a song to show that your troop has enthusiasm.
10. Be spirited! The Troop that comes to camp fired up with ideas and spirit is the one that brings the rest of the camp alive. We encourage troops and patrols to radiate the Scout spirit.
11. Be flexible. Many Scouts attend camp, and while the staff is there to meet your needs, a Scout is Friendly, Cheerful, Courteous, and Kind! We need to practice the Scout Law in our dealings with others even when we have to adapt to inclement weather, changing schedules or other minor setbacks. If you see an area of need, set an example by jumping in and assisting.
12. Communicate. If you have a special need, let us know and we'll give it our best shot.
13. We want this to be the best camp ever! So, if you have any ideas or suggestions, we will gladly listen to your ideas and accept any support you can offer.

CAMP REGISTRATION

The 2025 Camp Okami (@ Tama Hills) registration form will be available at the following:

<https://scoutingevent.com/803-CampOkami2025>

Please sign up as a **unit**. Signing up as individuals will cause problems when working out the youth protection requirements (i.e.--2-deep leadership).

The 2025 Summer Camp Fees:

\$400 Youth
\$200 Adults
\$ 50 Late Fee after 15 May 2025 (if registration is not paid in full)

A minimum deposit of \$100 per youth is due when registering . The remaining balance for youth and all adult fees, are due by May 15, 2025.

IMPORTANT: The camp staff has limited resources prior to and after camp. All meals, transportation to and from camp, and accommodations prior to and after camp are the responsibility of the unit.

Fees are transferable. For example, if “John Scout” signed up and paid for camp, and then cannot attend, and “Bill Scout” decides he wants to go to camp, Bill can take John’s slot. However, it is the unit’s responsibility to collect Bill’s fees and to reimburse John.

SPLITTING ADULT COVERAGE

One of the Eight Methods of Scouting is Adult Association. Scouts get the maximum camp experience when the adult leadership remains consistent. Units are required to have at least two registered adults that stay for the entire camp (youth protection). Not being able to provide the expected adult coverage is a unit specific issue to resolve, not a camp issue. If units absolutely have

no other alternative but to split adults, they must provide a detailed roster with times of continuous 2-deep adult coverage with their camp registration to the Camp Director. Adults using the split shift coverage will be expected to pay the daily rates as described in that daily rate section. For any disputes, the camp director has the final decision on the appropriate pay needed, based on the increased paperwork and administrative workload of the camp and the council office.

EXTRA FEES

Some of the Merit Badges require extra fees, which are listed with each Merit Badge during registration. Additional fees are required if the camp is charged additional usage fees by the facility (i.e. Golf/ Horsemanship) or if the Scout receives additional materials or kits they get to keep that are not provided to all Scouts (i.e. Basketry projects, etc.).

Units and Scouts are responsible for being aware of the additional costs and to bring sufficient funds.

DAILY RATE

The daily rate for adults not staying the entire week is \$40 per day, if coordinated with the camp director by 14 May 2025. Adult registrations will not be transferable between various adults. If an adult intends to stay for a few days, then the unit must provide the schedule details to the Camp Director.

CANCELLATIONS AND REFUNDS

COUNCIL CANCELLATION POLICY

Cancellations will follow the council policy as details on the Far East Council website.

Some activities and events may have a non-refundable/non-transferable fee component. These are non-negotiable, as they were established by the event leadership to ensure financial stewardship of the event.

All participation cancellation notices, and refund requests must be submitted in writing.

Cancellations due to medical emergencies or other such unforeseen circumstances will be given the utmost consideration in favor of the registrant for any exceptions to the refund policy.

85% Refund will be granted if cancellation is made more than one week in advance of the event.

50% Refund will be granted if cancellation is made one week or less

DIRECTOR'S EXPLANATION OF FEES

Most stateside councils hold multiple weeks of camp with several hundred youth and adults in attendance each week. These councils own their properties and can significantly reduce cost by buying bulk supplies and food. These councils also work with larger camp budgets and hire camp management, kitchen personnel and program instructors to cover their entire summer camp program. Unfortunately, our council can only conduct a one-week camp program and must rely on an all-volunteer staff, unit leaders, parents and experts from the local community to run and support the camp.

Several factors are considered when determining camp fees including direct costs like food, program supplies, site and facilities; etc.; but there are also several indirect costs including liability insurance, program, continuity and council staff support costs, council fees to the national BSA office, etc. Council fundraising efforts like Friends of Scouting are also considered. We try to do everything possible to keep volunteer costs at a minimum but we still have the ultimate responsibility for ensuring the camp and council does not operate at a deficit. Thank you for your understanding and support – see you at camp!

ARRIVAL AT CAMP

MILITARY BASE ACCESS

Tama Hills is a USAF installation and subject to specific entry requirements. Typically there is no issue obtaining access, unless individuals are traveling on a passport from a country identified for restricted entry. If anyone in your unit is planning on attending camp and does not have a U.S. passport, please notify the Camp Director immediately.

Any Non DOD-ID card holder will need base access and must upload the photo page of their passport for submission to Yokota AFB Security for screening and access during camp. There are 2 dates required for submission: Anyone with a Country of Origin on the restricted list are due by 14 April 25, and all others are due no later than 14 MAY 25

to ensure proper vetting and background checks.

IF YOU HAVE ANY QUESTIONS ABOUT THE COUNTRIES OF RESTRICTED ACCESS—CONTACT SARA RAMOS (sara.amos@scouting.org) AS SOON AS POSSIBLE!

For more detailed information please consult the attachments on 2025 Camp Okami registration page on the council website.

Units should plan to arrive at Tama Hills base gate **no earlier than 3 p.m.** on Sunday, June 15. The camp is closed until check-in time, and any exceptions to arriving early must be coordinated with the Camp Director. **Any unit arriving early is responsible for their own food, lodging, and medical.** Upon arrival to camp, the unit leader should report to the Apex to check in and follow all check-in procedures—**ONLY THE MAIN LEADER and SPL WILL BE ALLOWED INTO THE CHECK-IN FACILITY.**

CHECK IN PROCESS

Units and rosters will be verified prior to Camp using the District payment roster. Final payment must be made by May 20th, the online registration deadline.

This will be the process UPON ARRIVAL:

1. Welcome by Camp Director and Camp Staff
2. CHECK-IN time and CAMPSITE ASSIGNMENT GIVEN
 - a. Campsite: Youth Staff will take you to your campsite where the unit can unload gear and then guide the scouts on a tour of the Camp.
3. AT your CHECK-IN TIME start with:
 - a. UNIT LEADER and SPL:
 - b. Paperwork Station (with copies to be retained by council)
 - i. Registration Sheet
 - ii. Hard-copy Unit Roster for personnel accountability and emergency use.
 - iii. The latest Annual Health and Medical Form, required for every individual staying 72 hours.

- iv. List of anyone with special food or medication requirements, or who have existing medical conditions. Specific forms will be provided beforehand for these existing conditions. **THIS NEEDS TO BE DONE ON THE REGISTRATION AS WELL.**
- v. A map of Tama Hills will be included in the Check-in package and be provided at initial check-in.
- c. UNIT HEALTH RECHECK
 - i. Youth Staff and assistant leader will take the troop to start health rechecks with Camp Medic while the unit leader finishes the paperwork.

inhalers, or for a limited amount of medication approved for use in a first-aid kit

MEDICAL FORMS

ALL youth and adults must have a current BSA Health and Medical Record to attend camp. Parts A, B and C are required (over 72 hours) and the form must have been completed within the last 12 calendar months. Any forms dated before June 14, 2024 will not be accepted. Parts A and B are completed by the parent or guardian, Part C must be completed by a certified Health Provider. All forms must be printed copies and turned into the camp medic. **Participants who arrive at camp without a valid form will not be allowed to stay and will be sent home at their expense.**

SNAKE WARNING

DO NOT touch, chase, or try to kill any snake.

Being residents of Japan, we are all aware of the deadly snakes that roam around the Camp. These are the Mamushi and rat snakes of different varieties. When scouts arrive at Camp, the Staff will have already been there, so most (not all) of the snakes will have been dealt with. However, you do not explore in uncut brush.

If someone should come across a snake on the trail, they are NOT to approach/touch it. Report the location of the snake to the nearest Staff member.

There will be no lunch served on Sunday the 15th. We will serve dinner and have an opening campfire. We will have MB counselor training available after campfire (if needed).

SAFETY AND SECURITY

Scoutmasters and SPLs should know the location of all Scouts and adults at all times. In the event of an emergency, all personnel will muster at the flag poles. A muster will be taken when everyone is assembled. In the event of inclement weather, the muster will be at the APEX (unit locations given at check-in). Emergencies include natural disasters, severe weather, missing Scout or adult, intruder in camp, and other such emergencies.

BSA MEDICATION POLICY

The camp requires that all prescription and over-the-counter (OTC) medications be stored under lock (including those requiring refrigeration), except when in the controlled presence of health care staff or other adult leader responsible for administration and/or dispensing medications.

An exception may be made for a limited amount of medication to be carried by a camper, leader, parent, or staff member for life-threatening conditions, including epinephrine injector, heart medication, and

CAMP RULES

LEADERSHIP

Boy Scouts of America **requires all units to have at least two adult leaders in camp at all times.** Both two-deep leaders and all adults in camp must be registered members of the BSA, and must meet the qualifications for the leadership position in which they serve. The unit leaders must be at least 21 years of age.

YOUTH PROTECTION

BSA youth protection policies will be followed at all times. All adults attending camp must be current on

their youth protection training and be a registered adult volunteer with a background check and are personally responsible for being familiar with youth protection policies. This includes, but is not limited to, no one-on-one contact and respecting the privacy of youth. All adults are required to immediately report all violations or suspected violations of youth protection to the District Executive or Camp Director immediately, regardless of how trivial the event might seem. All adults are mandatory reporters, meaning that they are legally obligated to report any suspected child abuse.

SCOUT BUDDY SYSTEM

The buddy system is enforced 24 hours a day, is required for safety and is defined as groups of two or more youth. Youth repeatedly violating this policy can be removed from camp.

UNIFORMS

The camp goal is to have all registered Youth and BSA adults wear a full uniform. The uniform is one of the 8 Methods of Scouting. While the BSA encourages all youth and adults to wear full BSA uniform during activities, it is not required. Scouts and Adults should wear as close to full uniform as possible.

Field uniform for Camp is a Scout shirt, Scout belt/ leather belt, Scout hat. If Scout shorts are worn, Scout socks should also be worn. Both the Official Scout shirt and activity shirts will be tucked into either Scout pants or Scout shorts. Wearing Scout hats is encouraged at all times in the outdoors. This uniform should be worn during morning and evening assembly and at all Campfire ceremonies. **One** camp activity T-shirt will be provided to each participant, with any extra camp shirts being sold at the Trading Post. Camp or other BSA activity shirts are permitted when not in Full Field uniform. All participants are encouraged to bring clothing suitable for inclement weather.

FOOTWEAR

All participants are required to wear **close-toed** shoes suitable for hiking, climbing and walking in dense fields. Open toed shoes are not permitted except during showers (this **does not** include travel to and from shower facilities).

VISITORS

Visitors must check-in at our headquarters, the Apex, when entering camp. See daily fee rate for cost. Parents in the Scouting Program are highly encouraged to spend a day or so at Summer Camp, especially later in the week. Thursday through Saturday is best because extra hands would be appreciated. All stays must be coordinated with the Camp Director in advance, and anyone staying overnight in camp must be a registered leader.

CELL PHONE USE

Except where specifically requested not to, youth are allowed to bring cell phones or other electronic devices as long as they are following the cyber contract for usage. Any misuse will result in confiscated devices and will be returned to the scoutmaster. Cameras are encouraged for use **in and at appropriate times**. If there is an emergency, the parent will be contacted by the unit leader or Camp Director. Unit leaders should carry a cell phone, but we ask that they especially lead by example and refrain from using cell phones where possible, and when doing so out of sight of youth. We require all scouts and adults to complete the cyber chip requirements before using any electronic devices. Please note if you

If a parent needs to contact their youth in an emergency they should contact the camp director.

EMERGENCY NUMBERS

Camp Director Sara Ramos: 080-4673-2678

Camp Commissioner: Skip Bennett
pacific.ski@gmail.com

Camp Staff Professional Sara Ramos :
080-4673-2678

SHOWERS

The shower time schedule **must** be followed by all camp participants. There are separate shower times for adults and youth.

WATER

Potable water will be located throughout the camp. Individuals will need to bring their own reusable water bottle.

TRANSPORTATION

Units are responsible for providing transportation to and from Tama Hills recreation facility. We will provide transportation from the main gate to the campsite. When you arrive at the train station a short walk or taxi ride will get you to the gate.

VEHICLES

Vehicles will only be used to transport equipment to the campsite on arrival, and departure from the campsite. Approved parking areas will be given on the map during check-in. Vehicles will never be parked where they potentially block the passage of emergency and service vehicles. No golf carts other than official staff using them for official purposes will be driven in camp.

RUNNING IN CAMP AND ROCK THROWING

Running in camp should be avoided. There are many places which could cause injury to self or others. Each summer, some of the most treated injuries in the Medical Lodge are due to running in camp.

Rock throwing is **strictly prohibited**. These actions can be extremely dangerous and will incur consequences for repeat offenses.

LEAVING CAMP

The Camp Director or Program Director must be informed **BEFORE** any scouts or leaders leave Camp and **immediately UPON** returning. This is essential to maintain accountability. Scouts are not allowed to leave the Camp area unless cleared by the Camp Director and with two adult escorts. Scouts going home early will need to be picked up by their parents or guardians or someone designated in writing in the Hold Harmless Agreement/Consent Form. All individuals leaving camp will also sign out at the Camp Office in the Apex. To operate a "worry free Camp," we must ensure all Scouts in Camp are accounted for at all times.

PROHIBITED ITEMS

Scouts and adults are not permitted to bring fireworks, water guns, any type of alcoholic beverages, pornography, boom boxes, hand-held music devices, video games, or other unapproved electronic equipment. Doing so could be cause for removal from camp. Items will be confiscated and returned when the individual departs Camp. We recommend using the Cyber Contract for scouts at camp.

TOBACCO USAGE

Youth are forbidden from using any tobacco products during Camp and using these products will be grounds for removal from camp. Adult Scouters will not smoke in the tents or in front of the Scouts. The designated adult tobacco use area is to be determined. Electronic cigarettes are included as a tobacco product. Please dispose of your smoking material properly.

ALCOHOL POLICY

Alcohol products will not be used at Summer Camp. All adults and staff members attending Summer Camp must not use alcohol products while at Summer Camp. Individuals caught using alcohol products during Summer Camp will be sent home immediately.

BEHAVIOR, HAZING, HARASSMENT, THEFT, AND PRACTICAL JOKES

Scoutmasters are responsible for the behavior of their Scouts at all times. Hazing, harassment, and practical jokes (of any form) have no place at camp. Stealing patrol flags, misplacing articles for lost and found, pulling down tents, graffiti, disturbing other Campsites, and theft will **NOT** be tolerated. Verbal or physical abuse will not be tolerated either. Everyone is expected to follow the Scout Oath and Law at all times. Every adult will be actively involved in maintaining discipline in Camp, whether they are "your" Scout (s) or not.

REMOVAL FROM CAMP

Any adult or youth failing to follow rules outlined in this booklet or other general rules of the camp, or causing disruption of camping activities, will risk

being expelled from the camp. Parents of youth expelled from camp will be responsible for picking up their youth immediately, or making other arrangements to remove their youth, at their expense. Adults removed from camp will be at their own expense.

LIVING AT CAMP

DAILY SCHEDULE

Each day follows a regular daily schedule. The schedule for the first and last day will vary for check-in and check-out. On evenings with a camp wide activity (campfire, cracker barrel, etc.) everyone in camp is expected to attend. There are a variety of activities available to choose from on the remaining evenings. The official Scout summer field uniform is recommended for wear by both youth and adults while in camp. This uniform — commonly referred to as Full Field uniform — this uniform should be worn during morning assembly and evening assembly, and at all Campfire ceremonies. Here are a few tips to help your uniform stay fresh longer and not get lost:

- Don't wear it when it does not have to be worn.
- Bring a shirt hanger.
- Keep the neckerchief and slide in the same place each time, so they won't get lost.
- Write your name on your clothing tags and equipment.

QUARTERMASTER

In addition to what is provided at the campsite, the camp will try to provide limited equipment through the camp Quartermaster or coordinate through Outdoor Recreation rentals (fees paid by those renting). These items must be returned — clean and in good condition — before the unit checks out. Units are encouraged to bring their own items from home.

FOOD*

Any special food requests due to medical, religious, vegetarian, or other reasons, **MUST** be sent to the Camp Director at time of REGISTRATION. **If there**

are concerns or very specific restrictions, individuals may want to consider supplementing camp food of their own. Any late requests may not be able to be accommodated and participants should plan accordingly.

LOST AND FOUND

Every year we have several unclaimed items at the end of camp. Please have your Scouts inventory everything they bring and mark all personal items with their initials and troop number, including tags in clothes. **DO NOT LEAVE ITEMS IN THE SHOWER.**

After camp, unclaimed items will be posted to the District Facebook page, and disposed of or donated to a base thrift shop after 30 days.

TRADING POST

There will be a Trading Post at camp stocked with a variety of items such as camp memorabilia (patches, belts, T-shirts, etc.), program supplies and concession items. The Trading Post is open various times during the day. The Trading post will do business in US dollars and credit cards.

RELIGIOUS SERVICES

A non-denominational Scouts Own Service in Camp will be scheduled. Unless another Grace is offered, the Philmont Grace or Summit Grace will be said before all meals:

PHILMONT GRACE

*For food for raiment,
for life for opportunity,
for friendship and fellowship,
we thank Thee, O Lord.
Amen.*

SUMMIT GRACE

*For this time and this place,
For Your goodness and grace,
For each friend we embrace,
We thank Thee, Oh Lord.
Amen*

PACKING FOR CAMP

WHAT TO BRING

A good exercise is to think about your perfect week at camp and bring the items that you see in your mental picture.

PERSONAL EQUIPMENT

- Complete Scout uniform
- Water Bottle
- Sunscreen
- Bug Spray
- T-shirts
- Shorts or long pants
- Underwear
- Socks
- Hat
- Sweater or jacket, strongly recommended
- Extra shoes or boots
- Poncho or rain gear
- Notebook and pencil or pen
- Scout Handbook
- Merit Badge pamphlets
- Watch (very important)
- Washcloth, towel, shower shoes
- Toiletry items: shampoo, toothpaste
- Flashlight with new batteries
- Tent
- Sleeping bag and Pad
- Alarm clock (optional)
- Personal First Aid Kit
- Pocketknife (must have Totin' Chip)
- Footlocker or suitcase or backpack
- Laundry bag
- Camp chair—highly recommended

Some items will be available for purchase in the Trading Post—Bring Spending Money.

The Far East Council is not responsible for personal or unit items that are damaged, lost or stolen.

UNIT EQUIPMENT

- Unit flag / Patrol flags
- First aid kits
- Tents (if not personally owned)
- Bow saws
- Lanterns / spare mantels
- Toilet Paper
- Extra plastic bags
- Brooms
- Rope
- Plastic water carriers
- Tarps and guy lines
- Aluminum foil
- Dutch-oven cake makings and dutch oven
- Bulletin board
- Pens, paper, clipboards, and thumbtacks
- Skit props and a new original skit
- Totin' chips (need for handicraft/pioneering)
- Fireman chips (must have to light any fire)
- Blue merit badge cards
- Old newspapers (several merit badges require clippings; be prepared)
- Charcoal if bringing dutch oven
- Lockable footlocker to store valuables
- Repair kits (tape, wire, twine, sewing, glue, seam sealer, and tools)
- Cooler (large size to store food)
- Insect repellent / Sunblock
- Fire buckets

WHAT NOT TO BRING TO CAMP

Rifles or other firearms including paintball guns, ammunition, bows, arrows, slingshots, fireworks, alcohol or any other item that can be a disruption to camp or against BSA policy. If such items are accidentally brought to camp they must be delivered to the Camp Director immediately; and will be returned when the unit checks out. In addition, no pets of any kind are allowed at camp.

REMEMBER—IF YOU ARE FLYING AS PART OF YOUR TRAVEL TO CAMP: DO NOT PUT ANY KNIVES IN YOUR CARRY-ON LUGGAGE!

PROGRAMS FOR EVERYONE

Programs for Scouts will be presented in the broadest range possible based on available resources. Of course, there will be camping, campfires, games, songs, and great food. There will be merit badge work and a rich opportunity for our youngest Scouts on the Trail to First Class.

Please keep in mind that the unit leader is responsible for ensuring that all Scouts meet age, maturity, and skill level requirements for all sessions. On the first day of sessions, instructors will verify participant qualifications to ensure all required qualifications are met.

Please note the programs listed that have specific requirements for enrollment.

MERIT BADGE PROGRAM

The merit badge program must be a quality experience for the Scouts who attend camp. All too often, Scouts are not given the best possible program because of the lack of planning on the part of the Merit Badge Counselors or Scoutmasters. Merit badge counseling in a scout camp setting is an opportunity for the youth to really have a “hands on” experience. Nine months out of the year, these Scouts spend time in a classroom with a one-way conversation and learning experience. Merit badge activities should provide “Learn By Doing”. The program outline included in this guide is designed to assist merit badge counselors at Scout Camp, with a daily outline of activities to support the respective merit badge. It is important that merit badge counselors become familiar with the merit badges they will teach at Camp. Any Scout who does not complete all the requirements should receive credit for the requirements completed.

The Council Program committee will approve all Summer Camp merit badge counselors. Merit badge counselors must be at least 18 years of age to sign the merit badge application. Youth staff may

only instruct but not sign off as a Merit Badge Counselor. Summer Camp merit badge counselors will maintain and report merit badge progress (daily) and completions on a report signed by the Camp Program Director. This report will serve as the official record of accomplishment—uploaded to Black Pug and included in the end of camp packet. Merit badge counselors will not necessarily maintain merit badge blue cards.

TRAIL TO FIRST CLASS PROGRAM

Each Scout in the Trail to First Class Program learns the basic skills that all Scouts must master to become proficient in camping, wilderness survival, and outdoor activities. This program covers those skills that are required for advancement to the ranks of Scout, Tenderfoot, Second Class, and First Class. While designed primarily for Scouts who are new to the Scouting program, and generally those coming to summer camp for the first time, it is not limited to those Scouts.

Camp Youth Staff will teach Trail to First Class using the Patrol Method. Scouts will be assigned to a patrol at the start of the week. A youth Staff member will then be assigned as the Senior Patrol Leader to help guide the Scouts master basic scouting skills necessary for camping, first aid, rope work, map and compass work, and nature hiking.

Unlike the merit badge program, it is impossible to attend camp and, in a week, complete all of the requirements for First Class. However, prior review of the Trail to First Class Workbook by both the Scoutmaster and Scout will help determine requirements remaining and Patrol to assign them.

Staff will do everything in their power to help each Scout become proficient in as many of the Scouting skills as possible. Each Scout will receive credit for those requirements he or she has completed toward the ranks of Tenderfoot, Second Class, and First Class. How much each Scout completes is up

to them, and it is very possible two different Scouts will complete different requirements, and that some will complete more than others.

WHO SHOULD SIGN UP?

Scoutmasters and unit leaders should consider each Scout individually when deciding whether the Scout should sign up for this program. Some Scouts may be better served in the merit badge program.. Keep in mind that Scouts enrolled in the Trail to First Class Program are not eligible to participate in other advanced merit badges.

LEADER ASSISTANCE

Adult leaders are always needed to assist with the Trail to First Class program. Please contact the Program or Camp Directors if interested.

VOLUNTEER OPPORTUNITIES

Often, adults in camp bring with them special knowledge or skills that would be beneficial to various merit badge sessions. If any adult would like to assist with a merit badge — or offer one not on the schedule — please email the Program Director. They will discuss details such as prerequisites, material needs, session times and capacity. The Administration staff will notify units coming to camp of the special offerings and assist with generating end of week advancement reports. Adults are also needed to help with transportation for the Golf and Horsemanship merit badges. Please contact the Camp Director for more information!

AWARDS

OKAMI HONOR TROOP AWARD

The Camp Commissioner will validate completion of the criteria for these awards with nominations by any unit leader or staff member. **TO BE AWARDED AT MORNING ASSEMBLY.**

One troop may win this award daily with an overall winner at the end of camp (not based on “total awards”), as the intent is to reward troops for doing

an excellent job, as a team, in making summer camp an outstanding experience for all.

Criteria includes:

- Have adult leaders attended available training or taught an activity?
- Has participation in flag ceremonies, campfires, and events been as a Troop?
- As a troop, has each member participated in a conservation project for at least two hours?**
- Does the campsite have a safe fire area, axe-yard, and marked hazards?
- Has the Troop maintained a quality campsite for neatness, cleanliness, and safety?
- Has the Troop showed spirit and enthusiasm at assemblies, meals, and on the trail?
- Has the Troop made one or more uses of pioneering techniques? Such as:
 - A Scoutmaster's seat
 - A safe, self-closing campsite entry gate
 - A table for washing dishes
 - A device of your own design

****denotes end of camp award consideration**

CAMP OKAMI HONOR SCOUT AWARD

The Scoutmasters will be given a neckerchief to award **one scout per campsite**. The Scoutmasters will decide who in their campsite will receive the award. More than one Scout may be deserving of this award; however, the intent is to reward one Scout in each campsite who has best exemplified living the Scout Oath and Law, such as:

- Completed at least one rank or merit badge.
- Consistently wore the BSA uniform in the appropriate manner with pride.

- Demonstrated consistent and sustained enthusiasm through songs, cheers, chants, and a positive attitude.
- Showed extraordinary Scout spirit by being cheerful, helpful, and respectful to others.
- Actively participated in each assembly, meal, and event: EVEN doing the above and beyond without being asked.
- That Scout who most helped another Scout have a successful summer camp week.

SCOUTMASTER MERIT BADGE

(may or may not be offered)

The Scoutmaster Merit Badge recognizes the tremendous contribution adult leaders make to the camp and the Scouts in attendance. The merit badge will be given to those Scoutmasters who exhibit the skills and values of Scoutmaster-ship as intended by Lord Baden-Powell. As stated in his book titled "Aids to Scoutmastership" the Scoutmaster should:

- Have the Scouting spirit in them; and must be able to place themselves on a right plane with their Scouts as a first step.
- They must realize the needs, outlooks and desires of the different ages of teenage life.
- They must deal with the Scouts as individuals rather than as a group.
- They then need to promote a cooperative spirit among their Scouts to gain the best results.

The guidelines, or requirements, for this award are simple:

- Instruct or Assist with one class in the Merit Badge Program or Trail to First Class Program
- Complete ALL Training Requirements (can be completed prior to camp)
 - Youth Protection
 - IOLS
 - Hazardous Weather
 - Position-Trained
- Be the best Scoutmaster you can be.

LESSONS LEARNED FROM EXPERIENCE

Each year, Scoutmasters comment, "experience has shown me that..." Here is a collection of lessons learned from a number of sources:

- Summer camp should be FUN!
- The first year, Second Class and below rank Scouts should stick with the Trail to First Class program and work with their Scoutmaster to complete the cooking and camping requirements for advancement.
- Merit badges **are not** a priority until after the First Class Rank is attained.
- It is recommended that newly bridged Webelos have at least two prior campouts before summer camp—Why? Because summer camp is hard and stressful when it is a Scout's first nights away from home.
- Three to four merit badges per Scout is adequate. More than that may put undue stress on the Scout. "All Work and No Play" makes a Scout harder to handle.
- Tents are grouped by patrols and it is your home for 7 days, so make it comfortable! - We should always allow for plenty of rest and stress relief! Too often we forget to take the time to sit and enjoy nature's beauty surrounding us.
- Adult leaders coming to camp with Scouts, should be familiar with their Troop and the Troop's members. Scouts tend to respond better with familiar leaders.
- RAIN GEAR – Cheap, \$2.00 clear plastic rain gear usually lasts about 2 minutes, which means Scouts will be completely drenched in about 3 minutes.
- If a Scout calls home it's better to do at breakfast than at bedtime so they can be busy and continue their day rather than going to bed homesick.

Summer Camp Troop Roster

Troop # _____ Campsite _____ Page _____ of _____

	Last Name	First Name	Age	Rank
SM				N/A
ASM				N/A
ASM				N/A
LDR				N/A
LDR				N/A
SPL				
ASPL				
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				

17				
18				
19				
20				
21				
22				
23				
24				
25				

Summer Camp Patrol Roster

Troop # _____ Campsite _____

Scoutmaster _____ SPL _____

Patrol Name: _____

	Last Name	First Name	Age	Rank
PL				
APL				
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				

CAMP OKAMI CAMPSITE INSPECTION FORM

1 possible point per item per day for a total of 20 points per day

Campsite # _____

Inspection times: M: _____ T: _____ W: _____ H: _____ F: _____

M	T	W	H	F
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HEALTH, SAFETY, AND SANITATION

First aid kit visible and readily available.

First aid kit well stocked.

Sand/water buckets/hose/fire extinguisher near fires, tents, cooking, and dining areas.

Absolutely all trash picked up and bags/cans properly present and stored.

All hand tools and equipment stored in a safe manner.

All food stored properly, clean, covered, and orderly.

Absolutely no liquid fuel present in any form within campsite.

Patrol duty and fire safety rosters filled in and posted.

CAMP DINING area clean and orderly.

CARE OF CAMPING EQUIPMENT

Tents properly pitched, staked, and uniformly spread out.

Tenting areas clean and orderly and free of trash.

Tents uniformly open or closed by patrol area

Clothing either stored properly (not in campsite) or on clotheslines (not tent lines)

OVERALL CAMPSITE AREA

Tenting area well laid out and organized

Perimeter, gateway well defined and visible; unit number visible from outside gateway.

Campsite has a safe fire area, axe-yard, and marked hazards

American Flag is properly displayed in campsite

Troop flags/signs proudly displayed; patrol areas designated, if appropriate.

Creative pioneering or camping projects utilized within campsite.

Overall camp appearance

DAILY TOTAL

TOTAL (Combined Daily Totals)

Common Risks and How to Avoid Them

Risk	Description	Mitigation	Supervision
Heat Exhaustion	Dehydration due to hot humid conditions and physical exertion	Each participant will have water at all times Hats & sunscreen will be worn Loose cool clothing Adjust activity to conditions Maintain awareness of heat conditions (flags) Safety Brief to include heat injury signs and treatment	SPL SM
Heat Stroke	The body is unable to regulate its high temperature and is unable to cool down.	Each participant will have water at all times Hats & sunscreen will be worn Loose cool clothing Adjust activity to conditions Maintain awareness of heat conditions (flags) Safety Brief to include heat injury signs and treatment	SPL SM
Falling	Due to various elevations, tripping and falling can cause a hazard	Safety brief on local hazards No running except on grass fields.	Scouter Camp Okami staff
Snake Bite	As it becomes warmer, snakes, will be more prevalent	Avoid going into brush areas Safety brief Buddy System On-site medical care	SPL SM
Archery Range	Handling and operation of a bow and arrow.	Safety brief equipment and operation daily	Scouter Camp Okami staff
Air Rifle Range	Handling and operation of an Air rifle.	Safety brief equipment an operation daily	Scouter Camp Okami staff

Administration

Camp Director	Sara Ramos sara.amos@scouting.org 080-4673-2678	
Program Director	Kelvin Martin kelvinzmartin@hotmail.com 090-8508-3533	
Camp Commissioner	Skip Bennett	pacific.skip@gmail.com
Medical Officer	Volunteer – TBD	Volunteer - TBD
Kitchen Lead	Monica Williamson	monicawilliamson2@gmail.com
FEC Professionals	Sara Ramos	080-4673-2678