2018
CAMP YOCONA
est. 1946
Dear Scout Leaders,

Welcome to Summer Camp 2018 at beautiful Camp Yocona. We are excited to be celebrating Camp Yocona’s 72nd Summer of BSA Summer Camp. We are glad you have taken the first step to planning an unforgettable camp experience for your boys.

As we prepare for the upcoming season, we are working to improve the quality of all of our program areas, creating new evening activities, implementing suggestions from you and other leaders, and hiring a staff that will exemplify the best of the Boy Scouts of America. We are striving to add fun new experiences that build your Scouts’ character, citizenship and physical fitness.

Your job as the unit leader is the most challenging and rewarding one at camp. Through your guidance, your Scouts will select programs that will help them learn new skills. The staff at Camp Yocona will do all it can to be flexible and meet your needs. We welcome any special requests and ask that you please make us aware of them as early as possible.

In the following pages, you will find all of the information that is needed to plan your 2018 summer camp experience. There have been several changes to various parts of this guide aimed at keeping you informed. If any further information is needed, or any questions need answering, please do not hesitate to contact us. We are committed to making your experience one you will talk about for years to come.

We look forward to seeing you soon!

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Our Commitment

The staff of Camp Yocona is committed to providing your troop a quality summer camp experience. You will note that we have made changes to this year’s leader’s guide as well as to programs offered at Camp Yocona. These changes are the direct result of comments that we have received from Scouts and leaders. We look forward to seeing you and your troop at Camp Yocona this summer.

CAMP YOCONA IS A
NATIONALLY ACCREDITED CAMP
INCENTIVE PLAN

All units who complete their unit rechartering by the end of February 2018 will be awarded two (2) free adult passes to Camp Yocona Summer Camp, Cub Yocona Resident Camp or Winter Camp. It is the units responsibility to work with their district executive to complete their rechartering. You can contact your district executive by calling the Yocona Scout Service Center.

The Yocona Camp Leadership is also available to assist units by doing a Troop Summer Camp Promotion Parents’ Night orientation. Camp leaders will discuss topics such as advancement, fundraising and preparing for camp. Please see page 36 for an agenda of our presentation. Our goal is for each scout or leader to have a great camp experience and return each year to Camp Yocona.
PLANNING INFORMATION

- Sign up for a campsite as soon as possible. Be ready to give initial estimate of how many Scouts and leaders will attend. Make reservations by mailing non-refundable $50.00 campsite reservation fee. Out of council non-refundable reservation fee is $75.00. Reservation fees can be applied to final amount due for camp.

- A physical examination before camp is MANDATORY for each Scout and Adult attending camp. This physical examination must be current within 12 months. Examinations must be completed on the official BSA “Annual Health and Medical Record”. This form is available in the back of this guide or online at www.yocona.org/forms. NOTE: Older physicals and physicals for other programs such as sports physicals cannot be accepted.

- Hold a parent’s night, agenda in appendix.

- Discuss the camp program with the troop.

- Have each Scout and his parents complete an Individual Application and Activity Worksheet.

- **Out of council troops must have proof of insurance from their local council office.**

- If you plan to have troop members tapped out at camp for the Order of the Arrow, you must have an election before camp. These elections must be conducted by an official Election Team from your local council’s lodge.

- Make a list and assemble troop equipment and personal gear you have and bring necessary items to camp. (Polaris Scouts and Scouts completing Camping Merit Badge need a tent for overnight campout). Leaders must bring their own tents to camp if they choose to pay the $60 fee.

- Collect applications and fees. Scouts must turn in a $40 deposit by April 15 to qualify for incentive plan.

- **Arrange for qualified two-deep leadership for your troop to be in camp at all times.** All troop leaders must be over the age of 18. At least one must be over 21 years of age.

- **Merit Badge and activity registration can be completed online after February 1, 2018.** Space for some Merit Badges is limited, so sign your scouts up early so they can get the merit badges they desire. Space is available on a “1st come, 1st serve” basis. Note: If you are unable to complete the registration online you may still turn in your scouts requests as a troop at the council office. **Do not send individual scouts to the office to register.**

- You may pay online by credit card or by check to the Scout Service Center. Please note there is a convenience fee (credit card fee) if paying online.

- When paying by troop or with personal checks, please indicate your Troop number on the check and make payable to: Yocona Area Council, BSA.
CAMP FEES &
CAMP SITE RESERVATIONS

CAMPSITE RESERVATION
To reserve a site for Camp Yocona, in council troops must make an initial deposit of $50.00, and out of council troops must make a deposit of $75.00. Campsites are reserved based upon the number of Scouts signed up and the actual number arriving at camp. Make sure you have given the Scout Service Center accurate projections. It is our goal that all troops can have their first choice of campsite; unfortunately, this is not always possible. Campsites may be changed if your number decreases or increases dramatically and the decision of the Camp Director is FINAL.

A provisional troop may be established each week. The troop leadership will be provided by trained Camp Yocona Staff. If your troop can only provide one leader each day, there are a limited number of spots available for them to attend camp as part of the provisional program. To participate in the provisional program you must contact the Camp Director to discuss this option.

CAMP YOCONA 2018 FEE SCHEDULE

<table>
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<th>Early Registration before May 1, 2018*</th>
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<tr>
<td>Yocona Area Council Scouts - $200.00</td>
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<tr>
<td>*Out of Council Scouts - $210.00</td>
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<td>COPE - $25 fee plus camp</td>
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<td>Adult - $90 Cabin, $60 Tent</td>
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<table>
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<th>Registration after May 1, 2018*</th>
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<tr>
<td>Yocona Area Council Scouts - $225.00</td>
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<tr>
<td>*Out of Council Scouts - $235.00</td>
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<tr>
<td>Adult - $90 Cabin, $60 Tent</td>
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All fees must be paid in full by May 31, 2018

Return a second or third week for $100!

- Out of council troops that have previously attended Camp Yocona two out of the last three years receive in-council rates.
- Pushmataha Area scouts will receive in-council rates.
- For every eight scouts attending, one adult leader may attend for free.

Deposits can be transferred within a troop to a new Scout, but are not refundable.

Same fee schedule applies to provisional scouts.

Early Registration fee applies to: New scouts and Webelos scouts that register/ cross-over to a troop after the May 1, 2018 deadline.
ADULT FEE WAIVERS

For every eight Scouts that attend camp one adult leader waiver will be granted. If there are fewer than eight Scouts, the leader’s fee is $90 for cabin accommodations and $60 if you camp in your own tent.

CAMP REFUND POLICY

A $40 non-refundable deposit will be charged for any scout that is registered for camp that cannot attend or a scout recruited to fill the spot.

Exceptions must be requested in writing to the Yocona Area Council by July 31, 2018.

The balance of the fee is refundable upon written request by unit leadership, under the following conditions:

1. Illness of the Scout prevents his attendance at summer camp.
2. Illness or death in the family of the Scout prevents his attendance at summer camp.
3. The Scout's family has moved from the local council, making it impractical to attend.

Other Special Circumstances:

• If a Scout becomes ill while attending camp and is sent home by camp medical personnel, he is entitled to a pro-rated refund of the balance. This request must be made in writing by the troop leadership by July 31, 2018.

• Fees are not refundable for homesickness, or scouts sent home for disciplinary reasons.

• Leader fees are refundable under the same conditions as camper fees.

Campership awards are not refundable and NOT transferable.
SCOUTS WHO NEED FINANCIAL HELP

Limited camperships are available to registered scouts in the Yocona Area Council in need of financial assistance. Applications are available in the appendix of this guide. Early filing is necessary to ensure equitable distribution of available funds. **The deadline for campership applications is May 1, 2018.**

A campership will not pay the entire fee. The boy’s family, troop, and chartered organization should pool their resources first with a campership request to meet the balance. Usually, half of a boy’s camp fee is met with a campership, but smaller amounts can be requested. **A Scout must participate in either the Popcorn Sale or Spring sale in order to qualify for camperships. A Scout is thrifty.**

A Scout who receives a campership is expected to perform one or more service projects for his chartered organization (or another religious, educational, or charitable organization approved by the Scoutmaster). **Campership service hours will not count toward any other BSA service project requirements. This program is to be administered by the Scout’s Scoutmaster.**

### SCOUT OATH

On my honor I will do my best to do my duty to God and my Country and to obey the Scout Law; to help other people at all times; to keep myself physically strong, mentally awake, and morally straight.

### SCOUT LAW

*A scout is:*

- Trustworthy
- Obedient
- Loyal
- Cheerful
- Helpful
- Thrifty
- Friendly
- Brave
- Courteous
- Clean
- Kind
- Reverent
GENERAL INFORMATION

CAMP LEADERSHIP

All troops in camp must be under the leadership of at least two adults at all times. Leaders may rotate, but at least two leaders must be with the troop 24 hours a day unless prior arrangement is made with the Camp Office. Parents, committee members, and other adults may serve as substitute or additional summer camp leaders. They must meet all qualifications for summer camp leader’s position in which they serve. It is recommended that the Scoutmaster be present at summer camp, but if he or she is not available, the troop committee should select a Camp Leader. The main leader, Scoutmaster or Camp Leader, must be 21 years or older; assistants can be 18 years or older. Leaders may not share a cabin with Scouts. They must tent alone or stay in a cabin with other leaders, and must have a valid Youth Protection and “BSA Health & Medical Record.”

To help maintain the methods of Scouting, troops camping at Camp Yocona are expected to follow the patrol method. Acting leaders should be designated for senior patrol leaders and patrol leaders who will not be attending camp with the troop. The Senior Patrol Leader participates in regular meetings of the Camp Senior Patrol Leader Council.

TRANSPORTATION

Each troop is responsible for safe transportation to and from camp. All vehicles and drivers must be covered by liability and damage insurance as mandated by their state. The transporting of scouts in the bed of a pickup truck, covered or uncovered, or in the back of an open vehicle is against all BSA National Health and Safety policies. You will be allowed to take in one vehicle, per unit, to transport gear to your campsite. Vehicles must be left in the parking lot at all times. Only service and camp vehicles will be allowed on roads past the parking lot. The camp speed limit is 5 miles per hour.

CABINS

All troops will be housed in eight-man cabins for the scouts and 5 man cabins for the leaders. The cabins have bunk beds and each camper will be required to bring some type of sleep pad, foam, air mattress, etc.

HEALTH AND SAFETY

A health lodge is available with qualified medical personnel on duty 24 hours a day. In addition, we have an agreement with local hospitals for emergency medical services. Every scout and leader must have a current, valid BSA “Health and Medical Record” parts A, B & C. Scouts and leaders without proper medical forms will not be allowed to remain in camp. Medical forms will be left with the medical personnel at the Health Lodge at the start of the week and returned to unit leaders when the troop checks out on Saturday. The medical form can be found in the appendix, at the Scout Service Center, and online at www.scouting.org.
All registered Scouts and Leaders have medical insurance through the Yocona Area Council. **Out of council troops must show Proof of Insurance at check-in. If the out of council unit does not have insurance, please notify Camp Director at least 2 weeks prior to arrival at camp.**

**Youth Member Behavior Guidelines**

The Boy Scouts of America is a values-based youth development organization that helps young people learn positive attributes of character, citizenship, and personal fitness. The BSA has the expectation that all participants in the Scouting program will relate to each other in accord with the principles embodied in the Scout Oath and Law.

One of the developmental tasks of childhood is to learn appropriate behavior. Children are not born with an innate sense of propriety and they need guidance and direction. The example set by positive adult role models is a powerful tool for shaping behavior and a tool that is stressed in Scouting.

Misbehavior by a single youth member in a Scouting unit may constitute a threat to the safety of the individual who misbehaves, as well as the safety of other unit members. Such misbehavior constitutes an unreasonable burden on a Scout unit and cannot be ignored.

**Member Responsibilities**

All members of the Boy Scouts of America are expected to conduct themselves in accordance with the principles set forth in the Scout Oath and Law. Physical violence, hazing, bullying, theft, verbal insults and drugs and alcohol have no place in the Scouting program and may result in the revocation of a Scout’s membership in the unit.

If confronted by threats of violence or other forms of bullying from other youth members, scouts should seek help from their unit leaders or parents.

**Unit Responsibilities**

Adult unit leaders are responsible for monitoring the behavior of youth members and interceding when necessary. Parents of youth members who misbehave should be informed and asked for assistance in resolving misbehavior issues.

The BSA does not permit the use of corporal punishment by unit leaders when disciplining youth members.

The unit committee should review repetitive or serious incidents of misbehavior in consultation with the parents of the child to determine a course of corrective action including possible revocation of the youth’s membership in the unit.

If the problem behavior persists, units may revoke a Scout’s membership in that unit. When a unit revokes a Scout’s membership, it should promptly notify the council of the action.

The unit should inform the Scout Executive about all incidents that result in a physical injury or involving allegations of sexual misconduct by any member.
EMERGENCIES

The camp has set procedures for handling a variety of emergencies. These procedures will be discussed with unit leaders at the orientation on Sunday evening. In addition, an emergency drill will be held within the first 24 hours of camp.

In case of a medical emergency, the Health Officer should be notified immediately. The unit leader should also be notified before any action is taken.

If there is an emergency in a Scout’s family, the unit leader will be contacted immediately. He will then inform the Scout and taking other steps as necessary.

ACCESS ROADS ARE NOT TO BE BLOCKED AT ANY TIME, IN CASE OF EMERGENCIES.

If the camp director deems that a situation has become a hazard, his decision and action is final.

ADVANCEMENT RECORDS

Camp Yocona uses the services of Doubleknot, Inc. for Advancement Records for all activities.

Merit Badge Applications, a.k.a. Blue Cards, are optional and must be provided by the troop. Leaders responsible for registration can login and view each Scout's advancement records at www.campyocona.org.

VISITORS

We welcome visitors at Camp Yocona; however, in order to maintain a safe environment for our Scouts, all visitors, parents and leaders, must sign in and sign out at the administration building, where they will be issued a wristband.

Wednesday night is Parent’s Night and is a special time for visitors. Parent’s Night begins at 5:00 p.m. What makes this night special is the extraordinary Order of the Arrow campfire and call-out ceremony.

Parent’s night visitors may join their scout for dinner in the dining hall. A $5 fee per person must be paid at the Administration Building when signing in to camp. Night.

ENTERING AND LEAVING CAMP

Many times Scouts and/or leaders may need to leave camp. When this need arises, the one leaving must sign out on the clipboard provided at the Administration Building.

When returning to camp, he or she must also sign in on the same clipboard at the administration building. All participants, Scouts, leaders, and visitors will receive a wristband that must be worn at all times to identify that they belong on camp.
FOOD SERVICE

All Scouts, leaders, and visitors will enjoy cafeteria-style dining at the Camp Yocona Dining Hall. Troops will need to supply two waiters per meal for every table to set up tables and clean up. Seating is by troops. Table assignments will be made on the Sunday of your arrival. The waiter system will be explained to your troop as part of the check-in process.

Breakfast is served at 7:30 a.m. (immediately after flag raising), lunch is served at 12:30-1:00 p.m., and supper is at 7:00 p.m. (immediately after flag lowering).

Troops will eat in their campsites on Thursday night. Hobo pack items will be available for troops or they can provide their own food. While the camp does have a limited amount of cooking equipment to loan to troops, we recommend that you bring your own gear. Extreme caution should be used in preparing these in-campsite meals to ensure safety for all concerned!

TRADING POST AND QUARTERMASTER

Spending money is recommended (between $50 and $75) since Camp Yocona maintains a well-stocked trading post. Trading Post hours will be posted, usually the trading post is open throughout the day and evening except during flag ceremonies, meal hours, and campfires. Items such as soap and toothpaste will be available along with craft kits, patches, and items for advancement sessions (merit badge pamphlets, handbooks, etc.). Soft drinks, candy, and ice cream, are also available at the Trading Post.

EQUIPMENT

Each troop should bring an American flag. Each campsite will be supplied a bulletin board, fire rake, and fire flap in the bathhouse. Each campsite has at least one picnic table. A limited supply of equipment such as cooking gear is available for troop use. Troop equipment and tools can be checked out at the trading post by the quartermaster. You are strongly encouraged to bring your own cooking gear for Thursday night. The unit leader is responsible for all equipment checked out by the quartermaster. If equipment is lost or destroyed, it must be paid for before leaving camp. Equipment must be clean and in good order upon its return.

MAIL AND COMMUNICATIONS

Mail is delivered and picked up daily at noon. Outgoing mail can be dropped off at the mailbox outside of the Trading post. Mail sent to Scouts should include the Scout’s name and troop number and be sent to the camp address. All mail to Scouts should be mailed prior to camp to be received during their camp week.

CAMP YOCONA
MAILING ADDRESS

Scout’s Name
Troop Number
c/o Camp Yocona
878 Boy Scout Rd.
Randolph, MS 38864
The Council’s address is also available, but letters will not be picked up on a daily basis. Mail left at Camp Yocona will be sent to the Scout Service Center.

The camp’s telephone number is (662) 489-2981. It is for EMERGENCIES ONLY. Scouts may only use the camp phone when accompanied by their camp leader or when they have the telephone pass from their camp leader. The council’s office number is (662) 842-2871.

**STAFF COMMISSIONERS**

Each troop will be assigned a staff member who will serve as that troop’s camp commissioner for the week. The staff member will take the troop through the check-in process on Sunday and the check-out process on Saturday. No troop is to check-out unless cleared by their staff commissioner. In addition, the staff commissioner should check on the troop on a daily basis and be available to help as needed.

**CAMPFIRES**

Campfires will be held on Sunday, Wednesday, and Friday nights. Sunday’s opening campfire will be an exciting and stirring introduction to Camp Yocona and the staff. During the Wednesday night campfire, the Order of the Arrow will hold its summer camp show and OA call-out. Friday’s closing campfire will feature awards and recognitions along with songs and skits performed by the attending troops. Parents and friends are invited to attend the Wednesday and Friday night campfire.

**VESPERS**

An inspirational, interfaith worship service will be held at the Chapel on Wednesday night prior to supper. All are welcome and encouraged to attend. Remember – A Scout is Reverent.

**LOST AND FOUND**

The camp’s lost and found box is located at the Administration Building. After camp, some items will be brought to the Scout Service Center.

**PROGRAM**

Pre-registration is a must to assure the best scheduling. Program areas are set up based on the registrations received. *All merit badge schedules should be completed online or mailed to the Scout Service Center by May 1. You may continue to make changes until your unit’s arrival at camp.*
CHECK-IN PROCEDURE

Your unit will be assigned a check-in time between 1:00 p.m. and 4:00 p.m. on Sunday of your week at camp. Drive directly to the parking lot and check in at the Administration Building.

On arrival at camp, Scouts and leaders will be greeted by a member of the camp staff who will serve as your staff commissioner and will direct the Troop’s activities for the check-in procedure.

- The troop leader and senior patrol leader should check-in with the camp director at the administration building. He or she will pay all remaining camp fees, turn in the final troop roster, and the remaining camp application forms.

- **PLEASE BRING NO MORE THAN TWO PEOPLE INSIDE TO CHECK IN.**

- The staff commissioner will take your troop on a brief tour of our camp. Highlights will include the program areas, as well as the health lodge, dining hall, waterfront, etc.

- Visit the health lodge with your physicals. The staff commissioner will obtain the buddy tags for you and your boys. **Remember that every scout and adult must have a signed BSA Health & Medical Record.** All medications must be turned in and in their original prescription container.

- Visit the dining hall to receive table assignments and an orientation about the food service and the waiter system.

- Visit your campsite and quickly change into your swim trunks and grab your towel.

- Go to the waterfront for waterfront orientation and swim classification. **Be sure to leave your buddy tag on the out-board before you leave the waterfront. Troops may choose to conduct swim checks prior to camp and speed up the check-in process. (See details on pages 15 & 16.)** **ALL TROOPS** must receive the waterfront orientation.

- Visit the quartermaster at the trading post to check-out equipment. The camp leader or senior patrol leader will need to sign for it. Also view the items available for purchase in the Trading Post.

- Return to your campsite, get settled, and change into Class A (Scout shirt, Scout shorts/pants, and Scout socks) uniform for flag lowering, supper, and campfire. **Class A is the uniform for all flag ceremonies.**

- Sunday night flag lowering will be at 7:00 p.m. at the parade grounds/flagpoles.

- The troop leader and senior patrol leader will need to attend the Leader’s Orientation in the administration building at 8:00 p.m. Information about emergency procedures, special programs, and any program schedule changes will be addressed at this time.

- Sunday’s opening campfire will begin at approximately 9:00 p.m. Troops will meet at the flagpoles at 8:45 p.m. and be led to the Council Ring by a staff member.

- Taps is at 10:30 p.m.
CAMP POLICIES AND PROCEDURES

- Scouts and Leaders staying at camp must have a fully completed health examination form before arriving at camp. The official BSA “Annual Health and Medical Record” is provided in the appendix of this guide and are available at the Scout Service Center.

  NOTE: Older physicals and physicals for other programs such as sports physicals cannot be accepted.

- Campers must report all accidents, injuries, illnesses, or lost persons to the Camp Staff immediately.

- The speed limit in camp is 5 mph. Drivers may not transport passengers in truck beds. You must have a vehicle pass to enter camp.

- Vehicles must be left in the parking lot at all times. The only vehicles allowed to operate within the camp proper are the vehicles authorized by the Camp Ranger and Camp Director. One troop trailer may be kept near the campsite.

- Swimming, boating, archery, shooting, and climbing are allowed only in designated areas and at designated times. **All program areas are off-limits unless camp staff members are present.**

- Personal firearms, ammunition, and archery equipment are not to be brought into camp.

- Fixed-blade sheath knives are not to be brought into camp.

- No flames are allowed in tents or cabins.

- **No air conditioners or T.V.s allowed in cabins.** Any electrical devices in cabins may be removed at the discretion of the Camp Director or Ranger.

- **All fuel is to be handled by adults only.**

- No trees or bushes are to be cut without permission from the Camp Ranger or the Ecology Director.

- **Everyone who comes into or leaves camp must sign in/out at the Administration Building. THIS INCLUDES LEADERS AND VISITORS. Everyone coming into camp will be issued a wristband to wear at all times while on camp property.** All Scouts must be in their own campsites between taps (10:30 p.m.) and reveille (6:30 a.m.). If they are out of their site, they must be accompanied by an adult leader or may be subject to being sent home immediately.

- **Closed-toed shoes are to be worn at all times** including on the way to the waterfront or shower.

- Campfires can only occur in existing fire rings. Please limit size and use of campfires.

- The Camp Phone is available for emergencies only and a Scout must have permission from their Camp Leader.

- The Buddy System will be enforced at all times on Camp Yocona property.

- The Staff Commissioner and the Camp/Program Director must inspect each campsite and approve its condition before its occupants depart.

- Campers are not permitted to capture or hunt any animals in camp. Firearms are forbidden.

- Tobacco use in camp is prohibited except in the parking lot. Please use tobacco OUT OF SIGHT OF SCOUTS.

- Fireworks, portable generators, and electric or liquid fuel heaters are forbidden.

- Secure all valuables. The camp is not responsible for any lost or stolen property.

- Campers may not bring pets to camp. Visitors’ pets are restricted to the parking lot and not allowed in camp without the Camp Director’s permission.

- Campers must avoid maintenance areas, storage facilities, and construction sites.

- There are no secret organizations recognized by the Boy Scouts of America. All Scouting programs are open to parents and leaders.

- Proper clothing must be worn for all activities. One piece bathing suits for women.

- There is to be no defacement (GRAFFITI OR VANDALISM) of buildings, picnic tables, or any other structure in camp. Any such vandalism will be charged to the unit(s) involved.

- The use or possession of alcoholic beverages, drugs, or narcotics is not a part of camp life. These substances are not allowed on camp property and violations provide grounds for immediate dismissal from camp. Further legal action may be taken. NO SECOND CHANCES and absolutely NO EXCEPTI
SWIM CLASSIFICATION PROCEDURES

The swim classifications of individuals participating in a Boy Scouts of America activity is a key element in both Safe Swim Defense and Safety Afloat. The swim classification test should be renewed annually, preferable at the beginning of each outdoor season. Traditionally, the swim classification test has only been conducted at summer camp. However, there is no restriction that this be the only place the test is conducted. The Yocona Area Council believes it may be more useful to conduct the swim classification prior to a unit going to summer camp.

All persons participating in BSA aquatics are classified according to their swimming ability. The classification test and test procedures have been developed and structured to demonstrate a skill level consistent with the circumstances in which the individual will be in the water. The Swimmer’s Test demonstrates the minimum level of swimming ability for recreational and instructional activity in a confined body of water with a maximum of 12-foot depth and with shallow water footing or a pool or pier edge always within 25 feet of the swimmer.

The various components of each test evaluate the several skills essential to the minimum level of swimming ability. Each step of the test is important and should be followed as listed below:

**SWIMMER’S TEST**

Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: side stroke, breast stroke, trudgen, or crawl; then swim 25 yards using an easy resting back stroke. The 100 yard swim must be continuous and include at least one sharp turn. After completing the swim, rest by floating.

**BEGINNER’S TEST**

Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.

**ADMINISTRATION OF SWIM CLASSIFICATION TEST**

**OPTION A (at camp)**

The swim classification test is completed during check-in by Camp Aquatics personnel.

**OPTION B (before camp with council-approved aquatics resource personnel)**

The swim classification test done at a unit level should be conducted by one of the following council-approved resource people: BSA Aquatics Instructor, BSA Aquatics Director, or Yocona Area Council approved Lifeguard. When the unit goes to summer camp, each individual will undergo the waterfront orientation.

Please contact Yocona Area Council for a list of approved Lifeguards.
UNIT SWIM CLASSIFICATION RECORD

This is the individual's swim classification as of this date. Any change in status after this date (i.e., non-swimmer to beginner or beginner to swimmer) would require a reclassification test by the Camp Aquatics Director.

Special Note: When swim tests are conducted away from camp or at the point of activity, the Aquatics Director shall at all times reserve the authority to review or retest all participants to assure that standards have been maintained.

(Please copy and bring completed form to camp)

UNIT NUMBER______________________________ DATE OF SWIM TEST_______________

<table>
<thead>
<tr>
<th>FULL NAME (Please Print)</th>
<th>NON-SWIMMER</th>
<th>BEGINNER</th>
<th>SWIMMER</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
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<td>15.</td>
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</tbody>
</table>

NAME OF PERSON CONDUCTING SWIM TEST:

PRINT NAME __________________________ SIGNATURE __________________________

CERTIFICATION __________________________ EXPIRATION __________________________

UNIT LEADER:

PRINT NAME __________________________ SIGNATURE __________________________
SPECIAL AWARDS & OPPORTUNITIES

**Honor Troop**

Each week Camp Yocona recognizes troops completing certain requirements as Honor Troops. To receive this award, the troop must meet nine of the following eleven requirements. **To qualify the SPL must submit a letter to the Program Director detailing its efforts by breakfast on Friday.**

- Two-deep leadership—provided completely by the unit—is present in camp at all times.
- The Senior Patrol Leader attends all Camp SPL Council meetings, and the Scoutmaster or other leader attends the leaders’ meeting with the Scout Executive. The Camp Leader and SPL must also attend the camp orientation meeting on Sunday afternoon.
- Earn an inspection rating of at least 90 points, 4 out of 5 days
- Prepare at least one meal in the campsite (Troops will cook out Thursday night).
- Complete a conservation or camp improvement project approved in advance by the Ecology Director and/or Camp Ranger.
- Hold an intertroop campfire (Both the host troop and the guest troop get credit).
- Each Scout earns advancement during the week (merit badge, rank, or participate in COPE).
- Participate during the closing campfire, such as a skit or song **(must be approved in advance by Program Director)**.
- Win the Turtle Totem.
- Troop members wear their complete uniform to flag ceremonies.

**Honor Patrol**

Camp Yocona recognizes outstanding patrols of 6 to 8 members completing the requirements for Honor Patrol. To receive this award, the patrol must complete all of the following requirements and **submit a letter signed by Patrol Leader detailing its efforts by breakfast Friday.** All members must complete the requirements with their patrol.

- Stay in cabin with all of your patrol members. Only exception is if camp leadership assigns cabins in a manner that makes this impossible.
- Compete in at least two patrol activities.
- Complete a patrol skit/song/or cheer at the intertroop campfire.
- Each patrol member earns advancement during the week.
- Each patrol member wears their uniform to all flag ceremonies.

**Troops/Patrols must attend the closing campfire to earn these awards.**
The Walt N. Turnbull Commissioner Award

This special award recognizes one troop each week that demonstrates the best in Scouting. It is in memory of, and to honor, Walt N. Turnbull who served for many years as the Yocona Area Council Commissioner and Ranger at Camp Yocona. It is hoped that Scoutmasters will visit with other Scoutmasters and adult leaders from other troops, and visit their respective troop sites. Scoutmasters are encouraged to eat their meals in the dining hall with as many different troops as possible, and especially with out-of-council troops. We hope this visiting among troops will provide an opportunity to strengthen the bonds of Scouting Brotherhood, and make or renew friendships long after we leave Camp Yocona. The selection process calls for the Unit Leader of each troop to cast a ballot and turn it in to the Program Director by lunch on Friday.

Selection of the best troop each week should include, but is not limited to, the following criteria, as well as the application of the principles of the Scout Oath and Scout Law:

1. Uniforms - worn properly when required for different camp activities. (see pg. 21)
2. Patrol Identities - flags, insignia, special campsite designation, . . .
3. Troop Campsite - cleanliness
5. Adult Leaders - visible, available, and actively participating.
6. Courteous and helpful to people outside the troop.
7. Must earn Honor Troop to be eligible.

Turtle Totem

Each day the Turtle Totem will be awarded to the troop with the highest campsite inspection score and troop spirit. The winning troop will then have the honor of raising and lowering the flags along with their troop flag the next day.

Orion Award

Orion . . . the hunter . . . the quest for adventure . . . searching for excitement and a challenge.

A scout must be flexible and skilled in several areas before he can earn this recognition. Due to the difficulty of completing the requirements for this award scouts will have 3 years to complete all the requirements.

1) The scout must participate in three of the activities listed below:
   - Aquatics Area – Earn Mile Swim or BSA Lifeguard.
   - Complete Compass Course
   - Shooting Sports – Earn Shotgun Shooting Merit Badge (or rifle)
   - Graduate from Project C.O.P.E.

2) Work a minimum of two hours on a service project approved by the Camp Ranger. The Senior Patrol leader is responsible for informing the Program Director by Thursday of any scouts in their unit that are earning the Orion Scout Award.

This award has been designed for scouts with at least one year of prior camp experience.
ADULTS

Summer camp planning is made around programming for the Scouts and sometimes the unit leader is overlooked. We have developed activities for unit adults to have many choices for spending their free time. Camp Yocona provides several opportunities to make an adult’s stay at camp a pleasant one.

SWIMMING, WATER RESCUE, & PADDLECRAFT SAFETY
These programs are sponsored by the Aquatics Area and provide valuable hands on training concerning the BSA’s policies for aquatics activities. The training is valid for 3 years and is a prerequisite for conducting aquatic activities on the unit level. This training is offered for adults and youth 16 or older.
The Aquatics Director will conduct the training, and the time will be announced at the camp leader orientation meeting.

CLIMB ON SAFELY
Climb on Safely is the Boy Scouts of America’s recommended procedure for organizing BSA climbing/rappelling activities at a natural site or a specifically designed facility such as a climbing wall or tower. This instruction will be offered by the COPE Director to a minimum of 5 adult leaders on Wednesday afternoon. Please register with the COPE Director.

SUPPER WITH THE SCOUT EXECUTIVE
The Yocona Area Council will sponsor a supper for unit leaders in camp to share their experiences and comments regarding their experience at Camp Yocona. The Scout Executive looks forward to your input and invites you to help make Camp Yocona the best it can be.

SCOUT LEADER MERIT BADGE
Camp Yocona continues to offer the Scout Leader Merit Badge for unit adults to earn during their stay at camp. Requirements can be found in the appendix of this guide.

ADVANCEMENT AND SERVICE
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 please see the Program Director or Camp Director to offer your assistance.
The Camp Ranger will be glad to suggest a list of camp projects that can use your skills and knowledge to help improve camp. Units can plan a service project prior to camp by contacting the Camp Ranger.

YOUTH PROTECTION TRAINING
Youth Protection Training must be completed every 12 months and must be current to attend camp. If your training is about to expire the Program Director will offer this training at a time mentioned at the Sunday Leaders Orientation.

ADULT COPE
There may be an opportunity for adults to participate in a few COPE activities one afternoon. See COPE Director for details.

ADULT SWIM
Details will be announced at the Sunday Leaders orientation meeting.
ONLINE REGISTRATION

Camp Yocona employs the services of Doubleknot Inc. for online registration and Advancement Records. We encourage all units to use online registration. The benefits of online registration include: Instant confirmation of registration, instant merit badge/activity feedback, automated waitlist for full classes, eliminates clerical errors, ability to easily update schedules at your convenience all the way up to your arrival at camp, records can be updated easily by staff and accessed by the scout leader at any time for better and more accurate record keeping. Once you learn to use the system you will find it easier and less time consuming than doing the paper work. Here are a few tips to assist you in the registration process.

1. **Select one unit leader to be in charge of the unit’s registration.**
   Only the selected unit leader should submit registrations for that unit to prevent duplicate registrations.

2. **Follow the instructions listed on the online “Camp Yocona Registration Portal” found at www.campyocona.org.**
   Detailed instructions can be found on this page.

3. **Make sure you login before proceeding with registration.**
   Always login when prompted. Do not choose the option “Continue without sign on.” Proceeding without logging in will result in the loss of your registration.

4. **Please do not create more than one registration for your unit (per camping session).**
   If you need to add a scout, edit your unit’s registration rather than creating a new one.

5. **Make sure you save your work by clicking through to “SAVE” every time you make changes.**
   Clicking “SAVE” does not mean you have to pay fees at that time. Just choose the “Mail in Payment” option.

6. **Choose “Mail in payment” option to avoid credit card “Convenience” fee.**
   We offer online credit card payment as a convenience to those choosing to pay online, however, a fee is charged based on credit card fees called a “Convenience” fee. This fee will always appear on the invoice page but is not charged when selecting the “Mail in payment” option.

7. **Make changes to your unit’s registration.**
   Login using your User ID at www.yocona.org/login and select “View Registrations.” Select the activity you wish to edit and “Update” at the bottom of the page.

8. **Review your Scout’s records online.**
   Login using your User ID at www.yocona.org/login and select “View Registrations.” Select the activity you wish to view and “View Reports,” “Class Completion Awards”

**If you have any questions contact the Scout Service Center at 662-842-2871.**
CAMP PROGRAM

Scouts may sign up for up to five different merit badges and activities. (As the unit leader, you should guide their decisions so that they have a good balance of work and fun.) The Scout’s schedule should be placed on their summer camp application and on the Merit Badge schedule form (both in Appendix).

Each day, Monday through Friday, is divided into classes, with different activities available each class period. The section titled Merit Badges and Activities indicates which activities are offered and their times.

The bulk of the activities are merit badges and Scout skills. Other activities include COPE, Free Shoot (archery, rifle, and shotgun), Free Swim, Free Boating, BSA Lifeguard, and Mile Swim, BSA.

The first time camper should sign up for the Polaris Program. This program is oriented towards helping Scouts work toward their Tenderfoot, Second Class, and First Class rank. Scouts enrolled in this program will be given instruction in First Aid and Swimming and may be able to complete these Merit Badges.

More advanced Scouts can sign up for merit badges and participate in such programs as Project COPE, Climbing, BSA Lifeguard and work towards the Orion Award.

UNIFORMING

We, the camp staff, believe that the uniform is a very important aspect of Scouting and that it should be worn at all Scout functions, including camp. We realize that many Scouts only have one full uniform, which can get pretty dirty after a week at camp. A plastic bucket makes a pretty good washing machine. You may want to bring some laundry detergent.

The uniform policy at Camp Yocona is as follows: **Class A uniform shirt is required for raising and lowering of colors, breakfast and supper, and ALL campfires.** Camp T-shirt or other Scouting T-shirt, Scout shorts, Scout Socks, and hat (optional) should be worn for daytime activities. Staff members will be properly uniformed, and we ask that you do the same. Be proud of the uniform and wear it properly. (Shirt-tail tucked in). Also plain or Boy Scout hats only. No Dallas Cowboys, Atlanta Braves, Etc.

ADVANCEMENT HINTS

Here are a few suggestions to help Scouts make camp both productive and fun:

- Get a copy of the pamphlets for the merit badges that you plan to take. Read these pamphlets at least once before camp.
- Carefully read requirements and make sure you are ready to take the merit badge. Do your homework.
- Read the notes in this guide to find out what requirements cannot be completed at camp. Do these requirements as soon as possible, and bring your work to camp or get a note from your Scoutmaster stating that you completed these requirements.
- While you’re at it, do any other requirements you can before you come to camp, especially the paperwork requirements.
- If you are taking a badge that requires a lot of skill and practice, like rifle shooting, allow free time to practice after receiving proper instruction. Free Shoot is recommended for everyone taking rifle, shotgun, and archery merit badges.
- If a Scout is going to try for the Mile Swim, he must participate in the Free Swim to build his endurance.
- Scouts should bring a notebook, some pencils or pens, Scout Handbook, Merit Badge pamphlets, and any work already completed. Also bring any special equipment needed, such as a pocket knife for wood carving.

When you get to camp, be sure to go to your merit badge sessions every day. Keep up with any work or practice that you have to do at camp.
# Daily Schedule

## Summer 2018

<table>
<thead>
<tr>
<th>Time</th>
<th>Sunday</th>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
<th>Thursday</th>
<th>Friday</th>
<th>Saturday</th>
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</thead>
<tbody>
<tr>
<td>6:30am</td>
<td>Reveille</td>
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<tr>
<td>7:15am</td>
<td>Colors</td>
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<tr>
<td>7:30am</td>
<td>Breakfast</td>
<td>Breakfast</td>
<td>Breakfast</td>
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<td>Breakfast</td>
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<tr>
<td>8:30am</td>
<td>MB Class 1</td>
<td>MB Class 1</td>
<td>MB Class 1</td>
<td><strong>Check-out</strong></td>
<td>MB Class 1</td>
<td>MB Class 1</td>
<td>MB Class 1</td>
</tr>
<tr>
<td>9:45am</td>
<td>MB Class 2</td>
<td>MB Class 2</td>
<td><strong>Water Carnival</strong></td>
<td>MB Class 2</td>
<td>MB Class 2</td>
<td><strong>Check-out</strong></td>
<td></td>
</tr>
<tr>
<td>11:00am</td>
<td>MB Class 3</td>
<td>MB Class 3</td>
<td><strong>(1:30) Scoutmaster Meeting</strong></td>
<td>MB Class 3</td>
<td>MB Class 3</td>
<td><strong>Check-out</strong></td>
<td></td>
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<tr>
<td>12:30pm</td>
<td>Check-in</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
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<tr>
<td>1:30pm</td>
<td>Check-in</td>
<td>Rest/SM Meeting</td>
<td>Rest/SM Meeting</td>
<td>(1:30) Scoutmaster Meeting</td>
<td>Rest/SM Meeting</td>
<td>Rest/SM Meeting</td>
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<tr>
<td>2:15pm</td>
<td>Check-in</td>
<td>MB Class 4</td>
<td>MB Class 4</td>
<td>MB Class 4</td>
<td>MB Class 4</td>
<td><strong>Check-out</strong></td>
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<tr>
<td>3:30pm</td>
<td>Check-in</td>
<td>MB Class 5</td>
<td>MB Class 5</td>
<td><strong>Family Time/Rest</strong></td>
<td>MB Class 5</td>
<td>MB Class 5</td>
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<tr>
<td>4:45pm</td>
<td><strong>Free Time/SS Safety Talk</strong></td>
<td>Free Swim</td>
<td>Free Shoot</td>
<td>Free Climb</td>
<td><strong>TROOP PICTURES</strong></td>
<td>Free Swim</td>
<td>Free Shoot</td>
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<tr>
<td>6:00pm</td>
<td><strong>Colors/Dinner</strong></td>
<td><strong>Colors/Dinner</strong></td>
<td><strong>Colors/Dinner</strong></td>
<td><strong>Colors/Dinner</strong></td>
<td><strong>Colors/HOBO PACKS</strong></td>
<td><strong>Colors/Dinner</strong></td>
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<tr>
<td>7:00pm</td>
<td>SM/SPL Meeting</td>
<td>SPL Meeting</td>
<td>SPL Meeting</td>
<td><strong>Family Time/Rest</strong></td>
<td>SPL Meeting</td>
<td>Free Time/Rest</td>
<td></td>
</tr>
<tr>
<td>8:00pm</td>
<td>Free Time/Rest</td>
<td>SM Dinner</td>
<td>Extra Activity</td>
<td><strong>Meet @ flag pole</strong></td>
<td><strong>Meet @ flag pole</strong></td>
<td><strong>Meet @ flag pole</strong></td>
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<tr>
<td>8:15pm</td>
<td><strong>Meet @ flag pole</strong></td>
<td><strong>Meet @ flag pole</strong></td>
<td><strong>Meet @ flag pole</strong></td>
<td><strong>Meet @ flag pole</strong></td>
<td><strong>Meet @ flag pole</strong></td>
<td><strong>Meet @ flag pole</strong></td>
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<tr>
<td>8:50pm</td>
<td>Opening Campfire</td>
<td>Extra Activity</td>
<td>Extra Activity</td>
<td>OA Campfire</td>
<td>OA Campfire</td>
<td>Closing Campfire</td>
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<tr>
<td>9:00pm</td>
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<tr>
<td>10:30pm</td>
<td>Taps</td>
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POLARIS PROGRAM
A PROGRAM FOR FIRST YEAR CAMPERS

Purpose:
The Polaris Program is designed to give the “First Year Camper” a positive first year learning and camping experience. It affords Scouts an opportunity to obtain knowledge of basic Scout skills needed for Tenderfoot, Second Class and First Class ranks utilizing the patrol method. **Pre-registration is required.**

Schedule

<table>
<thead>
<tr>
<th>Time</th>
<th>Activity</th>
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</thead>
<tbody>
<tr>
<td>8:30-11:00 AM</td>
<td>Polaris</td>
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<tr>
<td>2:15-3:15 pm</td>
<td>First Aid MB</td>
</tr>
<tr>
<td>3:30-4:30 PM</td>
<td>Swimming MB</td>
</tr>
</tbody>
</table>

Program Highlights:
There will be a special **Campout** for the Polaris participants. Participants will need to bring their own tent and water bottle. The Polaris staff will discuss details of this campout.

Boy Scout Leader Participation
Scoutmasters are encouraged to lend their support if they have a large number of boys participating in this area. Adult Scout leaders who would like to assist in this program should bring any teaching aids with them to camp and notify the Camp and Polaris Program Director on Sunday.

**SAMPLE SCHEDULE**

<table>
<thead>
<tr>
<th>MONDAY</th>
<th>TUESDAY</th>
<th>WEDNESDAY</th>
<th>THURSDAY</th>
<th>FRIDAY</th>
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<tbody>
<tr>
<td><strong>First Session:</strong></td>
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<tr>
<td>POLARIS</td>
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<tr>
<td>8:30 - 9:30 a.m.</td>
<td>Form Patrols: Name/Yell Scout Oath, Law, etc.</td>
<td>Flag Ceremony Physical Fitness</td>
<td>Whip/Fuse Rope Knots Two Half Hitches Taut Line Hitch</td>
<td>Recap Scout Oath, etc. Buddy System/Bullying</td>
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<tr>
<td><strong>Second Session:</strong></td>
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<tr>
<td>POLARIS</td>
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<tr>
<td>9:45 - 10:45 a.m.</td>
<td>Fire Safety/Prep Campfire Methods</td>
<td>Use of Fire vs. Stove Cook Over Fire (hot dogs?)</td>
<td>Identify Signs of 10 Animals Flag Ceremony for Camp* Compass/Maps</td>
<td>Service Project</td>
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<tr>
<td><strong>Third Session:</strong></td>
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<tr>
<td>POLARIS</td>
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<tr>
<td>11:00 a.m. -12:00 p.m.</td>
<td>Day/Night Directions Identify 10 Native Plants Knots Bowling Lashings pt. 1</td>
<td>Lashings pt. 2 Camp Gadget Rights of U.S. Citizen Orienteering Course?</td>
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<tr>
<td><strong>Break:</strong></td>
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<tr>
<td>LUNCH</td>
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<td>12:15 - 1:00 p.m.</td>
<td>Lunch</td>
<td>Lunch</td>
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<tr>
<td><strong>Fourth Session:</strong></td>
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<tr>
<td>FIRST AID</td>
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<tr>
<td>1:30 - 2:30 p.m.</td>
<td>First Aid</td>
<td>First Aid</td>
<td>First Aid</td>
<td>First Aid</td>
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<tr>
<td><strong>Fifth Session:</strong></td>
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<tr>
<td>SWIMMING</td>
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<tr>
<td>2:45 - 3:45 p.m.</td>
<td>Swimming</td>
<td>Swimming</td>
<td>Swimming</td>
<td>Swimming</td>
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</tbody>
</table>
MERIT BADGES & ACTIVITIES

Archery
Archery is a very difficult merit badge to master; thus, it is recommended for a scout with prior experience or a scout willing to spend time during free shoot to qualify.
Equipment: N/A
Prerequisites: Scout must be able to pull back a 25-pound bow
Recommended for 2nd year scouts Limit for class: 15 Additional cost: $5.00

Art and Sculpture
Sculpture is an art form that allows scouts to express what they see and feel by using the 3-dimensions and shaping materials such as clay, stone, metal and wood. Art will allow scouts to learn the history of art, make 2-dimensional art, and research the different fields of art.
Equipment: Paper and pen/pencil
Prerequisites: N/A
Recommended for 1st year scouts Limit for class: 20 Additional cost: N/A

Astronomy and Space Exploration
Astronomy and Space Exploration will be two difficult badges to be completed at camp, but it is possible. They will learn constellations in the night sky and make charts and sketches of the stars. Space exploration will give the scouts an opportunity to build a rocket.
Equipment: Paper and pen/pencil
Prerequisites: May require some requirements to be completed pre/post camp
Recommended for 1st year scouts Limit for class: 20 Additional cost: $5.00

Basketry and Leatherwork
Basketry and Leatherwork are good merit badges to be offered to younger scouts. Both merit badges are very hands on. In Basketry scouts will be able to weave baskets and Leatherwork allows scout the experience of tooling leather. Tools will be provided for both badges.
Equipment: Kits for both can be purchased in Trading Post
Prerequisites: N/A
Recommended for 1st year scouts Limit for class: 20 Additional cost: $10-20

*Camping*  
In camping scouts will learn to set-up a campsite. They will learn the essentials for camping such as cooking, first aid, and Leave No Trace. Scouts will be required to complete an overnight camp out the Outdoor Skills staff and fellow scouts in the merit badge.
Equipment: Tent and sleeping bag
Prerequisites: May require some requirements to be completed pre/post camp
Recommended for 1st year scouts Limit for class: 20 Additional cost: N/A
Canoeing
Canoeing is a merit badge for scouts taking their first water front boating course, although it requires strength and stamina. Scouts will learn about the boat and successfully learn skills needed for a canoeing outing.

**Equipment:** N/A

**Prerequisites:** MANDATORY BSA Swimmers Test Completion

**Recommended for 2nd year scouts**  
**Limit for class:** 15  
**Additional cost:** N/A

Chess
Scouts will learn the proper techniques, moves and history of chess by completing this merit badge.

**Equipment:** Paper and pen/pencil

**Prerequisites:** N/A

**Recommended for 2nd year scouts**  
**Limit for class:** 20  
**Additional cost:** N/A

*Citizenship in the Community*
Citizenship in the Community will enable scouts to understand the process that occurs to have a successfully functioning community.

**Equipment:** Paper and pen/pencil

**Prerequisites:** May require some requirements to be completed pre/post camp

**Recommended for 3rd year scouts**  
**Limit for class:** 20  
**Additional cost:** N/A

*Citizenship in the Nation*
Citizenship in the Nation allows scouts the opportunity to explore our nation and dive into its history.

**Equipment:** Paper and pen/pencil

**Prerequisites:** May require some requirements to be completed pre/post camp

**Recommended for 3rd year scouts**  
**Limit for class:** 20  
**Additional cost:** N/A

*Citizenship in the World* & American Heritage
Citizenship in the World and American Heritage is usually taken by older scouts. They will learn that they are already a citizen of the world and how a good citizen of the world depends on the willingness to understand and appreciate the value, traditions, and concerns of people in other cultures.

**Equipment:** Paper and pen/pencil

**Prerequisites:** May require some requirements to be completed pre/post camp

**Recommended for 3rd year scouts**  
**Limit for class:** 20  
**Additional cost:** N/A

Climbing
Climbing is not a sport that requires tremendous muscular strength; it demands mental toughness and the willingness to practice hard to master a set of skills. The adventure of climbing can also provide a new way to enjoy the outdoors.

**Equipment:** N/A

**Prerequisites:** N/A

**Recommended for 3rd year scouts**  
**Limit for class:** 20  
**Additional cost:** N/A

*Communication* and Public Speaking
Scouts will be in groups sharing stories and different ways to communicate as well as gain the ability to give several speeches! These will be fun so there is no reason to worry!

**Equipment:** Paper and pen/pencil

**Prerequisites:** May require some requirements to be completed pre/post camp

**Recommended for 3rd year scouts**  
**Limit for class:** 20  
**Additional cost:** N/A
*Cooking*
Scouts will practice their cooking skills from making a shopping list to cooking meals. They will learn the proper handling of food including how to buy, store and transport all while avoiding cross contamination.

**Equipment:** Paper and pen/pencil

**Prerequisites:** May require some requirements to be completed pre/post camp

**Recommended for 2nd year scouts**

**Limit for class:** 20

**Additional cost:** $5.00

Disability Awareness
Disability awareness will help the scouts with looking at life through a different point of view. It will show them how some people may seem different, but they are just like anyone else.

**Equipment:** N/A

**Prerequisites:** N/A

**Recommended for 1st year scouts**

**Limit for class:** 20

**Additional cost:** N/A

Electronics
Electronics is the science that controls the behavior of electrons so that some type of useful function is performed. Electronics is a fast changing and exciting field.

**Equipment:** Paper and pen/pencil

**Prerequisites:** May require some requirements to be completed pre/post camp

**Recommended for 3rd year scouts**

**Limit for class:** 20

**Additional cost:** N/A

*Emergency Preparedness*
Emergency Preparedness teaches preparation for all disasters and covers a great deal of material.

**Equipment:** Paper and pen/pencil

**Prerequisites:** Mandatory completion of First Aid Merit Badge

**Recommended for 2nd year scouts**

**Limit for class:** 20

**Additional cost:** N/A

Energy
Energy will teach scouts how to save, produce and use energy wisely, which is critical to America’s future.

**Equipment:** Paper and pen/pencil

**Prerequisites:** May require some requirements to be completed pre/post camp

**Recommended for 3rd year scouts**

**Limit for class:** 20

**Additional cost:** N/A

*Environmental Science*
Environmental Science is a time-consuming badge which requires scouts to spend a great deal of time in sessions each day observing, writing, and experimenting with the effects that humans have on nature. **THIS CLASS IS TAught IN TWO CONSECUTIVE SESSIONS!**

**Equipment:** Paper and pen/pencil

**Prerequisites:** May require some requirements to be completed pre/post camp

**Recommended for 3rd year scouts or older**

**Limit for class:** 20

**Additional cost:** N/A

Fire Safety
Scouts will learn ABC in using fire extinguisher, the importance of having an escape plan, first aid for different types of fires, and how to provide safety measurements.

**Equipment:** Paper and pen/pencil

**Prerequisites:** May require some requirements to be completed pre/post camp

**Recommended for 2nd year scouts**

**Limit for class:** 20

**Additional cost:** N/A

*First Aid*
First aid will cover a great deal of material. It will teach scout the basics of proper care in emergency situations.

**Equipment:** Paper and pen/pencil

**Prerequisites:** N/A

**Recommended for 1st year scouts**

**Limit for class:** 20

**Additional cost:** N/A
<table>
<thead>
<tr>
<th>Badge</th>
<th>Category</th>
<th>Description</th>
<th>Equipment</th>
<th>Prerequisites</th>
<th>Recommended for 2nd year scouts</th>
<th>Limit for class:</th>
<th>Additional cost:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Forestry and Nature</td>
<td>Ecology</td>
<td>Scouts will learn to recognize trees, leaves, mammal species and age stumps and be able to tell why it is important to have trees, plants, and animals. <strong>HIKING WILL BE REQUIRED!</strong></td>
<td>Paper and pen/pencil</td>
<td>May require some requirements to be completed pre/post camp</td>
<td></td>
<td>20</td>
<td>N/A</td>
</tr>
<tr>
<td>Gardening</td>
<td>Ecology</td>
<td>The scouts will learn how to prepare the soil, select and plant seeds, and care for the growing plants.</td>
<td>Paper and pen/pencil</td>
<td>May require some requirements to be completed pre/post camp</td>
<td></td>
<td>20</td>
<td>N/A</td>
</tr>
<tr>
<td>Geocaching</td>
<td>Outdoor Skills</td>
<td>Geocaching will teach scouts how to use a GPS, find caches and create and hide them.</td>
<td>Geocaching GPS is one is on hand</td>
<td>May require some requirements to be completed pre/post camp</td>
<td></td>
<td>20</td>
<td>N/A</td>
</tr>
<tr>
<td>Geology</td>
<td>Ecology</td>
<td>Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence.</td>
<td>N/A</td>
<td>May require some requirements to be completed pre/post camp</td>
<td></td>
<td>20</td>
<td>N/A</td>
</tr>
<tr>
<td>Indian Lore</td>
<td>Handicraft</td>
<td>Scouts will learn the ways of Native American culture, life, games and crafts. This badge requires some in depth study ad reports.</td>
<td>Paper and pen/pencil</td>
<td>No requirements</td>
<td></td>
<td>20+</td>
<td>$10.00</td>
</tr>
<tr>
<td>Inventions and Robotics</td>
<td>Ecology</td>
<td>Inventions allows scouts to learn of previous inventions, terms used with inventions and think about possible inventions they would create to better life. Robotics allows scouts to learn of the hazards, industry, and knowledge of robotics while designing, building, programming and testing a robot and looking at possible careers in the robotics field.</td>
<td>N/A</td>
<td>No requirements</td>
<td></td>
<td>15-20</td>
<td>$5.00</td>
</tr>
<tr>
<td>Kayaking</td>
<td>Waterfront</td>
<td>Kayaking familiarizes scouts with the parts and proper operations of a kayak while allow them to get out on the water and have some fun.</td>
<td>N/A</td>
<td>MANDATORY BSA Swimmers test completion</td>
<td></td>
<td>10</td>
<td>N/A</td>
</tr>
<tr>
<td>Course</td>
<td>Description</td>
<td>Equipment</td>
<td>Prerequisites</td>
<td>Recommended for</td>
<td>Limit for class:</td>
<td>Additional cost:</td>
<td>Recommended for</td>
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<tr>
<td><strong>Lifesaving</strong></td>
<td>Lifesaving is a challenging program that requires proficiency in the strokes. The scout will learn the differences in some rescues and dives. <strong>THIS CLASS IS TAUGHT IN TWO CONSECUTIVE SESSIONS!</strong></td>
<td>Long Sleeved button shirt, long pants, and shoes that you don’t mind getting wet</td>
<td>MANDATORY BSA Swimmers test completion</td>
<td>3rd year scouts</td>
<td>20</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td><strong>Metalwork</strong></td>
<td>Scouts will begin their work on this merit badge by learning the properties of metals, how to use simple metal working tools, and the basic metal working techniques.</td>
<td>Paper and pen/pencil</td>
<td>N/A</td>
<td>3rd year scouts</td>
<td>15</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td><strong>Music</strong></td>
<td>Music familiarizes the scouts with types of instrument and proper ways to conduct music.</td>
<td>May bring instrument CAMP NOT RESPONSIBLE FOR DAMAGES</td>
<td>N/A</td>
<td>N/A</td>
<td>20</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td><strong>Orienteering</strong></td>
<td>Orienteering, the use of maps and compass to find a location and plan a journey has been a vital skill for humans for thousands of years.</td>
<td>Compass and area map (if possible)</td>
<td>Basic knowledge of map and compass</td>
<td>2nd year scouts</td>
<td>20</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td><strong>Painting</strong></td>
<td>Painting provides an opportunity for scouts to learn more about painting including both the artistic and practiced aspects.</td>
<td>Paper and pen/pencil and old shirt to paint in</td>
<td>N/A</td>
<td>2nd year scouts</td>
<td>20+</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td><strong>Personal Fitness</strong></td>
<td>Scouts will learn about different diseases along with proper nutrition. They will also learn fun, safe exercises, perform them and take a mile run around camp.</td>
<td>Paper and pen/pencil</td>
<td>Please read requirement 7 and 8 as these may need to be completed pre/post camp</td>
<td>2nd year scouts</td>
<td>20</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td><strong>Photography</strong></td>
<td>Photography will teach the scouts the proper techniques of how to take photos with angles and more.</td>
<td>Digital Camera NO PHONES</td>
<td>N/A</td>
<td>1st year scouts</td>
<td>20+</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td><strong>Pioneering</strong></td>
<td>Pioneering will teach the scouts the basic knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spires, which is among the oldest of scouting skills! <strong>THIS CLASS IS TAUGHT IN TWO CONSECUTIVE SESSIONS!</strong></td>
<td>Gloves may be needed</td>
<td>May require some requirements to be completed pre/post camp</td>
<td>2nd year scouts</td>
<td>20</td>
<td>N/A</td>
<td>N/A</td>
</tr>
</tbody>
</table>
Reptile and Amphibian Study and Mammal Study
Reptile and Amphibian Study teaches scouts more about animals in our area and the surrounding areas. This is usually recommended for older scouts because of in-depth conversations. Mammal Study teaches scouts how to identify mammals.

**Equipment:** Paper and pen/pencil  
**Prerequisites:** May require some requirements to be completed pre/post camp  
**Recommended for 2nd year scouts**  
**Limit for class:** 20  
**Additional cost:** N/A

Rifle
Rifle will teach scouts the proper handling, cleaning and firing of 22 long rifles. This class is challenging and time consuming.

**Equipment:** N/A  
**Prerequisites:** N/A  
**Recommended for 3rd year scouts**  
**Limit for class:** 20  
**Additional cost:** $5.00

Rowing
Scouts will learn the proper techniques of rowing which is more difficult than canoeing. They will learn the knots that are required when using a row boat.

**Equipment:** N/A  
**Prerequisites:** MANDATORY BSA Swimmers test completion  
**Recommended for 2nd year scouts**  
**Limit for class:** 20  
**Additional cost:** N/A

Scouting Heritage
Scouting Heritage allows scouts to submerge themselves into the history of the world scout movement from the days of Lord Baden Powell to the scouting days known by current scouts.

**Equipment:** Paper and pen/pencil  
**Prerequisites:** N/A  
**Recommended for 2nd year scouts**  
**Limit for class:** 20  
**Additional cost:** N/A

Search and Rescue
Scouts will learn about search and rescue and what these teams do. They will learn the proper ways to be prepared in case of a hazard situation. This badge is an option for the Natural Outdoor Badge for Adventure.

**Equipment:** Paper and pen/pencil  
**Prerequisites:** May require some requirements to be completed pre/post camp  
**Recommended for 3rd year scouts**  
**Limit for class:** 20  
**Additional cost:** N/A

Shotgun
Shotgun will teach the scouts the proper handling, cleaning techniques, and firing of a 20-gauge shotgun. The scouts will be taught how to hit a fast-moving clay target.

**Equipment:** N/A  
**Prerequisites:** Rifle Merit Badge  
**Recommended for 3rd year scouts**  
**Limit for class:** 20  
**Additional cost:** $18.00

Signs, Signals, and Codes
Signs, Signals, and Codes will cover Morse Code, ASL, Braille, Signals, trail markings, and other non-verbal communications.

**Equipment:** Paper and pen/pencil  
**Prerequisites:** N/A  
**Recommended for 2nd year scouts**  
**Limit for class:** 20  
**Additional cost:** N/A
<table>
<thead>
<tr>
<th>Activity</th>
<th>Location</th>
<th>Prerequisites</th>
<th>Equipment</th>
<th>Recommended for</th>
<th>Limit for class:</th>
<th>Additional cost:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Small Boat Sailing</td>
<td>Waterfront</td>
<td>Small boat sailing familiarizes scouts with the parts and proper operations of a small sailboat.</td>
<td>N/A</td>
<td>2nd year scouts</td>
<td>4</td>
<td>N/A</td>
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<tr>
<td><strong>Equipment:</strong> MANDATORY BSA Swimmers test completion</td>
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<tr>
<td><strong>Recommended for 2nd year scouts</strong></td>
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<td><strong>Limit for class:</strong> 4</td>
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<tr>
<td><strong>Additional cost:</strong> N/A</td>
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<tr>
<td>Soil and Water Conservation and Fish and Wildlife Management</td>
<td>Ecology</td>
<td>Scouts will conduct simple experiments along with a conservation project and explain the importance of soil. Fish and Wildlife Management merit badge requires some written work and a conservation project.</td>
<td>Paper and pen/pencil</td>
<td>2nd year scouts</td>
<td>20</td>
<td>N/A</td>
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<tr>
<td><strong>Prerequisites:</strong> May require some requirements to be completed pre/post camp</td>
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<tr>
<td><strong>Recommended for 2nd year scouts</strong></td>
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<tr>
<td><strong>Additional cost:</strong> N/A</td>
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<tr>
<td><em>Swimming</em></td>
<td>Waterfront</td>
<td>Swimming is physically demanding but is easily feasible for scouts. They will learn the proper swimming strokes.</td>
<td>Long sleeved button shirt, long pants and shoes that the scout does not mind getting wet</td>
<td>1st year scouts</td>
<td>20</td>
<td>N/A</td>
</tr>
<tr>
<td><strong>Equipment:</strong> MANDATORY BSA Swimmers test completion</td>
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<tr>
<td><strong>Additional cost:</strong> N/A</td>
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<tr>
<td>Weather</td>
<td>Ecology</td>
<td>Weather covers a great deal of material. Participants will make rudimentary instruments while learning the basics of forecasting. This badge requires mature level of concentration.</td>
<td>Paper and pen/pencil</td>
<td>2nd year scouts</td>
<td>20</td>
<td>N/A</td>
</tr>
<tr>
<td><strong>Prerequisites:</strong> May require some requirements to be completed pre/post camp.</td>
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<tr>
<td><strong>Recommended for 2nd year scouts</strong></td>
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<tr>
<td><strong>Additional cost:</strong> N/A</td>
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<tr>
<td>Wilderness Survival</td>
<td>Outdoor Skills</td>
<td>Wilderness survival teaches scouts the proper ways to survive in wilderness situations. It requires an overnight camping trip.</td>
<td>Backpack, sleeping bag, and ground cloth</td>
<td>2nd year scouts</td>
<td>20</td>
<td>N/A</td>
</tr>
<tr>
<td><strong>Prerequisites:</strong> Survival kit can be made at home and brought to camp to allow time for other requirements</td>
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<tr>
<td><strong>Recommended for 2nd year scouts</strong></td>
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<tr>
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<tr>
<td><strong>Additional cost:</strong> N/A</td>
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<tr>
<td>Woodcarving</td>
<td>Handicraft</td>
<td>Woodcarving involves the basic of design along with selecting the proper wood and tools and knowing the safety involved with carving wood.</td>
<td>Pocket knife and totin’ chip</td>
<td>2nd year scouts</td>
<td>20+</td>
<td>$5.00</td>
</tr>
<tr>
<td><strong>Prerequisites:</strong> Totin’ chip</td>
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<tr>
<td><strong>Recommended for 2nd year scouts</strong></td>
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<tr>
<td><strong>Limit for class:</strong> 20+</td>
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<tr>
<td><strong>Additional cost:</strong> $5.00</td>
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</tbody>
</table>

**ADDITIONAL AWARDS**

<table>
<thead>
<tr>
<th>Activity</th>
<th>Self-paced</th>
<th>Free Activity Period</th>
</tr>
</thead>
<tbody>
<tr>
<td>Eagle Preparation</td>
<td>SELF-PACED</td>
<td></td>
</tr>
<tr>
<td>Firem’n CHIT</td>
<td>SELF-PACED</td>
<td>Polaris</td>
</tr>
</tbody>
</table>

Eagle preparation is not a badge but will help the scouts to become familiar with the Eagle paperwork process. Please bring paper and pen/pencil, and for Life Scouts or for 3rd year scouts or older.

Firem’n CHIT will offer instructions about the safety rules in building, maintaining and putting out camp and cooking fires.
Free Climb
This is a time for scouts in the COPE program and climbing merit badge to complete requirements. This may become open to any scout at the discretion of the COPE Director.

Free Forge
Free forge is only offered to the scouts in the metalwork merit badge, but may come available if the time allows at the discretion of the Delta Discovery Director.

Free Shoot
Free Shoot is only offered to scouts taking the shooting sport merit badges during the week of their attendance, but could be opened to others at the discretion of the Shooting Sport Director.

Free Swim
Free Swim will give the scouts a break at the end of the day to go swimming and/or boating with others. This is open to all scouts. Limited to the amount that the waterfront can hold.

Leave No Trace
This is not a merit badge but is good to have during a camping career. Leave No Trace offers instructions about camping in the wilderness with the least amount of impact.

Lifeguard in Training (LIT)
The scouts going through this course will work closely with the Aquatics Director and assisting Lifeguards to learn what it takes to become BSA Lifeguard certified. They will learn the proper techniques of conducting a swim-test, performing rescues are will participate in Lifeguard duties during the Free Swim period. This is an all-day course and will be the only class taken by the scout. The scout must be 15 in order to participate in this activity!

Mile Swim
Mile Swim is not a merit badge, but does come with a patch that can be bought from the scout office if completed. It allows the scouts the challenge of swimming a continuous mile. Scheduled to change.

Paul Bunyan Woodsmen
Scoutmaster must coordinate with Polaris Director for this award to be earned at camp. The scout must earn the Totin’ Chip, teach others how to use wood tools safely, and demonstrate proper wood tools skills.

Totin’ Chip
Totin’ chip is not a merit badge but will be needed for the scout to carry a pocket knife. They must demonstrate wood tool skills and proper handling of them.

World Conservation
The scouts can earn this award by taking and completing the following merit badges: Environmental Science, Citizenship in the World, and either Soil and Water Conservation or Fish and Wildlife Management.
## BADGES & ACTIVITIES AT A GLANCE

<table>
<thead>
<tr>
<th>Class 1</th>
<th>Class 2</th>
<th>Class 3</th>
<th>Class 4</th>
<th>Class 5</th>
<th>Free Activity</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ecology</td>
<td>Environmental Science 1&lt;br&gt;Astronomy &amp; Space Exploration</td>
<td>Environmental Science 2&lt;br&gt;Soil and Water &amp; Fish and Wildlife</td>
<td>Gardening&lt;br&gt;Forestry &amp; Nature</td>
<td>Weather&lt;br&gt;Reptile &amp; Amphibian &amp; Mammal</td>
<td>Geology&lt;br&gt;Inventing &amp; Robotics</td>
</tr>
<tr>
<td>Waterfront</td>
<td>Canoeing&lt;br&gt;Kayaking&lt;br&gt;Lifesaving 1</td>
<td>Rowing&lt;br&gt;Canoeing&lt;br&gt;Lifesaving 2</td>
<td>Kayaking&lt;br&gt;Swimming&lt;br&gt;Canoeing</td>
<td>Rowing&lt;br&gt;Swimming&lt;br&gt;Canoeing</td>
<td>Small Boat&lt;br&gt;Sailing Polaris&lt;br&gt;Swimming</td>
</tr>
<tr>
<td>Shooting Sports</td>
<td>Archery&lt;br&gt;Shotgun</td>
<td>Rifle&lt;br&gt;Archery&lt;br&gt;Shotgun</td>
<td>Archery&lt;br&gt;Shotgun</td>
<td>Archery&lt;br&gt;Rifle</td>
<td>Mile swim Practice&lt;br&gt;Free Swim</td>
</tr>
<tr>
<td>STEM</td>
<td>Chess&lt;br&gt;Electronics</td>
<td>Energy&lt;br&gt;Citizenship in the World &amp; American Heritage</td>
<td>Citizenship in the Community</td>
<td>Citizenship in the Nation</td>
<td>Citizenship in the Nation</td>
</tr>
<tr>
<td>Handicraft</td>
<td>Basketry &amp; Leather work&lt;br&gt;Woodcarving</td>
<td>Communication &amp; Public Speaking&lt;br&gt;Art &amp; Sculpture</td>
<td>Painting&lt;br&gt;Citizenship in the Community</td>
<td>Indian Lore&lt;br&gt;Music</td>
<td>Photography&lt;br&gt;Disabilities Awareness&lt;br&gt;Free Handicraft</td>
</tr>
<tr>
<td>Outdoor Skills</td>
<td>Camping&lt;br&gt;Wilderness Survival&lt;br&gt;Signs, Signals, &amp; Codes</td>
<td>Pioneering 1&lt;br&gt;Pioneering 2&lt;br&gt;Geocaching</td>
<td>Cooking&lt;br&gt;Orienteering</td>
<td>Camping&lt;br&gt;Wilderness Survival</td>
<td>Polaris&lt;br&gt;Swimming</td>
</tr>
<tr>
<td>Polaris</td>
<td>Polaris</td>
<td>Polaris</td>
<td>Polaris</td>
<td>Polaris First Aid</td>
<td>Polaris Swimming</td>
</tr>
<tr>
<td>Health and Safety</td>
<td>Personal Fitness</td>
<td>First Aid</td>
<td>Fire Safety</td>
<td>Polaris First Aid</td>
<td>Emergency Preparation</td>
</tr>
<tr>
<td>Delta Discovery</td>
<td>Metal Work</td>
<td>Scouting Heritage</td>
<td>Search &amp; Rescue</td>
<td></td>
<td>Free Forge</td>
</tr>
<tr>
<td>COPE</td>
<td>COPE</td>
<td>COPE</td>
<td>COPE</td>
<td>Climb</td>
<td>Fee Climb</td>
</tr>
</tbody>
</table>

### Please use this guide as a suggestion to help your scouts with their schedules

<table>
<thead>
<tr>
<th>1st Year Campers</th>
<th>2nd Year Campers</th>
<th>3rd Year &amp; Beyond Campers</th>
</tr>
</thead>
<tbody>
<tr>
<td>Art &amp; Sculpture</td>
<td>Archery</td>
<td>Citizenship in the Community</td>
</tr>
<tr>
<td>Astronomy &amp; Space Exploration</td>
<td>Canoeing</td>
<td>Citizenship in the Nation</td>
</tr>
<tr>
<td>Basketry &amp; Leather Working</td>
<td>Chess</td>
<td>Citizenship in the World &amp; American</td>
</tr>
<tr>
<td>Camping</td>
<td>Cooking</td>
<td>Heritage</td>
</tr>
<tr>
<td>Disability Awareness</td>
<td>Emergency Preparedness</td>
<td>Climbing</td>
</tr>
<tr>
<td>First Aid</td>
<td>Fire Safety</td>
<td>Communications &amp; Public Speaking</td>
</tr>
<tr>
<td>Indian Lore</td>
<td>Forestry &amp; Nature</td>
<td>COPE</td>
</tr>
<tr>
<td>Photography</td>
<td>Gardening</td>
<td>Electronics</td>
</tr>
<tr>
<td>Polaris</td>
<td>Geocaching</td>
<td>Energy</td>
</tr>
<tr>
<td>Swimming</td>
<td>Geology</td>
<td>Environmental Science</td>
</tr>
<tr>
<td></td>
<td>Inventions &amp; Robotics</td>
<td>Life Saving</td>
</tr>
<tr>
<td></td>
<td>Kayaking</td>
<td>Metal Work</td>
</tr>
<tr>
<td></td>
<td>Music</td>
<td>Pioneering</td>
</tr>
<tr>
<td></td>
<td>Orienteering</td>
<td>Rifle</td>
</tr>
<tr>
<td></td>
<td>Painting</td>
<td>Rowing</td>
</tr>
<tr>
<td></td>
<td>Personal Fitness</td>
<td>Search and Rescue</td>
</tr>
<tr>
<td></td>
<td>Pioneering</td>
<td>Shotgun</td>
</tr>
<tr>
<td></td>
<td>Reptile and Amphibian &amp; Mammal</td>
<td></td>
</tr>
</tbody>
</table>
PROJECT C.O.P.E.

C.O.P.E. (Challenging Outdoor Personal Experience) – C.O.P.E. is the most exciting and challenging program you will ever experience. In a series of group-oriented challenges you will experience teamwork, problem-solving, and communication skills with your group. In addition to the stimulating challenges, C.O.P.E. is a lot of fun. The highlight of the program is a series of personal challenges up to forty feet off the ground, ending with a several hundred foot zip line ride.

This program is being offered to Boy Scouts and leaders 13 years of age or older. The only other prerequisite is a desire to meet a CHALLENGE and have some fun. COPE will be Monday, Tuesday, Thursday, and Friday. (Annual Health and Medical Record Parts A, B, and C required.)

C.O.P.E. is only offered if the course has enough participants (at least 6). C.O.P.E. / Climbing for Camping Merit Badge is available on a space available basis, since space on the

C.O.P.E. course is limited to 14 per session. To maximize the group building process, visitors are not allowed while C.O.P.E. is in session. An adult C.O.P.E. tour and leader training will be scheduled each week.

C.O.P.E. is limited to the first 14 registered Scouts

Register early online, registration is first come first serve. An additional cost of $25.00 will be added to registration for participation in C.O.P.E.

DON’T MISS OUT ON THIS EXCITING OPPORTUNITY!
ORDER OF THE ARROW

The Order of the Arrow is Scouting’s Brotherhood of Honor Campers. The Order of the Arrow has been an integral part of summer camp in the Yocona Area Council since the 1940’s. The purpose of the Order of the Arrow is:

- To recognize those who best exemplify the Scout Oath and Law in their daily lives and through that recognition cause others to conduct themselves in a way that warrants similar recognition.
- Promote camping, responsible outdoor adventure, and environmental stewardship as essential components of every Scout’s experience, in the unit, year-round, and in summer camp.
- Develop leaders with the willingness, character, spirit, and ability to advance the activities of their units, our Brotherhood, Scouting, and ultimately our nation.
- To crystallize the Scout habit of helpfulness into a life purpose of leadership in cheerful service to others.

The Order of the Arrow is a unique organization in that both members and nonmembers must elect its membership. To be elected, a Scout must be First Class or above and be an active, registered member of a BSA troop or team. After registration with a troop or team, have experienced fifteen days and nights of Boy Scout camping during the two-year period prior to the election. The fifteen days and nights must include one, but no more than one, long-term camp consisting of six consecutive days and five nights of resident camping, approved and under the auspices and standards of the Boy Scouts of America. The balance of the camping must be overnight, weekend, or other short-term camps.

Fifty percent of the registered members of the troop must be present at the election. The unit committee may nominate only one adult, if the unit elected at least one youth. If the unit has more than 50 registered members, the unit committee may nominate two adults each year. Adult applications must be turned in to council office by May 14. Remember that official OA elections teams must do unit OA elections! (Elections must be done before arrival at camp.) Out of Council troops must have Lodge Advisor & Scout Executive permission to be included in the call-out.

While a call-out may be held at the Spring Camporee, some Scouts can be called-out at Camp Yocona. These call-outs will be held on Wednesday nights as part of Chicksa Lodge 202’s OA presentation for family and friends.

BROTHERHOOD CONVERSION OPPORTUNITIES

The Brotherhood is for Order of the Arrow members who have been Arrowmen for at least 10 months and meet certain other requirements. Chicksa Lodge 202 will conduct a Brotherhood Ceremony for qualifying Arrowmen. Check with the OA Camp Chief to find out time and information.

For more information concerning the Order of the Arrow or Chicksa Lodge 202, contact John Mulkey @ (662) 801-4108.
APPENDIX

CONTENTS

• PARENT’S NIGHT AGENDA
• TROOP SITE RESERVATION
• BSA ANNUAL HEALTH & MEDICAL RECORD
• TROOP ROSTER
• SPECIFIC ASSISTANCE REQUEST FORM
• INDIVIDUAL CAMPER APPLICATION & SUMMER CAMP ACTIVITY WORKSHEET
• MERIT BADGE SELECTION SHEET
• WHAT TO BRING
• CAMP MAPS
• ADULT LEADER MERIT BADGE
TROOP SUMMER CAMP PROMOTION
PARENTS’ NIGHT ORIENTATION

1. Welcome and Instructions

2. Why Boy Scout Summer Camp?
   • Advancement - merit badges, rank requirements, nights camping
   • Leadership development opportunities
   • Memories for a lifetime
   • FUN!!!

3. Why Camp Yocona for summer camp?

4. Outline Spring Sale

5. Fill out Individual Camper Application and Activity Worksheet

6. Hand out “What to bring to camp” list

7. Questions?

8. Adjourn
TROOP SITE RESERVATION

Please register or confirm the troop site for Troop #______ for the week and date indicated. (Check date and number preferred side with 1st, 2nd, & 3rd choice.)

Troop Sites

<table>
<thead>
<tr>
<th>Site</th>
<th>Capacity</th>
<th>Dates</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lakeside</td>
<td>40</td>
<td>1st Week June 10-16</td>
</tr>
<tr>
<td>Roadside*</td>
<td>32</td>
<td>2nd Week June 17-23</td>
</tr>
<tr>
<td>Dogwood</td>
<td>28</td>
<td>3rd Week June 24-30</td>
</tr>
<tr>
<td>Baden-Powell</td>
<td>40</td>
<td>Other: __________</td>
</tr>
<tr>
<td>Trails Peak</td>
<td>32</td>
<td></td>
</tr>
<tr>
<td>Pines</td>
<td>32</td>
<td></td>
</tr>
<tr>
<td>Boyce</td>
<td>24</td>
<td></td>
</tr>
<tr>
<td>Chicksa</td>
<td>20 (tents)</td>
<td></td>
</tr>
</tbody>
</table>

(2nd and 3rd choices on campsites required.) Camp Director reserves the right to add campers to any campsite that has not been filled to capacity by a troop.

*Troops with handicapped Scouts will receive priority in site.

******************************************************************************

Troop __________________ Councile __________________________

Leader / Contact

Name ______________________________________ Postion ____________________
Address ____________________________________________________________
Address ____________________________________________________________
Address ____________________________________________________________
Phone ______________________ (work) ______________________ (home)
Email __________________________________________________________________

Enclosed is:

In Council reservation fee: $50.00 $__________
Out of Council reservation fee: $75.00 $__________
Registration fees for _______ boys at $40.00 per boy $__________

Date submitted _______________

Total: $__________

MAIL TO:

Camp Yocona
Yocona Area Council, BSA
505 Air Park Road
Tupelo, MS 38801
Part A: Informed Consent, Release Agreement, and Authorization

Informed Consent, Release Agreement, and Authorization

I understand that participation in Scouting activities involves the risk of personal injury, including death, due to the physical, mental, and emotional challenges in the activities offered. Information about those activities may be obtained from the venue, activity coordinators, or your local council. I also understand that participation in these activities is entirely voluntary and requires participants to follow instructions and abide by all applicable rules and the standards of conduct.

I further authorize the sharing of the information on this form with any BSA volunteers involved in providing medical care to the participant. Protected Health Information/Confidential Health Information (PHI/CHI) under the Standards for Privacy of Individually Identifiable Health Information, 45 C.F.R. §§160.103, 164.501, etc. seq., as amended from time to time, includes examination findings, test results, and treatment provided for purposes of medical evaluation of the participant, follow-up and communication with the participant’s parents or guardian, and/or determination of the participant’s ability to continue in the program activities.

I understand that, if any information I/we have provided is found to be inaccurate, it may limit and/or eliminate the opportunity for participation in any event or activity. If I am participating at Philmont, Philmont Training Center, Northern Tier, Florida Sea Base, or the Summit Bechtel Reserve, I have also read and understand the supplemental risk advisories, including height and weight requirements and restrictions, and understand that the participant will not be allowed to participate in applicable high-adventure programs if those requirements are not met. The participant has permission to engage in all high-adventure activities described, except as specifically noted by me or the health-care provider. If the participant is under the age of 18, a parent or guardian’s signature is required.

Participant’s signature: ____________________________ Date: ____________________________

Parent/guardian signature for youth: ____________________________ Date: ____________________________

(If participant is under the age of 18)

Second parent/guardian signature for youth: ____________________________ Date: ____________________________

(If required; for example, California)

Complete this section for youth participants only:

Adults Authorized to Take to and From Events:

You must designate at least one adult. Please include a telephone number.

Name: ____________________________ Telephone: ____________________________

Adults NOT Authorized to Take Youth To and From Events:

Name: ____________________________ Telephone: ____________________________

List participant restrictions, if any: □ None
# Part B: General Information/Health History

**Full name:** __________________________

**DOB:** ____________

**Age:** ____________  **Gender:** ____________  **Height (inches):** ____________  **Weight (lbs.):** ____________

**Address:** ________________________________________________________________________________________________________________________________________

**City:** __________________________  **State:** __________________________  **ZIP code:** ____________  **Telephone:** __________________________

**Unit leader:** ________________________________________________________________________________  **Mobile phone:** ____________________________

**Council Name/No.:** __________________________________________________________________________________________________ **Unit No.:** ____________

**Health/Accident Insurance Company:** __________________________  **Policy No.:** __________________________

Please attach a photocopy of both sides of the insurance card. If you do not have medical insurance, enter “none” above.

In case of emergency, notify the person below:

**Name:** ___________________________________________________________________________  **Relationship:** ___________________________________________________

**Address:** ____________________________________________________________________________________________  **Home phone:** _______________________  **Other phone:** _________________________

**Alternate contact name:** ____________________________________________________________  **Alternate’s phone:** ______________________________________________

## Health History

Do you currently have or have you ever been treated for any of the following?

<table>
<thead>
<tr>
<th>Yes</th>
<th>No</th>
<th>Condition</th>
<th>Explain</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Diabetes</td>
<td>Last HbA1c percentage and date:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Hypertension (high blood pressure)</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Adult or congenital heart disease/heart attack/angina/heart murmur/coronary artery disease. Any heart surgery or procedure. Explain all “yes” answers.</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Family history of heart disease or any sudden heart-related death of a family member before age 50.</td>
<td></td>
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<tr>
<td></td>
<td></td>
<td>Stroke/TIA</td>
<td></td>
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<tr>
<td></td>
<td></td>
<td>Asthma</td>
<td>Last attack date:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Lung/respiratory disease</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>COPD</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Ear/eyes/nose/sinus problems</td>
<td></td>
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<tr>
<td></td>
<td></td>
<td>Muscular/skeletal condition/muscle or bone issues</td>
<td></td>
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<tr>
<td></td>
<td></td>
<td>Head injury/concussion</td>
<td></td>
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<tr>
<td></td>
<td></td>
<td>Altitude sickness</td>
<td></td>
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<tr>
<td></td>
<td></td>
<td>Psychiatric/psychological or emotional difficulties</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Behavioral/neurological disorders</td>
<td></td>
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<tr>
<td></td>
<td></td>
<td>Blood disorders/sickle cell disease</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Fainting spells and dizziness</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Kidney disease</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Seizures</td>
<td>Last seizure date:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Abdominal/stomach/digestive problems</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Thyroid disease</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Excessive fatigue</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Obstructive sleep apnea/sleep disorders</td>
<td><strong>CPAP:</strong> Yes - ☐  No - ☐</td>
</tr>
<tr>
<td></td>
<td></td>
<td>List all surgeries and hospitalizations</td>
<td>Last surgery date:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>List any other medical conditions not covered above</td>
<td></td>
</tr>
</tbody>
</table>
Part B: General Information/Health History

Full name: ________________________________________
DOB: ________________________________________

High-adventure base participants:
Expedition/crew No.: _______________________________
or staff position: ___________________________________

Allergies/Medications
Are you allergic to or do you have any adverse reaction to any of the following?

<table>
<thead>
<tr>
<th>Yes</th>
<th>No</th>
<th>Allergies or Reactions</th>
<th>Explain</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Medication</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Food</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Plants</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Insect bites/stings</td>
<td></td>
</tr>
</tbody>
</table>

List all medications currently used, including any over-the-counter medications.

☐ CHECK HERE IF NO MEDICATIONS ARE ROUTINELY TAKEN.  ☐ IF ADDITIONAL SPACE IS NEEDED, PLEASE INDICATE ON A SEPARATE SHEET AND ATTACH.

<table>
<thead>
<tr>
<th>Medication</th>
<th>Dose</th>
<th>Frequency</th>
<th>Reason</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
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<tr>
<td></td>
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<td></td>
</tr>
</tbody>
</table>

☐ YES  ☐ NO  Non-prescription medication administration is authorized with these exceptions: ________________________________________________
Administration of the above medications is approved for youth by: ____________________________________________ / _______________________________________________________________________
Parent/guardian signature  MD/DO, NP, or PA signature (if your state requires signature)

Bring enough medications in sufficient quantities and in the original containers. Make sure that they are NOT expired, including inhalers and EpiPens. You SHOULD NOT STOP taking any maintenance medication unless instructed to do so by your doctor.

Immunization

The following immunizations are recommended by the BSA. Tetanus immunization is required and must have been received within the last 10 years. If you had the disease, check the disease column and list the date. If immunized, check yes and provide the year received.

<table>
<thead>
<tr>
<th>Yes</th>
<th>No</th>
<th>Had Disease</th>
<th>Immunization</th>
<th>Date(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Tetanus</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Pertussis</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Diphtheria</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Measles/mumps/rubella</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Polio</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Chicken Pox</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Hepatitis A</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Hepatitis B</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Meningitis</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Influenza</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Other (i.e., HIB)</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Exemption to immunizations [form required]</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Please list any additional information about your medical history:

Please list any additional information about your medical history:

DO NOT WRITE IN THIS BOX

Review for camp or special activity.
Reviewed by: ____________________________
Date: ____________________________
Further approval required: ☐ Yes  ☐ No
Reason: ____________________________
Approved by: ____________________________
Date: ____________________________

Prepared. For Life.*
Part C: Pre-Participation Physical

This part must be completed by certified and licensed physicians (MD, DO), nurse practitioners, or physician assistants.

Full name: ____________________________
DOB: ____________________________

You are being asked to certify that this individual has no contraindication for participation inside a Scouting experience. For individuals who will be attending a high-adventure program, including one of the national high-adventure bases, please refer to the supplemental information on the following pages or the form provided by your patient.

Examiner: Please fill in the following information:

<table>
<thead>
<tr>
<th>Yes</th>
<th>No</th>
<th>Explain</th>
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</thead>
<tbody>
<tr>
<td>[ ]</td>
<td>[ ]</td>
<td>Medical restrictions to participate</td>
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<td>Allergies or Reactions</td>
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<td>Explain</td>
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<td>Allergies or Reactions</td>
</tr>
<tr>
<td>[ ]</td>
<td>[ ]</td>
<td>Explain</td>
</tr>
</tbody>
</table>

Height (inches): __________  Weight (lbs.): __________  BMI: __________  Blood Pressure: __________ / __________  Pulse: __________

Examiner’s Certification

I certify that I have reviewed the health history and examined this person and find no contraindications for participation in a Scouting experience. This participant (with noted restrictions):

- Meets height/weight requirements.
- Does not have uncontrolled heart disease, asthma, or hypertension.
- Has not had an orthopedic injury, musculoskeletal problems, or orthopedic surgery in the last six months or possesses a letter of clearance from his or her orthopedic surgeon or treating physician.
- Has no uncontrolled psychiatric disorders.
- Has had no seizures in the last year.
- Does not have poorly controlled diabetes.
- Does not have uncontrolled heart disease, asthma, or hypertension.

For high-adventure participants, I have reviewed with them the important supplemental risk advisory provided.

Examiner’s Signature: ____________________________  Date: __________

Provider printed name: ____________________________
Address: ____________________________________________________________________________
City: ____________________________  State: __________  ZIP code: __________
Office phone: ____________________________

Height/Weight Restrictions

If you exceed the maximum weight for height as explained in the following chart and your planned high-adventure activity will take you more than 30 minutes away from an emergency vehicle/accessible roadway, you may not be allowed to participate.

Maximum weight for height:

<table>
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<tr>
<th>Height (inches)</th>
<th>Max. Weight</th>
<th>Height (inches)</th>
<th>Max. Weight</th>
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<th>Max. Weight</th>
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<td>60</td>
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<td>189</td>
<td>69</td>
<td>220</td>
<td>79 and over</td>
<td>295</td>
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</table>
# CAMP YOCONA TROOP ROSTER

TROOP #: __________  UNIT LEADER: _______________

WEEK @ CAMP: ________________

(COPY AS NEEDED)

<table>
<thead>
<tr>
<th>Code</th>
<th>Leader’s Name</th>
<th>Code</th>
<th>Leader’s Name</th>
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<td>Scout’s Name</td>
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<td>Scout’s Name</td>
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</table>

**PAID PROGRAM FEES CODES:**

C = COPE  M = MERIT BADGES  P = POLARIS

*Turn this form in with camp-site deposit, update and turn in to council office as changes occur.*
Yocona Area Council
Specific Assistance Request Form
(For ScoutReach or any other funding request)

The goal of the Yocona Area Council is to promote and develop the Scouting program in all communities. Our Council has organized a ScoutReach Committee to ensure that Scouting is available to youth and adults in need. Because this committee has limited funds to meet these needs, only Yocona Area Council sponsored activities and camps can be supported.

In order to be considered for this assistance, this form must be completed and returned to your District Executive. Please allow a minimum of 2 weeks for approval. An effort should be made on the part of the family and the unit to help cover some of the requested expenses. In some cases, partial requests may be granted.

• Note: Youth uniform requests can only be submitted after the youth has attended a minimum of six meetings. Youth request must also include proof of first rank achievement (Bobcat/Scout Badge). Adult uniform requests must be accompanied by proof of Leader Basic Training completion.

If this request is for a campership, it must be attached to the completed registration form for that activity.

Name of Scout/Scouter: ____________________________ Date: _____________
(name of Scout/Scouter requesting assistance)

Name of Parent(s)/Guardian(s) (if request is for Youth Member):

Contact Telephone Number: (H) ____________________ (W) ____________________

District: ____________________________ Unit Type and #: ____________ Rank: __________
Chartered Partner: ____________________________

• In the last year, this unit participated in: _____ Council Product Sale _____ Family Friends of Scouting Campaign

This request is for (please check one): _____ Registration
_____ Uniform (belt up only) Shirt Size ______ adult/youth Belt Size ______
_____ Campership (long term camp only) for ________________________________
_____ Other ________________________________

One form per request should be submitted

Detailed explanation of family need: (must be filled out, attach additional pages if necessary)

__________________________________________________________

__________________________________________________________

__________________________________________________________

__________________________________________________________

Total Amount Needed: $ __________
Amount provided by unit: $ __________
Amount provided by family: $ __________
Amount Requested of the ScoutReach Committee: $ __________________

Submitted by-Unit Leader Name: ____________________________

By signing this, I certify that the youth has attended at least six scout meetings

Unit Leader Signature: ____________________________

Contact Telephone (H) ____________________ (W) ____________ (C) ____________

District Executive’s Approval: ____________________________ Date: ____________

District Director/Scout Executive Approval: ____________________________ Date: ____________
Individual Camper Application & Summer Camp Activity Worksheet

Use this form to help scouts plan their daily activities for Summer Camp.

NAME ___________________________________  Rank___________________  
(PLEASE PRINT)

ADDRESS ______________________________ City______________________  

DATE OF BIRTH________________ PHONE ___________________________  

UNIT #_____________ EMAIL ADDRESS ______________________________

COUNCIL _______________________________________________________

Scouts: Please choose your top 3 choices for Merit Badges and other Activities for each session. You may sign up for as many or as few activities as you and your scoutmaster agree upon. Free periods may be left blank. After completing this form confer with your Scoutmaster to complete this preliminary schedule.

<table>
<thead>
<tr>
<th>Session</th>
<th>Merit Badge / Activity</th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>First Choice</td>
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<tr>
<td>2</td>
<td>Second Choice</td>
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<td>3</td>
<td>Third Choice</td>
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I agree to abide by all camp rules and to live by the Scout (or Venturing) Oath and Law to the best of my ability.

My son/daughter has permission to take part in all program activities, under proper supervision. (List exceptions on separate page.) I give permission for the Yocona Area Council to use images of my son/daughter in promotional materials. (if under 18)

I certify that this participant is registered in my unit, in good standing, and is eligible to attend camp. I have reviewed and approved this participant’s activity schedule.

Participant Signature  (Date)  Parent Signature  (Date)  Leader Signature  (Date)
**MERIT BADGE SELECTION SHEET**

Troop ___________  District / Council: ___________________________  Week: ________________

<table>
<thead>
<tr>
<th>Name of Scout</th>
<th>Session 1</th>
<th>Session 2</th>
<th>Session 3</th>
<th>Session 4</th>
<th>Session 5</th>
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</tbody>
</table>

**Scouts:** Please choose your top 3 choices for Merit Badges and other Activities for each session. You may sign up for as many or as few activities as you and your scoutmaster agree upon. Free periods may be left blank. After completing this form confer with your Scoutmaster to complete this preliminary schedule.
WHAT TO BRING TO CAMP

PERSONAL EQUIPMENT

• Scout Uniform
  (Class A shirt, socks, shorts or long pants)
• 5 T-shirts
• 5 pair of underwear
• 5 pairs of athletic socks
• Swim suit
• Hat or visor
• Poncho or rain gear
• Two pairs of closed toeshoes
  (one gym shoes or hiking boots)
• Sleeping bag or blankets and sheets
• Pillow and sleep pad
• Toothbrush and toothpaste
• Comb or brush
• Soap and shampoo
• Bath cloths and towels
• Insect repellent
• Personal First Aid kit
• Flashlight with extra batteries
• Pocket Knife
• Completed BSA Annual Health & Medical Record
• Scout Handbook
• Pen, Pencil, and Paper
• Spending money (suggest $50-$75)
• Bible or Testament
• Stamps and envelopes
• Fishing pole and tackle (optional)
• Drinking cup
• Jacket (optional)
• Sunscreen
• Whistle
• Merit Badge pamphlets
• Blue jeans (C.O.P.E. participants, Swimming MB, & Lifesaving MB)
• Long sleeve button-up shirt (Swimming MB, & Lifesaving MB)
• Personal equipment should be packed in a pack, suitcase, or duffel bag.
• Be sure to mark all equipment and clothing with your Name and Troop number.

*It's up to the discretion of Scout Master to decide if cell phones are permissable.

* Scoutmaster’s and SPL’s: Please distribute copies of this page to each Scout

TROOP EQUIPMENT

• First Aid kit
• American Flag
• Troop and Patrol Flags
• Scoutmaster’s Handbook
• Program reference materials Field Book
• Igloo and cups Ice chest Cook kit
• Chef kit Dutch Oven Woods
• Tools, as needed
• Lanterns with fuel and spare mantles Rope or twine
• Plastic table cloth Battery operated clock Dining fly, poles, ropes
• Medical Forms for each Scout/Leader

We will provide 1 small bag of ice per Troop daily. Extras may be purchased if available.

DON’T BRING

• Bicycles
• Sheath Knives
• Radios, tape players
• Fireworks
• Laser Pointers
• Roller Blades
• Pets (unless seeing eye dog)
• Firearms
• Alcohol Drugs
• Pornographic Materials
• Air Conditioners
• T.V.’s or Video Games
• Cell Phones*
• BAD ATTITUDE
CAMP YOCONA ADULT LEADER’S MERIT BADGE

The Adult Scout Leader’s MERIT BADGE is an award that adults can earn. The purpose is to encourage adults to get involved in camp programs and have an enjoyable experience. To earn this badge, adults must complete at least 18 of the 28 requirements.

Scout leaders are “on your honor” to fulfill the requirements. Upon completion of the requirements turn this completed form into the Program Director. The Scout Leader’s Merit Badge will be presented at the Friday Night Camp Fire.

@ = MANDATORY REQUIREMENTS

@1. Visit all of the following program areas for at least 15 minutes and get director’s initials:
   - Aquatics
   - Health Lodge
   - First Year Camper
   - Scoutcraft
   - Handicraft
   - Shooting Sports
   - Ecology / Conservation
   - COPE/Climbing

2. Attend Vespers Service.

3. Make a handicraft.

4. Participate in Free Shoot at Shooting Sports.

5. Assist in a First Aid class.

6. Have a Scout participate in C.O.P.E.

7. Attend the Wednesday night Order of the Arrow Campfire.


9. Conduct a Camp Promotion Sign-up Night for your Troop.

10. Participate in a 4-hour camp service project approved by Camp Ranger.

11. Restock the coffee supply/creamer/sugar/cups in the Dining Hall.

12. Serve 3 meals or act as a steward in the dining hall.

13. Introduce yourself to the Camp Director, Program Director, and Staff
Commissioner.

____________________  ____________________  ____________________
Camp Director  Program Director  Staff Commissioner

14. Introduce yourself to a Scout Leader that you don’t already know.

15. Assist in supervising Free Swim or Free Boating.


17. Mail a postcard home to your Mom, Dad, Spouse, or Friend.

18. Attend Youth Protection Training offered at camp.

19. Attend at least 3 of 4 Scoutmaster Meetings.

20. Teach a merit badge in your Campsite.

21. Pick up one bag of trash around camp.

22. Visit the COPE course or rappelling tower during approved time.

23. Make a $25.00 or more contribution to the Memorial Campership Fund.

24. Make a hiking stick at the handicraft lodge.

25. Teach a Polaris Scout a skill in the campsite.

26. Have your troop conduct a Patrol Leaders Council Meeting.

27. Attend Leave No Trace Training.

@ = These items are required.

You need to complete 18 of the 28 items to earn the Scoutmaster’s Merit Badge.

Name: ________________________________

Troop Number: ______________________

Senior Patrol Leader Signature: ________________________