



**2026 FAR EAST COUNCIL  
CAMP OKAMI**

ARRIVAL

# Tama Hills Recreation Area

1310 Omaru, Inagi-shi, Tokyo, Japan 206-0801

〒206-0801 東京都稲城市大丸1310

# ARRIVAL - NARITA

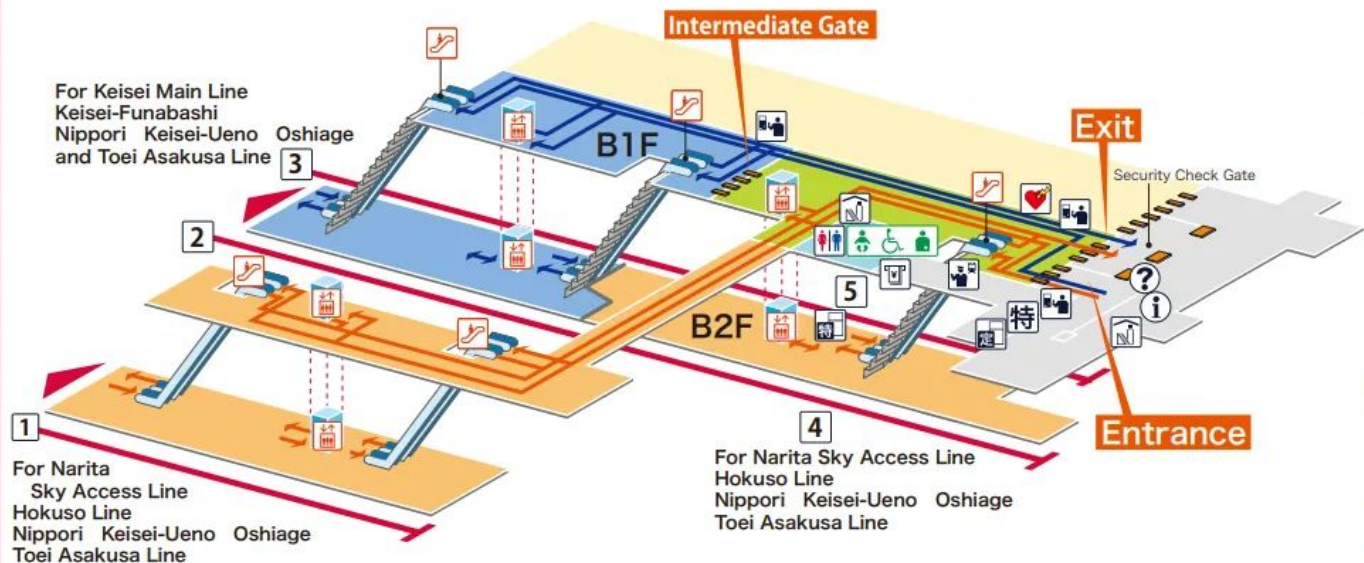
KS  
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## Narita Airport Terminal 1

成田空港  
なりたこうこう

1 4 5 For Narita Sky Access Line Hokuso Line  
Nippori Keisei-Ueno Oshiage Toei Asakusa Line

2 3 For Keisei Main Line Keisei-Funabashi Nippori Keisei-Ueno Oshiage  
and Toei Asakusa Line



# NARITA (about ¥3,200)

Exact directions and trains may differ on the day of travel. Please use Google/Apple Maps to look up departure times, locations, etc.

- Keisei Skyliner (Keisei-Ueno)
  - Express
- Ride until Nippori Station
- Transfer to the Yamanote Line (Toward Ikebukuro/Shinjuku)
  - Local
- Ride until Shinjuku Station
- Transfer to Keio Line (Toward Keio-Hachioji)
  - Rapid-Liner
- Ride until Bubaigawara Station
- Transfer to Nambu Line (Toward Kawasaki)
  - Local
- Get off at Minami-Tama Station
- Walk 12-15 min to Tama Hills Recreation Gate

# ARRIVAL - HANEDA



## HANEDA (about ¥850)

Exact directions and trains may differ on the day of travel. Please use Google/Apple Maps to look up departure times, locations, etc.

- Keikyu Airport Line (Towards Zushi-Hayama)
  - Express or Rapid-Express
- Ride until Keikyu-Kawasaki Station
- Transfer to Nambu Line (Towards Tachikawa)
  - Local
- Ride until Minami-Tama Station
- Walk 12-15 min to Tama Hills Gate

FACILITIES

# Important Locations

- **Check In** = Apex
  - Campsite assignments give to Scoutmaster at Check In.
  - Standard Campgrounds
- **Opening Flags** = Fukuda Field/Paintball Battle Zone
- **Camp Office & Store** = Apex
- **Camp Medical Office** = Campsite 1
- **Merit Badge Classes** = Campsite 1, Fukuda Field, Archery Range, and Campsite J
- **Emergency Meeting Place** = Fukuda Field/Paintball Battle Zone
- **Secondary Emergency Meeting Place** = Maintenance Building Parking Lot



# Important Information

- **Internet:** There is no cell service or Wi-Fi available.
  - For camp and emergency purposes, essential personnel will have service provided through Starlink.
- **Golf Carts/Vehicles:** Golf carts are off limits to participants. Only authorized personnel will be allowed to use the golf carts. This is a National Scouting America standard and must be upheld. Personal vehicles will be parked in designated areas and must not block roads.
- **Showers:** There will be a posted shower schedule for youth and adults. Separate male and female facilities are provided. We will additionally have Solar Showers that can be checked out at the Camp Office.
- **Laundry:** There are no laundry facilities available
- **Payment Methods:** The Trading Post will take US Dollar, Yen, MasterCard, American Express, and Visa. Tap to pay methods are unavailable.
  - If you have a foreign bank, please contact them before arrival to avoid fraud alerts.







# SCHEDULE

# 2026 CAMP OKAMI

## SCHEDULE OF EVENTS

Saturday June 27, 2026		Sunday, June 28, 2026		Monday June 29, 2026		Tuesday June 30, 2026		Wednesday July 1, 2026		Thursday July 2, 2026		Friday July 3, 2026			
	0700	Reville	0700	Reville	0700	Reville	0700	Reville	0700	Reville	0700	Reville			
	0800	Opening Flags	0800	Opening Flags	0800	Opening Flags	0800	Opening Flags	0800	Opening Flags	0800	Opening Flags	0800	Grab and Go Breakfast	
	0815	Breakfast	0815	Breakfast	0815	Breakfast	0815	Breakfast	0815	Breakfast	0815	Breakfast	0815		
	0900	Activity Block 1 (3 hours)	0900	Activity Block 1 (3 hours)	0900	Depart for Cultural Day	0900	Activity Block 1 (3 hours)	0900	Activity Block 1 (3 hours)	0900	Activity Block 1 (3 hours)	0900	Camp Cleanup	
	1000		1000		1000		1000		1000						
	1100		1100		1100		1100		1100						
	1200	Morning Activities Conclude	1200	Morning Activities Conclude	1200		Morning Activities Conclude	1200	Morning Activities Conclude	1200	Morning Activities Conclude	1200	Morning Activities Conclude	1200	Transition
	1215	Lunch	1215	Lunch	1215		Lunch	1215	Lunch	1215	Lunch	1215	Lunch	1215	Lunch for Staff
	1330	Activity Block 2 (3 hours)	1330	Activity Block 2 (3 hours)	1330	Culture Day	1330	Activity Block 2 (3 hours)	1330	Activity Block 2 (3 hours)	1330	Activity Block 2 (3 hours)	1330	Camp Cleanup	
1430	1430		1430		1430		1430								
1530	1530		1530		1530		1530								
1630	1630	1630	1630	1630	1630		1630	1630	1630	1630	1630	1630	1630	1530	Staff Departures
1730	1750	Closing Flags	1750	Closing Flags	1750		Closing Flags	1750	Closing Flags	1750	Closing Flags	1750	Closing Flags		
1800	1830	Dinner	1830	Dinner	1830	Dinner	1830	Dinner	1830	Dinner	1830	Dinner			
1900	Dinner	2000	Evening Open Period/Free Time	2000	Evening Open Period/Free Time	2000	Evening Open Period/Free Time	2000	Evening Open Period/Free Time	2000	Evening Open Period/Free Time	2000	Evening Open Period/Free Time		
2030	Opening Campfire	2130	Evening Open Period/Free Time	2130	Evening Open Period/Free Time	2130	Evening Open Period/Free Time	2130	Evening Open Period/Free Time	2130	Evening Open Period/Free Time	2130	Closing Campfire		
2200	Taps Lights Out	2200	Taps Lights Out	2200	Taps Lights Out	2200	Taps Lights Out	2200	Taps Lights Out	2200	Taps Lights Out	2300	Taps Lights Out		

**MEDICAL**

# Camp Medical Officer - Samantha Hodge RN

- Scouting America Health **A,B, and C** Forms are required. These must be **fully** filled out.
- Scoutmasters will need to collect a **physical copy** of the Health ABC forms from **every** registered participant. These will be turned in and reviewed by the Camp Medical Officer (CMO) during check in.
- The CMO must complete a health check of every registered participant upon arrival.
  - All medications will be collected and stored by the CMO with the exception of emergency medications
  - In order for the CMO to be authorized to administer over the counter medication, please make sure to check the appropriate box on the Health A form.
- **Food Allergies:** All allergies or dietary restrictions must be communicated before camp. Please enter this information in your registration.
  - If an food allergy or dietary restriction was designated, that participant will receive an allergen sticker, placed on their nametag, at check in.
  - Only those with this allergen sticker will be allowed to access the meals/food designated.
  - If there are concerns or very specific restrictions, individuals may want to consider supplementing camp food of their own.

# GEAR LIST

# Please also see the published Leader Guide

- **Valid Passport or DoD ID Card**
- **Activities Consent Form**
- **BSA Medical Forms (Parts A, B & C)**
- Tent
- Sleeping Bag
- Sleeping Pad or Cot
- Clothing for 7 days
- Socks!
- Closed-toed shoes
- Scout 10 Essentials
- Hygiene Kit
- Towel
- Class A/Field Uniform

PROGRAM

# FEC Camp Advancement Policy

## Merit Badges:

- Counselors only sign off on requirements that the Scout has actually and personally completed at camp.
- For some badges, Scouts may only complete part of a badge at camp and will need to finish remaining requirements with another counselor after returning home.
- Ultimate responsibility for Merit Badge/Advancement Tracking are on the Scout / Scoutmaster

## Rank Advancement:

- If an adult volunteer from another unit (not the Scout's) agrees to verify a Scout completed a requirement at camp, they shall sign the advancement form.
- Scout returns the advancement form to their Scoutmaster.
- No one at camp signs a Scout's physical handbook except the Scout's own Scoutmaster / authorized signatories from the Scout's own unit.

## Boards of Review:

- Boards are generally not held at camp.
- Any exception requires the Troop Committee Chair to arrange approval with the Council Advancement Committee prior to camp, *or* the TCC is at the camp to arrange the board directly.
- Eagle Boards must be arranged through District Advancement Chair per usual practice.

# REGISTERED ADULT ATTENDEES

Lead Merit Badge Counselors, please fill out the MB Supply List Survey by **June 1**.

- After June 1, you will be given an attendee roster and able to reach out to the Scouts for any requirements that need to be completed before camp

Assistant MB Counselors, once Lead Counselors have been confirmed, we will reach out for your support and connect you with the Lead MB Counselor to assist.

CULTURAL  
DAY

# Tokyo Scavenger Hunt

- Bring or convert to yen at the airport.
  - We will be using the Tokyo train system for transportation. You can purchase tickets with cash or by using a mobile Suica or Pasma Card.
- Details will be released as we get closer to camp!

OTHER

# VISITING CAMP

All Visitors without a DoD ID must be on the Gate Access List.

- TCN Passports (**PASSED**)
- All Other Passports (**PASSED**)

**Visitor Rate=\$40/day.**

Visitors must check-in and pay at our headquarters, the Apex, when entering camp.

Parents in the Scouting Program are highly encouraged to spend a day or so at Summer Camp, especially later in the week. Thursday for closing campfire is recommended.

Anyone staying overnight in camp must be a registered adult leader.