



**2026 FAR EAST COUNCIL
CAMP OKAMI**

Leader Guide

**Tama Hills Recreation Area
Tokyo, Japan
June 27 - July 3, 2026**

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WELCOME TO CAMP OKAMI 2026

Welcome to Camp Okami 2026 at **Tama Hills Recreation Area**. This guide is written specifically for adult leaders attending summer resident camp with Scouts. It is designed to help you prepare your unit thoroughly, understand expectations clearly, and lead confidently throughout the week.

Camp Okami is more than a week of merit badges. It is an immersive Scouting experience grounded in the Aims and Methods of Scouting America. Your leadership ensures that this experience is safe, meaningful, youth-led, and fun.

Ideals

The Scout Oath and Law guide conduct at all times. Leaders are expected to model these ideals visibly and consistently.

- Religious observances will be offered during the week.
- A non-denominational Scouts' Own Service will be held.
- Grace before meals (Philmont or Summit Grace) is observed unless another is offered.
- Leaders should reinforce reverence, respect, and appropriate behavior during assemblies and ceremonies.

Patrol Method

Camp works best when units arrive organized by patrol.

At Camp Okami:

- Campsites should be arranged by patrol.
- Patrol meetings are encouraged daily.
- Patrol competitions and activities are incorporated into programming.
- The camp communicates primarily through Senior Patrol Leaders (SPLs).
- Daily SPL meetings reinforce youth leadership.

Leaders should:

- Ensure patrol leaders are elected and trained before camp.
- Encourage youth leaders to handle routine troop decisions.
- Resist stepping in unless health, safety, or Youth Protection requires adult intervention.

Advancement

Advancement is available but is not the sole purpose of camp.

Opportunities include:

- Merit badge program
- Trail to First Class program
- Rank advancement opportunities in campsites
- Practical application of Scout skills

Scoutmasters retain responsibility for signing rank requirements.

Personal Growth

Growth happens when Scouts are challenged. Camp provides:

- Leadership through doing
- Opportunities for service and conservation
- Outdoor skill mastery
- Order of the Arrow participation
- Team-based problem solving

Leaders should encourage resilience, independence, and self-confidence.

Adult Associations

Two-deep leadership is required 24/7. Adult presence provides mentorship.

Leadership Development

Leadership is practiced daily at camp.

- Daily SPL meetings
- Youth-run assemblies
- Patrol-level decision making
- Hands-on project leadership

Leaders should give youth space to lead while remaining engaged and observant.

Resident camp provides a unique opportunity for Scouts to accomplish in one week what cannot be replicated during the rest of the year. Through challenging outdoor programs, leadership opportunities, and shared patrol experiences, Scouts grow in confidence, skill, and character. Attending a long-term camp is a vital part of the Scouting journey and plays an important role in advancement, Order of the Arrow eligibility, and overall development. We invite you to bring your Scout Spirit and fully embrace the adventure.

Our Camp Staff is committed to supporting both Scouts and adult leaders throughout the week. We provide instruction, mentorship, and guidance across all program areas while working alongside unit leaders to ensure a safe, meaningful experience. We also strive to support adult volunteers in their role as mentors and role models, offering opportunities for growth that strengthen Scouting in your home units long after camp concludes.

Camp Okami, operated by the Far East Council at Tama Hills Recreation Area, follows Scouting America National Camp Standards and U.S. Government requirements while delivering a traditional resident camp experience. This week is about fun with a purpose, and with your partnership, we will ensure that every Scout leaves camp with lasting memories, personal growth, and pride in their accomplishments.

CAMP FACT SHEET

- 1. Camp Is Not a Merit Badge Factory**
Summer camp is more than earning badges. Merit badges are one part of a broader experience that includes leadership, outdoor adventure, service, and personal growth
- 2. First-Year Scouts**
New Scouts should enroll in the Trail to First Class Program to focus on Tenderfoot, Second Class, and First Class skills. Scoutmasters remain responsible for approving rank requirements. Leaders should be cognizant of maturity levels needed to comprehend the more difficult concepts.
- 3. Plan Merit Badges Wisely**
We recommend 3–5 merit badges maximum per Scout. Taking too many can lead to stress and incomplete work. Additionally, some merit badges are more difficult than others and require a great deal of preparation, physical skill, coordination, and stamina.
- 4. Be Prepared!**
Complete written prerequisites in advance. Practice skills like knots, lashings, map and compass, woodcarving, and pioneering before arrival.
- 5. Use the Patrol Method**
Arrive with patrols organized. Elect patrol leaders, prepare duty rosters, and bring patrol flags. Group tents by patrol and maintain a safe, clean campsite.
- 6. Balance Work and Fun**
Units will have some free time in the late afternoon/evening. Enjoy this time for rest, mentoring, and being in nature. Camp should be challenging but also fun.
- 7. Show Scout Spirit**
Come prepared with cheers and songs. Participate actively in assemblies and activities. Enthusiasm makes camp better for everyone.
- 8. Be Flexible and Courteous**
Weather, schedules, and plans may change. Practice the Scout Law; be Friendly, Cheerful, Courteous, and Kind.

9. **Communicate Needs Early**

If your unit has special concerns or requests, inform camp leadership as soon as possible. We will do our best to accommodate.

10. **Help Make Camp Memorable!**

We welcome ideas, support, and positive involvement. Together, we can make this the best camp yet.

REGISTRATION & FINANCIAL INFORMATION

Registration is conducted through the council website:

<https://scoutingevent.com/803-CampOkami2026>

Units must register as a unit. Individual registration creates issues when working to be compliant with Safeguarding Youth.

2026 Summer Camp Fees:

- Youth: \$400
- Adults: \$200
- Late Fee (after **May 18, 2026**): \$50

A minimum \$100 deposit per youth is due at registration. The remaining balance is due **May 17, 2026**.

Fees are transferable between youth within the same unit. Adult registrations are only transferable if replacing a leader for the whole week, not for split coverage (see below). 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.

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.

SPLITTING ADULT COVERAGE

Units must provide at least two registered adult leaders (age 21+) for the entire week of camp to ensure continuous two-deep leadership in accordance with Youth Protection policies. If female Scouts are present, you must have one female registered adult leader (age 21+) for the entire camp period. Consistent adult presence supports the Method of Adult Association and provides the best experience for Scouts. Providing full coverage is the unit’s responsibility, not the camp’s. If absolutely necessary, a unit may split shifts for their adults. Units must prepare a detailed schedule showing uninterrupted two-deep coverage, which must be submitted to the Camp Director prior to arrival at camp. Adults using the split shift coverage will be expected to

pay the daily rates as described in the **Daily Rate** section. For any disputes, the camp director has the final decision on the appropriate pay needed.

EXTRA FEES

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

Units and Scouts are responsible for planning and bringing sufficient funds.

DAILY RATE

The daily rate for adults is \$40 per day, and will only be accepted if coordinated with the camp director by **May 15, 2026**. 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 & REFUNDS

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 to the Camp Director.

- 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
- No refunds will be provided for a cancellation within 24 hours of the start of the event.

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.

Refunds will be processed within 30 days after the close of the event, with funds being deposited into the Unit Account.

*if the event is canceled by the council, this will not apply.

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 supplies in bulk 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 Scouting America 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.

ARRIVAL AT CAMP

MILITARY BASE ACCESS

Camp Okami is held at Tama Hills, a U.S. Air Force installation, and all attendees must meet base access requirements. Anyone without a DoD ID card must submit a copy of the photo page of their passport for screening by Yokota AFB Security. If any member of your unit does not hold a U.S. passport, notify the Camp Director immediately.

Passport copies must be submitted by the following deadlines:

- **April 28, 2026** – Individuals from countries on the restricted list (Contact the Camp Director for the current Designated Country List)
- **May 18, 2026** – All other non-DoD ID holders
- Late Fee: DOD ID holders registering after May 18 will incur a \$50 late fee; shirt size is not guaranteed.

These deadlines are required to allow proper vetting and background checks. If you have questions regarding restricted countries, contact **Brynlee Barrett** (brynlee.barrett@scouting.org) as soon as possible.

Because of these restrictions, Units should plan to arrive at Tama Hills base gate no earlier than 3 p.m. on Saturday, **June 27, 2026**. Any exceptions to arriving early must be coordinated with the Camp Director. Units arriving early will be responsible for their own food, lodging, and medical needs. Upon arrival to camp, the unit leader should report to the Apex to check in and follow all check-in procedures. Only the main adult 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 18, 2026**, the online registration deadline.

This will be the process upon arrival:

1. Welcome by Camp Director and Camp Staff
2. You will be given a Check-In Time and Campsite Assignment.
 - a. 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, one unit leader and SPL will go to the following:
 - a. **Paperwork Station** - Provide the following:
 - i. Registration Sheet
 - ii. Hard-copy Unit Roster for personnel accountability and emergency use.
 - iii. Activity Consent Forms, required for both youth and adults.
 - iv. Annual Health and Medical Form (Parts A, B, and C), required for every individual staying 72 hours.
 - v. List of anyone with special food or medication requirements, or who have existing medical conditions. This needs to be recorded on the online registration process as well.
 - b. **Paperwork Station** - You will receive:
 - i. A map of Tama Hills
 - ii. Welcome bags for everyone on your registration list. Includes:
 1. Name Tag, must be worn at all times
 2. Camp Patch
 3. Camp T-Shirt
 4. Class Schedule
 - c. For any changes to registrations, such as changes in MB classes, go to the **Registration Help Station**.
 - d. **Medical Station** - 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.

Lunch is not served on Saturday, June 27, 2026. Dinner will be provided with an opening campfire to follow. If requested prior to the start of camp, MB counselor training will be available after campfire.

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 gather at the flag poles. An attendee count will be taken when everyone is assembled. In the event of inclement weather, gather 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.

SCOUTING AMERICA 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 leaders 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 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 Scouting America Health and Medical Record to attend camp. Parts A, B and C are required (anyone staying at least 72 hours) and the form must have been completed within the last 12 calendar months. Any forms dated before June 26, 2025, 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 attempt to kill any snake.

Camp is located in an area where venomous snakes, including mamushi, may be present. Not all participants may be familiar with these hazards, so please take this warning seriously. While staff check the area before camp begins, wildlife can still be encountered.

Do not enter uncut brush or wooded areas off established paths. If you see a snake, do not approach it. Move away calmly and report its location to the nearest staff member immediately.

CAMP RULES

LEADERSHIP

Scouting 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 Scouting America, 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

Scouting America youth protection policies will be followed at all times. All adults attending camp must be current on their Safeguarding Youth training and be a registered adult leader with a background check. Individuals 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, including peer-on-peer abuse.

SCOUT BUDDY SYSTEM

The buddy system is enforced 24 hours a day. It is required for safety and is defined as groups of two or more youth. Youth repeatedly violating this policy can be removed from camp. A buddy pair cannot be mixed gender. Where a group is mixed, a **buddy group of three** is required. Except for siblings, it is recommended that the age gap between buddies be at most three years for all non-sleeping activities but must be no more than two years for all tenting.

UNIFORMS

The uniform is one of the Eight Methods of Scouting, and our goal is for all registered youth and adult members of Scouting America to wear a full uniform whenever possible. While full uniforming is strongly encouraged, it is not mandatory. Scouts and adults should wear as complete a uniform as they are able.

The Field Uniform at camp consists of an official Scout shirt, Scout pants or shorts, a Scout or leather belt, and a Scout hat. Shirts, field or activity should be tucked in. If Scout shorts are worn, Scout socks should also be worn. Scout hats are encouraged during outdoor activities. The Field Uniform should be worn at morning and evening assemblies and for all campfire ceremonies.

Each participant will receive one camp activity T-shirt. Additional camp shirts will be available at the Trading Post. Camp or other Scouting America activity shirts may be worn during regular program times when not in full Field Uniform. All participants should also bring appropriate clothing 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. Wednesday through Friday 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

Youth are allowed to bring cell phones or other electronic devices as long as they are following the cyber contract for usage. The use of smartphones, cameras, mirrors, drones, etc., in places or situations where privacy is expected is prohibited. Any misuse will result in confiscated devices and will be returned to the scoutmaster.

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 at camp.

If a parent needs to contact their youth in an emergency they should contact the Camp Director.

EMERGENCY NUMBERS

Camp Director - Brynlee Barrett: 080-7976-2009

Camp Commissioner - Cameron Johnson: 010-2832-0208

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.

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 — 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 the 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

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

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

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.

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 chits (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 Scouting America 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 may 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 the 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. These will be awarded at morning flags. 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 include:

- 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 Scouting America 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 night 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 it 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				
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SUMMER CAMP PATROL ROSTER

	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: S: _____ M: _____ T: _____ W: _____ TH: _____

	S	M	T	W	TH
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 the 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 are 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					
The tenting area is 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.					
The American Flag is properly displayed in the campsite.					
Troop flags/signs proudly displayed; patrol areas designated, if appropriate.					
Creative pioneering or camping projects utilized within the campsite.					
Overall camp appearance.					
DAILY TOTAL					
TOTAL (Combined Daily Totals)					

COMMON RISKS AND HOW TO AVOID THEM

Risk	Description	Mitigation	Supervision
Air Rifle Range	Handling and operation of an Air rifle.	Safety brief equipment an operation daily	Scouter Camp Okami Staff
Archery Range	Handling and operation of a bow and arrow.	Safety brief equipment and operation daily	Scouter Camp Okami Staff
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
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 Scoutmaster
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 Scoutmaster
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 Scoutmaster

ADMINISTRATION

Camp Director	Brynlee Barrett	brynlee.barrett@scouting.org	080-7976-2009
Program Director	Mark Francis	mark.francis@scouting.org	080-6494-4156
Camp Commissioner	Cameron Johnson	cameron.m.johnson13@gmail.com	+82-10-2832-0208
Medical Officer			
Kitchen Lead			
District Director	Sara Ramos	sara.ramos@scouting.org	080-4673-2678