WELCOME TO PINE RIDGE SCOUT CAMP!

Tall pines, abundant wildlife, Little Grassy Lake, wild flowers, and beautiful sunsets make Pine Ridge Scout Camp an excellent location for Scouts. This 150-acre camp is nestled in the heart of the Crab Orchard National Wildlife Refuge and located in the heart of the Shawnee National Forest along the shore of Little Grassy Lake, southeast of Carbondale, Ill. The Shawnee River Trail, the Crab Orchard and Panthers Den Wilderness all surround the lakes of this refuge giving Scouts unbelievable outdoor resources at their disposal.

What’s inside? How to register, sample schedule, camper packing list, what to expect on check in day, sample menu, evening programs, advancements, and more!
Welcome!! Children sign-up in Scouts for outdoor adventure and fun. Thanks for ensuring your Scouts get that opportunity at camp this year!

First Thing’s First: On Line Registration

Where to sign up: stlbsa.org
Learn more and sign up for all our summer camp activities at stlbsa.org.
  • Start by going to the “Camping” tab
  • Click “Cub Scout Summer Camp”
  • Click “Click here for overnight camps”
  • Scroll down the page to choose the camp type you wish to attend, and click “Register”

If you have questions while going through the registration process, reach out to the program department at 314-256-3044 or camping@stlbsa.org where we are ready to help walk you through the process or answer any questions.

Adult supervision at camp
For all Scouting events, including summer camp, there must be two adults acting as the adult supervision for the Scouts in your Pack or Den.

If your unit does not have two adults at camp, your unit will be paired on a site with other units so that there are always multiple adults on campsites and while in program areas with the scouts.

There is no maximum number of adults, but there is a minimum of at least one adult for up to every four Scouts.
  • If there are adults sharing the leadership by being at camp for parts of the session, they are welcome to switch in and out, as needed, ensuring proper supervision for your Scouts.
  • Den Chiefs: if your Den has a Den Chief, s/he is welcome to attend camp as a Den Chief, (in addition to the adults attending camp), paying the same fee as an adult.

Parent Portal
This is an optional tool for your Pack that allows one parent or leader to sign up the whole group of Scouts, giving that person log-ins for parents to go in and pay for their Scouts, individually. If you have questions, please reach out to the program department at 314-256-3044, or camping@stlbsa.org.

Financial Assistance
Known as Camperships, financial assistance is available for families in need as a tool to ensure Scouts can still attend camp. Please find the Campership application on the Cub Scout Summer Camp webpage.
Packing List

• Each youth/adult camper must complete Parts A & B of the BSA Annual Health and Medical Record.
• Every camper, youth and adult, should pack these items for a comfortable time at camp:

☐ Tent
☐ Duffel bag or backpack
☐ Day pack/small backpack
☐ Water bottles (1-2)
☐ Sleeping bag
☐ Pillow
☐ Sturdy walking shoes or boots (waterproof recommended)
☐ Sandals (closed-toe recommended for lake activities)
☐ Raincoat or poncho
☐ Sweatshirt or jacket
☐ Scout uniform (if camper has one)
☐ Swimsuits (2-3)
☐ T-shirts (4-5)
☐ Shorts (3-4)
☐ Underwear (5)
☐ Socks (6)
☐ Pajamas or other sleeping attire (1-2)

☐ Towels
☐ Washcloth
☐ Toothbrush & paste
☐ Shampoo/conditioner
☐ Soap
☐ Hairbrush or comb
☐ Sunscreen
☐ Insect repellent (non-aerosol)
☐ Personal first aid kit
☐ Grocery or Ziploc bags for wet or dirty clothes
☐ Flashlight & batteries
☐ Wristwatch
☐ Camp Chair
☐ Spending money (we recommend $30)
☐ Goggles
☐ Small wagon to carry gear to/from campsite

• Please note that pets, fireworks, alcohol, sheath knives, nonprescription drugs, and personal firearms are not allowed in camp.
• We also do not recommend bringing any items of value nor unsecured food that may attract animals.
• If parents want to send Scouts mail at camp, please mail it early so that it arrives when the Scouts are in camp or have the adult or unit leader bring it with them to camp to load into the mailbox. The address is:

Scout Name  
Unit Number  
1139 Pine Ridge Lane  
Makanda IL 62958
Equipment needed for camping and cooking must be provided by the pack. Make sure to bring enough tents for the unit’s Scouts and adults. Campsites are only equipped with water, picnic tables, and shelter.

Certain equipment such as shovels, brooms, and rakes can be checked out to packs without charge for use in camp. Packs are held responsible for the return of any equipment in good condition to the quartermaster before leaving camp.

**Required Unit Equipment:**

- Tents (enough for all unit campers)
- First Aid kit
- Fire starters
- Cooking utensils
- Hot pads
- Dishwashing bucket or pans
- Liquid dish soap
- Bleach
- Cooking stove and fuel
- Skillets, pots, pans
- Mixing bowl
- Can opener
- Leather gloves for moving hot items
- Pitchers for mixing drink mix (1 gallon)
- Plates, bowls, and silverware
- Paper towels

**Recommended Unit Equipment:**

- Clothesline
- Cooler
- Snacks for cooler
- Coffee pot
- Coffee, creamer, sugar
- Covered Dutch oven
- Recreational equipment (frisbee, balls, etc.)
- Pack Flag
- Decorations for campsite
- Bow Saw
- Pliers
- Duct tape
- Rope

**Notes:**
When You Arrive at Camp and Check in

Check-in
9-11 a.m. Check in.

It is important to check in during these hours so that the unit has enough time to take the swim test, set up camp, and receive lunch at the campsite. Report to Bailey Lodge where the Campsite Host meets the pack. The Campsite Host tours the camp with the adults, noting facilities available and where things are located, and assists the unit to their campsite.

During check in, the unit will need to be prepared to pay any remaining fees and turn in medical forms.

Swim Tests, Archery, & BB Gun Safety Instruction
Swim tests and archery and BB gun safety instruction are an important part of the check in process. Do this as soon as possible on check in day so that the unit doesn’t have to do this during the evening free time or at the beginning of the first session. Swim tests end at 1:00pm. Scouts and adults should come dressed in swimsuits or pack them on top of bags. After completing the swim tests and archery and BB gun safety instruction, the unit can complete campsite set-up.

Please ensure your unit is checked out by 9:00a.m. on the last day of camp. Arrangements can be made for later check out.

Adults Meetings at Camp
Adults are invited to attend the evening cracker barrel for a brief meeting to review the program, answer questions, and make any necessary announcements. The exact time and location of the meeting is announced at camp.

Notes:
During Camp

Health care & First Aid
The adults in the unit are expected to conduct all minor first aid treatment of campers in their unit. All medications should be kept locked up and dispensed by the unit adults. Adults should keep track of when, how much, the type, and by whom the medication was dispensed. When requested, the camp will hold medications requiring refrigeration or those that the adults feel uncomfortable holding. If the injury or illness is beyond the knowledge of the unit adults, the camp medical staff will respond.

The Pine Ridge Scout Camp medical director provides first aid treatment (the other camp staff do not). Arrangements have been made with Memorial Hospital of Carbondale, Ill., to accommodate cases needing attention beyond the scope of the camp medical staff. However, the camp office must be notified if a Scout is being taken to a hospital so that arrangements can be made for his/her admission. Parents of Scouts are responsible for the cost of any treatment that cannot be done in camp. Non-emergency transportation of a camper to a hospital is the responsibility of the pack. In case of an emergency, transportation will be provided by local authorities.

The camp office or medical director must be notified before transporting an injured person to the hospital. Staff in the camp office will provide the person’s medical form and a map to the hospital and will call ahead to notify the hospital’s emergency room.

Each camper’s medical insurance is the primary coverage for all medical emergencies. The insurance provider should be noted on the medical or health history form. Ask if there are any special requirements if an HMO or similar plan covers the insured.

The accident insurance carried by the council at no cost for members or units is a secondary policy. Additional information on this policy can be obtained by calling 314-361-0600.

Trading Post
Times are posted at the trading post where you can purchase camp souvenirs and clothes, snacks, recognition items, and miscellaneous camping supplies such as water bottles, flashlights, sunscreen, etc.

Visitors
Visitors are discouraged during the camp sessions because impromptu visits can cause home sickness. Parents not staying at camp should drop off their Scouts and depart after equipment is carried to the campsite and the tents are up. Families are welcome at camp after 2:00 p.m. on day 3 of Camp. Families must check-in at Bailey Lodge. Only adults who are in camp to provide leadership to packs should be in camp during the sessions and at meal times.

Religious Observance
If a chaplain is in residence at camp, s/he will be available for day or evening programs and conferences.

Scouts are encouraged to say grace at each meal on the campsite.
Regatta Boat Building
Units are provided with cardboard and duct tape to make a boat using any design. It is recommended that Scouts build the craft with only a little help from adults. Once the boat is completed, Scouts pick the adult who will ride in the craft for the regatta.

Boat-Building Rules
Please read the rules carefully and abide by them, boats not following the rules may be disqualified.
1. Each campsite should have at least one craft entered in the competition.
2. Only an adult who is camping with the unit and has passed the Swimmers test may pilot the boat (no Scouts).
3. To qualify as a finisher, the adult must be in the craft.
4. All occupants of the craft must wear a personal floatation device (PFD).
5. There should be no sharp edges or pointy objects on the craft.
6. Embellishments and paints may be used, but anything added must come out of the water.
7. Do not fully wrap the craft in duct tape or plastic wrap. Cardboard really does float.
8. Oars are provided and can be used.
9. All crafts are looked over by the judges before they are launched on the lake.
10. Scouts must stay out of the water during the race. Scouts are allowed to carry their craft to the water but then must move behind the lines.
11. The regatta judges pick the order in which crafts will race.
12. Awards are given in various categories.
13. Scouts should do the craft designing and building. Adults may give them a little help.

Awards
Staff will present campsite awards for the Boat Regatta and “Best of...Campsite” Awards at the final closing ceremony following the Boat Regatta.
So be sure and get your campsites decorated as soon as possible! Campsite Awards are given in various categories such as best gateway and best use of theme. In regards to the boat race, awards include:
- The Best Captain
- The Most Spectacular Sinking (to qualify, remains must be salvaged)
- The Most Endurance
- The Quickest to the Finish Line
- The Slowest to the Finish Line
- The Best of Theme
- The Spirited and Best Organized Team

The staff also picks a campsite for flag lowering and raising. Units will know it is their turn when they see the Patriotic Totem at their campsite entrance.

Aquatics
On day one of camp, each Scout and leader will take a swim test. Afterwards, everyone can swim twice a day — once in the morning and once in the afternoon. The swim tests are:
- Non-Swimmers — No formal test; get in the water and splash around.
- Beginners — Swim 50 feet as follows: Jump feet first into water over camper’s head, come to the surface, level off, swim 25 feet, turn sharply, and return to the starting point.
- Swimmers — Swim 100 yards as follows: Enter water feet first, swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, or crawl; swim 25 yards on the back, using a resting stroke; rest by floating or if nonbuoyant, with just enough motion to stay afloat.
What To Expect At Camp

Shooting Sports
- **BB Guns**: The pack can shoot BB guns at the Field Sports area. A gun safety instruction occurs prior to the shoot. Please note, personal BB guns are not allowed at camp.
- **Archery**: Scouts shoot at standard targets. Personal archery equipment is not allowed at camp.

Hiking Trails
Ask at the Bailey Lodge office for maps of the hiking trails at camp.

Camp Theme
The theme for this year’s camp is “The Great Explorers.” Please use the theme when building or making projects around camp. Bring items to help enhance the projects - art supplies, building materials, etc. Prizes are awarded for entryways, campsites, and best use of theme. Remember that anything brought to camp must be taken home upon leaving camp.

Campfire
An opening campfire conducted by the staff is in the evening of day 1. A campfire is held on

Advancement
At the program areas throughout their camp session, Scouts will work on these advancements:
- **Arrow of Light**: Into the Woods, Adventures in Science, Outdoor Adventure
- **Webelos**: Webelos Walk About, Adventures in Science, Cast Iron Chef, First Responder
- **Bears**: Bear Claws and Whittling Chip; Bear Necessities; Fur, Feathers and Ferns; Forensics
- **Wolves**: Call of the Wild, Howling at the Moon, Paws on the Path, Air of the Wolf
- **Tigers**: My Tiger Jungle, Tigers in the Wild, Floats and Boats, Sky is the Limit

Camp-wide Schedule:

Opening Campfire is at 8:30 p.m. on day one. Units should assemble on the Parade Field at 8:15 p.m.

Flag-raising is held each morning at 8:15 a.m., Retreat at 4:30 p.m. Complete uniforms should be worn at evening retreat by those who have them.

Meals are cooked and served on the campsite. A rest hour follows lunch, which is a good time for napping, recreation, and games on the campsite.

Everyone must be on campsites at 9:45 p.m., with lights out and camp quiet by 10:00 p.m.

Most programs still happen in rain, but the program schedule may be adjusted if there are severe storms.
Food at Camp
The camp fee covers all meals for campers. Visitors’ meals are not available.

Packs cook all meals at the campsite. Food needed to prepare the meals is brought to the campsite by camp staff. Recipes for each meal are provided, but **units must bring their own cooking utensils** (see list on page 5).

Meals are delivered as one “unit” to each campsite. Do not divide the food into individual packs or dens. Part of the learning experience is for Scouts to work together, even though they will not know each other on the first day of camp.

Adults should work together on the first day of camp to develop a duty roster that includes all Scouts on the campsite to help with the work preparing for and cleaning after meals.

The staff is happy to pick up trash when they pick up empty food coolers, which should be put out on the side of the camp road. If trash pick-up is missed, Scouts on clean-up duty must carry the trash to the dumpster in the parking lot.

Notes:
Camp Safety Procedures

General Rules
- While walking around camp, Scouts should be with a buddy, always.
- Fires must be put out completely before leaving a campsite.
- Please do not feed or catch wildlife.
- Passengers of cars must be in seats with seatbelts when driving on camp property.
- Smoking/vaping must be done away from Scouts’ view.
- If there are any unauthorized or questionable persons in camp, please speak with the Camp Director to ensure unauthorized persons are escorted out of camp.

Youth Protection
- Anyone who suspects, knows of, or witnesses a camper being mistreated must notify the camp director immediately. Anyone mistreating a camper, in any way, will be asked to leave camp.
- Adults are not permitted to tent with a Scout unless they are the Scout’s guardians.

Scout Discipline
Please share this information with all participants before arriving at camp:
- The Scout Oath and Law are the rules and expectation at camp.
- In the event of inter-Pack conflict, the Pack adult(s) are responsible for discipline.
- The Camp administration will send a Scout home immediately who steals, vandalizes, or intentionally places himself or others in danger of harm.
- Scouts are expected to be in the campsite by 10pm each night. Scouts out later than that must be accompanied by an adult.

Emergency Procedures
- Emergency procedures will be posted in the campsite and reviewed the first day.

Questions? Feedback? Please Contact Us:
- Alicia Randolph, Program Director and Deb South, Camp Director, webeloscamp@gmail.com
- Laura Enge, Director of Cub Scout Camping: 314-256-3020, laura.enge@scouting.org
- Liz Belter, Program Assistant: 314-256-3044, elizabeth.belter@scouting.org