



GREAT RIVERS COUNCIL, BSA

2012 Boy Scout Summer Camp Leader's Guide

LAKE OF THE OZARKS SCOUT RESERVATION

CAMP HOHN

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All necessary forms are located in the forms section of the camp website at:
www.lakeoftheozarksscoutreservation.org



Welcome!

Scouting is a series of building blocks that enable a Scout to accomplish one skill at a time, constantly building his confidence in his abilities until his character is fully structured. Scouting is also a series of pride points for you as the leader as you observe with pride a Scout's accomplishments while under your leadership. Baden Powell stated that the true measure of a successful summer camp experience is whether it enables a Troop to stand on its own utilizing boy leadership.

All of the activities we do at camp are in pursuit of these goals and in Scouting's real aims of character development, physical fitness and citizenship.

Scout camp is where memories are made and friendships are forged. As boys, they join Scouting to get outdoors and have fun. As parents and leaders we encourage this, knowing that along the way they will learn values and skills that will carry them through life. The Lake of the Ozarks Scout Reservation is the perfect environment for all of this to take place.

We are excited about our future! Our NEW name, the Lake of the Ozarks Scout Reservation, helps position the council and our camp as a regional destination camp. While we are retaining the name of Camp Hohn for the Boy Scout Camp within the Lake of the Ozarks Scout Reservation, you will see many new and exciting things happening and in development for our future! We are making plans for major developments and facility upgrades at camp that will propel us into the future. Our camp staff for 2012 is coming together. Our goal is to be friendly and responsive to the needs of your unit and to set an excellent example of what Scouting should be to all those attending camp. The staff is carefully selected and trained to assist in your stay. We are ready to help you at any time.

Each year our camp program gets bigger and better. Please take time to read this guide from cover to cover, absorb all of the information in it and pass it along to your other leaders and your Scouts as you prepare for your adventure at camp. With over 50 merit badges and program offerings, Jet Skis, Order of the Arrow activities, Sons of Daniel Boone activities, evening programming, and further improvements to our camp schedule, we continue to break the mold on what a summer camp experience should be.

Take time before camp to determine what your troop program needs are and communicate that information to us before you arrive. That will give us the opportunity to assist you in meeting your goals. If you have any questions, special needs, or just want to talk about your week in camp, feel free to contact us. We will be happy to work with your troop in any way we can. We look forward to seeing you at camp.

Yours in Scouting,

Mike Dimond
Director of Field Operations & Program

Important Updates

NO INCREASE IN CAMPER FEES FOR 2012! – The 2012 camper fees will remain the same as they were in 2011! Still at \$240.00 per Scout. \$200.00 per Scout if paid by Camper Savings Day on May 1, 2012!

Second Week Half-Price – Any Scout who wishes to attend camp for a second week may do so at half-off the standard camp price (\$120.00).

Brownsea – Brownsea will continue as a full-day program. Participants will have class morning and afternoon Monday through Thursday (more info on page 13).

Water Carnival –The water carnival will continue again in 2012! Details regarding the time will be included in the Spring Leaders Guide that will also include other camp program times.

Friday Field Games – While the Mile Swim is going on down at the lake, we will be holding a variety of field games and competitions in the parade field.

Cluster Classes - We will again be offering three "Cluster Courses"; Technology (Photography & Cinematography), Ecology (Nature, Mammal Study & Forestry), and Land Navigation (Orienteering & Geocaching). Watch the Spring packet for more details and potential additional cluster courses!

Jet Ski Program – Great News!!! The Great Rivers Council WILL continue the very popular jet ski program that we piloted last year for the national organization! As part of this program, we will have a limited number of openings for Scouts to learn about and use Personal Watercraft (aka Jet Skis) during camp. A separate parental permission slip will be REQUIRED for participation in this activity. By State Law, **ALL** Scouts wishing to participate in the PWC program **MUST** be 14 years old and complete the Missouri Boating Safety Course and Exam **PRIOR TO COMING TO CAMP**. Given our internet constraints at camp, there will not be an opportunity to complete this training at camp. Information about this course is available online at: <http://www.boat-ed.com/mo/index.htm>.

Online Class Registration – Scoutmasters will have the ability to register Scouts for their classes online. This will involve several steps. The first unit roster will be required on **April 1st**. The number of youth on that roster must match the number that you have made a deposit for, or you may need to submit additional deposits. Upon receipt of the roster, the office will enter your unit into the system and allocate youth slots based upon deposits received. Scoutmasters will then be notified of the username and password and will be given registration instructions. Scoutmasters can then go online to register Scouts for merit badge classes. Certain classes have limited capacity. The maximum class size will be noted on the registration site. Classes will be filled on a first-come, first-served basis. While it is preferable for units to utilize the online registration site, units wishing to submit paper registrations may continue to do so using the Individual Merit Badge/Activity Schedule form. These forms are available electronically via email and on the camp website; paper registrations will be entered weekly at the office.

Motorboating Merit Badge – By State Law, **ALL** Scouts wishing to take Motorboating Merit Badge **MUST** be 14 years old and complete the Missouri Boating Safety Course and Exam **PRIOR** to coming to camp. Information about this course is available online at: <http://www.boat-ed.com/mo/index.htm>

Outback Ranger changes – The Outback Ranger program will be offered during the week of July 8-14. While Scouts may still participate on a provisional basis (using Camp Staff provided leadership), units are encouraged to provide their own two-deep leadership for each Outback Crew.

New Health Form – Last year, the Boy Scouts of America released a new Medical Form. *The old (pre-2010) BSA form will not be accepted.* Sports and other physicals will be accepted **only if accompanied by Parts A & B of the new form.** Get your copy of the new form today via email or in the forms section of the camp website.

Camper email address – Please advise your parents to send camper emails to:
GRCSUMMERCAMP@GMAIL.COM

Volleyball Tournament – The popular week-long volleyball tournament is returning for another year. Sign your Troop or patrol up by Monday afternoon. Games will begin Monday evening with the final held on Friday.

Volunteer Camp Commissioner Corps – Each week during the summer season a corps of volunteer camp commissioners assists the staff in seeing to it that troops have a successful camp experience. The Volunteer Commissioners will support the Camp Commissioner by providing Unit Service & Program Support in a variety of ways. This is a great way for you to bring more leaders to camp at no additional cost (more info on page 16).

Pre-Camp Swim Checks – Remember that units have the option of conducting their own swim tests prior to camp following our Swim Classification Procedure.

Summer Camp Web Resources – In an effort to improve and facilitate pre-camp communications, we have created several new information, email and file sharing forums:

Website (currently undergoing update): www.lakeoftheozarksscoutereservation.org
Facebook Page: www.facebook.com/pages/Hohn-Scout-Reservation/200857166966

Merit Badge changes – The Climbing merit badge will have an afternoon offering in addition to mornings. Other badges are changing times from prior years and new merit badges are in the works, and we will once again offer an Advanced Blacksmithing class exclusively for Scouts who have already completed the Metalworking Merit Badge. Consult the Merit Badge/Program Detail Guide available in the Spring for the complete list of offerings and related information.

Chess & Checkers – With the introduction of the new Chess Merit Badge in September of 2011, Scouts will now have the opportunity to play chess and checkers at two large playing boards located near the Lee White Trading Post. A fun way to pass some quiet time with your buddies!

Chess Tournament – We will introduce a new camp wide tournament in 2012 with two different brackets, one for leaders and one for Scouts, to test your skills in the game of Chess. Details will be available at check in, but this will be a week long tournament! Get your game pieces on!

3-D Archery – Thanks to a grant from the Columbia Cosmopolitan Club, we have 3-D archery targets. The 3-D range will be available during troop shoot time (daily 4-5pm).

Don't forget the Fishing Dock – The camp has a partially enclosed fishing dock. This will be the site of Fishing Merit Badge and is available for individual and year-round use. The camp has a limited supply of fishing poles available for classes and check-out, but Scouts and leaders are encouraged to bring their own.

Getting Ready for Camp

Youth Camp Fee

One week (7 days, 6 nights): \$240.00, \$200 by Campers Savings Day (May 1)
A second, or third week: \$120.00 (Campers Savings discount does not apply)

Adult Leader Fee

The \$80.00 Adult Leader fee is designed to cover the cost of meals during camp, a camp patch and facilities usage. **There is a fee of \$6.00 per meal for leaders who do not attend camp all week.**

National BSA policy requires two (2) adult leaders for all Scouting activities, including long-term camp and field trips out-of-camp. Each unit must have at least two adult leaders in attendance. Small units may want to make arrangements with another unit to share campsites and leadership responsibilities. Please let the Council Office know if you need assistance with that process.

Campers Savings

The requirements for a unit to receive the Campers Savings discount are as follows:

- Unit Representative present at Camp Preview Meeting April 28th at the Lake of the Ozarks Scout Reservation during the Spring OA Fellowship and Induction Weekend. Units travelling from other Councils should email Mike Dimond, Director of Field Operations & Program, at mike.dimond@Scouting.org for instructions regarding this requirement.
- Scouts Camp fees paid in full by May 1 (transferring Webelos Scouts may receive Campers Savings until June 1)

Units that do not attend the Camp Preview Meeting will not qualify for the camper savings discount...there are no exceptions!

Please remember that Scouts receiving camperships are not eligible for the Camper Savings discount and Scouts who stay for a second or third week may are not eligible for the Camper Savings discount on any week other than the first.

Camperships (Program Grants)

Through the generosity of our Friends of Scouting a limited number of camperships are available to help boys in need of financial assistance. Early requests are necessary to ensure equitable distribution of available funds. The amount of the campership given to each Scout will vary based of economic need, but in nearly all circumstances will not exceed 50% of the price of camp. Scouts receiving camperships are not eligible for the Camper Savings discount. A copy of the Program Grant Application is available on the camp website and will be included in the spring Leader's Guide Supplement which will include additional program details.

Camp Refund Policy

Prior to the May 1 Camper Savings Day, all fees are refundable and transferable. Please check your Scouts' prior commitments to summer sports and family vacations before May 1.

After May 1 Camper Savings Day, the following policy applies: refund requests should be submitted in writing to the Council Service Center prior to the beginning of the camp session, or to the Camp Director upon arrival at camp. A unit leader or Scout may request a refund of the fees under the following conditions:

- Illness or serious accident of Scout prevents his attendance at camp.
- Family illness or emergency prevents the Scout's attendance at camp.

If the refund request is granted, the \$25 reservation deposit and an additional 20% camp readiness fee will be withheld. Scouts leaving camp early will not be eligible for partial refunds. *Refund requests submitted after leaving camp will not be honored.*

Additional Costs

Certain badges and programs will have additional costs for supplies. Some of these costs are billed along with registration; others are items that can be purchased at the trading post or prior to camp. These classes and approximate costs are outlined below.

| <u>Class/Activity</u> | <u>Where Paid</u> | <u>Cost/Reason</u> |
|------------------------------|--------------------------|-------------------------------------|
| Archery | registration | \$7-\$10 (arrow kit) |
| Basketry | trading post | \$20-\$25 (basket/stool kits) |
| Brotherhood | registration | \$25 (sash etc) |
| Brownsea | registration | \$15 -\$25 (for Woodcarving MB kit) |
| COPE | registration | \$20 (usage) |
| Electronics | registration | \$20 (for kit) |
| Indian Lore | trading post | \$15-\$20 kits |
| Metalwork | registration | \$20 (propane, metal) |
| Motorboating | registration | \$25 (fuel) |
| JetSki Program | registration | \$30 (fuel, rental) |
| Tech. Cluster | registration | \$15 (SD card) |
| SDB – Big Surf* | registration | \$15 (entrance fee) |
| Shotgun Shooting | registration | \$25 (shells, clays) |
| Space Exploration | trading post | \$20-\$25 model rocket kits |

* - Sons of Daniel Boone members only activity

Campsite Reservation

Campsite reservations are made on a first-come first-served basis by completing a campsite reservation. The early sign up date is October 1, but there is plenty of room for your troop to attend camp this summer still! If you have not completed a reservation please do so today! The reservation form is available electronically via email and the camp website. A \$25.00 per person deposit will reserve a spot in the campsite of your choice; however the camp commissioner will decide how to best fit the units and patrols within a given campsite. This means that you cannot reserve a patrol site within a particular campsite.

Provisional Camping

We will offer a provisional camping opportunity each session of camp. Provisional camping is an excellent summer camp alternative for:

- Scouts who are unable to attend with their home unit due to time conflicts
- Scouts and adults who would like an opportunity to attend camp for a second time
- Scouts and adults from units that camp at Summer Camps outside the Great Rivers Council.

What to Bring to Camp

All of each Scout's clothing and personal equipment should be marked clearly with his name and troop number. Be advised that there is not a safety deposit box for valuable personal articles.

Scout Personal Gear

- Complete Scout uniform
- Scout Handbook
- Sweater or jacket
- Dirty clothes bag
- Sneakers and/or hiking boots
- Raincoat or poncho
- Swim trunks
- Towel and soap
- Toilet articles
- Insect repellent (non-aerosol)
- Blankets or sleeping bag
- American Indian attire for OA
- Knife, fork, spoon, plate
- Flashlight and extra batteries
- Spending money
- Cot or air mattress
- Ground cloth
- Hat
- Notebook/ pen or pencil
- Suntan lotion
- Compass
- Canteen or Water Bottle

Optional Scout Equipment

- Bible or book of one's faith
- Camera and film
- Baseball glove, ball, Frisbee, etc.

Troop Equipment

- Troop records (physicals, advancement...)
- Plastic to protect wood supply
 - Bulletin board with cover
 - U.S. and troop flags
 - Roll of small wire
 - Sharpening file or stone
 - Scoutcraft and game equipment
 - 100 feet of sash cord
 - Coffee pot and coffee
 - Plastic table cloth
 - Patrol duty roster
 - Propane lanterns (adults only)
 - Matches
 - Thumb tacks
 - First aid kit
 - Bow saws
 - Hammer and nails
 - Twine
 - Cooking glove
 - Troop Checks (3 recommended)
 - Troop library
 - Sewing kit

Optional Troop Equipment

- Folding chairs
- Extra dining flies
- Extra tent stakes
- Laundry detergent (Washing machines and dryers are available)

Equipment Provided by Camp

- Two man-tents
- Trail Chef cooking kits
- Griddles
- Patrol cooking box
- 1/2 barrels w/ grates for wood fire cooking
- Tent platforms
- Water buckets
- Cooking utensils
- Dining flies
- Dutch ovens
- Shovels
- Two-burner Camp Stoves (limited supply)

Class & Activity Information

As always, the two biggest questions about camp are "what classes are being offered?" and "how do we get our Scouts signed up?". The answers to these and any other questions you might have can be found in the forms section of the camp webpage and in the Spring Leader's Guide Supplement. Specifically, the items you will want to review are as follows:

- 2012 Camp Reservation form – if you haven't reserved your spot at camp yet
- 2012 Scoutmaster's Pre-Camp check-list – a what-to-do timeline for Scoutmasters as they prepare their Troop for camp.
- 2012 Camp Schedule – the day-to-day comings and goings of camp
- 2012 Class Schedule – what classes are offered when
- 2012 Merit Badge/Program Detail Guide – class details sorted by age appropriate level. Includes class location, class size limits, class pre-requisites, additional costs...
- 2012 Troop Roster – the form you will need to complete and submit to camp
- 2012 Brownsea Schedule – what your Brownsea Scouts will be doing each day
- 2012 Sons of Daniel Boone Schedule – members only activity schedule

Many of these forms are being developed and the specific schedule is also being developed so watch the camp web site and the Hohn Facebook page for updates as they become available.

Other supplemental forms that will be of assistance include:

- Maps 'to' and 'of' Camp – how to get here and how to get around once you're here
- Medical Form – required for all campers
- Volunteer Commissioner application – for extra leaders that would like to attend camp free in exchange for helping the staff with various things around camp
- Swim Classification form – for documenting swim-checks prior to camp
- Special Needs form – for providing advance notice about Scouts (or leaders) with special accommodation needs (physical, medical, food)
- Grant Application – for Scouts that need financial assistance to pay for camp
- Provisional Camper application – for Scouts that cannot attend with their home unit or are coming to camp for a second week
- Outback Ranger Application – to sign Scouts or leaders up for the Outback Ranger program
- Sons of Daniel Boone Nomination form – to nominating Scouts and Scouters for membership in the Sons of Daniel Boone Society (SDB)
- Sons of Daniel Boone Promotion forms – to recommend current SDB members for advancement within the society

Back this year is our online merit badge registration and recordkeeping system. On April 1st, you will need to submit your first unit roster. Based upon receipt of that roster, your unit's 'headcount' of Scouts and our record of corresponding deposits received we will send each unit log-in information and instructions for the site. This will open up the online registration system for your unit to enter Scouts into the system (equivalent to the number of Scouts we have deposits for) and sign them up for classes. If you do not wish to use this option, a class sign-up form is included that can be sent to the office for entry. This form would also be useful for Scouts to keep as their daily schedule. End-of-camp records will be distributed to Scoutmasters in a convenient consolidated printed spreadsheet. They will also be available for you to download over the web.

If you have any questions, special needs, or just want to talk about your week in camp, feel free to contact us. We will be happy to work with your troop in any way we can. We look forward to seeing you at camp.

Your Stay at Camp

Sunday Check In Procedure

Check-In is from 1:00 PM until 4:00 PM Sunday. Troop trailers **must** be dropped off between 11:00 AM and 12:30 PM on Sunday, no exceptions except by permission of the Camp Director. If you need to drop off your trailer outside of this time, please contact the Camp Director at least a week before your arrival at camp.

To make your arrival at camp a pleasurable one, please do not have your unit plan on arriving before 1:00 PM, as the camp will not be open and the staff will not be available to assist you. Please also remember that the first meal at camp will be dinner on Sunday night and that no midday meal will be available. Also note that any personal gear that was not delivered with the troop trailer will need to be packed in.

Upon your arrival please follow these steps:

- Park vehicles in parking lot or other areas as directed.
- Meet your Troop Host outside Fisher Lodge. Your Troop Host will assist you through the check-in process. Remember he/she is there to help you!
- Scoutmaster goes to the Camp Office with the following items
 - **Complete roster** of all campers and adults including names of adults staying with unit full-time and part-time.
 - The **statement of fees paid** that you received from the Council service center, and balance of fees, if any due. Camper fees MUST be paid at this time.
 - **Troop Checks.** We do not have a means to charge unit Scout office accounts for activities at camp, nor can we provide fee refunds. We will make every effort to offset refunds against charges, but in order to speed the check-in process; we ask that units be fully paid prior to arriving at camp. Those not fully paid will be asked to settle up upon check-in, and again at check-out (to reflect changes during the week (class changes, OA and SDB fees...)). We recommend bringing three checks: one for check-in, one for check-out and one 'just in case'.
 - Commissary special needs list.
 - **Copies of Sons of Daniel Boone Nomination forms** – These need to be turned in upon check-in as prospective members will be called out at the opening campfire.
 - **Copies of youth OA election results and adult nomination forms.**
 - **Swim test results, if your unit performed its own swim tests before camp.**
 - Out of Council Units will also need to show **accident insurance certification** covering all campers and adults, if not already sent to council service center. Bring along claim forms and **your Tour Plan.**

Once your unit has checked-in, your Troop Host will guide you to the Quartermaster and Commissary where you will pick your staples for the week and finalize any special needs with the Commissary. You will then be given a tour of camp and proceed to your campsite where you will drop off any personal gear and have your medical rechecks. After the rechecks you will proceed to the waterfront for your swim tests (if needed) and Aquatics area orientation. Upon completion of the swim test you will then return to your site, finish setting up camp and get ready for dinner.

There will be a leader's meeting (Scoutmaster and SPL) on Sunday night where additional information will be distributed. You will be given a detailed schedule upon check-in that will have the exact time and place of this meeting, along with other important information about your week at camp.

Contacting Camp

Parents often ask where their son will be and how they can reach him... and rightfully so! Please encourage parents to write, but not to call unless it is an emergency. The main telephone in camp is for camp business and emergencies ONLY.

U. S. Mail Service

Outgoing mail is picked up daily from the camp office. Please address all incoming mail as follows to assure that it is delivered to your Scout in a timely manner.

Scouts Name and Troop #
Lake of the Ozarks Scout Reservation
525 Camp Hohn Drive
Gravois Mills, MO 65037

Email Service

GRCSUMMERCAMP@GMAIL.COM – ***Please include Scout's Name, Troop # and Campsite in the Subject line.***

Telephone

The camp telephone is (573) 374-5761 and it is used for camp business and emergencies only. Telephone messages should be limited to emergencies only.

Cell Phones and Homesickness

It is not unusual for Scouts to develop homesickness during a week of camp. Research and experience has shown several ways to help boys make the most of their week away from home.

- Leave cell phones at home, or at least leave them with the Scoutmaster 'for emergency use only'. Scouts need to be able to participate in all the fun that camp has to offer and develop self-confidence away from home. The cell phone offers a 'lifeline' to home, friends, etc. that diminishes that opportunity.
- ALL campers – Leaders and Scouts are reminded that NO cell phones are allowed at the camp shower houses at any time. This applies to any photographic equipment.
- Encourage your son to try new things and get involved prior to camp and in mail/email messages during the week. Tell him how much fun you know he will have at camp and how proud you are of him. Avoid comments like "I don't know what I'll do without you", "the dog has whined at your door all week"
- Don't make pick-up deals. If a Scout is told that he will be picked up if he becomes homesick, several things have occurred: 1) the idea has been planted that he might become homesick 2) he has been subliminally told that he can't handle the separation and 3) he has been given an easy out rather than an opportunity for personal growth.

Tips for Camp Success

Over the last few years, comments made by Scoutmasters in their evaluations suggested the need for a section of helpful hints based on previous experiences at camp. This is a collection of what experience has taught us regarding merit badges and advancements:

1. Summer camp is not a merit badge mill, where you pay a fee and get four badges automatically. Instead, camp offers merit badges as one portion of the overall program. Look into the Outback Ranger, Sons of Daniel Boone, and other program opportunities.
2. You should plan on a maximum of four merit badges per week per boy.
3. The most difficult badges to earn are those requiring a great deal of physical skill, coordination and stamina (i. e., Lifesaving, Archery, Rifle Shooting, and Shotgun Shooting).
4. With the number of changes to merit badge requirements over the years, many merit badges require work outside camp. Every effort is made in the Merit Badge Detail Supplement to indicate which requirements can and cannot be completed at camp. Scouts are encouraged to get the merit badge book well ahead of camp, read it and complete the prerequisite work. The class will go much more smoothly for them and they will leave camp having completed the badge.
5. Boys should try doing something new at camp and get a well-rounded experience. Try a variety of badges from different program areas: Handicraft, Ecology, Field Sports, Aquatics, COPE/Climbing and Scoutcraft.
6. Troops should plan ahead and come to camp prepared. Make sure you turn in as much paperwork before camp as possible. Have patrols already organized. Elect patrol leaders. Preview safety issues and assign daily fire marshals. Work on ideas as patrols and have the patrol leaders represent the group at camp.
7. Your campsite is your home for the week, so work at making it comfortable by bringing banners and flags to dress it up. Keep Patrol sites neat and clean. They will be visited and judged daily with prizes awarded at the end of the week.
8. Make a Troop Pioneering project or Campsite Gateway – these are great for team building, camaraderie and are judged with prizes at the end of the week.
9. Schedule time for rest! That's right. Too often, you don't take time to sit and enjoy the beauty at camp around you. Don't keep such a pace that you miss the trees, the nature, and the clean, fresh air.
10. Top troops show spirit. The troop that comes to camp with ideas and spirit and challenges make the rest of camp come alive. Bring your troop cheer to camp and show everyone that you're number one.
11. Be flexible. Each week 200-250 boys attend camp and while staff is there to meet everyone's needs, a Scout is friendly, cheerful, and courteous. We need to practice the Scout law in camp when dealing with others.
12. Communicate: If you have a special need or want to do something spectacular, tell us about it and we'll give it our best shot.
13. In the event a situation requires you or one of your Scouts to go to the hospital, it is a good idea to have a photocopy of each troop member's insurance card for more efficient processing and faster service.
14. For your benefit, it would be advisable to have no less than 2 copies of each camper's and leader's health forms while at camp. One for your unit's file and one for the Health Lodge file.

Camp Program

Advancement Philosophy

Program at summer camp is more than merit badges. For an entire week, Scouts have the opportunity to experience and enjoy the out-of-doors. Summer camp offers many ways to keep the Scouts busy other than with merit badge classes. Scouts should balance their merit badge schedule with patrol activities and open activities, and also keep some daily free time. Scouts may wish to participate in a troop or patrol activity, go to free swim, or simply relax while at camp. It does take some planning to make sure Scouts have this balance during the week, and to keep in mind the goal of getting them back to camp in the next years. Also, bear in mind that many badges may require time outside of the allotted class time.

Here are a few suggestions of programs to enjoy for each year. Remember that summer camp is not just a merit badge mill. Ordinarily, Scouts should select four or fewer merit badges. Take into account that advanced merit badges require additional work before and during camp.

Year 1: Brownsea (includes Swimming Merit Badge or Instructional Swim, and Woodcarving Merit Badge), Free Swim, Patrol Shoot and other Troop and Patrol activities.

Year 2: Swimming (if not completed in the first year), Canoeing, Archery, Camping, First Aid, Nature, Mammal Study, Fishing.

Year 3: Climbing, Motor Boating, Lifesaving, Rowing, Environmental Science, Geology, Reptile and Amphibian Study, Soil and Water Conservation, Brotherhood, Fish & Wildlife Management, Rifle Shooting, Geocaching, Orienteering, Pioneering.

Year 4: Sons of Daniel Boone activities, COPE, Shotgun Shooting, Small Boat Sailing, Water Sports, Personal Watercraft.

Year 5+: Outback Ranger, Sons of Daniel Boone activities, BSA Lifeguard, CIT, camp staff.

It is easy to see how each camp and our various program areas have a natural progression. For example, in the Aquatics area a first-year camper should plan to take instructional swim. His second year he looks forward to Swimming and possibly also Canoeing. During year number three he is ready for Motor Boating, Lifesaving, or Rowing. His fourth year promises the excitement and challenge of Small-Boat Sailing or Waterskiing. Those four years prepare him for an intense week of BSA Lifeguard his fifth year.

Merit badges have suggested age levels. We rely on the Scoutmaster to help enforce this plan while working with the Scouts to choose their schedule. Merit Badge Sheets will be date stamped upon arrival at the Scout Service Center. Preference will be given to those that submit their requests early. Scouts that are generally too young for a badge will be offered alternative classes. Please help us avoid this situation by encouraging your Scouts to participate in age-appropriate programs.

Non merit badge program opportunities are available for every Scout in camp whether a first-year or veteran camper. Special activities are available to experienced campers to use their skills and keep them challenged. For beginning campers, emphasis is placed on activities to assist them in completing early advancement requirements and practice basic camping skills.

Individual, Patrol and Troop Activities

- COPE games
- 3-D and Traditional Archery open-shoots
- Rifle open-shoot
- Sporting events (volleyball, soccer, ultimate, water polo)
- Troop climbs
- Canoeing, sailing and tubing outposts
- Mile Swim
- Open Aquatics
- Fishing
- Movie Night
- Chess and Volleyball Tournaments

Scheduled Camp-wide Activities

- Flag Ceremonies: Respect for the flag is very important. Each troop is encouraged to conduct their own flag ceremonies in their campsite and all troops should attend the camp-wide ceremonies.
- Vespers Service: A Scout is Reverent. Sunday evening features a camp-wide vespers service.
- Campfires: All troops must attend the opening and closing campfires. These are vital to the summer camp program experience.
- Fellowships: There will be several cracker-barrels during the week for different groups: Order of the Arrow, Sons of Daniel Boone, & Wood Badge. Consult your weekly schedule and plan to attend.
- Field Games and Water Carnival: Participation in and judging at these activities will be combined in with our campsite inspections, pioneering project judging, fishing derby, water polo tournament and volleyball tournament to help us arrive at our "Best in Camp" Bronze, Silver and Gold awards.

For First Year Scouts - The Brownsea Program

The Brownsea program is designed to give the first-year camper a great Scouting experience. This well-rounded program will provide a firm foundation for his Scouting activities. Brownsea will run ALL-DAY Monday through Thursday (Blocks 1 & 4). The name of the game in Brownsea is FUN, but FUN with a purpose. Each participant will get a real "hands on" program, in order to introduce and enhance his basic Scouting skills. Activities are built around the Tenderfoot, Second Class and First Class rank requirements. Brownsea Scouts will also have the opportunity to earn the Swimming and Woodcarving merit badges. During the Wednesday-Thursday afternoon block, the aquatics area will offer the Swimming merit badge class (for Scouts who have passed the BSA swim test) as well as an instructional swim for those Scouts needing to learn basic swimming skills. On Tuesday evening, Brownsea Scouts will participate in a special fun activity called Brownsea Games.

A special Brownsea Graduation Ceremony will be held during the retreat ceremony on Thursday evening (Family Night).

The Brownsea program is **optional** and your first-year campers do not have to participate. In fact, the Brownsea program will not be beneficial for those first-year campers who have completed a majority of the requirements for Tenderfoot, Second Class, and First Class ranks. Please note that the Brownsea staff will not sign off Scout Handbooks. We believe that is the right and the responsibility of the Scout's home unit.

If you have Scouts participating in this program, **we ask that one leader from your troop attend each day with your Scouts.** We will also need adult leaders to participate in the outpost session. A detailed Brownsea Schedule will be available in the early spring in the supplemental leader's guide and on the camp website.

Activities for Older Scouts

Personal Watercraft Program (Jet Skis)

The Great Rivers Council is very excited that we will again be offering this hugely popular program. We will have a limited number of openings for Scouts to learn about and use Personal Watercraft (PWC - aka Jet Skis) during camp. By State Law, **ALL** Scouts wishing to participate in the PWC program **MUST** be 14 years old and complete the Missouri Boating Safety Course and Exam **PRIOR TO COMING TO CAMP**. Given our internet constraints at camp, there will not be an opportunity to complete this training at camp. Information about this course is available online at: <http://www.boat-ed.com/mo/index.htm>. The program will be offered in the two afternoon program blocks (3 & 6), is limited to twelve (12) participants per block and will consist of:

- A series of safety and handling lessons
- A skills test
- An opportunity for participants to engage in supervised

SPECIAL NOTES –

- Participation in this activity will require a separate parental permission slip.
- Participants must bring their certificate of completion of the Missouri Boating Safety Course with them to camp in order to participate. There are no exceptions to this!

BSA Lifeguard

The BSA Lifeguard program is designed to teach older Scouts, especially those interested in serving on camp staff, a wide variety of aquatics skills. Upon completion of the program (which requires Professional Rescuer CPR certification which must be completed outside of camp) Scouts will be certified as Lifeguards and are excellent resources for unit swimming activities.

Sons of Daniel Boone

The Sons of Daniel Boone (SDB) program will continue to play a large role at camp. Prospective members (associates) will be called out on Sunday night at the opening campfire, and will be assigned society mentors. These mentors will meet with and counsel their associates prior to the induction ceremonies on Wednesday night.

Our plan is to continually develop new and exciting activities for members. This way campers always have something new to look forward to at camp. Our ceremonies will continue to evolve and grow, and members should be sure to check out the newly completed cabin and ceremonial site. Society members who are in camp for the week will be the principal participants in our Wednesday night ceremonies. Those wishing to participate in the ceremonies will need to plan on participating in the Tuesday Sons of Daniel Boone outpost activities in order to prepare.

Outback Rangers – Hohn’s High Adventure Program

The Outback Ranger program is designed for those Scouts who are at least 13 years of age or older and in their third year of summer camping. Participants must be in good physical condition, looking for fun, adventure, and challenges in the rugged hills, scenic valleys, and pristine coves at the Lake of the Ozarks Scout Reservation and on the lake.

Outback Ranger participants will be able to design their own week’s program, choosing from group initiative games and challenge course to build teamwork; mountain man activities including black powder rifle shooting, tomahawk throwing, cooking and crafts; American Indian activities such as a sweat lodge, games, and crafts; early American skills such as blacksmithing; aquatic activities like canoeing, multi-day sailing excursions, and other high adventure activities like rock climbing and rappelling, backpacking, fishing and swimming.

The goal of this program is to offer the older Scouts an alternative to traditional summer camp while giving him the opportunity to learn and practice group dynamics, leadership, self-reliance and personal achievement. Merit badges or specific awards will not be offered but many activities will fulfill certain merit badge requirements. The staff will serve as advisors rather than directors; the degree of enjoyment and enrichment gained by the Scouts depends on their own attitudes and desires.

Scouts will live in outpost camps in the backwoods of the Lake of the Ozarks Scout Reservation and selected undeveloped shorefront property on Lake of the Ozarks. Scouts should plan on carrying all equipment necessary for survival and walking and/or paddling every day.

The Outback Ranger Program will be offered during the week of July 8-14 at camp this summer, and requires an individual application. Availability is based upon demand. There are a limited number of participant slots available, so please move quickly. An application is located on the camp website.

Project C.O.P.E.

C.O.P.E. is an acronym for Challenging Outdoor Personal Experience. All participating Scouts must have reached their 13th birthday by January 1, 2012 and be First Class rank. This thrill-packed experience will stretch physical abilities and enhance self-esteem as it pushes the Scout to accomplish more than he believes he can. This difficult, yet challenging experience should be reserved for older and more experienced Scouts. They will climb, swing, balance, rappel, and think their way through its multiple events. If your Scouts have done C.O.P.E. before, encourage them to go again, we are constantly adding events and elements to the program and no two C.O.P.E. experiences are alike.

The objectives of Project C.O.P.E. are: Leadership Development, Problem Solving, Communication, Self-esteem, Trust, Decision Making, and Teamwork.

Sturdy, well-constructed athletic shoes or boots, leather work-gloves, and long pants are the necessary items for each Scout participating in C.O.P.E.

Climbing and Rappelling Tower

The Lake of the Ozarks Scout Reservation is proud of its 36-foot climbing and rappelling tower. We are excited this year about a number of additions to the tower designed to make it more interesting and challenging. Troop climbs are a very popular and high-demand feature of camp. Be certain to request one on your advance information sheet. You may request a troop climb on your advance information sheet or with the Program Director.

Order of the Arrow

The Order of the Arrow is Scouting's National Honor Society. Members are elected by their units based on their daily adherence to the Scout Oath and Law. For further information about the Order of the Arrow, and eligibility for election, contact your local chapter chief. Your chapter chief should contact you to schedule a Unit Election prior to camp. Units unable to complete an election prior to camp will have the opportunity to complete one early in the week at camp. Units should also complete an Adult Nomination prior to camp. Please maintain a copy for your records, and bring that copy to camp.

Youth Membership Qualifications

Be currently registered as a member of the Boy Scouts of America, under the age of 21, have obtained the rank of First Class or above, have camped out at least 15 days and nights in the last two years (no more than six-days may be from a long-term camp), and be recommended by the Scoutmaster.

Order of the Arrow Call-Out Ceremony

The Order of the Arrow will have a weekly "call-out" ceremony on Thursday night of each week. Parents and friends are welcome to watch this ceremony. Members will be asked to help with the Order of the Arrow call-out ceremony serving as torchbearers, runners, fire builders, smudge pot builders, and torch builders. All youth Arrowmen are encouraged to bring their American Indian regalia to camp and wear it to the OA ceremonies.

Brotherhood at Camp

Arrowmen who attend summer camp will be given the opportunity to seal their OA membership as Brotherhood members while they are at camp. This program is open to all Arrowmen who have served 10 months as Ordeal members. Scouts and Scouters may register for this program as you would for a merit badge class. The cost for the program will be \$25.00, and covers the cost of the sash, lodge totem, and membership beads.

The prospective candidate must be sure to follow the guidelines outlined in the OA Handbook. These include memorize the signs of the Ordeal Membership, advance in your understanding of the Ordeal, develop your unit plan for service in the lodge, and write a letter to the Lodge. The Brotherhood candidate needs to bring his letter to camp with him. Regalia is not required for Brotherhood members, but is strongly encouraged.

For Adults - Volunteer Camp Commissioner Corps

Each week during the summer season a corps of volunteer camp commissioners will assist the staff in seeing to it that troops have a successful camp experience. During each session of camp there is a need for anywhere from three to six volunteer camp commissioners. Commissioners will camp overnight with their home unit (or the provisional troop), but otherwise eat with and functions as camp staff members (they may also choose to eat with their home unit if they prefer).

Volunteer Commissioners arrive by noon on Sundays, and usually depart by 10am on Saturdays. The Commissioner Corps will work hand-in-hand with the Camp Commissioner by visiting their troops' sites on a daily basis, and providing a variety of other unit-service and program-support functions. Some might assist the Camp Commissioner with instructing Scoutmaster Specific Training, Outdoor Leader Skills or other training classes. Others might conduct campsite inspection visits; provide instruction assistance to our Program staff; offer evening merit badge instruction; or provide transportation and leadership support to our Outback Ranger, Sons of Daniel Boone Society and other off-site excursions. There will be a designated Commissioner Corps area in camp, and volunteer commissioners will receive special recognition for their service during the closing campfire.

Camp commissioners must be experienced Scouters with the ability to physically endure a week of walking at the camp. **Camp Commissioner Volunteer Corps members will attend camp at no charge.** These positions are limited and will be filled by application on a first-come first served basis. Individuals selected for this program will be expected to attend a Commissioner Corps orientation to be held in April or May.

General Policies

Membership: The Boy Scouts of America requires that all campers participating in the summer camp program be registered members. Make sure all your campers are currently registered. Rosters should be submitted to the Scout office with your final payment. You should also have a roster to present at check-in; not having rosters ready will delay the check-in process.

Swim Qualifications: All Scouts and leaders participating in aquatic activities will be placed in one of three ability groups: learner, beginner, or swimmer. Only swimmers may take Canoeing, Rowing, Waterskiing, Small-Boat Sailing, or Motorboating merit badges or participate in the Jet Ski program. Scouts must also be at least 14 years of age to take Motorboating merit badge and participate in the Jet Ski program. The swim test can either be administered by the aquatics staff on check-in day or at the unit level prior to camp following the guidelines in our Swim Classification Procedure. Any increase in status (learner to beginner, or beginner to swimmer) after this date would require a reclassification test by the Camp Aquatics staff during instructional swim periods (or other times as arranged by the Aquatics staff). Aquatics merit badge classes will allow for those who pass the swimmers test Monday to remain in classes.

Patrol Method: We use the Patrol Method. This means that it is the responsibility of the troop's Senior Patrol Leader to organize and run the troop. It is his job to get the campsite ready for inspection each day and to post the duty roster and unit fireguard chart.

Travel: Transportation to and from camp shall be by approved means only. All campers and adults are required to use seat belts. NO ONE may ride in the back of a truck or pickup. Observe insurance and safety precautions as stated in the *Guide to Safe Scouting*.

Pressurized Fuels: National BSA policy permits the use of liquid fuel only under the direct supervision of a knowledgeable adult leader. Gasoline and other flammable substances are to be stored in the approved fuel storage area in camp. Consult the Camp Director upon arrival at camp for specific instructions.

Leaving Campsite: After 10:30 P.M. each evening, Scouts should not leave their campsite without a buddy and adult leadership. This includes use of the shower facilities.

Alcoholic Beverages: The possession or use of alcoholic beverages is prohibited in camp. Those unwilling to abide by this policy will leave camp immediately. Leaders, please inform parents of this so they are aware of this policy on visitors' night.

Illegal Drugs: The possession or use of illegal drugs is prohibited. Offenders will leave camp immediately.

Tobacco: Please refrain from using tobacco in camp. Remember the 11th point of the Scout law. No Smoking on the trails or in any tent. No one under the age of 18 years old will be permitted to use tobacco products in camp. Smoking is prohibited in all buildings. Leaders set the example.

Firearms and Archery Equipment: Firearms and archery equipment are prohibited in camp anywhere except the shooting sports area. Personal firearms and archery equipment are not allowed at camp. This is a BSA national policy. Ammunition may not be brought to camp. Ammunition for the shooting sports area is issued at the range.

Leaving Camp: Leaving camp during your stay for any reason requires signing-out at the camp office. Campers may not leave camp unless under the direct supervision of unit leaders. Camp will only release a Scout when signed-out at the camp office by the unit leader.

Prohibited at camp: The following list includes other items prohibited at camp: pets, fireworks, alcoholic beverages, narcotics, motorcycles, personal bicycles, tobacco, un-Scout-like literature, firearms, and ammunition. This list is not comprehensive. Please reference the *Guide to Safe Scouting* for other prohibited items. Campers found in violation of these rules may be asked to leave camp and no refund will be given.

Vehicles in Campsites: No vehicles will be allowed in camp after 12:30 PM on Sunday. If your unit wishes to bring a troop trailer to camp, it must be brought and dropped between 11:00 AM and 12:30 PM on Sunday. Special arrangements may be made to deliver your trailer on Saturday. Wheelbarrows will be available to carry gear to your campsite. VEHICLES ARE TO REMAIN IN DESIGNATED PARKING AREAS. Only emergency and service vehicles will be allowed in camp during the week. On Checkout Saturday, you may retrieve your troop trailers after you coordinate that with the camp commissioner.

Health Examinations: Every Scout and adult must have a Personal Health and Medical Record, completed and signed by an examining physician. The Boy Scouts of America has a medical form that is approved for use at the camp. All participants must use this form. Sports and other physicals will be accepted **only if accompanied by Parts A & B of this approved form**. Pay particular attention to the following:

- The date of the last tetanus shot
- Any current ailments and medication
- Allergies
- PARENTS MUST HAVE SIGNED THE FORM WITHIN 12 MONTHS OF THE END OF YOUR CAMP SESSION.

Medical examinations are not provided at the Lake of the Ozarks Scout Reservation. *If a Scout does not bring his medical examination form, or if his medical examination form does not have a current parent signature, the Scout will not be permitted to remain at camp.* There are no exceptions to this policy. Leaders are encouraged to develop a mechanism to ensure that no Scout arrives at camp without a current parent permission signature on his form.

Trips to the hospital or doctor: It is the responsibility of the unit leadership to provide transportation for members of their units requiring non-emergency attention from a doctor or hospital. One adult leader from the unit will accompany the unit member requiring services. He must obtain the health form from the health lodge before leaving. The Camp Director will notify parent or guardian immediately of any serious illness or injury. If parents will not be at home while you are at camp, have them advise you (unit leader) how they can be contacted.

Trading Post: The Trading Post is stocked with needed merit badge items, souvenirs, candy, T-shirts, patches, and much more. No food or drink will be sold if trash becomes a problem in camp, so keep your litter in its proper place. Additional trash bags are available through the Quartermaster. The Trading Post hours will be posted in the camp office and at the trading post.

Visitors: Visitors' day will be Thursday from 5:00 P.M. until after the campfire. Parents should expect to be traveling home from camp by 10:00 P.M. Visitors are welcome to visit campsites, program areas, and flag ceremonies. Visitors are welcome during the week anytime, but, other than Thursday night, MUST check-in and out of the camp office with the camp director, program director, business manager or camp commissioner.

Visitor's Meals: Meals for visitors are available at \$6.00 per person, per meal payable at the camp office. Please alert the commissary director as far in advance as possible of any additional meal needs.

Uniforms: Scouting has always been a uniformed organization. The official uniform is required for all participants, both youth and adult. Complete field uniforms are to be worn for evening flag ceremonies, vespers, and campfires. Activity uniforms are appropriate for the remainder of the day. Activity uniforms are Scout pants or shorts, socks and Scout related t-shirts. The staff will set the example.

Lost and Found: Lost and Found items may be turned in at the camp office. Leaders and parents should encourage Scouts to mark their personal belongings with name and troop number. Camp management and staff are not responsible for lost items but will make every effort to store these items during the summer. Items will not be held beyond the close of the summer camp season.

Youth Protection: All BSA Youth Protection policies are to be followed during camp. Youth Protection Training is available online and through your District Training Committee. **Any actions or suspect behavior is to be reported immediately to the Camp Director. It is the policy of the Boy Scouts of America that any suspected abuse of any kind be reported to the appropriate authorities.**

QUARTERMASTER

The Quartermaster is open daily from 9:00 AM to 10:00 AM and 2:00 PM to 3:00 PM. Units may pick up latrine supplies and cleaning equipment, as needed. Scout leaders may also pick up tools and other material for special camp projects. The troop is responsible for the return of all items checked out in clean, working order. All items checked out are to be returned no later than 3:00 PM Friday.

DAMAGE TO EQUIPMENT AND FACILITIES

All campsites and camp-owned equipment will be inspected before checking in and out of Camp. Any damages that occur will be assessed by the Camp Director and Camp Ranger and must be paid for by the troop prior to leaving camp. Damages may include lost or damaged equipment, defacing tents or facilities or damage to the natural environment. Please note and report any damage you detect on your check-in when you and your troop counselor inventory your campsite Sunday evening. Damage charges are as follows:

- Tents & Dining Flies: Rips & tears per inch \$2.00
- Writing on canvas: Each panel \$20.00
- Destroying waterproofing (cost determined on an individual basis) Note: Use of aerosol spray cans in a tent will destroy waterproofing.
- Tent Replacement \$390.00
- Fly Replacement \$250.00
- Tent platforms, picnic & cook tables: cost determined by individual case (minimum \$10.00)
- Ridge poles: \$12.00
- Upright poles: \$10.00
- Permanent Structures: Damage will be assessed on an individual basis.
- Environmental Damage: Damage to live trees \$20.00
- Improper disposal of trash and litter: \$15.00
- Smoke alarms: \$25.00
- Fire extinguishers: \$50.00
- All other equipment: current catalog or retail price