CAMP YOCONA BSA
Summer Camp 2019

Week 1 – June 9-15
Week 2 – June 16-22
Dear Scout Leaders,

Welcome to Summer Camp 2019 at beautiful Camp Yocona. We are excited to celebrate Camp Yocona’s 73rd Summer of BSA Summer camp. We are glad you have taken the first step to planning an unforgettable camp experience for your Scouts. We are striving to add fun, new experiences that build your Scout’s character, citizenship and physical fitness.

Our camp objectives are to provide advancement opportunities for Scouts, familiarize youth with the Scouting program through the outdoor experience, stimulate Troop programming before, during, and after camp and most important HAVE FUN!

There have been several changes to the camp leader’s books of the past, so it’s important that you read everything in this leaders’ guide to gain all the benefits we have for you and your troop.

To have a successful experience and fun at camp, Scouts need to plan carefully. Many merit badges require preparation before or after your week at camp. It is the responsibility of the Camp Staff to instruct requirements that can be completed at camp. A list of completed and uncompleted requirements will be given to Scoutmasters the last day of camp. Every effort will be made to inform Scouts on their progress throughout the week. Leaders are encouraged to visit with camp staff.

In the following pages, you will find the information needed to plan your 2019 summer camp experience. There have been several changes to various parts of this guide. If any further information is needed, or if you have questions, please do not hesitate to contact us. We are committed to make your experience one that you will talk about and remember for years to come.

We look forward to seeing you at camp!

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LEADERS GUIDE TO SUMMER CAMP 2019

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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.
FAMILY FRIENDS OF SCOUTING

All units who successfully schedule and hold a Family Friends of Scouting presentation will be awarded two (2) free adult passes to Summer Camp. **It is the unit’s responsibility to contact their District Executive to schedule the presentation.** You can contact your District Executive by calling the Yocona Scout Service Center.

In order to qualify, all units must schedule a presentation no later than March 31. A collector’s edition CSP will be presented to the unit leader during the presentation. Call your District Executive today, it only takes 10 minutes and helps ensure the future of Camp Yocona. The unit MUST be currently registered at the time of the presentation in order to qualify.
LEADERS GUIDE TO SUMMER CAMP 2019

PLANNING INFORMATION

- Sign up for a campsite as soon as possible. Be ready to give an initial estimate of how many Scouts and leaders will attend. Make reservations by mailing a non-refundable $75.00 campsite reservation fee. The reservation fee will 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. Physicals must be completed on the official BSA “Annual Health and Medical Record”. (No other physicals can be accepted) This form is available online 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 parent's night to promote Summer Camp. (Agenda in appendix)

- Discuss the Summer Camp program with the troop and have each scout complete an Individual Application and Activity Worksheet. (Appendix)

- 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.

- Discuss and assemble troop equipment and personal gear you will need to bring with you to camp. Polaris Scouts and Scouts completing Camping Merit Badge need a tent for the overnight campout. Remember that Leaders tents are not provided by the camp.

- Collect applications and fees. Scouts must turn in a $50 deposit by April 15 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 over 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 online after February 1, 2019. Space for some Merit Badges will be 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 turn in your scouts requests as a troop into the council office. **Do not send individual scouts to the council 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
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 estimate 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 2019 FEE SCHEDULE

Early Registration by April 15, 2019*
Scouts - $225.00
Adult - $90 Cabin, $60 Tent

Registration after April 15, 2019*
Scouts - $250.00
Adult - $90 Cabin, $60 Tent

All fees must be paid in full by: May 31, 2019
COPE – Additional $25

Return a second week for $125

- All scouts that make their final payments by April 15th will receive a free 2019 Camp Yocona T-shirt
- 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 April 15, 2019 deadline

ADULT FEE WAIVERS

For every troop that participates in the Family Friends of Scouting presentation program, 2 leader fee waivers will be granted.

For every eight Scouts that attend camp one adult leader waiver will be granted.
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.

Refunds must be requested in writing to the Yocona Area Council by July 31, 2019. The balance of the fee is refundable upon written request by unit leadership, under the following conditions:

- Illness of the Scout prevents his attendance at summer camp.
- Illness or death in the family of the Scout prevents his attendance at summer camp.
- 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 July 31, 2019.
- 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 April 1, 2019.

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 the Camp Card 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.
CAMP POLICIES & PROCEDURES

➢ 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 are 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.

➢ 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.
CAMP POLICIES & PROCEDURES, Continued

➢ The Camp Staff 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 EXCEPTIONS.
GENERAL INFORMATION

TROOP 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 Director. Parents, committee members, and other adults may serve as substitute or additional summer camp leaders. They must meet all qualifications for the 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 must tent alone or stay in a 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 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. 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 two vehicles will be allowed per campsite at any one time.

CABINS
All troops will be housed in eight-man cabins for the scouts and five 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. There is a leader cabin in each campsite.

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 the week and returned to unit leaders when the troop checks out. The medical form can be found at the Scout Service Center or online at www.scouting.org

INSURANCE
All registered Scouts and Leaders have secondary health 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 involve allegations of sexual misconduct by a youth member with another.

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 scouts Advancement Records at www.campyocona.org.
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.

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.

PARENTS NIGHT
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 for the dinner meal must be paid at the Administration Building when signing in to camp.

ENTERING & LEAVING CAMP
Many times Scouts and/or Leaders may need to leave camp. When this need arises, the person leaving must sign out on the clipboard provided at the Administration Building. When returning to camp, he/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.

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 users for their individual phones. Scout leaders may use cell phones but we ask that you limit the use as not to disrupt the camp program.

TRADING POST & 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.
**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.

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!

**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 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 & COMMUNICATIONS**

Mail is delivered and picked up daily at noon. Outgoing mail can be dropped off inside the Trading Post or the Administration Building. Mail sent to scouts should include the Scout’s name and Troop number and be sent to the camp address:

**Scout’s Name & Troop Number**  
C/O Camp Yocona  
878 Boy Scout Road  
Randolph, MS  38864

All mail to Scouts should be mailed prior to camp to be received during their camp week. Mail that arrives after the scout leaves camp will be sent to the Scout Service Center.

**CAMP PHONE – EMERGENCIES 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 COMMISSIONER**

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 introduction to Camp Yocona and the staff. During the Wednesday night campfire, the Order of the Arrow will hold its summer camp and OA call-out ceremony. 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 campfires.

VESPERS
An inspirational, interfaith worship service will be held at the Chapel on Wednesday evening prior to supper. 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 important for the scouts and the staff. Program areas are scheduled and filled 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 scouts. **Remember that every Scout and adult must have a signed BSA Health & Medical Record.** All medications must be turned in to the health officer in its 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 orientation and swim classification. **Be sure to leave your buddy tag on the out-board as you leave the waterfront.** Troops may choose to conduct swim checks prior to camp and speed up the check-in process. (See details on the following page.) **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 must sign out the equipment needed. 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.
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 the 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.

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 ________________

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**NAME OF PERSON CONDUCTING SWIM TEST:**

PRINT NAME ___________________________________ SIGNATURE _______________________

CERTIFICATION ___________________________________ EXPIRATION ___________________

**UNIT LEADER:**

PRINT NAME ___________________________________ SIGNATURE ___________________
SPECIAL AWARDS & OPPORTUNITIES

HONOR UNIT

Each week Camp Yocona recognizes units completing certain requirements as Honor Units. To receive this award, the troop must meet nine of the following ten requirements. **To qualify the SPL must submit a letter to the Program Director detailing the units' 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 meetings. 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 Lifeguard in Training or 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 the patrols 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.

**Units/Patrols must attend the closing campfire to earn these awards.**
LEADERS GUIDE TO SUMMER CAMP 2019

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. 22)
2. Patrol Identities - flags, insignia, special campsite designation, . . .
3. Troop Campsite - cleanliness
4. Participation - evening meal and campfire activity participation.
5. Adult Leaders - visible, available, and actively participating.
6. Courteous and helpful to people outside the troop.
7. Must earn Honor Unit 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 or Rifle Shooting Merit Badge
   • 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.
JUST FOR 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.

SAFE SWIM DEFENSE & SAFETY AFLOAT
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 ASSISTANCE
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.

CAMP SERVICE PROJECT
The Camp Ranger will be glad to suggest a list of camp projects where you can use your skills and knowledge to help improve camp. Units can plan a service project prior to camp by contacting the Camp Ranger.

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](http://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](http://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](http://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
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 Individual Camper Application and on the Merit Badge Selection Form (both in Appendix).

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

The bulk of the activities are merit badges and Scout skills. Other activities include COPE, Free Forge, 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, Mile Swim and BSA Lifeguard and work towards the Orion Award.

**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 writing 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.
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 so you may want to bring some laundry detergent.

The uniform policy at Camp Yocona is as follows: **Class A uniform shirt is required for lowering of colors, supper, and all campfires.** Camp T-shirt or other Scouting T-shirt, Scout shorts, Scout Socks, and hat (optional) should be worn for raising of colors, breakfast and 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.
<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>
</tr>
</thead>
<tbody>
<tr>
<td>6:30 am</td>
<td>Reveille</td>
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<tr>
<td>7:15 am</td>
<td>Colors</td>
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<tr>
<td>7:30 am</td>
<td>Breakfast</td>
<td>Breakfast</td>
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<td>Breakfast</td>
<td>Breakfast</td>
<td>Breakfast</td>
</tr>
<tr>
<td>8:30 am</td>
<td>MB Class 1</td>
<td>MB Class 1</td>
<td>Camp Carnival</td>
<td>MB Class 1</td>
<td>MB Class 1</td>
<td>MB Class 1</td>
<td>Check-Out</td>
</tr>
<tr>
<td>9:45 am</td>
<td>MB Class 2</td>
<td>MB Class 2</td>
<td></td>
<td>MB Class 2</td>
<td>MB Class 2</td>
<td>MB Class 2</td>
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</tr>
<tr>
<td>11:00 am</td>
<td>MB Class 3</td>
<td>MB Class 3</td>
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<td>MB Class 3</td>
<td>MB Class 3</td>
<td>MB Class 3</td>
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</tr>
<tr>
<td>12:30 pm</td>
<td>Lunch</td>
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<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
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<tr>
<td>1:30 pm</td>
<td>Check-In</td>
<td>Rest/SM Meeting</td>
<td>Rest/SM Meeting</td>
<td>Scoutmaster /SPL Meeting</td>
<td>Rest/SM Meeting</td>
<td>Rest/SM Meeting</td>
<td></td>
</tr>
<tr>
<td>2:15 pm</td>
<td>MB Class 4</td>
<td>MB Class 4</td>
<td>MB Class 4</td>
<td>MB Class 4</td>
<td>MB Class 4</td>
<td>MB Class 4</td>
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</tr>
<tr>
<td>3:30 pm</td>
<td>MB Class 5</td>
<td>MB Class 5</td>
<td>Family Time/Rest Pictures</td>
<td>MB Class 5</td>
<td>MB Class 5</td>
<td>MB Class 5</td>
<td></td>
</tr>
<tr>
<td>4:45 pm</td>
<td>Free Time/SS Safety Talk</td>
<td>Free Swim</td>
<td>Free Swim</td>
<td>Free Swim</td>
<td>Free Swim</td>
<td>Mile Swim</td>
<td>Free Swim</td>
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<td></td>
<td></td>
<td>Free Shoot</td>
<td>Free Shoot</td>
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<td>Free Climb</td>
<td>Free Climb</td>
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<td></td>
<td></td>
<td>Free Forge Eagle Prep</td>
<td>Free Forge Eagle Prep</td>
<td>Vespers</td>
<td>Eagle Prep</td>
<td>Eagle Prep</td>
<td>Eagle Prep</td>
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<tr>
<td>6:00 pm</td>
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<tr>
<td>7:00 pm</td>
<td>Colors/ Dinner</td>
<td>Colors/ Dinner</td>
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<td>Colors/ Dinner</td>
<td>Colors/ Dinner</td>
<td>Colors/ Dinner</td>
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<tr>
<td>8:00 pm</td>
<td>SM/SPL Meeting</td>
<td>SPL Meeting</td>
<td>SPL Meeting</td>
<td>SPL Meeting</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>8:15 pm</td>
<td>Free Time/Rest Extra Activity</td>
<td>SM Dinner Extra Activity</td>
<td></td>
<td>Polaris</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>8:50 pm</td>
<td>Meet at Flagpole Extra Activity</td>
<td>Meet at Flagpole</td>
<td>Outdoor Skills Campout</td>
<td></td>
<td>Meet at Flagpole</td>
<td></td>
<td></td>
</tr>
<tr>
<td>9:00 pm</td>
<td>Opening Campfire</td>
<td>OA Campfire</td>
<td></td>
<td>Closing Campfire</td>
<td></td>
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</tr>
<tr>
<td>10:30 pm</td>
<td>Taps</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:**
- 8:30-11:00 AM – Polaris
- 2:15-3:15 pm – First Aid MB
- 3:30-4:30 PM – Swimming MB

**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 scouts participating in Polaris. Adult Scout leaders who would like to assist in this program should bring any teaching aids with them to camp and notify the Camp Director and Program Director on Sunday.

### Sample Schedule

<table>
<thead>
<tr>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
<th>Thursday</th>
<th>Friday</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>First Session:</strong></td>
<td>Form Patrols: Name/Yell Scout Oath, Law, etc. Prep. For Campout</td>
<td>Flag Ceremony Physical Fitness</td>
<td>Whip/Fuse Rope Knots: Two Half Hitches Tautline Hitch</td>
<td>Knots Recap Scout Oath, etc. Buddy System/Bullying</td>
</tr>
<tr>
<td><strong>Tenderfoot</strong></td>
<td>8:30 - 9:30 a.m.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Second Session:</strong></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>
</tr>
<tr>
<td><strong>2nd Class</strong></td>
<td>9:45 - 10:45 a.m.</td>
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</tr>
<tr>
<td><strong>Third Session:</strong></td>
<td>Day/Night Directions Identify 10 Native Plants</td>
<td>Knots: Bowling Lashings pt. 1</td>
<td>Lashings pt. 2 Camp Gadget</td>
<td>Rights of U.S. Citizen Orienteering Course?</td>
</tr>
<tr>
<td><strong>First Class</strong></td>
<td>11:00 a.m. -12:00 p.m.</td>
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</tr>
<tr>
<td><strong>Break:</strong></td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
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<tr>
<td><strong>Lunch</strong></td>
<td>12:15 - 1:00 p.m.</td>
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<tr>
<td><strong>Fourth Session:</strong></td>
<td>Swimming M.B.</td>
<td>Swimming M.B.</td>
<td>Swimming M.B.</td>
<td>Swimming M.B.</td>
</tr>
<tr>
<td><strong>Polaris Swim</strong></td>
<td>1:30 - 2:30 p.m.</td>
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<tr>
<td><strong>Fifth Session:</strong></td>
<td>First Aid</td>
<td>First Aid</td>
<td>First Aid</td>
<td>First Aid</td>
</tr>
<tr>
<td><strong>First Aid</strong></td>
<td>2:45 - 3:45 p.m.</td>
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</tbody>
</table>
**MERIT BADGES & ACTIVITIES**

**ARCHERY**  
**Shooting Sports**  
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

**AMERICAN HERITAGE** – See Citizenship in the World

**ASTRONOMY AND SPACE EXPLORATION**  
**Ecology**  
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**  
**Handicraft**  
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** – (Eagle Required)  
**Outdoor Skills**  
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
LEADERS GUIDE TO SUMMER CAMP 2019

CANOEING

Waterfront
Canoeing is a merit badge for scouters 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

CITIZENSHIP IN THE COMMUNITY – (Eagle Required)

STEM
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 – (Eagle Required)

STEM
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 – (Eagle Required) & AMERICAN HERITAGE

STEM
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

COPE
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
LEADERS GUIDE TO SUMMER CAMP 2019

COLLECTIONS
Handicraft
Scouts will discuss a collection that they have and the proper care cleaning and handling
of the collection. They will discuss the importance of investigation with their collection
and discuss the value of their collection and their plans for the future.
Equipment: pictures of collection
Prerequisites: Scouts must have a preexisting collection
Recommended for 1st year scouts  Limit for class: 25  Additional cost: N/A

COMPOSITE MATERIALS
Ecology
Scouts will learn what a composite material is, how it is made, proper handling and
hazards associated with the material, and complete projects containing composite
material. CANNOT BE COMPLETED AT CAMP, SOME REQUIREMENTS WILL
NEED TO BE DONE AT HOME
Equipment: N/A
Prerequisites: May require some requirements to be completed pre/post camp
Recommended for 2nd year scouts  Limit for class: 15  Additional cost: N/A

COOKING – (Eagle Required)
Outdoor Skills
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
Handicraft
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

EMERGENCY PREPAREDNESS – (Eagle Required)
Health and Safety
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
ENTREPRENEURSHIP
STEM
Scouts will learn what entrepreneurship means as well as important skills required for an entrepreneur. The scout will also develop a business plan for a business idea they will propose to their counselor.

Equipment: N/A
Prerequisites: May require some requirements to be completed pre/post camp
Recommended for 3rd year scouts   Limit for class: 15   Additional cost: N/A

ENVIRONMENTAL SCIENCE – (Eagle Required)
Ecology
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   Limit for class: 20   Additional cost: N/A

FINGERPRINTING
Handicraft
Scouts will learn about the history of fingerprinting as well as ways to identify fingerprints and the systems used by the world to identify people by their fingerprints.

Equipment: N/A
Prerequisites: May require some requirements to be completed pre/post camp
Recommended for any year scouts   Limit for class: N/A   Additional cost: N/A

FIRST AID – (Eagle Required)
Health and Safety
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

FISH AND WILDLIFE MANAGEMENT – See Soil & Water Conservation

FISHING
Outdoor Skills
Scouts will learn about proper attire, types of equipment, proper knots and lures and baits. They will also learn the steps that need to be taken to obey the laws associated with fishing.

Equipment: Fishing pole and fishing gear
Prerequisites: N/A
Recommended for 2nd year scouts   Limit for class: 15   Additional cost: N/A
FORESTRY AND NATURE
Ecology
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. **HIKING WILL BE REQUIRED!**
**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

GEOCACHING
Outdoor Skills
Geocaching will teach scouts how to use a GPS, find caches and create and hide them.
**Equipment:** The camp has a GPS or scouts can bring their own.
**Prerequisites:** May require some requirements to be completed pre/post camp
**Recommended for 2nd year scouts**  
**Limit for class:** 20  
**Additional cost:** N/A

INDIAN LORE
Handicraft
Scouts will learn the ways of Native American culture, life, games and crafts. This badge requires some in depth study and reports.
**Equipment:** Paper and pen/pencil
**Prerequisites:** N/A
**Recommended for 1st year scouts**  
**Limit for class:** 20+  
**Additional cost:** $10.00

INVENTIONS AND ROBOTICS
STEM
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.
**Equipment:** N/A
**Prerequisites:** N/A
**Recommended for 2nd year scouts**  
**Limit for class:** 15-20  
**Additional cost:** $5.00

KAYAKING
Waterfront
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.
**Equipment:** N/A
**Prerequisites:** MANDATORY BSA Swimmers test completion
**Recommended for 3rd year scouts**  
**Limit for class:** 10  
**Additional cost:** N/A
LEATHERWORK – See Basketry

LIFESAVING – (Eagle Required)
Waterfront
Lifesaving is a challenging program that requires proficiency in the strokes. The scout will learn the differences in some rescues and dives. THIS CLASS IS TAUGHT IN TWO CONSECUTIVE SESSIONS!
Equipment: Long Sleeved button shirt, long pants, and shoes that you don’t mind getting wet
Prerequisites: MANDATORY BSA Swimmers test completion
Recommended for 3rd year scouts Limit for class: 20 Additional cost: N/A

MAMMAL STUDY – See Reptile and Amphibian Study

METALWORK
Delta Discovery
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.
Equipment: Paper and pen/pencil
Prerequisites: N/A
Recommended for 3rd year scouts Limit for class: 15 Additional cost: N/A

MOTORBOATING
Waterfront
Scouts will familiarize themselves with the different types of motor that a boat require to function as well as safety, mechanics and proper handling of motor boats.
Equipment: N/A
Prerequisites: Pass BSA swimmers test
Recommended for 3rd year scouts Limit for class: 8 Additional cost: $5

MUSIC
Handicraft
Music familiarizes the scouts with types of instrument and proper ways to conduct music.
Equipment: May bring instrument CAMP NOT RESPONSIBLE FOR DAMAGES
Prerequisites: N/A
Recommended for 1st year scouts Limit for class: 20 Additional cost: N/A

NATURE – See Forestry
LEADERS GUIDE TO SUMMER CAMP 2019

ORIENTEERING
Outdoor Skills
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.
Equipment: Compass and area map (if possible)
Prerequisites: Basic knowledge of map and compass
Recommended for 2nd year scouts  Limit for class: 20  Additional cost: N/A

PAINTING
Handicraft
Painting provides an opportunity for scouts to learn more about painting including both the artistic and practiced aspects.
Equipment: Paper and pen/pencil and old shirt to paint in
Prerequisites: N/A
Recommended for 2nd year scouts  Limit for class: 20+  Additional cost: N/A

PERSONAL FITNESS – (Eagle Required)
Health and Safety
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.
Equipment: Paper and pen/pencil, running shoes, and workout clothes
Prerequisites: Please read requirement 7 and 8 as these may need to be completed pre/post camp
Recommended for 2nd year scouts  Limit for class: 20  Additional cost: N/A

PHOTOGRAPHY
Handicraft
Photography will teach the scouts the proper techniques of how to take photos with angles and more.
Equipment: Digital Camera NO PHONES
Prerequisites: N/A
Recommended for 1st year scouts  Limit for class: 20+  Additional cost: N/A

PIONEERING
Outdoor Skills
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! THIS CLASS IS TAUGHT IN TWO CONSECUTIVE SESSIONS!
Equipment: Gloves may be needed
Prerequisites: May require some requirements to be completed pre/post camp
Recommended for 2nd year scouts  Limit for class: 20  Additional cost: N/A
PLANT SCIENCE
Ecology
Scouts will learn about the different types of plants, the process in which plants grow, the importance of photosynthesis, the process of pollination, how to propagate plant seeds. They will also learn about local plants and careers that relate to plant science. CANNOT BE COMPLETED AT CAMP, SOME REQUIREMENTS WILL NEED TO BE DONE AT HOME.
Equipment: N/A
Prerequisites: May require some requirements to be completed pre/post camp
Recommended for 2nd year scouts  Limit for class: 15  Additional cost: N/A

POTTERY
Handicraft
Scouts will discuss how pottery is made and the techniques used to create the pottery as well as design two pieces of pottery. They will also discuss terms related to pottery.
Equipment: N/A
Prerequisites: PLEASE COMPLETE REQUIREMENT 7 PRE/POST CAMP
Recommended for 1st year scouts  Limit for class: 10  Additional cost: $5

PUBLIC HEALTH
Health and Safety
Scouts will learn about what public health is and different diseases affected by the public and how they are spread. They will also learn about immunizations and discuss the importance of safe drinking water.
Equipment: N/A
Prerequisites: May require some requirements to be completed pre/post camp
Recommended for 2nd year scouts  Limit for class: 15  Additional cost: N/A

PULP AND PAPER
Ecology
Scouts will learn the history of papermaking and information related to the pulp and paper industry. They will also learn the process of making paper, types of trees to use, and careers related to the industry
Equipment: N/A
Prerequisites: May require some requirements to be completed pre/post camp
Recommended for 2nd year scouts  Limit for class: 15  Additional cost: N/A

REPTILE AND AMPHIBIAN STUDY AND MAMMAL STUDY
Ecology
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
LEADERS GUIDE TO SUMMER CAMP 2019

RIFLE
Shooting Sports
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

ROBOTICS – See Inventions

ROWING
Waterfront
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

SCHOLARSHIP
STEM
Scouts will discuss educational locations in their community as well as ways to stay organized to keep grades at a high level. They will also discuss the importance of extracurricular activities and what additional skills they provide to the scout.
Equipment: Copy of last two report cards
Prerequisites: May require some requirements to be completed pre/post camp
Recommended for any year scouts  Limit for class: N/A  Additional cost: N/A

SEARCH AND RESCUE
Delta Discovery
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
Shooting Sports
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
Delta Discovery
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 3rd year scouts  Limit for class: 20  Additional cost: N/A

SOIL & WATER CONSERVATION AND FISH & WILDLIFE MANAGEMENT
Ecology
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.
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

SPACE EXPLORATION – See Astronomy

SUSTAINABILITY – (Eagle Required)
Ecology
With this badge, the scouts will learn the proper way to live a sustainable lifestyle in their homes and community. They will also learn different planetary life-support systems and careers that can be pursued in this 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: 15  Additional cost: N/A

SWIMMING – (Eagle Required)
Waterfront
Swimming is physically demanding but is easily feasible for scouts. They will learn the proper swimming strokes.
Equipment: Long sleeved button shirt, long pants and shoes that the scout does not mind getting wet
Prerequisites: MANDATORY BSA Swimmers test completion
Recommended for 1st year scouts  Limit for class: 20  Additional cost: N/A

TEXTILE
Handicraft
Scouts will discuss the importance of textile and learn about the different fibers used in the textile industry. They will also learn terms used in the industry.
Equipment: N/A
Prerequisites: May require some requirements to be completed pre/post camp
Recommended for 1st year scouts  Limit for class: 15  Additional cost: N/A
LEADERS GUIDE TO SUMMER CAMP 2019

WELDING
Delta Discovery
Scouts will discuss hazards and first aid associated with welding and discuss safety precautions and guidelines followed in the welding industry. They will learn terms used in the workforce and discuss cutting methods as well as discuss welding processes and learn to weld.
**Equipment:** N/A
**Prerequisites:** May require some requirements to be completed pre/post camp
**Recommended for 3rd year scouts**  
**Limit for class:** 8  
**Additional cost:** $10

WILDERNESS SURVIVAL
Outdoor Skills
Wilderness survival teaches scouts the proper ways to survive in wilderness situations. It requires an overnight camping trip.
**Equipment:** Backpack, sleeping bag, and ground cloth
**Prerequisites:** Survival kit can be made at home and brought to camp to allow time for other requirements
**Recommended for 2nd year scouts**  
**Limit for class:** 20  
**Additional cost:** N/A

WOODCARVING
Handicraft
Woodcarving involves the basic of design along with selecting the proper wood and tools and knowing the safety involved with carving wood.
**Equipment:** Pocket knife and totin’ chip
**Prerequisites:** Totin’ chip
**Recommended for 1st year scouts**  
**Limit for class:** 20+  
**Additional cost:** $5.00

ADDITIONAL AWARDS

EAGLE PREPARATION  
SELF-PACED
Free Activity Period
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. This is recommended for Life Scouts or for 3rd year campers and older.

FIREM’N CHIT  
SELF-PACED
Polaris
Firem’n CHIT will offer instructions about the safety rules in building, maintaining and putting out camp and cooking fires.
**FREE CLIMB**
COPE
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**
Delta Discovery
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**
Shooting Sports
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**
Waterfront
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.

**MILE SWIM**
Waterfront
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 WOODSMAN**
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**
Polaris
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.
# BADGES & ACTIVITIES AT A GLANCE

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

### First Year Campers
- Astronomy/Space Exploration
- Basketry/Leatherwork
- Camping
- Collections
- Disability Awareness
- First Aid
- Indian Lore
- Music
- Painting
- Photography
- Pottery
- Swimming
- Textile
- Woodcarving

### Second Year Campers
- Archery
- Canoeing
- Composite Materials
- Cooking
- Emergency Preparedness
- Fishing
- Forestry/Nature
- Geocaching
- Inventing/Robotics
- Orienteering
- Personal Fitness
- Pioneering
- Plant Science
- Public Health
- Pulp and Paper
- Reptile and Amphibian Study/Mammal Study
- Rowing
- Soil and Water Conservation/Fish and Wildlife Management
- Wilderness Survival

### Third Year and Beyond Campers
- Citizenship in the Community
- Citizenship in the Nation
- Citizenship in the World/American Heritage
- Climbing
- Entrepreneurship
- Environmental Science
- Kayaking
- Lifesaving
- Metalworking
- Motorboating
- Rifle
- Search and Rescue
- Signs, Signals, and Codes
- Shotgun
- Sustainability
- Welding
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 14 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 offered 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.

To 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.

To 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 and 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 more information on obtaining your Brotherhood.

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
• TROOP ROSTER
• SPECIFIC ASSISTANCE REQUEST FORM
• INDIVIDUAL CAMPER APPLICATION & SUMMER CAMP ACTIVITY WORKSHEET
• WHAT TO BRING
• MAP TO CAMP YOCONA
• MAP OF CAMP YOCONA
• 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” checklist

7. Questions?

8. Adjourn
TROOP SITE RESERVATION

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

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<td>__Trails Peak</td>
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<td>__Boyce</td>
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<tr>
<td>__Chicksa (tents)</td>
<td>20 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: ________________________________
City/State: ________________________________
Zip Code: ________________________________
Cell Phone: __________________ Home Phone: __________________
Email: ______________________________________________________

Enclosed is:
Reservation site fee: $75.00 (if not already paid) $_________
Registration fees for _____ scouts at $50.00 per boy $_________
Total $_________

Mail to: Yocona Area Council, BSA
505 Air Park Road
Tupelo, MS 38801

Date Received: _____________________
LEADERS GUIDE TO SUMMER CAMP 2019

CAMP YOCONA TROOP ROSTER

Troop #: _______        Unit Leader: __________________

Week at Camp: __________________

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<th>Leaders Name</th>
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PAID PROGRAM FEE CODES:
C= COPE      M= Merit Badges      P=Polaris

Turn in this form 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. Note: One form per request should be submitted.

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: ______ circle: adult/youth  Belt Size: ______
_____ Campership (long term camp only) for __________________________
_____ Other ___________________________________________________________

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: $__________

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

Unit Leader Name: ___________________________ Signature: ___________________________

Contact Telephone (H) __________________ (W) __________________ (C) __________________

District Executive’s Approval: ___________________________ Date: ___________

Scout Executive Approval: ___________________________ Date: ___________
LEADERS GUIDE TO SUMMER CAMP 2019

INDIVIDUAL CAMPER APPLICATION & SUMMER CAMP ACTIVITY WORKSHEET

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

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<tr>
<th>Merit Badge / Activity</th>
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SIGNATURES

I agree to abide by all camp rules and live by the Scout Oath and Law to the best of my ability.

Scouts Signature: ________________________________

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)

Parent Signature: ________________________________

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.

Leader Signature: ________________________________
## WHAT TO BRING TO CAMP

### PERSONAL EQUIPMENT
- Completed Medical Form
- Scout Uniform
- (Class A shirt, socks, pants)
- 5 T-shirts
- 5 pair of underwear
- 5 pairs of athletic socks
- Swimsuit
- Hat or Visor
- Poncho or rain gear
- 2 Pair of closed toe shoes
- (One gym shoes and 1 hiking boots)
- 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 & Whistle
- Scout Handbook
- Pen, Pencil, and Paper
- Spending money (suggest $50-$75)
- Bible or Testament
- Stamps and envelopes
- Drinking cup or Water Bottle
- Jacket
- Sunscreen
- Merit Badge pamphlets
- Blue Jeans (C.O.P.E., Swimming MB, Lifesaving MB)
- Long Sleeve shirt (Swimming MB & Lifesaving MB)

### TROOP EQUIPMENT
- First Aid kit
- American Flag
- Troop & Patrol flags
- Scoutmasters Handbook
- Program reference materials
- Field Book
- Igloo and cups
- Cook Kit
- Dutch Oven
- Woods Tools as needed
- Lantern with spare fuel & mantels
- Rope or twine
- Plastic table cloth
- Battery operated clock
- Dining fly with ropes & poles
- Fishing Poles & Tackle (Optional)

### DON’T BRING
- Bicycles
- Sheath Knives
- Radios, CD & MP3 Players
- Fireworks
- Laser Pointers
- Roller Blades
- Pets (Unless seeing Eye Dog)
- Firearms
- Alcohol and Drugs
- Pornographic Materials
- Air Conditioners
- T.V.’s or Video Games

*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.*

* Scoutmaster’s and SPL’s: Please distribute copies of this page to each Scout*
ADULT LEADER 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 27 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.

@____1. Visit all of the following program areas for at least 15 minutes and get director’s initials:

_____ Aquatics  
_____ Delta Discovery  
_____ COPE/Climbing  
_____ Health & Safety  
_____ Outdoor Skills  
_____ Polaris  
_____ Ecology  
_____ Shooting Sports  
_____ Handicraft

@____2. Introduce yourself to the Camp Director, Program Director, and Staff Commissioner.

____________________  
____________________  
____________________
Camp Director  
Program Director  
Staff Commissioner

_____ 3. Attend Vespers Service.

@____4. Make a handicraft.

_____ 5. Participate in Free Shoot at Shooting Sports.

_____ 6. Assist in a First Aid class.

_____ 7. Participate in a Scoutmaster Climb at COPE.


_____ 9. Enjoy an afternoon nap.

@____10. Participate in a 2-hour camp service project approved by Camp Ranger.

_____ 11. Play a game of gaga ball.

@____12. Serve 3 meals or act as a steward in the dining hall.
13. Attend the Wednesday night Order of the Arrow Campfire.

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 the Climb on Safely Training offered at camp.

19. Attend at least 3 of 4 Scoutmaster Meetings.

20. Invite a staff member to come visit your campsite.

21. Pick up a dozen pieces of trash while walking around camp.

22. Participate in a nature walk in Ecology.

23. Make a dutch oven treat in your campsite.


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.

@ = MANDATORY REQUIREMENTS

You need to complete 18 of the 27 items to earn the Scoutmaster’s Merit Badge.

Name: ____________________________________________

Troop Number: ________________________________

Senior Patrol Leader Signature: ______________________

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