Dear Scout Leaders,

Congratulations and welcome to Winter Camp 2018 at Camp Yocona! The policies, procedures and information in this Leader’s Guide offer guidelines, rules, and procedures that each Scoutmaster and Scout must follow if we are to offer a quality experience. I encourage you to read the Leader’s Guide carefully to guide you through your Troop’s planning process. The following are some of the highlights:

- **Camp Fees** Page 4-5
- **Events/Merit Badges** Page 15/18-19
- **Schedule** Page 17
- **Winter Camp Tips** Page 26

This year we are focusing on competition, merit badges, and FUN! Just some of the competitions will be the Tomahawk Throw, Corn Hole Competition, BB Gun and Archery Competition and more. We are also teaching merit badges that will only be offered at Winter Camp 2018.

As you review the Leader’s Guide please note that there are deadlines, and required forms, and equipment. The staff is prepared to present an exciting, fun filled Scouting experience. We look forward to meeting you at Camp!

Rick Chapman
Scout Executive

Jim Smallwood
Camp Director

Charlie Smith
Program Director
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Leaders Guide to Winter Camp - 2018

PLANNING INFORMATION

- Sign up for a camp site as soon as possible at the Scout Office or on-line. Be ready to give a close initial estimate of how many Scouts and Leaders will attend. Finalize the reservations by mailing a non-refundable $75.00 campsite reservation. The reservation will be applied to the final amount due for camp.

- A physical exam before camp is mandatory for each Scout and Leader attending camp. The physical examination must be current (within the last 12 months). Physicals must be completed on the official BSA Annual Health and Medical Record (No other physicals can be accepted). This form is available on-line at https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf. Persons without a current and complete BSA Annual Health and Medical Record will not be allowed to remain at camp.

- Hold a parents night to promote winter Camp. (Agenda in Appendix)

- Discuss the Winter Camp program with your troop and have each scout complete an Activity Worksheet (Appendix)

- Discuss and assemble Troop and personal gear that you will need to bring with you to camp. Remember that Leaders tents are not provided at camp.

- Collect applications and fees from scouts and turn in with their $50 deposit by November 15th to qualify for the Early Bird rate.

- 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 21 years of age or older or contact the council for registration in a provisional troop. All leaders must provide a copy of their medical form and Youth Protection certificate at check-in.

- Merit badge and activity registration can be completed on-line after December 1st. Space for some merit badges will be limited so sign your scouts up early so they can get the badges they desire. Space is available on a first come, first served basis. Note: if you are unable to register on-line you may turn your completed scout’s schedules as a troop into the council office. **Do not send individual scouts to the council office to register!**

- You may pay on-line by credit card or by check at the council office. Please note that there is a convenience fee (credit card fee) if paying on-line.

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

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. (Note: Deposits for summer camp cannot be used for winter camp.) 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 hope 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 will be established for Scouts who cannot attend camp with their troop. Contact the Scout Service Center (842-2871) for more information.

Camp Fees

$115 Early Bird Discount Rate if registered by November 15th with $50 deposit

$140 If registering after November 15th

$55 per day

   Deposits can be transferred within a troop to a new Scout, but are not refundable or transferable to balance of cost

$50 Adult by November 15th with $25 deposit

$65 Adult after November 15th

Camp Yocona Requires Two-Deep Leadership

Leaders may rotate when necessary, but at least two adults must be with the unit 24 hours a day. Parents, committee members, and other adults who accompany the unit to camp may serve as substitutes for the unit leader or assistants, but they must meet all leadership requirements. Leaders, please note, it is in the best interest of your Scouts to have consistent leadership throughout your troop’s stay at camp. Rotation of leaders can give way to situations that are not conducive to the positive influences of a winter camp.

All adults spending the night at camp must submit valid Health Form and Youth Protection Certificate.
Camp Refund Policy

Refunds must be requested in writing to the Yocona Area Council by January 15, 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 winter camp.
2. Illness or death in the family of the Scout prevents his attendance at winter camp.
3. The Scout’s family has moved from the local council, making it impractical to attend.

• 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 January 15, 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 November 15, 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). The hours expended should be approximately equal to the amount of campership awarded divided by $10.00. Campership service hours will not count toward any other BSA service project requirements. The program is to be administered by the Scout’s Scoutmaster.
CAMP POLICIES & PROCEDURES

- 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 fireworks, alcoholic beverages, or illegal drugs are allowed in camp. Possession of these will be grounds for dismissal from camp with no refunds.
- No flames are allowed in tents or cabins.
- **No heaters 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.** (Propane, charcoal lighter)
- No trees or bushes are to be cut without permission from the Camp Ranger or the Ecology Director.
- 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.
- **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.
- **Smoking and the use of tobacco products are permitted only in designated areas.**
GENERAL INFORMATION

Troop Leadership
All troops in camp must be under the leadership of at least two adults at all times. Leaders may rotate, only if necessary, but at least two leaders must be with the troop 24 hours a day. Parents, committee members, and other adults may serve as substitute or additional winter camp leaders. They must meet all qualifications for winter camp leader’s position in which they serve. It is recommended that the Scoutmaster be present at winter 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 boys. Leaders must tent alone or stay in a Scoutmaster cabin with other leaders.

Patrol Method
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 National Health and Safety, BSA policies. You will be allowed to take in ONE vehicle for transporting your gear to your campsite. Vehicles must be left in the Parking lot at all times. Each troop is allowed one trailer in their campsite for storing gear and troop equipment. Only service and camp vehicles will be allowed on roads past the Parking lot. The camp speed limit is 5 miles per hour. Only 2 vehicles will be allowed per campsite at any one time.

Cabins
All troops will be housed in eight-man cabins for the boys and leaders. The cabins have bunk beds and each camper will be required to bring some type of sleep pad, foam, air mattress, etc. No heaters are allowed in the cabins. There is a leader cabin in each camp site.

Health & 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. Medical forms will be left with the medical personnel at the Health Lodge at the start of camp and returned to unit leaders when the troop checks out. The medical form can be found in the appendix, the Scout Service Center, and on-line at https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf
**Insurance**
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.

**BSA 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 leaders of scouting units 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 dealing with it. 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 involve allegations of sexual misconduct by a youth member with another youth 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 the evening of Day 1. In addition, an emergency drill will be held within the first 24 hours of camp. In case of a medical emergency, the medical personnel 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 take 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 the Scouts Advancement Records at www.campyocona.org.

Visitors
We welcome visitors at Camp Yocona; however, in order to maintain a safe haven 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. Visitor meals are $5.00 each and should be paid for in advance at the Scout Office in Tupelo or at the camp administration building.

Entering & 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.

Cell Phones
It shall be the duty of the Scoutmaster or adult in charge to make sure scouts are instructed in the proper use of cell phones. Scouts should know the appropriate times and uses for their individual phones. Scout leaders may use cell phones but we ask that you limit use as not to disrupt camp program.

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 every table per meal to set up tables and clean up. Seating is by troops. Table assignments will be made on the day of your arrival. The waiter system will be explained to your troop as part of the check-in process.
Trading Post & Quartermaster
Spending money is recommended (between $20 and $50) since camp maintains a well-stocked 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 campsite has 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 with the Quartermaster. The unit leader is responsible for all equipment checked out at 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
Due to the length of the camp mail should not be sent to scouts. Letters to scouts can be dropped off at camp upon arrival and they will be delivered on the dates listed on the envelope. Scouts will have the opportunity to mail letters home each day. Outgoing mail can be dropped off at the mailbox outside the Trading Post.

Camp Phone – Emergency Only
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 during your stay. The staff member will take the troop through the check-in process upon arrival and assist in the check-out process. 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 Day 1 and the night of Day 3. Day 1’s opening campfire will be an exciting and stirring introduction to Camp Yocona and the staff. Day 3’s closing campfire will feature awards and recognitions along with songs and skits performed by the attending troops.
Vespers
An inspirational, interfaith worship service will be held at the Chapel the morning of Day 4 immediately following breakfast. All are welcome and encouraged to attend. Remember – A Scout is Reverent.

Lost & 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 with everyone getting what they want. Program areas are set up accordingly. Registration will open for Merit Badges on November 15th. All merit badge schedules should be completed online or mailed to the Scout Service Center.
CHECK-IN PROCEDURE

Your unit should arrive between 5:00 p.m. and 6:00 p.m. on Day 1, December 27. 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 if not done prior to camp, turn in the final Troop Roster, and the remaining camp application forms, PLEASE BRING NO MORE THAN TWO PEOPLE INSIDE TO CHECK IN.

- Go to the Health Lodge with your physicals. Remember that every Scout and adult must have a signed BSA “Health & Medical Record.” All medications must be turned into the medical officer and in the correct container with prescription listed.

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

- The staff commissioner will take your troop on a brief tour of our camp. Highlights will include the program areas, as well as the Dining Hall, etc.

- 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.

- Have troop picture made at Dining Hall prior to flag lowering.

- The Troop Leader and Senior Patrol Leader will need to attend the Leader’s Orientation in the Administration Building at 7:00 p.m. on Day 1. Information about emergency procedures, special programs, and any program schedule changes will be addressed at this time.

- Day 1’s opening campfire will begin at approximately 8:15 p.m. Troops will meet at the flagpole at 8:00 p.m. and be led to the Council Ring by a staff member.

- Taps is at 10:30 p.m.
SPECIAL AWARDS AND OPPORTUNITIES

Honor Unit

To receive this award, the troop must meet five of the following seven requirements. To qualify the SPL must submit a letter to the Program Director detailing its efforts by noon Friday.

- The unit has 75% of its active membership in camp.
- Two-deep leadership—provided completely by the unit—is present in camp at all times.
- Each Scout earns some advancement during the week (merit badge, rank).
- Provide a program at the closing campfire, such as a skit or song (must be approved in advance by Program Director). *Mandatory requirement*
- Troop wears complete uniform to flag ceremonies.

JUST FOR ADULTS

Advancement & 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—or offer one not on the schedule—please see the Program Director.

The Camp Ranger will be glad to suggest a list of camp projects that can use your skills and knowledge to help improve. Bring your tools and feel at home.
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CAMP PROGRAM

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.

The uniform policy at Camp Yocona is as follows: Class A uniform 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’re going to take. Read these pamphlets at least once before camp.

- Carefully read requirements and make sure you are ready to take the 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 saying that you did the work for the requirements.

- While you’re at it, do any other requirements you can before you come to camp, especially the ones that require paperwork.

- If you are taking a badge that requires a lot of skill and practice allow free time to practice after receiving proper instruction.

- Scouts should bring a notebook, some pencils or pens, Scout Handbook, Merit Badge pamphlets, and any work already done. Also bring any special equipment needed, such as a pocket knife for wood carving.
Open Program Opportunities

1. **Polar Bear Splash** – This is a Winter Camp tradition. Each scout will get the opportunity to take a dive into the lake at Camp Yocona. Weather permitting.

2. **Board Game Bonanza** – Multiply board games will be set up in the Dining Hall for enjoyment throughout the day.

3. **Corn Hole Tournament** - Corn hole is where players take turns throwing bean bags at a raised platform with a hole in the far end. A bag in the hole scores 3 points, while one on the platform scores 1 point. Play continues until a team or player reaches the score of 21.

4. **Gaga Ball** - Gaga is a fast paced, high energy sport played in an octagonal pit. The more players the better! The game is played with a soft foam ball, and combines the skills of dodging, striking, running, and jumping, while trying to hit opponents with a ball below the knees. Players need to keep moving to avoid getting hit by the ball. Fun and easy.

5. **Spike Ball Tournament** – Spike ball is played 2 vs 2. A player starts a point by serving the ball down onto the Spike ball net, so it ricochets up at his opponents. The returning team has up to 3 hits between them to return the ball back onto the net. The rally continues until a team can't return the ball onto the net within their three touches.

6. **Tug of War** – This version will be 1 vs 1 competition. Each person will be standing on a platform with a piece of rope between them. The objective of the game is to make the other person fall off his platform.

7. **Shooting and Archery Competition** – Scouts will get the opportunity to shot at targets in the afternoon during open activity.

8. **Tomahawk Competition** – Scouts will be get the opportunity to throw tomahawks multiply times at a piece of wood.

9. **Others** – To Be Determined
WHAT TO BRING TO CAMP

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

Personal Equipment
Completed Medical Form
Scout Uniform
(Class A shirt, socks, pants)
4 T-shirts
4 pair of underwear
4 pairs of athletic socks
Swim suit for Polar Bear Swim
Hat / Toboggan
 Poncho or rain gear
Closed toe shoes
Moccasins or shoes for cabin
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 Medical Form
Scout Handbook
Pen, Pencil, and Paper
Spending money (suggest $20-$50)
Bible or Testament
Stamps and envelopes
Drinking cup or Water Bottle
Jacket
Insulation layers
Gloves
Whistle
Merit Badge pamphlets

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/Heaters
T.V.’s or Video Games

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
Axes and bow saws, as needed
Tools, as needed
Lanterns with fuel and spare mantles
Rope or twine
Plastic table cloth
Battery operated Clock
Dining fly, poles, ropes

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.
**DAILY SCHEDULE**

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<td>Meet at Flag Pole (7:45)</td>
<td>Night Activity</td>
<td>Night Activity</td>
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<tr>
<td>08:45 PM</td>
<td></td>
<td></td>
<td>Meet at Flag Pole</td>
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<tr>
<td>09:00 PM</td>
<td></td>
<td>Closing Campfire</td>
<td></td>
<td></td>
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<tr>
<td>10:30 PM</td>
<td>Taps</td>
<td>Taps</td>
<td>Taps</td>
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</tbody>
</table>

**Merit Badges by Day**

<table>
<thead>
<tr>
<th>Day 2 – 12/28</th>
<th>Day 3 – 12/29</th>
<th>Day 4 – 12/30</th>
</tr>
</thead>
<tbody>
<tr>
<td>Citizenship in the Nation</td>
<td>Citizenship in the World</td>
<td>Citizenship in the Community</td>
</tr>
<tr>
<td>Chemistry</td>
<td>Engineering</td>
<td>Farm Machinery</td>
</tr>
<tr>
<td>Fire Safety</td>
<td>First Aid</td>
<td>Digital Technology</td>
</tr>
<tr>
<td>Home Repair</td>
<td>Woodwork</td>
<td>Landscape Architecture</td>
</tr>
<tr>
<td>Auto Maintenance</td>
<td>Plumbing</td>
<td>Medicine</td>
</tr>
</tbody>
</table>
Leaders Guide to Winter Camp - 2018

**MERIT BADGES**

**Automotive Maintenance** - Modern automobiles are important to many aspects of American life. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape.

**Chemistry** – Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made are all parts of chemistry. Stretch your imagination to envision molecules that cannot be seen - but can be proven to exist - and you can become a chemist.

**Citizenship in Community** - *Required for Eagle*. Research on the history of your community is helpful. Bring a map of your community. Must attend a town meeting outside of camp. Requirements 3 and 4 must be brought to camp.

**Citizenship in Nation** - *Required for Eagle*. Learn more about our Nation’s heritage. Requirement 2 must be completed before or after camp.

**Citizenship in World** - *Required for Eagle*. Most requirements can be completed at camp. Letter to embassy must be sent, report information to troop outside camp.

**Digital Technology** – Technology has advanced a long way Computers merit badge was first introduced in 1967. This badge will teach Scouts about technology in the digital age.

**Engineering** - Engineers use both science and technology to turn ideas into reality, devising all sorts of things, ranging from a tiny, low-cost battery for your cell phone to a gigantic dam across the mighty Yangtze River in China.

**Farm Machinery** - From the mattock and hoe to the horse and mule, the cotton gin and reaper, the tractor and air seeder — this is the story of farm equipment. Today, most farms are mechanized, and farmers can do most of their own maintenance work and make the adjustments needed on their many intricate farm implements.
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**Fire Safety** - The ability to use fire safely is essential to human survival. By earning this merit badge, Scouts will learn to use fire safely and responsibly, how to prevent home fires, and how to handle fire safely, as well as burn prevention, and camping safety.

**First Aid** - First aid is caring for injured or ill persons until they can receive professional medical care - is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life.

**Home Repair** - Successfully completing this badge’s requirements can lead to a lifetime of personal and financial rewards: Doing basic home repairs provides a sense of personal pride in one’s achievements and increased self-confidence. In addition, safe and successful do-it-yourselfers can easily save a family thousands of dollars in repair bills over the years.

**Landscape Architecture** - A designer of the outdoor areas is a field you may want to explore. This merit badge will teach you aspects of designing an outdoor area to fit the needs of the client. You will learn about basic aspects of design and be given an opportunity to measure and draw your own design. This merit badge can be a stepping stone in becoming your own boss.

**Medicine** - Medical care is needed by all people. You will explore medical careers and learn about those that made history in the field. The requirements for obtaining the proper certification of individual careers will be discussed along with educational pursuits. Learn how to take a pulse and blood pressure. Volunteer to assist others with their health care needs.

**Plumbing** - Plumbing is more than the old adage that “water runs downhill!” Plumbing is a critical aspect of our everyday life. We use it without even recognizing the role it plays. Describe some of the plumber’s tools and their uses. Cut, thread and solder pipe and do basic sink repairs. This merit badge is a great beginning to home repair for the present and also into the future. Careers and job opportunities will also be investigated.

**Woodwork** - Know the benefits and joy along with the hazards of working with wood. Learn the precautions and safety when using wood working tools. Learn steps from forest to furniture and how to determine types of wood. Tool care and sharpening will be covered. Make a project to meet the merit badge requirements and explore wood working career opportunities with an expert in your area.

**Merit badge class schedules is determined by class size and availability of instructors. Some classes may be added or deleted.**
APPENDIX

Contents

- TROOP SITE RESERVATION
- SPECIFIC ASSISTANCE REQUEST FORM
- TROOP ROSTER
- WINTER CAMP ACTIVITY WORKSHEET
- WINTER CAMP TIPS
- MEDICAL FORMS
- CAMP MAPS
**Winter Camp Troop Site Reservation**

Fill out your Winter Camp Troop Reservation form below or online at www.campyocona.org.

Please register or confirm the troop site for Troop #________ for Winter Camp!

<table>
<thead>
<tr>
<th>Troop Sites</th>
<th>Site Capacity</th>
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</thead>
<tbody>
<tr>
<td>Lakeside</td>
<td>40</td>
</tr>
<tr>
<td>Roadside*</td>
<td>32</td>
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<tr>
<td>Dogwood</td>
<td>28</td>
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<tr>
<td>Baden-Powell</td>
<td>40</td>
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<tr>
<td>Trails Peak</td>
<td>32</td>
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<tr>
<td>Pines</td>
<td>32</td>
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<tr>
<td>Boyce</td>
<td>24</td>
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<tr>
<td>Chicksa (tents)</td>
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(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________ Council________________________________

**Leader/Contact**

Name: __________________________________________ Position: _______________________
Address: ________________________________________
Address: ________________________________________
Address: ________________________________________
Phone: ____________________________ (Cell) __________________________ (Home)
Email: ______________________________________________________________________

Enclosed is:
Reservation site fee: $75.00 (if not already paid) $________
Registration fees for _____ boys at $50.00 per boy $________ (required for Early Bird November 15)

Date Submitted: _______________ Total $__________

Mail to: Camp Yocona
Mail to: Yocona Area Council, BSA
Mail to: 505 Air Park Road
Mail to: Tupelo, MS 38801
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 Approval: ______________________________ Date: __________

Scout Executive Approval: ______________________________ Date: __________
Leaders Guide to Winter Camp - 2018

**TROOP ROSTER**

| TROOP #:________ | UNIT LEADER: __________________________ |

(REPRODUCE AS NEEDED)

<table>
<thead>
<tr>
<th>Youth</th>
<th>Leaders</th>
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</tbody>
</table>

Turn this form in with camp-site deposit; update and turn in to council office as changes occur.
Troop Winter Camp Promotion
Parents’ Night Orientation

I. Welcome and Introduction

II. Why Boy Scout Winter Camp?

III. Why Camp Yocona for winter camp?

   1. Advancement - merit badges, rank requirements, nights camping
   2. Leadership development opportunities
   3. Memories for a lifetime
   4. FUN!!!

IV. Fill out Activity Worksheet

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

VI. Questions?

VII. Adjourn

* For assistance in conducting your Winter Camp Promo kickoff, contact your local Order of the Arrow chapter chief or Ronnie Pittman at (662) 842-2871.
ACTIVITY WORKSHEET – WINTER CAMP

Please Print:

NAME ____________________________________  Rank____________________

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>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>First Choice</td>
</tr>
<tr>
<td>Day 1</td>
<td></td>
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<tr>
<td>Day 2</td>
<td></td>
</tr>
<tr>
<td>Day 3</td>
<td></td>
</tr>
</tbody>
</table>
1. **Leadership**
   In no other camp is the type of leadership as important as in the winter camp. It is vital that a leader be an experienced camper with a strong character and that all units have two deep leadership at all times.

2. **Equipment**
   Do not attempt to camp unless completely outfitted. Even if equipment for winter camp is more expensive than for summer camp, Scouts must be adequately clothed, and leaders should ensure that blankets and other equipment are of suitable quality and weight. Dress in layers and be prepared for all types of cold conditions. A good warm sleeping bag is a must for winter camp.

3. **Physical Condition**
   A BSA Health and Medical Record must be obtained from a physician as to physical ability of each Scout and leader before attending camp.

4. **Balanced Program**
   A carefully planned program is essential. Scouts should remain active to keep from getting too cold.

5. **Evening Program**
   We encourage units to have evening programs in addition to those offered by the camp. In the winter time it will get dark early, limiting available activities outside the campsite. Please feel free to build fires just remember to keep them only in designated fire rings, use only dead and downed wood and keep your fires reasonable and small in size.

6. **Facilities**
   We fully expect and anticipate having all facilities open during the Winter Camp including bathrooms and hot-water showers. Should we have below freezing temperatures you will be instructed of techniques to use to dispose of waste. We also suggest you have a separate pair of shoes or moccasins to use in the cabin and a mat at your door to wipe off your feet in order to keep cabins clean.

7. **More Information**
   If your unit is new to camping in the cold, please feel free to contact us for more tips and detailed information about winter camping. Another good resource for tips on winter camping is - Okpick: Cold Weather Camping available through the BSA.