

Dear Scoutmaster:

Here is your 2008 S bar F Scout Ranch Leader's Guide. You will find it divided into the following sections:

- General Information page 1
- Program page 10
- Advancement page 21
- Aquatics page 42
- Food Service page 47
- Order of the Arrow page 55
- Schedules
- Forms

Please plan to attend the Summer Camp Program Preview Meeting:

- April 19 Pine Ridge Scout Camp 9:30 a.m.
Anpetu-We Spring Reunion

or

- April 19 Beaumont Scout Reservation 9:30 a.m.
Shawnee Lodge Spring Conclave

Please read the Leader's Guide thoroughly. In it you will find some changes. Thank you to the leaders who made constructive suggestions on the evaluation form last summer. Discussions with the Council Camping Committee, adult leaders from units, and the summer camp staff provided additional suggestions about the summer camp operation.

Among the changes or new items:

- Improvements to the Voyageur Program for first-year campers.
- Added weeklong programs for Older Scouts – River Ranger Program and OA Summer Camp.
- New older Scout programs – geocaching and canoe orienteering course.
- Developed new Order of the Arrow programs.
- The National Council has made changes to Wilderness Survival Merit Badge. Please consult the 2008 Boy Scout Requirement Book for detailed information.

GENERAL INFORMATION

S BAR F SCOUT RANCH

The S bar F Scout Ranch is 5,200 acres of forest, rocks, streams, bluffs, Nims Lake, wildflowers, the Little St. Francis River, trails, and boundless excitement — all of which makes S bar F Ranch a great place for summer camp. There are four camps on the 270-acre Nims Lake. Camps Sakima, Famous Eagle, and Gamble are the Boy Scout camps and Swift Base is for Venturers, Explorers, and older Boy Scouts.

CAMPSITES

Thirteen different campsites in each of our Scout camps allow your unit to operate as a troop and away from the crowd. The campsite is your home away from home. We encourage each troop to make its site as comfortable as possible. Likewise, each patrol site on our campsites is separate to allow patrols to operate and develop. Patrol sites are rotated annually to allow plant-life rejuvenation so each campsite will remain beautiful. Please wait for a member of the camp staff before setting up any canvas on your campsites. This will avoid having your troop move equipment that was placed in the wrong area. The Scoutmaster or other adult leader is in charge of their troop.

HOURS OF OPERATION

Trading Post

9:00 - 11:30 a.m.	Monday - Friday
2:00 - 4:30 p.m.	Monday - Thursday
7:15 - 8:00 p.m.	All evenings except Wednesday
8:30 - 9:30 p.m.	Wednesday
9:00 - 11:00 a.m.	Saturday (Adults only)

Quartermaster

Monday – Friday	These times are the minimum hours that the Quartermaster will be available to help. Anytime that the Commissary is open we will be ready to help you out.
9:00 - 10:00 a.m.	
2:00 - 3:00 p.m.	
7:00 - 8:00 p.m.	

Office

Sunday	Monday - Friday	Saturday
1:00 - 4:00 p.m.	9:15 - 11:00 a.m.	7:30 - 11:30 a.m.
7:15 - 8:15 p.m.	2:00 - 4:00 p.m.	
	7:15 - 8:15 p.m.	

CHECK-IN AND CHECK-OUT TIME

All units begin their week's activities on Sunday. An advance team of two leaders and two Scouts may arrive in camp after 9:00 a.m. on Sunday. The rest of the troop should not arrive before noon on Sunday. Check-in time for your troop is 1:00 to 2:30 p.m. on Sunday. Items needed for check-in include a troop roster, unpaid fees and copies of receipts, patrol names and breakdown figures, Voyageur registration and fees, and Thursday dinner count.

Camps Famous Eagle and Gamble business offices open at 1:00 p.m. and the S bar F Ranch office opens at 11:00 a.m. on Sunday.

Check-out for all camps is 11:00 a.m. on the following Saturday. Staff members will be on the campsite beginning at 7:30 a.m. to assist with the check-out procedures.

Merit badge cards, training cards, and Merit Badge Make-up Day information will be available for pickup on Saturday morning in the Program Hall after 7:30 a.m.

EXPRESS CHECK-IN

The Express Check-in is for troops that:

1. All of your fees - Scouts and adults - are paid in full
2. Have copies of their receipts
3. Have a completed camp roster
4. Have a patrol breakdown

Express check-in should take no more than ten minutes in the camp office – this does not include your wait time. Please complete and give to the Camp Business Manager the Express Check-in Sheet which can be found in the Forms section of the manual.

FEES

\$185.00 per week. A \$10.00 savings will apply if the full fee is paid by May 1. The reservation fee is \$5.00 per Scout and is not refundable after May 1. Unused reservation fees cannot be applied to any other camp expense and, if not used, will be forfeited. All camp fees should be paid 15 days before the troop goes to camp. A troop may make special arrangements on all-or-none basis to provide their own food for religious, dietary, or personal preferences. Call the Director of Camping for details.

One leader is free with three to 10 Scouts. One additional leader is free for each additional 10 Scouts or fraction thereof. For Webelos who transfer after May 1, we will offer the Camper Savings of \$10.00 to those who pay in full by June 15 and show proof of transfer after May 1.

Additional leaders at S bar F, above the free-leader policy, will be charged only a \$60.00 fee to cover food costs. Visiting leaders may also purchase individual meals. At the S bar F Ranch, these meals are served only at Astronauts' Hall. Visiting leaders also have the option of bringing their own food to supplement the patrol's rations. Prices and times, which may be different from suggested campsite meal times for visiting leader meals, are as follows:

	Time	Price
Breakfast	8 a.m.	\$4.00
Lunch	Noon	\$4.00
Supper	6 p.m.	\$5.00

REFUNDS

Refunds can not be made at summer camp. All requests for refunds must be made in writing, within 30 days of the troop's departure from camp to the Council Service Center. The maximum

refund per Scout is \$95.00. Refunds are not available for those arriving in camp late or leaving early. No refunds will be made after September 30, 2008.

TROOPS VISITING FROM OUTSIDE THE GREATER ST. LOUIS AREA COUNCIL

Welcome to one of the finest camps in America. Our fees and programs are the same for you. We require three additional items from you upon arrival:

- 1) Tour Permit
- 2) Proof of troop accident and sickness insurance
- 3) Written permission from your home Order of the Arrow Lodge to participate in the Call-Out Ceremony. We cannot conduct your election nor may your newly elected Scouts or Scouters participate in the Pre-Ordeal Ceremony.

DAD & LAD WEEKENDS

The Camping Service of the Greater St. Louis Area Council will conduct Dad & Lad Weekends at the S bar F Scout Ranch. This program enables Cub Scouts and their dads to enjoy a well-planned program under the direction of a qualified staff. The weekends are as follows at Camps Gamble and Famous Eagle.

June 28-29

July 12-13

Check-in time is 1:00 p.m. on Saturday, and check-out is 11:30 a.m. on Sunday. Due to the nature of the program and lack of experience, tents are left standing from Boy Scout camp for the Cub Scouts and their dads. Units dropping off a trailer on Sunday morning of a Dad & Lad Weekend are prepared to have Cub Scouts and dads on the campsites.

MEDICAL EXAMINATIONS AND HEALTH CARE

Every Scout and leader going to camp must, upon arrival, present a completed medical record signed by medical personnel licensed to practice medicine. Licensed medical personnel are limited to a doctor of medicine, a doctor of osteopathy, a physician's assistant, or a nurse practitioner. Each Scout or leader is given a recheck upon entering camp, but full examinations are not available. A Scout may use the same physical form (Class 2) for three years from the date signed by licensed medical personnel and the signature must be dated no more than three years prior to the last day of camp. **Note:** A new Health History (beige-colored form) signed by the parents must be current within one year.

Leaders under 40 years of age are not required to have a yearly medical exam. Like the Scouts, their physicals (Class 2) are acceptable for three years from date of signature by attaching the Health History (beige-colored form). **Leaders 40 and over** are required to have a yearly exam by licensed medical personnel and must use the Class 3 Medical Form.

Adults who will be spending less than 72 hours in camp are classified as visiting leaders and are not required to have the physician's statement. The adult must file with the camp office a current Health History (beige-colored form). **Note:** Visiting leaders may not swim, boat, rappel, rock climb, ride horses, mountain bike, or participate in the Challenge Course unless they have the appropriate physical signed by licensed medical personnel.

Scouts and adults will not be allowed to participate in any physical activities, such as swimming, boating, or rappelling, until all up-to-date medical forms arrive in camp **or** they may be asked to leave camp.

Unit leaders should collect and review all medical forms prior to camp. If the unit leader has any questions concerning a Scout's medical form, the leader should contact the Scout's parents.

Medical forms are available on the Council's web page: www.stlbsa.org

The S bar F Scout Ranch has limited first aid supplies in the Camp Office and Aquatics Area.

The unit leader will conduct all treatment of youths and adults. All medications will be kept locked up by and dispensed by the unit leader. Unit leaders should keep track of when, how much, the type, and by whom the medication was dispensed. When requested, the camp will hold medications requiring refrigeration or those that the camper and his leaders feel uncomfortable holding. If the injury or illness is beyond the knowledge of the unit leader, the Ranch Medical Staff will respond. The Ranch Medical Director will hold sick call in the Program Hall each day. An adult unit leader must accompany a Scout to sick call. Times are:

Camp Gamble 9:30 a.m.
Camp Famous Eagle 10:15 a.m.

The Ranch Medical Director provides first aid treatment; the camp staff does not. Arrangements have been made with Parkland Medical Center to accommodate cases needing attention beyond the scope of the Camp Medical Staff. However, the camp office must be notified if a Scout is being taken to a hospital, so that arrangements can be made for his admission. Parents of Scouts are responsible for the cost of any treatment that cannot be done in camp. Non emergency transportation of a Scout or Scouter to a hospital is the responsibility of the troop. In case of an emergency, transportation will be provided by the local authorities. The Scouter or the parents of the Scout are responsible for any costs incurred for emergency transportation.

LEADERSHIP

Each troop must have at least two registered Scouters in camp at all times. After the first leader, who must be at least 21, the other leaders may be 18 years old or older.

There are no gender restrictions for leadership in the Boy Scouts of America and female adult leaders are welcome at S bar F, but there are no separate facilities on the campsites of our Scout camps. Campsite latrines are unisex and each troop with female leadership should make appropriate arrangements. Separate shower and latrine facilities for male and female leaders are located in the central area of camp.

Troops sharing campsites by prior arrangement may "share" leadership to meet the leadership requirement above.

Every leader in camp will wear a colored wristband which will be provided during the check in process.

VEHICLES IN CAMP

All program and administration sites are within walking distance of each troop campsite. No access roads to campsites are available by private vehicles. Ample parking areas are provided in the central area and all vehicles — including campers — must be parked there. When parking your vehicle, do not block any gate, chain, or road. Any vehicle blocking a chain, road, or gate is subject to towing at the owner's expense. It is important to maintain access to all roads in case of an emergency. Restricted roads are for use of the authorized and camp vehicles only.

Operators of vehicles are expected to observe the speed limit: 20 miles per hour on paved roads and 15 miles per hour on gravel roads.

TROOP TRAILERS

We allow one vehicle per troop into the campsite on Sunday to haul a trailer. Trailers may be moved onto campsites between 9:00 a.m. and 10:30 a.m. on Sunday morning. The chains on the campsite roads will be locked prior to 9:00 a.m. and after 10:30 a.m. The vehicle cannot be left there and must be moved to the parking lot. Trailers may be left on the site as long as the trailer is not blocking the camp truck road or the central area of the campsite. The unit leadership is required to walk the road before moving the trailer onto the campsite to check road conditions.

Note: In case of inclement weather, vehicles and trailers will not be allowed on the campsites or the truck roads. A camp truck will not be available to move a unit's trailer to the campsite.

No passengers are to be transported in the cargo section of trucks.

DIRECTIONAL SIGNS FOR TROOPS

Directional signs made out of cardboard or paper trash up the camp. Please do not use them. Instead, photocopy the camp map from this manual marked with your troop's campsite and distribute it to the parents of your Scouts.

CAMP SAFETY PROCEDURES

The buddy system should be used at all times.

Fireworks, alcoholic beverages, sheath knives, non-prescription drugs, and personal firearms are not permitted in camp.

Fires should be put out when leaving your campsite. No fire should be left unattended. Fire Orders and Severe Weather Procedures should be posted in each campsite and reviewed with the entire membership of the troop. Unit leaders need to appoint a fire marshal for their troop and review the responsibilities of that position with the selected Scout.

Scouts or adults are not to be transported in the cargo section of trucks.

All buildings are smoke free. Smokers, please smoke outside in a safe manner away from Scouts. It is unacceptable for anyone under the age of 18 to use tobacco products of any type at anytime during camp.

Shoes, boots, sandals, or appropriate footwear should be worn at all times while walking around camp.

The camp setting offers a great opportunity to observe plant and animal wildlife in their natural surroundings. Please inform your Scouts and adults not to feed or try catching any wildlife. If there is a problem with any type of wildlife you should contact the Camp Office or Camp Staff Member immediately.

Upon departure from camp, all Scouts will leave with their unit leadership, parent, guardian, or an individual approved by the parent or guardian. When a Scout leaves camp with someone other than the above individual, written permission must be provided by the legal parent or guardian to the unit leadership. This process is intended to maintain accountability of all Scouts and provide for their safety.

In order to easily determine visitors from participants, adults must wear a colored wrist band that will be provided during the check-in process.

Camp staff under the guidance of their Camp Director will monitor the camp for unauthorized persons. The central Ranch staff and the Camp Rangers will provide assistance. Any questions or concerns regarding an unauthorized person will be referred to the Camp Director or the Ranch Director. Those persons found not to be official guests of S bar F Scout Ranch or a Scout unit will be asked to leave and escorted off the premises. Local law enforcement officers will be contacted if necessary. Any problems or safety concerns regarding unauthorized persons must be referred to the Ranch Director or his designee.

SCOUT DISCIPLINE

The following information should be shared with the unit before arriving at camp so that unit leadership and their Scouts may clearly understand what course of action will be taken if camp rules are broken.

- The Scout Oath and Law are the rules in camp. They are all that are needed, and unit leadership is responsible for enforcing these rules and disciplining those Scouts that break them.
- In the case of inter-troop conflicts or concerns, the unit leadership of the individual Scouts involved is responsible for disciplining each of the individual Scouts.
- The camp administration, including the Camp Director of any camp involved, is available and prepared to assist in establishing communication in the event of inter-troop concerns.
- If the camp administration determines further action is necessary from the unit leadership, they will request it. If it is not forthcoming, the chartered organization and/or the District Executive will be contacted.
- The camp administration reserves the right to take action, if necessary, including sending a Scout home immediately who steals, vandalizes, possesses a controlled substance, or intentionally places himself or another Scout in danger of harm.
- Hazing, “midnight raids,” tent ditching, or other such activities are not allowed at any time at camp. Such activities place Scouts at unnecessary risk of injury and may cause bigger problems to occur as a result of seemingly small rituals getting out of control.

- Scouts will be expected to be on their campsites by 10:00 p.m. An adult leader or camp staff member must accompany any Scout who needs to be away from his campsite after 10:00 p.m.
- Inappropriate behavior should be reported to the Camp Director or the Ranch Director as soon as possible.
- All discipline should be constructive in nature and in keeping with the guidelines of Safe Scouting and Youth Protection.
- Finally, it is expected that all Scouts and adults camping at S bar F will live up to the principles and values of the Scout Oath and Law.

EQUIPMENT

All equipment needed for camping and cooking is provided at no additional cost. The equipment will include the following items for each patrol: 9'x7' wall tents (2 man), cots, 12'x16' patrol fly, patrol box, Trail Chef cook kit, cooking utensils, patrol dining table, charcoal stove, water jug, and wash tubs. The only equipment that Scouts and leaders must bring to camp is personal duffel including a knife, fork, and spoon. The campsites are equipped with a latrine, washstand, shower, and flagpole. Troop leaders must not remove equipment from other campsites. This practice only makes providing the proper amount of equipment for everyone more difficult.

Troops may bring troop tentage or cooking equipment if desired. On the Program Sheet that you send to the camp office you must note, specifically, how much of your own troop camping equipment you will bring (i.e. 3 tents, 6 cots, 2 patrol boxes, etc.). If you do not, we will assume that you need council equipment and any extras will have to be taken to the commissary by your troop during the Sunday check-in process.

We try to be as accurate as possible when distributing equipment to your campsite. We depend heavily on your Program Sheet that you send to camp.

Troops with more than seven full-time leaders are entitled to an additional table and fly, supply permitting, if requested on the Program Sheet.

RIFLES AND BOWS

Bows may be brought to camp by Scouts or leaders to use in merit badge work under the following guidelines:

- 1) Bows are maximum 40 lbs.
- 2) Bows are locked in the camp security closet when not in use. Our camps are not responsible for the bow while in our possession.
- 3) Although allowable, we do not encourage Scouts or leaders to bring bows to camp.
- 5) Rifles or other firearms may not be brought to camp.

CAMPING DURING WEEK NO. 1

If you are attending camp the first week, beginning June 15, you may want to bring a gas-powered weed whip to knock down foliage on the fringes of your campsite.

Each unit should bring some No.10 cans to camp to insure an ample supply of localizers is available for each patrol.

COTS

Our cots may not provide enough support for large leaders or leaders with bad backs. An alternative to cots is using a chaise lounge-style lawn chair that folds flat.

MAIL SERVICE

The correct mailing address is:

Scout's Name, Troop _____

Camp _____

Campsite _____

S bar F Scout Ranch

Knob Lick, MO 63651

TELEPHONE SERVICE

S bar F Scout Ranch, 573-756-5738. This phone number is for emergencies or leaving messages. If you need to contact a Scout or Scouter in an emergency, leave a message for him to return a call. It would be difficult for us to locate the camper while you waited on the phone. Although our emergency phone is manned 24 hours a day, please refrain from calling between 10 p.m. and 8 a.m., unless it is a true emergency.

CAMP VISITING HOURS

Parents who take their sons to camp on Sunday are welcome to inspect our facilities. Visiting hours for parents and relatives are Thursday from 5:00 p.m. to the conclusion of the Order of the Arrow call-out. See the parent information sheet in the Forms section of this manual. Please photocopy and distribute to each Scout's parents so that they are invited and "in the know." Scoutmasters should inform parents of visiting hours and ask their cooperation by not visiting camp at any other time or returning to the campsite following the Order of the Arrow ceremony.

Children who are not Boy Scouts may not be in camp, except during visiting hours.

PETS

Pets are not permitted at camp. Please inform parents that pets are not permitted in camp when dropping off their child, picking up their child, or during the Order of the Arrow call-out.

RELIGIOUS OBSERVANCE

Scouts will have an opportunity to lead Grace at each meal. Suggestions of Graces that may be used are at the end of the Food Service section of this manual.

A nondenominational vesper service will be held in each Scout camp. Check the bulletin board in the program hall for details.

Chaplains are available to assist you or your troop as needed.

USDA SUMMER MILK PROGRAM

Greater St. Louis Area Council-BSA camps participate in the USDA Summer Milk Program and the USDA Surplus Commodities Program through the Missouri Division of Family Service.

Program benefits and services are available to all children without regard to race, color, sex, handicap, age, or national origin. If you feel you have been discriminated against, write immediately to the Secretary of Agriculture, Washington, DC 20250.

TRADING POSTS AND CAMP EMBLEMS

Immediate recognition is important to our Scouts. We make every effort to have enough emblems in the Trading Post. Please purchase all emblems before leaving camp. Mile Swim BSA, camp emblems and segments, Challenge Course, and rappelling emblems are available all week at the trading post. Save yourself the problem of having to purchase the leftovers after camp.

A colorful base patch with segments for summer camp was designed to fit on a Scout's left shirt pocket. The patch is available in the trading post.

Each camp has a trading post that sells Scouting merchandise, camp souvenirs and clothing, food, and drinks. Hours of operation are on page 1 of this manual.

PROGRAM

IN GENERAL

Scout camp is probably the greatest experience that the troop will have during the year. It provides great satisfaction to see the Scouts having fun, the troop leaders becoming more responsible, and the patrols functioning as a team as the week goes on.

Your troop will improve as a result of Scout camp. The opportunity to get to know and understand your Scouts will never be better. Get your troop's summer camp program ready by taking these simple steps:

- A. Set your goals.
- B. Find out what the Scouts want!
- C. Involve your Patrol Leaders Council.
- D. Outline your program.

PROGRAM SUPPORT

The daily or weekly schedule is not the program. It is a tool for planning and administering the program. It is a timetable for certain formal activities and a checklist of opportunities. The camp program and the scheduling of the troop's part in the camp program are the responsibility of the Camp Director and the Camp Staff. The primary responsibility of the Camp Staff is to see that each troop has a great camping experience.

Adventure is one of our goals, and it is not found at exactly 9:30 a.m. or 4:15 p.m. It often just happens, or results from other activities. You will have planned activities, and the camp will have planned special events. Both of these should be and will be placed on the schedule, but things may happen that are not on the schedule and yet will be program. Please remember that camp is not only a place to earn merit badges and work on advancement; it's a place for adventure and fun.

PROGRAM DIRECTOR

The Program Director will help you plan your troop's schedule. He will assist you in developing and carrying out a full and balanced camping program. If you need help with float trip plans, a hike, merit badges, or skill instruction, please see the Program Director.

CAMP COMMISSIONER

Your campsite is the base from which your troop program at S bar F operates. A Camp Commissioner is assigned to your campsite to assist you while you are in camp. The degree of assistance rendered by the Commissioner will depend on the needs, desires, and experience of each troop. Thus, the type and extent of Commissioner service will vary with each troop. He will visit your campsite every day to answer questions and check on your needs. The Camp Commissioner will also provide a variety of adult leader training topics throughout the week.

TROOP COUNSELORS

Each campsite has a Troop Counselor who will assist your troop with check-in, check-out, and the O.A. election. Your Troop Counselor will visit your campsite daily to talk to the Scouts,

review the camp program, or address concerns. He is ready to help make your week at camp a success.

SCHEDULED CAMP PROGRAM

Your troop is a vital part of the camp community. Certain activities, such as campfires, religious worship services, flag ceremonies, etc., are set for the entire camp community. Your troop will want to use the opportunity to participate in these activities:

FLAG CEREMONIES

On each campsite a flagpole has been erected, and an American flag is provided for proper flag ceremonies. Flag raising should be held each morning at 7:50 a.m. Retreat should be held each evening. The senior patrol leader, or the patrol leader of the assigned patrol, should be in charge of the ceremony. Full uniforms should be worn at evening Retreat.

A camp-wide formal retreat ceremony is held in the central area on Sunday at 6:15 p.m.

REST PERIOD

Right after lunch there is a rest hour from 1:00 to 2:00 p.m. It's a good time for napping, writing letters home, quietly studying for advancement, or just stretching out and gazing at the sky.

ORDER OF THE ARROW

The Order of the Arrow plays a vital role in the camping program of our Council. Scouts who have demonstrated their ability as honor campers are recognized. Each Greater St. Louis Area Council troop in camp will have the opportunity to conduct an Order of the Arrow election on Thursday before breakfast at 7:00 a.m. A member of the camp staff will help you with your election. An election is not valid without your Troop Counselor or a designated member of the camp staff present at the election. Election procedures are in the Order of the Arrow section of this manual.

Unit leaders must have in camp the advancement and camping records of the OA candidates in their troop.

The Scouts and leader in your troop elected to membership in the Order will be notified of their election during the O.A. ceremony on Thursday evening. At 8:15 p.m. the entire camp will assemble at the Parade Ground. The O.A. ceremony will be conducted according to the Shawnee Lodge "Procedures in Camp."

Note: During the call-out ceremony, it is inappropriate and unacceptable for candidates to be forcefully removed or knocked down from the call-out line. Individuals who do not observe this policy will be asked to leave camp.

There will be meetings for all O.A. members in camp on Monday and Thursday at 1:15 p.m. at the Program Hall.

O.A. ceremonial team members of your troop may participate more fully in our Thursday night call-out ceremony. With the permission of the Scoutmaster, your Scouts who are costumed ceremonial team members can participate as guides. We believe this will add to the pageantry of the call-out. Arrangements must be made with the O.A. Coordinator by the Thursday OA meeting. Ceremonial regalia should be brought to camp but left locked in vehicles for protection until Thursday evening.

Citation Fees:

The Anpetu-We Lodge citation fee is \$20.00. The pre-Ordeal takes place on Thursday night in camp at S bar F Scout Ranch or the Friday night of the Anpetu-We Fall Reunion weekend in September.

The Shawnee Lodge citation fee is \$20.00. The pre-Ordeal takes place on Thursday night in camp at S bar F Scout Ranch.

Citations and fees for both lodges are due in the Camp Business Office following the election between 8:00 and 11:00 a.m. Thursday. Election procedures are in the Order of the Arrow section of this manual.

New in 2008: The Shawnee Lodge has developed some new programs for Order of the Arrow members to participate in while they are at summer camp. An overnight activity at Huck's Cove and the tree houses will take place on Monday evening. Brotherhood questioning is scheduled for Tuesday afternoon at the Program Hall porch. Additional information about these new programs can be found on the Shawnee Lodge website, www.shawneelodge.org.

CAMPWIDE ACTIVITIES

- **Opening Campfires:** The Opening Campfire will be held in the Council Ring on Sunday night. Assemble on the Parade Ground at 8:15 p.m.
- **Archery & Rifle:** Contests in these areas are held for the best archer and marksman from each troop. Awards for winners are presented at the Closing Campfire. Check with your Program Director, Commissioner, or the Field Sports Director on when these contests will occur. Information will be posted at the ranges and in the Program Hall of the camp.
- **Games Night:** On Monday evening a games night will be held in the central area of camp. Various sports will be offered. No advanced sign-up is necessary.
- **Beach Party:** A beach party is held at 7:15 p.m. on Wednesday. This fun event has great Scout appeal. Scouts and leaders are encouraged to dress for the occasion in beach attire such as a Hawaiian shirt, grass skirt, or straw hat. Your troop will want to participate. Additional events may happen during the week; watch for them. Again, your senior patrol leader should secure the events and organize your troop.
- **Mile Swim BSA:** A chance for each Scout and adult who is a swimmer to swim a mile is held on Friday. **Note:** Any participant in the Mile Swim BSA must have a minimum of four hours of practice swimming in camp, prior to the Mile Swim, to qualify. The unit

leadership is responsible for insuring the practice swimming has occurred at camp. Everyone who wants to participate in the Mile Swim must be in the area no later than 2:30 p.m. and the swim will begin at 2:45 p.m.

- A Closing Campfire is held on Friday night at the Council Ring. Assemble on the Parade Ground at 8:15 p.m. Skits and recognitions are the highlights of the Closing Campfire.

FIELD SPORTS

The Field Sports Area is open Monday through Friday for scheduled troop shoots. An adult leader from each troop must accompany the troop to the archery or rifle ranges.

- Rifle: preceded with a gun safety instruction; .22 caliber ammunition provided for scheduled troop shoots and the Rifle Shooting Merit Badge. Scouts and leaders will shoot free during these times.
- Archery: shooting at standard stationary targets for a competitive score.
- Shotguns: available for use in the older Scout program. The cost is \$5.00 per Scout.

ECOLOGY

The camp will have a marked Nature Trail to help Scouts learn to identify the wild things in the environment. Scouts, a patrol, or a troop can hike the trail.

The opportunity for meaningful conservation projects is always available. See the Ecology Director or Program Director.

HIKING AND OUTPOST CAMPING

Trails are available for Scouts to hike at the 5,200-acre S bar F Scout Ranch. There, you may spend a night away from the camp and hike back the next morning. A morning or afternoon hike to Castle Rock or Ship Rock is recommended. Please consult with the Program Director before taking a hike.

OLDER SCOUT PROGRAMS

The program is designed for Scouts who are 14 years old or in their fourth year of camp. The Older Scout Program has seen some changes in the last few years. Two staff members will coordinate the activities for the older Scouts at Camps Gamble and Famous Eagle.

Monday

Morning: kayak polo

Afternoon: shotgun shooting and mountain biking

Evening: Ultimate Frisbee and night shoot

Tuesday

Morning: Huck's Cove and Kayaking BSA

Afternoon: mountain biking and canoe orienteering

Evening: hamburger barbeque for 15-year-olds

Wednesday

Morning: Climbing Merit Badge instruction – part 1, shotgun shooting

Afternoon: Mountain biking and horseback riding

Evening: Water Carnival

Thursday

Morning: Climbing Merit Badge at cliffs – part 2 and geocaching

Afternoon: Climbing Merit Badge at cliffs – part 2 continued

Evening: Order of the Arrow Ceremony

Friday

Morning: water tubing and Kayaking BSA

Afternoon: water tubing and Mile Swim

Evening: Closing Campfire

Additional programs will be planned and developed by the older Scout staff during the staff training week held June 8, 2008. Details will be posted on the bulletin board in the Program Hall.

Merit badges designed for older Scouts are Horsemanship and Climbing. For details, see merit badge schedule in the Advancement section of this manual. BSA Lifeguard is also available to older Scouts.

To assist older Scouts in planning their week, a sign-up form is included in this packet. A Scout should complete the form and mail it directly to S bar F Ranch by June 1, 2008. Each Scout will receive a confirmation for the activities he requested. Please note that a Scout might not get to participate in every activity due to several factors: number of requests for a specific activity, size limits of certain programs for safety, or the amount of program materials.

Several programs have a cost for participation. The \$5.00 fee for the shotgun shooting and water tubing will be collected at camp.

We recognize that many Scouts and leaders are concerned that Scouts in the older Scout program will miss merit badge instruction. Many merit badges have requirements or prerequisites that can be done before camp, which will allow more time for high-adventure fun. But remember, summer camp is more than merit badges.

New in 2008: A canoe orienteering course has been developed and set up for older Scouts. The course combines map and compass as well as canoeing skills into a great program.

New in 2008: Hiking, GPS, and map and compass skills are all part of this new program for older Scouts. A course has been set up for use during summer camp for the older Scout program.

ADULT LEADER TRAINING

Unit leaders may view the Boy Scout Fast Start Training video in the Program Hall during office hours.

Boy Scout Leader training will be conducted at camp. The courses offered will be New Leader Essentials, Scoutmaster/Assistant Scoutmaster, Committee Training, and Introduction to Outdoor Skills. Adults taking the course must assist with Voyageur Program instruction each morning of the week in their camp and participate in afternoon training sessions Monday through Thursday. The afternoon training sessions will be held in the Ranch Health Lodge between the hours of 2:00 and 4:00 p.m. A schedule will be available during the Sunday check-in. The cost of the training is \$20.00 which includes all of the training materials.

Pressurized Fuel Training for adults will be held in the Program Hall at 2:00 p.m. on Monday. The camps will not be providing equipment for this training; you must bring your own.

Youth Protection Training will be held on Tuesdays at 2:00 p.m. in the Program Hall.

Safe Swim and Safety Afloat instruction will be held in the Aquatics Area on Wednesday at 10:30 a.m.

Trek Safely **and** Climb on Safely will be held at 2:00 p.m. on Thursday in the Program Hall. Trek Safely - Leaders are encouraged to bring informational materials to share with other unit leaders. A listing of various high-adventure programs from across the country will be available at the meeting for your unit to use as a resource. Climb on Safely is an introductory for conducting a climbing program for your troop.

RANGER PROGRAM

The program is designed for those Scouts who are 14 or older, or in their fourth summer camp, are in good physical condition and are looking for fun, adventure, and challenges in the backwoods of the S bar F Scout Ranch. Teamwork, problem solving, cooperation, and leadership development are important parts of the Ranger Program. Activities that have been included in the program: blacksmithing, Native American sweat lodge, ropes course, and black powder shooting. The Scouts will swim, have time to fish, and will participate in games designed to improve outdoor skills. The Ranger Program activities vary from year to year. A minimum of five Scouts is needed to conduct the weekly program.

The Ranger Program's activities will take place at various locations at the S bar F Ranch. The Scouts will live in outpost camps, carry all equipment necessary for camping, and walk portions of the Three Notch Trail that show nature in its raw form. A Scout should participate in the Ranger Program if he is interested in increasing his appreciation of nature, camping, and self-reliance. Since many of the activities require strength and courage, some physical conditioning may be desirable before camp.

Individual Scouts may sign-up for the Ranger Program as their second week in camp.

A total cost of \$195.00 will be charged for the Ranger Program, which includes an emblem and camp segment. All fees must be paid in full by May 1. Adults are welcome on the program. Scouts should meet at 2:00 p.m. on Sunday at the Scout Lodge in the Camporee Area. The program will end around 6:30 p.m. after dinner on Friday at the Ranch Headquarters area.

Check out the Council's website for more information, www.stlbsa.org. A registration form is available in the Forms section of this manual.

River Ranger Program offers older Scouts the opportunity to float the Eleven Point River. The program will be held June 8-13 and the cost will be \$215.00. Participants will be able to float the river, swim, fish, and take side hikes. Additional information can be found in the Forms section of this manual.

OA SUMMER CAMP

Indian dancing, ceremonial site preparation, regalia making, Native American seminars, and ceremonial team character training are all part of OA Summer Camp. This unique week of camp will be held at Camp Famous Eagle, S bar F Scout Ranch. Every participant will receive materials for a pair of moccasins, choker, and breechcloth. In addition to the emphasis on the shooting sports program, participants will have the opportunity to enjoy the program features of the Ranch: swimming, tubing, mountain biking, kayaking, Huck's Cove, and much more. Dates for the OA Summer Camp are July 27 through August 1. The cost of the six-day program is \$195.00. The fee includes sixteen meals, lodging, and program materials. For information, contact your Order of the Arrow Chief or the Camping Service of the Greater St. Louis Area Council, 314-361-0600 or 1-800-392-0895. A registration form is available in the Forms section of this manual.

HORSE CAMP

The 2008 long-term horse program will be a seven-day, adventure-filled experience at Nagel Base of the 2,400-acre Beaumont Scout Reservation. Features include horseback riding, swimming, skeet shooting, campfires, float trip, and much, much more. Each participant in this exciting program must be a registered Boy Scout, Venturer, or Explorer and 14 years of age by June 1, 2008. Dates for the Horse Camp are June 1-7, 2008. Maximum number of participants is 40. The cost is \$195.00, which includes meals, lodging, and program materials. A non-refundable reservation fee of \$25.00 will hold a spot. All fees must be paid in full by May 1, 2008. Leadership is provided by the Council Trail Guide Committee. A registration form is in the Forms section of this manual.

LEADERS MEETINGS

Leaders Meetings — Office Front Porch

Sunday	-	7:15 p.m.
Monday	-	9:30 a.m.
Tuesday	-	check at camp for time
Thursday	-	9:30 a.m.
Friday	-	9:30 a.m.

Senior Patrol Leaders Meeting — Older Scout Program Area

Sunday	-	7:15 p.m.
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TROOP PROGRAM:

In addition to the many opportunities already outlined in this manual, there are several troop activities included in the program:

- A short troop campfire can be conducted on Tuesday night.
- Patrol Leaders Council Meetings (PLC): Every troop should have a daily patrol leader's council meeting. Here you can review the activities for the past 24 hours and plan in detail the activities of the next day, check on each Scout's progress and hold a progress review for those Scouts who are ready. The involvement of the troop leaders in the planning and execution of the camp program is a very important part of their development. The suggested time is in the evening after the last activity.
- Every Scoutmaster has many opportunities to conduct personal growth agreement conferences throughout the week.
- Parents Program conducted by the PLC on Thursday evening before the O.A. ceremony.
- Troop program ideas:
 - Daybreak hike or fishing trip
 - Horseshoe contest
 - Troop scavenger hunt
 - Patrol of the Day
 - Pig roast
 - Scout of the Day

Finally, there are many good programs that are not mentioned here because we haven't thought of them yet! But if your troop does, you can plan and carry them out.

*Seems like there's just too much to do in one week?
That's the way we like it — to keep your Scouts and you coming back year after year!*

S bar F Ranch Song

S bar F Where I Learned to be a Friend

Words and music by Bernie McDonald

Chorus

This is the best time of my life
Sometimes I hope it never ends
These nights and days at S bar F
Where I learned to be a friend

This the summer of my life
And I hope it never ends
Amid these trees, beneath these stars
Its here I learned to be a friend

This is the light within my eyes
And in my memory never fades
The moon above the lake at night
The suns light on a lovely glade

This is the water of my well
May it quench me all my days
Through life's storms and gentle runs
Whatever comes, I know my way

This is the soil around my roots
May it nourish me through time
These hills and hollers filled with life
Well live within this life of mine

RECOMMENDED ITEMS FOR TROOPS TO TAKE TO CAMP:

1. Lawn chairs for leaders.
2. Badminton or wiffle ball game for campsite.
3. Troop merit badge pamphlet library.
4. Troop first aid kit — include sunscreen and after-burn lotion such as aloe.
5. Water cooler.
6. Large battery-operated clock.
7. Cooler for ice, extra foodstuffs, and medicine storage — varmint proof.
8. Wax fire starters and newspapers.
9. Spices — sugar, cinnamon, pepper... packets of condiments.
10. Coffee, tea, and creamer.
11. Hose and nozzle.
12. Duct tape — lots of uses including covering thumbs during woodcarving.
13. Clothesline and clothes pins.
14. Binders twine.
15. Troop records for O.A. citations.
16. Troop checks.
17. Advancement chart.
18. Sealable drywall buckets are great for tinder, “smellables” storage, or as a clothes washer.
19. Soft soap and dispenser for wash basin.
20. Dutch oven.
21. Citronella candle.
22. Aluminum foil.
23. Large trash bags.
24. Cobbler mixings, peanut butter, and instant soup mix.
25. Glow-in-the-dark Frisbees.
26. Dish drainer(s).
27. Hand ax and bow saw.
28. Plastic ground cloth for potential O.A. candidates.
29. No. 10 cans for localizers.
30. Easy Off oven cleaner to clean grills on Friday or Saturday
31. Scouring pads to clean patrol gear on Friday night

PERSONAL EQUIPMENT LIST FOR BOY SCOUT SUMMER CAMP

1. Summer camp physical completed and signed by licensed medical personnel and parent
2. Medications with directions — give to your unit leader for safekeeping at camp
3. Duffle bag or pack
4. Summer uniform
5. Sturdy shoes or boots suitable for hiking
6. Sandals
7. Work gloves
8. Ball glove
9. Cap or hat
10. Raincoat or poncho
11. Sweatshirt or jacket
12. Underwear
13. Socks (at least 1 pair for hiking), including Scout socks
14. Camp T-shirts
15. Handkerchiefs
16. Pajamas or sleeping attire
17. Extra changes of clothing
18. Hawaiian shirt for Beach Party
19. Ziploc bags to keep clothing items dry
20. Swim suit (pack on top of duffel)
21. Towels (pack on top of duffel)
22. Washcloth
23. Toothbrush and paste
24. Hand soap in container
25. Shampoo
26. Brush or comb
27. Sunscreen
28. Insect repellent (non-aerosol only — see note below)
29. Personal first aid kit
30. Wristwatch
31. Flashlight and batteries
32. Pocketknife
33. Pen, pencil, and paper
34. Sleeping bag or blankets & sheets
35. Pillow (if desired)
36. Canteen or water bottle
37. Fork, knife, spoon, and cup
38. Camp stool
39. Boy Scout Handbook
40. Merit badge work completed prior to camp and pamphlets
41. CPR red card
42. Bible or prayer book
43. Spending money
44. Camera with extra film (disposable recommended)

NOTES:

- **Items not recommended** are electronic devices (game boys, radios, cell phones), items of value, extra food that might attract animals.
- **Items prohibited** are firearms or ammunition, fireworks, alcoholic beverages.
- Mark all of your equipment and clothing with your name.
- If you bring insect repellent, bring lotion as bug spray removes the waterproofing from canvas tents.
- A Scout is welcome in any Scout camp, whether or not he owns a Scout uniform.

ADVANCEMENT

MERIT BADGES — OUR PHILOSOPHY

Over the past few years, better than 60 percent of all merit badges earned by Scouts in our council have been earned at Camp Lewallen or the S bar F Scout Ranch. That's a lot of advancement for one week — and not enough for the other 51 weeks. Camp offers the Scout a great opportunity to earn merit badges that lend themselves to the outdoors. Camp is a very important week, so you don't want to clutter it up with badges that are more readily earned during the other 51 weeks. Camp is not the place for Communications, Citizenship, or Personal Fitness merit badges. A Scout trying to earn four, five, or six merit badges does not have a balanced program. Camp is not a merit badge mill! Please guide your Scouts to set goals that are achievable and not to chase badges, or forget the fun. Guide your Scouts to balance their week.

Some subjects require a greater length of time for instruction than do others. This should be taken into account when scheduling them. One successful practice is to have the Scouts take instruction from the camp staff member in a given subject for the first period. Then have some of the adult leaders of the troop review, with the Scouts, the knowledge gained. Put the skills into practice immediately following the instruction.

Remember: Guide Scouts to balance their week and have fun!

Your role as Scoutmaster is to sit down with each Scout in preparation for camp and review with him the advancement possibilities available. The priority for first-year campers should be basic Scout skills, with a merit badge or two for fun and flavor.

With merit badges:

- Determine if the Scout has a real interest in the subject and understands the requirements and time commitment.
- Point out which requirements must — or it would be better to — be completed before camp.
- No sign-ups will take place after Tuesday evening except for Mammal Study or Forestry merit badges.
- Review equipment needs.
- Counsel the Scout if he is taking on too much. Make sure he has not chosen a merit badge he cannot complete.
- Schedule the Scout's times and places on a daily planner.
- Don't judge how successful your week of camp is by the number of merit badges your Scouts earned.

LEADERS IN PROGRAM AREAS

A number of leaders enjoy helping out in our program areas. Please recognize that a leader's primary responsibility is on the campsite supervising, coaching, and instructing basic Scout skills. But, if you have the time and the desire, we would like to have you spend an hour each day in the program area of your choice. Options vary from teaching a merit badge class from start to finish or teaching Scouts how to fish or beginners to swim, to running a challenging Pioneering merit badge program. Choose a subject you are particularly skillful or interested in, or ask the area director what he needs most. A helping hand is greatly appreciated in instructional swim and Swimming, Rifle Shooting, and Fishing Merit Badges.

Troops that will have three or more Scouts participate in the Voyageur Program will need to provide an adult leader to assist with the program.

Sign-up for assisting with merit badges and Voyageur Program occurs on Sunday evening with the area director during the 7:15 leader's meeting.

TROOP SCHEDULE BUILDING

We have an advanced scheduling plan for troop program. It works reasonably well, and most leaders prefer it. As you will see, the success of this method is dependent on you. In your information packet is a page that should be returned by every troop two weeks before you leave for camp. Whether or not you plan your program ahead of time, we need to know your troop size and needs. Again, please mail your troop program form to camp two weeks prior to your arrival. Sorry, we cannot accept a fax.

Scouts may sign-up for merit badges in the program areas on Monday at the beginning of the session. No merit badge sign-ups are permitted after Tuesday evening except for Mammal Study and Forestry Merit Badges. Mammal Study and Forestry Merit Badges programs begin on Wednesday.

Here's the Plan...

Three weeks before camp, determine your attendance, number of patrols, and needs. Then, plan the campsite/troop programs that provide your troop with its highlights and very important instruction for Tenderfoot through First Class.

As you can imagine, this is a lot of paperwork for our camp. In order to process it, we must have this information in our hands by the Tuesday before you come to camp. **Plan to mail it three weeks before you attend.**

When you arrive at camp, your program will have been prepared and given to you.

VOYAGEUR PROGRAM

The Voyageur Program has been undergoing changes for the last several years at the S bar F Scout Ranch. Last summer's program was dramatically different from years past. A few changes have been made to the program this summer based on suggestions and comments from unit leaders. As we continue to improve the Voyageur Program your patience, suggestions, and assistance is greatly appreciated.

The Voyageur Program is designed for Scouts who have just joined a troop or have just graduated from Webelos. This is a transitional program to help the Scouts understand the patrol method, learn basic Scouting skills, and experience some of the many programs available at summer camp. The program is not intended to have Scouts advance to First Class rank during one week at camp. It is intended to supplement a troop's advancement program.

The Voyageur Program is optional for use by troops. Some units prefer to have their own leadership and older Scouts help with the skill development of new Scouts within their own campsite.

The goals of the Voyageur Program are

- To provide an organized program based upon the patrol method
- To teach the basic skills necessary to succeed in Scouting and the outdoor program
- To instill in the Scouts a respect for the Scouting methods and principles found in the Scout Law and Oath as well as the Outdoor Code
- To provide a great experience at summer camp

General Information

Scouts participating in the Voyageur Program should have earned the Scout rank prior to camp and learned how to use the Scout handbook.

The Voyageur program will run about 4 hours a day. It will be conducted between 9:15 and 12:00 noon Monday through Friday **and** 2:00 p.m. -2:45 p.m. Monday through Thursday. The Scouts will be divided into patrols on Monday morning and meet their staff member who will work with them throughout the entire week. We will attempt to place troop members in the same patrol. Troops that will have three or more Scouts participate in the Voyageur Program will need to provide an adult leader to assist with the program.

General registration for the Voyageur Program will be held prior to camp by completing the information on Boy Scout Program Sheet found in the Forms section of the manual. The program participation will be limited to 100 Scouts.

Detailed sign-up for the program will occur on Sunday during the office check-in process. Unit leaders will need to complete the Voyageur Program Registration Sheet and submit the form and fees during the check-in at camp. The cost of the Voyageur Program is \$10.00 per Scout. The fees cover the cost of program materials such as wood carving neckerchief, beads, rope, patrol flag, progress cards, leather lace, and totem.

The program will consist of Scout skills instruction as well as Swimming Merit Badge or swimming skills. In addition to skill instruction the staff member might include other activities that include taking a hike, visiting the field sports area, or conducting inter-patrol competitions.

The Voyager Area is located on Smith Campsite at Camp Famous Eagle and on Moreno Campsite at Camp Gamble.

Scouts will need to bring to camp:

- Scout handbook
- Water bottle
- Pocket knife
- Compass
- Book bag or small backpack

The backpack or book bag will be used to carry their program materials and swimwear around camp.

Eighteen lessons have been developed for the Voyager Program and more will be written prior to camp. The lessons can be found in the Camping section of the Resource Folder on the Council's website.

A Voyager totem will be given to each Scout to wear that participates in the program. Each time a Scout completes one of the lessons he will be given a colored bead to hang from the totem. A listing of the colored beads will be distributed at camp since we are in the process of adding lessons to the program.

In order for your Scouts to get the most out of the Voyager Program, there must be a leader committed to working with the Scouts throughout the week. Each day leaders should ask to see the Scout's Voyager totem and beads so he can be reviewed on what he learned. If the unit leadership is satisfied with the Scout's knowledge, then sign him off on the requirement in his handbook.

Each week the Voyager Director will interview older Scouts who are interested in assisting with the Voyager Program. The Voyager Director will make the announcement at the Sunday evening camp-wide flag ceremony. The Voyager Director will conduct the interviews after dinner and make assignments based on the interviews.

Requirements:

- 15 years of age
- Life or Eagle rank
- Approved by the unit leader
- Be available each morning for the entire Voyager session

Individuals who are selected:

- Will be considered part of the Voyager Staff for their week in camp
- Will assist with skill instruction
- Will receive a Voyager Staff shirt

- Will be recognized at the Friday evening campfire

As we continue to improve the Voyageur Program we ask that you assist the staff in offering your suggestions and comments in a positive way. Just like you we want to offer a great experience to the Scouts attending camp.

CAMPSITE SCHEDULES

So that you may schedule your troop's camp, here is a guide to times:

<u>Famous Eagle Campsites</u>	<u>Gamble Campsites</u>	<u>Instructional Swim</u>	<u>Free Swim</u>
Livingston	Dickson	10:15 a.m.	4:00 p.m.
Schnuck	Osage	10:15 a.m.	4:00 p.m.
West	Morie	10:15 a.m.	4:00 p.m.
Wenzel	Knight	11:15 a.m.	3:00 p.m.
Rottmann	Jacobson	11:15 a.m.	4:00 p.m.
Hungerford	Kelso	11:15 a.m.	4:00 p.m.
Capps	Francis	10:15 a.m.	3:00 p.m.
Ehrhardt	Wisbart	11:15 a.m.	4:00 p.m.
Chambers	Desoto	9:15 a.m.	3:00 p.m.
Stark	Weisman	9:15 a.m.	3:00 p.m.
Backer	Busch	9:15 a.m.	3:00 p.m.
Thayer	Pratte	9:15 a.m.	3:00 p.m.
Simpson	Hubeli	11:15 a.m.	4:00 p.m.

Cooking Merit Badge instruction will occur on the campsite taught by the adult leadership. Skills are reviewed and passed by the Scoutmaster for the merit badge. The Scoutmaster will sign the merit badge cards. Pick up merit badge cards from the camp office. The unit leader needs to provide a list of Scouts that completed the merit badge to the camp office prior to the Saturday check-out.

MERIT BADGE SCHEDULE SUMMER CAMP 2008

Scoutcraft

Basketry	2:00, 3:00, & 4:00 p.m. (see details on page 30)
Camping	9:15, 11:15 a.m. & 2:00 p.m.
Indian Lore	3:00 & 4:00 p.m.
Leatherwork	10:15, 11:15 a.m. & 4:00 p.m. (afternoon help session)
Orienteering	9:15 & 10:15 a.m.
Pioneering	9:15 a.m. & 2:00 p.m. (two-hour sessions)
Wilderness Survival	2:00 -4:00 p.m. and evening campout (Monday or Tuesday)
Wood Carving	9:15, 10:15 & 11:15 a.m. (afternoon help session)

Nature

Astronomy	9:15 a.m. & 4:00 p.m. (evening star study is required)
Environmental Science	10:15 a.m. & 2:00 p.m. (two-hour sessions)
Fishing	9:15, 10:15 & 11:15 a.m. (Monday and Tuesday)
Forestry	3:00 p.m. (two-hour session on Monday & Tuesday <u>or</u> Wednesday and Thursday)
Mammal Study	2:00, 3:00 & 4:00 p.m. (Wednesday and Thursday)
Nature	9:15 a.m. & 2:00 p.m.
Reptile and Amphibian Study	10:15, 11:15 a.m. & 3:00 p.m.
Weather	11:15 a.m. & 2:00 p.m.

Aquatics

Swimming	9:15, 10:15, & 11:15 a.m. (Wednesday night dry session)
Lifesaving	9:15, 10:15, & 11:15 a.m. (Wednesday night dry session)
Canoeing	9:15, 10:15, & 11:15 a.m. (Wednesday night dry session)
Rowing	9:15, 10:15, & 11:15 a.m. (Wednesday night dry session)

Field Sports

Archery	9:15 & 10:45 a.m. (hour and a half session)
Rifle Shooting	9:15 & 10:45 a.m. (hour and a half session)

Older Scout Program

Climbing	Wednesday morning and Thursday morning and afternoon
Horsemanship	9:15 & 10:45 a.m. (S bar F Corral in Ranch Camporee Area, 1½ hour session)

Campsite Merit Badge With Scoutmaster

Cooking	Times determined by unit leader
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Detailed information concerning the merit badges can be found on the following pages.

Please check the Council website, www.stlbsa.org, for any National BSA requirement changes that are made after publishing this Leader' Guide.

MERIT BADGES SUMMER CAMP 2008

First Year

Basketry
Fishing
Leatherwork
Mammal Study
Swimming
Wood Carving

Second Year

Camping
Canoeing
Cooking
Forestry
Indian Lore
Lifesaving
Orienteering
Pioneering
Reptile and
Amphibian Study
Rowing
Wilderness
Survival

Third Year

Archery
Astronomy
Environmental
Science
Nature
Rifle Shooting
Weather

Fourth Year

Climbing
Horsemanship

ADDITIONAL PROGRAMS

First Year

Mile Swim BSA
Voyageur

Second Year

Mile Swim BSA

Third Year

Mile Swim BSA

Fourth Year

BSA Lifeguard
Kayaking BSA
Mile Swim BSA
Snorkeling BSA

Requirements for BSA Lifeguard, Kayaking BSA, Mile Swim BSA, and Snorkeling BSA can be found in the 2008 Boy Scout Requirement book.

ARCHERY
TIMES OFFERED
9:15 a.m. 10:45 a.m.
LOCATION
Archery Range
AVAILABLE TO
Third-year campers and older
RECOMMENDED ADVANCE WORK
Study requirement 3 and 4.
REQUIRED MATERIALS AND/OR PREPARATION
Requires skill and practice prior to camp.
ANTICIPATED COSTS
Approximate cost of materials is \$5.00.
OTHER INFORMATION
Each merit badge session is 1 1/2 hours. Personal equipment allowed but must be locked in camp office.

ASTRONOMY
TIMES OFFERED
9:15 a.m. 4:00 p.m.
LOCATION
Ecology Area
AVAILABLE TO
Third-year campers and older
RECOMMENDED ADVANCE WORK
Knowledge and practice in identifying constellations. Sketches for requirements 4c and 7a should be completed prior to camp.
REQUIRED MATERIALS AND/OR PREPARATION
Requirements 5b, 6, 7b, and 9 must be completed prior to camp.
ANTICIPATED COSTS
OTHER INFORMATION
Writing and drawing materials are needed. Night observations required for merit badge. Details will be posted at camp.

Note: If the required preparation is not completed prior to camp a Scout might only be able to receive a partial on the merit badge.

BASKETRY	
TIMES OFFERED	
2:00 p.m.	Monday is instruction with Tuesday through Thursday being help sessions between 2:00-5:00 p.m.
3:00 p.m.	
4:00 p.m.	
LOCATION	
Scoutcraft Area	
AVAILABLE TO	
All Scouts	
RECOMMENDED ADVANCE WORK	
REQUIRED MATERIALS AND/OR PREPARATION	
Stool and 2 basket kits – one square and one round.	
ANTICIPATED COSTS	
Approximate cost of materials is \$15.00 to \$24.00.	
OTHER INFORMATION	
Amount of time spent in Scoutcraft Area is dependent on the needs of the Scout.	

CAMPING	
TIMES OFFERED	
9:15 a.m.	
11:15 a.m.	
2:00 p.m.	
LOCATION	
Scoutcraft Area	
AVAILABLE TO	
Second-year campers and older	
RECOMMENDED ADVANCE WORK	
Requirements 2 and 3 should be completed before camp.	
REQUIRED MATERIALS AND/OR PREPARATION	
Requirement 8c, 8d, and 9 must be completed prior to camp.	
ANTICIPATED COSTS	
OTHER INFORMATION	

Note: If the required preparation is not completed prior to camp a Scout might only be able to receive a partial on the merit badge.

CANOEING
TIMES OFFERED
9:15 a.m. 10:15 a.m. 11:15 a.m.
LOCATION
Boating Area
AVAILABLE TO
Second-year campers and older
RECOMMENDED ADVANCE WORK
Studying requirements 4, 5, and 10 prior to camp would be helpful.
REQUIRED MATERIALS AND/OR PREPARATION
Must be a swimmer. Physical strength required to carry canoe and rescuing a swamped canoe.
ANTICIPATED COSTS
OTHER INFORMATION
Cannot be completed in camp unless Scout has proof of CPR instruction. Wednesday night after Beach Party is a scheduled dry session.

CLIMBING
TIMES OFFERED
Wednesday morning and all day on Thursday
LOCATION
Older Scout Area
AVAILABLE TO
Fourth-year campers and older
RECOMMENDED ADVANCE WORK
Read merit badge book to gain knowledge of equipment and terminology. Know the Outdoor Code and Leave No Trace guidelines. Practice the knots.
REQUIRED MATERIALS AND/OR PREPARATION
Good physical condition. Climbing can be strenuous.
ANTICIPATED COSTS
OTHER INFORMATION
Limited to 8 Scouts. Merit badge sign-up will be prior to camp using the Older Scout Program registration form.

Note: If the required preparation is not completed prior to camp a Scout might only be able to receive a partial on the merit badge.

COOKING
TIMES OFFERED
Determined by Scoutmaster
LOCATION
Campsite
AVAILABLE TO
Second-year campers and older
RECOMMENDED ADVANCE WORK
REQUIRED MATERIALS AND/OR PREPARATION
Requirements 3, 4, 5, 6, and 7 must be completed prior to camp.
ANTICIPATED COSTS
OTHER INFORMATION
Merit badge instruction is on the campsite by the unit leader. Unit leader submits a list of Scouts who completed the merit badge to the camp office prior to Saturday check-out. Cannot be completed in camp if work for requirements 4 through 7 is not completed prior to camp.

ENVIRONMENTAL SCIENCE
TIMES OFFERED
10:15 a.m. 2:00 p.m.
LOCATION
Ecology Area
AVAILABLE TO
Third-year campers and older
RECOMMENDED ADVANCE WORK
It is helpful to complete Requirements 3 and 5 prior to camp.
REQUIRED MATERIALS AND/OR PREPARATION
Requirements 3f must be completed prior to camp. Bring completed items to camp.
ANTICIPATED COSTS
OTHER INFORMATION
Each merit badge session is 2 hours long. The Boy Scout Field Book is a helpful resource. This is a time-consuming merit badge.

Note: If the required preparation is not completed prior to camp a Scout might only be able to receive a partial on the merit badge.

FISHING
TIMES OFFERED
9:15 a.m. Monday and Tuesday 10:15 a.m. Monday and Tuesday 11:15 a.m. Monday and Tuesday
LOCATION
Ecology Area
AVAILABLE TO
All Scouts
RECOMMENDED ADVANCE WORK
Practicing the knots in Requirement 4 and studying the Outdoor Code prior to camp would be helpful. Requirement 7 involves knowledge of state and local regulations.
REQUIRED MATERIALS AND/OR PREPARATION
Fishing rod and reel, line, bait or lures are needed for requirement 9.
ANTICIPATED COSTS
OTHER INFORMATION
Friday morning is scheduled as a help session if needed.

FORESTRY
TIMES OFFERED
3:00 p.m. Monday & Tuesday 3:00 p.m. Wednesday & Thursday
LOCATION
Ecology Area
AVAILABLE TO
Second-year campers and older
RECOMMENDED ADVANCE WORK
It would be helpful to complete requirement 7 before camp.
REQUIRED MATERIALS AND/OR PREPARATION
Requirement 5 must be completed prior to attending camp.
ANTICIPATED COSTS
OTHER INFORMATION
Merit badge session is 4 hours – 2 hours each consecutive afternoon. A tree identification guide and a spiral notebook would be helpful.

Note: If the required preparation is not completed prior to camp a Scout might only be able to receive a partial on the merit badge.

HORSEMANSHIP
TIMES OFFERED
9:15 a.m. 10:45 a.m.
LOCATION
Corral located at the north end of the Camporee Area
AVAILABLE TO
Fourth-year campers and older
RECOMMENDED ADVANCE WORK
Scouts should know requirements 1, 2, and 4 prior to camp – safety procedures, parts of a horse, parts of a saddle.
REQUIRED MATERIALS AND/OR PREPARATION
Horsemanship merit badge book, shoes with heels, and long pants. Physical strength needed to saddle, mount, and dismount horse.
ANTICIPATED COSTS
\$15.00.
OTHER INFORMATION
Each merit badge session is 1 1/2 hours. Limited to 5 Scouts per session from each camp. Sign-up prior to camp using the Older Scout Program registration form is strongly recommended.

INDIAN LORE
TIMES OFFERED
3:00 p.m. 4:00 p.m.
LOCATION
Scoutcraft Area
AVAILABLE TO
Second-year campers and older
RECOMMENDED ADVANCE WORK
Research the history of an Indian tribe is needed for requirement 1. Make model for 2c.
REQUIRED MATERIALS AND/OR PREPARATION
Requirement 2d must be completed prior to camp if Scout plans to use it to fulfill Requirement 2.
ANTICIPATED COSTS
Costs range depending on the sophistication of the project - \$4.00 to \$15.00.
OTHER INFORMATION

Note: If the required preparation is not completed prior to camp a Scout might only be able to receive a partial on the merit badge.

LEATHERWORK
TIMES OFFERED
10:15 a.m. 11:15 a.m. 4:00 p.m.
LOCATION
Scoutcraft Area
AVAILABLE TO
All Scouts
RECOMMENDED ADVANCE WORK
Knowledge of Requirement 1 and 2 prior to camp would be helpful.
REQUIRED MATERIALS AND/OR PREPARATION
Materials for project may be purchased at camp or brought from home.
ANTICIPATED COSTS
Cost of materials is \$7.00 to \$18.00 depending on type of project.
OTHER INFORMATION
Assistance is available from 2:00 and 5:00 p.m. in the Scoutcraft Area.

LIFESAIVING
TIMES OFFERED
9:15 a.m. 10:15 a.m. 11:15 a.m.
LOCATION
Swimming Area
AVAILABLE TO
Second-year campers and older
RECOMMENDED ADVANCE WORK
Practice swimming skills prior to camp. Must be a strong swimmer.
REQUIRED MATERIALS AND/OR PREPARATION
In order for a Scout to sign-up for the merit badge he must have completed his Second and First Class swimming requirements prior to camp. Long-sleeve shirt and long pants are needed for requirement 7e.
ANTICIPATED COSTS
OTHER INFORMATION
Must be a strong swimmer. Cannot be completed at camp unless proof of CPR training is presented. Wednesday night after beach party is a scheduled dry session.

Note: If the required preparation is not completed prior to camp a Scout might only be able to receive a partial on the merit badge.

MAMMAL STUDY
TIMES OFFERED
2:00 p.m. Wednesday and Thursday 3:00 p.m. Wednesday and Thursday 4:00 p.m. Wednesday and Thursday
LOCATION
Ecology Area
AVAILABLE TO
All Scouts
RECOMMENDED ADVANCE WORK
Completion of reports prior to camp would be helpful.
REQUIRED MATERIALS AND/OR PREPARATION
ANTICIPATED COSTS
OTHER INFORMATION
Writing materials such as paper and pen are needed for reports. Friday morning is scheduled as a help session if needed.

NATURE
TIMES OFFERED
9:15 a.m. 2:00 p.m.
LOCATION
Ecology Area
AVAILABLE TO
Third-year campers and older
RECOMMENDED ADVANCE WORK
Completing Requirement 4 prior to camp would be helpful. Bring completed materials and/or reports to camp.
REQUIRED MATERIALS AND/OR PREPARATION
ANTICIPATED COSTS
OTHER INFORMATION

Note: If the required preparation is not completed prior to camp a Scout might only be able to receive a partial on the merit badge.

ORIENTEERING
TIMES OFFERED
9:15 a.m. 10:15 a.m.
LOCATION
Scoutcraft Area
AVAILABLE TO
Second-year campers and older
RECOMMENDED ADVANCE WORK
Requirement 7 prior to camp would be helpful. Contact St. Louis Orienteering Club.
REQUIRED MATERIALS AND/OR PREPARATION
Compass needed for running courses. Requires skill and practice prior to camp.
ANTICIPATED COSTS
OTHER INFORMATION
This merit badge requires a good deal of running and hiking. Sturdy shoes or boots are important.

PIONEERING
TIMES OFFERED
9:15 a.m. 2:00 p.m.
LOCATION
Scoutcraft Area
AVAILABLE TO
Second-year campers and older.
RECOMMENDED ADVANCE WORK
Good knowledge of knots and lashings prior to camp will be helpful.
REQUIRED MATERIALS AND/OR PREPARATION
Complete requirement 6 and 7 prior to camp and bring rope machine and model to camp.
ANTICIPATED COSTS
OTHER INFORMATION
Construction of pioneering project can be time-consuming. This merit badge meets for two hours daily.

Note: If the required preparation is not completed prior to camp a Scout might only be able to receive a partial on the merit badge.

RIFLE SHOOTING
TIMES OFFERED
9:15 a.m. 10:45 a.m.
LOCATION
Rifle Range
AVAILABLE TO
Third-year campers and older
RECOMMENDED ADVANCE WORK
Requires knowledge of state and local regulations. This information should be reviewed prior to camp.
REQUIRED MATERIALS AND/OR PREPARATION
Rifle Shooting merit badge book. Requires shooting skill and knowledge of firearms.
ANTICIPATED COSTS
OTHER INFORMATION
Sessions are 1 1/2 hours. This merit badge can be time-consuming.

REPTILE & AMPHIBIAN STUDY
TIMES OFFERED
1015 a.m. 11:15 a.m. 3:00 p.m.
LOCATION
Ecology Area
AVAILABLE TO
Second-year campers and older
RECOMMENDED ADVANCE WORK
Completing Requirements 1 & 9 prior to camp would be helpful.
REQUIRED MATERIALS AND/OR PREPARATION
Requirement 8 must be completed prior to camp.
ANTICIPATED COSTS
OTHER INFORMATION
Drawing materials such as paper, colored pencils, markers, etc are needed for several requirements.

Note: If the required preparation is not completed prior to camp a Scout might only be able to receive a partial on the merit badge.

ROWING
TIMES OFFERED
9:15 a.m. 10:15 a.m. 11:15 a.m.
LOCATION
Boating Area
AVAILABLE TO
Second-year campers and older
RECOMMENDED ADVANCE WORK
Knowledge of requirements 4, 9, 10, and 11 prior to camp is strongly recommended.
REQUIRED MATERIALS AND/OR PREPARATION
Must be a swimmer and requires physical strength to manage a swamped rowboat.
ANTICIPATED COSTS
OTHER INFORMATION
Cannot be completed in camp unless Scout has proof of CPR instruction. Wednesday night after beach party is a scheduled dry session.

SWIMMING
TIMES OFFERED
9:15 a.m. 10:15 a.m. 11:15 a.m.
LOCATION
Swimming Area
AVAILABLE TO
All Scouts
RECOMMENDED ADVANCE WORK
Swimming practice prior to camp would be helpful. Knowledge of the Safe Swim Defense Plan is important. Requirement 10c should be completed prior to camp.
REQUIRED MATERIALS AND/OR PREPARATION
In order for a Scout to sign-up for the merit badge he must have completed his Second and First Class swimming requirements prior to camp.
ANTICIPATED COSTS
OTHER INFORMATION
Cannot be completed in camp unless Scout has proof of CPR instruction. Wednesday night after beach party is a scheduled dry session.

Note: If the required preparation is not completed prior to camp a Scout might only be able to receive a partial on the merit badge.

WEATHER
TIMES OFFERED
11:15 a.m. 2:00 p.m.
LOCATION
Ecology Area
AVAILABLE TO
Third-year campers and older
RECOMMENDED ADVANCE WORK
Drawings for Requirement 6 would be helpful if completed prior to camp.
REQUIRED MATERIALS AND/OR PREPARATION
Requirement 8 must be completed prior to camp. Bring completed work with you to camp.
ANTICIPATED COSTS
OTHER INFORMATION

WILDERNESS SURVIVAL
TIMES OFFERED
2:00 – 4:00 p.m. Monday and overnigher 2:00 – 4:00 p.m. Tuesday and overnigher
LOCATION
Scoutcraft Area and wilderness campsite
AVAILABLE TO
Second-year campers and older
RECOMMENDED ADVANCE WORK
Knowledge of requirements 1, 2, 6, 7, 9, and 10 would be helpful.
REQUIRED MATERIALS AND/OR PREPARATION
Survival kit and materials for shelter
ANTICIPATED COSTS
OTHER INFORMATION
Merit badge is from 2:00 p.m. to 4:00 p.m. Scouts need to be prepared to build structure and sleep overnight in it.

Note: If the required preparation is not completed prior to camp a Scout might only be able to receive a partial on the merit badge.

WOOD CARVING
TIMES OFFERED
9:15 a.m. 10:15 a.m. 11:15 a.m.
LOCATION
Scoutcraft Area
AVAILABLE TO
All Scouts
RECOMMENDED ADVANCE WORK
Requirement 1 and practice and knowledge of sharpening a pocket knife.
REQUIRED MATERIALS AND/OR PREPARATION
Scout should have earned Totin' Chip prior to camp.
ANTICIPATED COSTS
Scouts should anticipate costs of \$5.00 to \$10.00 for materials.
OTHER INFORMATION
Assistance available in Scoutcraft Area between 2:00 and 5:00 p.m.

Note: If the required preparation is not completed prior to camp a Scout might only be able to receive a partial on the merit badge.

AQUATIC SAFETY AND FUN

The Camping Committee has set the following procedures in concert with our National Boy Scouts of America policies, recognizing our responsibility to parents and leaders for their sons, daughters, Scouts, Venturers, and Explorers.

Although most of these procedures and rules fall under the “common sense” category, it is important that all acknowledge and understand them.

The Camp Director — through his Aquatics Director — will be the final authority in any question of safety, policy, or procedure.

In order to swim, each camper must submit a physical examination record signed by licensed medical personnel and evidence of swimming ability through testing by qualified examiners. Campers will be qualified according to their swimming ability as Swimmers, Beginners, or Learners.

Learners — No test

Beginners — Swim 50 feet as follows: Jump feet first into water over your head, come to the surface, level off, swim 25 feet, turn sharply, and return to the starting point.

Swimmers — Swim 100 yards as follows: Enter water feet first, swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; swim 25 yards on the back, using a resting stroke; rest by floating or, if nonbuoyant, with just enough motion to stay afloat.

The Aquatics Director should be given special notice of campers who are not allowed to swim due to medical restrictions.

Please keep valuables – jewelry, wallets, cameras, etc. – at your campsite during your swim times.

Scouts and adults should use sun block and wear shirts at the waterfront to avoid sunburns.

PROGRAM

- Each troop will be able to swim twice a day! During the morning instructional swim, Learners and Beginners are taught swimming and Swimmers work on Second and First Class swimming rank requirements, Swimming Merit Badge, or Lifesaving Merit Badge. In the afternoon each troop has an open recreational swim time. For specific times, see page 26.
- Troop leaders will be given the opportunity for instruction in the Safe Swim Defense Plan and Safety Afloat at 10:30 a.m. on Wednesday at the Aquatics Area.

- Recreational canoeing and rowing is available from 3:00 to 5:00 p.m., Monday through Thursday.
- A free swim for Order of the Arrow members will be held on Monday at 7:30 p.m.
- Swimming, Lifesaving, Canoeing, and Rowing Merit Badges will conduct an evening session on Wednesday night after the Beach Party. The purpose of the session is to review Scouts on various requirements of the merit badges such as Safe Swim Defense, Safety Afloat, and the order of rescue.
- Canoe floats can be scheduled as overnights, evening, early morning, out and about, to fish, or just for fun.
- BSA Lifeguard — The Aquatics Director offers instruction for the BSA Lifeguard certification. BSA Lifeguard certification will be held at times designated by the Aquatics Director. BSA Lifeguard instruction is open to leaders as well as Scouts. Earning BSA Lifeguard takes personal initiative and a great deal of time. Daily program is 10:15 to 12:00 noon and 2:00 to 5:00 p.m. Assistance with the Beach Party and/or the Mile Swim is a strong possibility. To enroll in the BSA Lifeguard program, the applicant must be a minimum for 14 years of age or have completed the eighth grade. A BSA Lifeguard application can be found in the Forms section of this manual.
- Mile Swim BSA — The Mile Swim is held Friday. Sign-up begins at 2:30 p.m. with mandatory orientation at 2:45 p.m.
- Kayaks are available for all Scouts' and leaders' recreational use between 3:00 and 5:00 p.m., Monday through Thursday.
- All aquatic merit badges contain CPR requirements. Instruction prior to camp is needed in order for the Scout to complete the merit badge.
- Swimming and Lifesaving Merit Badges – A Scout must have completed all of the swimming requirements for Second and First Class **prior** to camp in order for him to take Swimming or Lifesaving Merit Badge at camp.
- An instructional swim that assists Scouts in the completion of swimming requirements for Second and First Class are conducted during the 9:15, 10:15, and 11:15 a.m. instructional swims. This “Rank Instruction” takes approximately three instructional swims to complete.

HUCK’S COVE

- Huck’s Cove consists of two water slides, a zip line, rope swings, and more. Learners and Beginners are welcome but restricted to shallow areas. Beginners may slide wearing a personal floatation device (PFD).

- Troops are scheduled to visit Huck's Cove in the afternoons Monday through Thursday. Transportation to Huck's Cove from Camps Famous Eagle and Gamble is by pontoon boats or personal vehicles. Unit leaders from Camps Famous Eagle and Gamble may need to assist in the transportation of their Scouts to Huck's Cove.
- The visit may not allow all your Scouts to attend for the full time because of time conflicts with merit badge sessions or other programs.
- Leaders must assist as guards at Huck's Cove.
- Huck's Cove will be available on Monday evening for some units as an option to an evening or overnight canoe float trip. Please indicate on the Program Sheet if your troop might be interested in this evening program.

BOATING, CANOEING, ROWING, AND SAILING

- Waterfront activities are allowed only in authorized areas under the strict supervision of the Aquatics Staff. Anyone violating this rule may be dismissed from camp immediately. Wading outside the swim areas is not permitted.
- The Buddy Plan will be in use at all times, including during boating.
- Those wishing to use a watercraft outside of the designated afternoon time must secure the permission of the Aquatics Director. The use of any watercraft is restricted to daylight hours from 1/2 hour before sunrise to 1/2 hour after sunset.
- A Coast Guard-approved personal flotation device (PFD) for each person aboard a watercraft must be worn at all times.
- Craft are to remain within sight of the waterfront tower in the area designated by the Aquatics Director, except when under staff escort for special programs.
- In the event of swamping or capsizing, campers should remain with the craft, which will float, and not attempt to swim to shore or another craft.
- Always check in and out through the Boating Buddy Board.

WHO MAY BOAT

- Only qualified Swimmers may use the rowboats, canoes, or kayaks during recreational periods. According to National Council policy, Beginners or Learners are not permitted in these types of crafts.

- There should be at least two but no more than three campers in a craft. Scouts working on merit badges may solo with the permission of a member of the Aquatics Staff and under their supervision.
- Scouters bringing their own craft to camp must obtain the approval of the Camp Director, have the craft checked by the Aquatics Director, and follow the procedures as outlined in the policy of the council. Electric trolling motors are permitted, but no other motors are allowed. Private craft must be docked at the camp boating area and must abide by all council boating regulations.

The following are not permitted in the aquatics or boating areas:

- Running or horseplay
- Sitting or walking on beached craft
- Food, drink, or any type of glass container
- Standing up in the craft except sculling practice in a rowboat during merit badge instruction
- Changing positions in a craft offshore
- Ramming, splashing, or capsizing
- Use of boats after dark

FISHERMEN

Wading is not permitted. Do not fish near any swim area, including Huck’s Cove. When you lose a lure, a Scout’s foot generally finds it!

CANOE FLOAT PROCEDURES

Plan a float for your troop in the evening, early morning, or as an overnight.

Participant requirements:

- Adult over 21 years of age for each float.
- Two deep leadership for each float.
- Staff escort will take charge of all aspects of the float on the water.
- Scouts, Venturers, Explorers, and leaders.
- The Scouting “rule of four” applies to float trips.

All participants must be qualified as Swimmers and have taken the “Swamp Test.” Swamp tests for Canoeing Merit Badge and canoe floats will be held on Monday afternoon.

Rowboats will not be substituted for canoes on overnight floats.

Although fishing is not allowed in-route on an overnight float, once camp is made, Scouts may fish from craft within 50 yards of the site at the discretion of the staff escort and leader. When fishing, all watercraft rules must be followed.

Swamp Test

The purpose of the swamp test is to prove to Scouts and leaders the buoyancy of the canoe. It is also a drill that shows our expectation of staying with the craft in case of capsizing.

- Procedures:
 1. Check in with buddy tags on the Canoeing Board
 2. Properly equipped with life jacket and paddle, launch the canoe with your partner.
 3. Paddle to a point 50 yards out in the lake.
 4. Swamp the canoe using the proper method.
 5. Paddle to shore.
 6. Unswamp canoe, rack canoe, and paddles, hang life jackets, get your tag stamped, and check out of the area.
- Time: All swamp tests for canoe floats and Canoeing Merit Badge will be held Monday afternoon.
- Wearing shirts and pants is not required for the swamp test.

General Information

- Anyone between the ages of 16 and 65 must hold a current Missouri fishing license.
- Live minnows may not be used in the lake at any time.
- Fishing is not permitted in any waterfront, Huck's Cove, or boating area. Lines should not be cast toward swimming area ropes, mile swim lines, or any type of floating device anchored for marking safety or direction.

Rules Regarding the Use of Camp Boats By Adults for Fishing

- Rowboats may be used, canoes as available — required minimum of two craft, minimum two Scouters.
- Hours for the use of the boats by adults are:
 - 5:30 to 7:45 a.m.
 - 7:30 to 8:30 p.m.
- The craft are not to be taken out under adverse weather conditions.
- The camp boating regulations apply at all times except where they conflict with this policy.
- Craft must be left clean, oars and PFDs returned as instructed, and all trash removed from the area.
- The Aquatics Director must be informed when the craft are used for fishing purposes.
- Personal craft are subject to these same rules. Personal craft may be used from 5:30 a.m. to 8:30 p.m. The Aquatics Director must be informed of when a personal craft will be out on the water.

FOOD SERVICE

WHY PATROL FEEDING?

Approximately 40 percent of the Scout camps across our country have the patrol preparation and feeding method. Why? It's not the easiest; it's not the cheapest — then why? Here are a couple of comparisons:

Patrol Feeding

Pro: Comfortable surroundings.
Ability to meet as a patrol.
Patrols are built.
Teaches Scouts self-reliance and responsibility.
Better use of time than waiting in line.

Con: Occasional poor preparation.
More work.
Poor weather can affect the outcome of the meal.

Dining Hall

Camp is all together.
Camp wide program can be held.
Announcements can be made to entire camp.

Hot dining halls.
Mayhem of the crowd.
Standing in line.
Patrols not necessary.

Average time comparisons in minutes

<u>Patrol Feeding</u>	B	L	D	<u>Dining Hall</u>	
fire & water	70	40	70	from campsite	10
cooking	80	70	90	line up/march in	10
cleanup	<u>120</u>	<u>70</u>	<u>120</u>	seating/instructions	10
Average time per Scout	90	60	95	eating	30
				songs/announcements	10
				dismissal	5
Average all Scouts/all meals: 82 minutes				Average:	75 minutes

In the end, we believe patrol feeding produces better patrols and more self-reliant Scouts, so isn't patrol feeding worth the effort?

PATROL COOKING

Preparing meals in camp is as much a part of the program as swimming instruction. It is one of the best ways to make the patrol method work, and — through the patrol method — develop leadership and responsibility in Scouts. Encourage and direct your Scouts to follow the plan, taking turns at jobs, preparing the meals completely, and cleaning up thoroughly after each meal. If the plan is followed, there is enough time to do this job right without interference with other camp activities.

TYPE OF MENUS

The menus for all meals to be served at camp have been thoroughly reviewed. They are wholesome, plentiful, and have boy-appeal. They are written so that they can be easily followed by Scouts. Expert skill is not required to produce a satisfactory meal. By following the instructions as they are written, a fine meal will result.

PREPARATION

Care must be taken and the cooks cautioned to follow the menus as they are written. This is most important. Your Troop Counselor will be available on Monday morning to work with any of your patrols that need additional help.

SIZE OF PATROLS

The camp can accommodate six different-size patrols. They are five, six, seven, eight, nine, or 10 persons. We cannot accommodate fewer than five or more than 10 people in a patrol. Adults and junior leaders should eat meals with the patrols. This should be taken into consideration when reporting the size of patrols upon checking in at camp and sending in your information card. Adequate portions will be issued to accommodate the various size patrols in your troop.

Duty rosters should be used by each patrol. Copies are available in the Forms section of this manual.

Note: If a troop has fewer than five Scouts and leaders, two options are (1) combine with the troop sharing your site or (2) pay for necessary meal rations at \$55.00.

COOKING EQUIPMENT

All equipment needed for the preparation of meals will be provided at camp. Steps must be taken to insure proper care of this equipment. Your Troop Counselor will show your Scouts how the equipment should be cared for and used.

FIRE BUILDING

In order to properly prepare all meals, Scouts must be instructed in fire-building techniques. There are various methods that may be used to start the charcoal fires on which the patrol will cook its meals. Troops are requested to bring newspaper for use in starting fires.

FIRES NEEDED

	MON	TUE	WED	THUR	FRI	SAT
Breakfast	3	3	3	2	3	2
Lunch	2	2	2	2	2	
Supper	3	3	3		3	

FOOD PICKUP

Food will be picked up at the Commissary in each camp. Food will be issued on an individual meal basis and should be picked up by the cooks assigned to that meal. Ample time will be given to allow for the preparation of the meal after the food has been picked up. Food pick-up times are 7:00 a.m. (6:45 a.m. Thursday only), noon, and 5:30 p.m.

The plastic containers used for food issue must be cleaned and returned to the Commissary after each meal.

GARBAGE AND TRASH DISPOSAL

Trash bags will be provided for transporting garbage to the disposal area located adjacent to the Commissary building in each camp. Garbage should be disposed of after each meal. Your Troop Counselor will tell you how to dispose of trash, including paper and cans.

DISHWATER DISPOSAL

A dishwater disposal sump has been built on each campsite. All dishwater is disposed of by using this sump. Do not allow your Scouts to dispose of dishwater in any other manner. The funnel strainer at the dishwater disposal sump must be cleaned daily. The sump bucket is to be used only for emptying the sump funnel. Advise your Scouts not to use it for other trash. Your Troop Counselor will show you how to use this facility.

STAPLE ISSUANCE

An initial issuance of staple items such as salt, pepper, detergent, etc., will be made prior to or with the preparation of Monday morning breakfast. These are to be kept throughout the week in the patrol box. Contact the Commissary if you need additional items, and they will be given on an as-needed basis.

EATING EQUIPMENT

Plates and cups will be furnished as part of the camp equipment. Each Scout and leader should bring his own knife, fork, and spoon.

SUGGESTED MEAL TIMES

Meals should be served as close as possible to 8:00 a.m., 12:30 p.m., and 6:30 p.m.

CHARCOAL ISSUE

On an average, a patrol will use 50 pounds of charcoal a week — 10 pounds each day. A charcoal chit will be issued to each patrol to help control the amount and avoid waste. Charcoal may be picked up during quartermaster hours listed on page 1 in this manual.

ICE

As in years past, ice will be issued with most lunches and dinners. Additional ice is available for purchase from the trading post.

HELPFUL HINT

To speed up the heating of dishwater, prepare “Bradfuel” — named after the Scout who came up with it! Take sticks of 1 to 2" diameter and with a bow saw cut off increments of 1 to 2". As you place your dishwater onto heat add a few “Bradfuels” to the charcoal fire.

EXTRA SUPPLIES

We encourage Scouts to conserve and wisely use all items. For instance, the charcoal chit card encourages Scouts not to use briquettes as grapeshot in the inevitable inter-patrol

war. If extra supplies are needed, any leader may come to the Commissary and we will try to fill your needs as supplies are available. This includes soap pads, paper towels, TP, charcoal, etc.

SPECIAL DIETS

Occasionally an individual may have varying dietary needs for religious, personal, or health reasons. The camp menu listed on the following page will assist unit leaders in planning for that individual's needs. Note: It is the responsibility of the individual and unit to bring any necessary supplements to the menu.

S bar F Scout Ranch 2008 Tentative Patrol Cooking Menus

BREAKFAST

Monday

Oranges
Fruit Loops with Milk
Scrambled Eggs
Diced Ham
Bread & Butter
Jelly

Tuesday

Rice Krispies with Milk
Egg Sandwich with Ham &
Cheese on English Muffin
Trix cereal with Milk
Butter

Wednesday

Orange Juice
Apple Cinnamon Toasted
Oats with Milk
French Toast with syrup
Sausage Links
Butter

Thursday

Apple Juice
Pop Tarts
Raisin Bran with Milk
Fresh Oranges
Granola Bar

Friday

Corn Flakes
Apple Pancakes
W/syrup
Sausage patty
Butter
Milk

Saturday

Fresh Peaches
Frosted Flakes with Milk
Sweet Rolls

LUNCH

Cold Cuts & Cheese
Potato Chips
Lettuce & Tomatoes
Whole Wheat Bread
Mustard-Mayo
Nutty Bars
Strawberry Punch

Hot Dog on Bun
Mustard and Relish
Cheese Sticks
BBQ Chips
Apples
Orange Beverage

Cold Cuts
Peanut Butter & Jelly
Lettuce & Tomatoes
Chips
Applesauce
Snack Cake
Raspberry Punch

Sloppy Joe Sandwiches
Sour Cream & Onion Chips
Macaroni & Cheese
Bread & Butter
Pears
Grape Drink

Cold cuts & cheese
Potato chips
White bread
BBQ Chips
Mustard and Mayo
Orange Beverage

DINNER

Hamburger on Bun
Pork & Beans
Mayo Potato Salad
Applesauce
Chocolate Pudding
Chocolate Milk

Pan Fried Chicken Patty
Buttered Corn
Lettuce, tomatoes, &
dressing
Sliced Peaches
Cookies
Milk

Grilled Ham Steaks
Tiny Whole Potatoes
Pineapple Tidbits
Cookies
Bread & Butter
Chocolate Milk

Optional Meal

Sliced Turkey
Shoestring Potatoes
Tomatoes and Sliced
Cheese
Deli Buns
Fruit Cocktail
Milk

Charcoal Broiled Steak
Hash Browns
Corn on the Cob - Cobblets
Bread & Butter
Snack Cake
Chocolate Milk

For its nutritional value, we substitute turkey meat products where possible.

GRACE AT MEALS IN CAMPS

The graces listed below are only suggestions. Scouts may use them or the grace they say at home.

Morning Graces

1. Gracious Giver of all good, Thee we thank for rest and food. Grant that all we do or say, in Thy service be this day.
2. Our Father, we thank Thee, for this new day and for Thy loving care. Help us to be mindful of Thee in these happy, sunlit hours.
3. Heavenly Father, we thank Thee for Thy care through the night and for this new day. Guide us by Thy spirit, and at the close of this day may we not be ashamed before Thee.

Noon Graces

1. Father, for this noonday meal, we would speak the praise we feel. Health and strength we have from Thee, help us Lord to faithful be.
2. Heavenly Father, help us to see the beautiful things in earth and sky which betokens of Thy love. Walk with us in the days we spend together here. May the food we eat and all thy blessing help us to better serve Thee.
3. Our Father in Heaven, as the day leads on, let us not forget our obligation to honor and serve Thee. We thank Thee for these gifts of Thy bounty. Bless them to our use and our lives to Thy service.

Evening Graces

1. Tireless Guardian on our way, Thou hast kept us well this day. While we thank Thee, we request care continued, pardon, and rest.
2. Heavenly Father, we thank Thee for this day and for Thy presence in it. Forgive us if we have not made it a better day and help us to be tomorrow what we failed to be today.
3. Our Father God, we thank Thee for this evening meal. As Thou hast been mindful of us, so help us to be mindful of Thee, that we may know and do Thy will.
4. Our Father in Heaven, Thou hast given us all things richly to enjoy. We bring our thanks to Thee at this evening meal. Bless us as we partake of this food, and keep us mindful of the needs of others.

Graces suitable for any meal

1. For health and strength and daily food, we give Thee thanks, O Lord.
2. For this and all Thy mercies, Lord, make us duly grateful.
3. For food and health and friendship, we give Thee thanks, O Lord.
4. We thank Thee, our heavenly Father, for this food. Bless us as we partake of it that it may strengthen us for Thy service.

Scout Benediction

May the Great Master of all Scouts be with us 'til we meet again, Amen.

S bar F Ranch Grace

For the gifts of food and freedom
And hills to roam
For crimson sunsets
For the earth, our home
For the stars at night
And gentle wind in trees
Thank you, Great Spirit,
For all of these.
- Amen

Camp Lewallen Grace

Beneath the stars above Logan,
by the river as it winds,
Looking over old Potashnik,
and sheltered by the towering pines,
We thank you Lord for these blessings –
this food, this fellowship, and this day.
And ask your continued grace and mercy
as we carry on the Scouting way.

Philmont Grace

For food, for raiment,
For life, for opportunity,
For friendship and fellowship,
We thank Thee, O Lord.
- Amen

Florida Sea Base - The Keys Blessing

Bless the creatures of the sea,
Bless this person I call me.
Bless the Keys you made so grand,
Bless the sun that warms the land.
Bless the fellow-ship we feel,
As we gather for this meal.
- Amen.

Northern Tier Wilderness Grace

For food, for raiment,
For life and opportunity,
For sun and rain,
For water and portage trails,
For friendship and fellowship,
We thank Thee, O Lord.
- Amen.

ORDER OF THE ARROW

ELECTION INFORMATION

Scoutmaster Instructions

In order for your Scouts (especially first-year campers) to be able to vote wisely in the O.A. election at camp, they will have to understand the purpose and nature of the Order of the Arrow. The Scoutmaster and troop leaders who are in the O.A. have the responsibility of informing these Scouts about the Order.

The Scouts should be informed about the O.A. and the election before the election ceremony, for example, at a troop campfire or meeting held earlier in the week at camp. Scouts should be told about the purpose, activities, and importance of O.A. and the election. Your Troop Counselor can help with such presentation.

The following ceremony should be used on the morning of the election. Your Troop Counselor will be there to run the election; he is the representative of the Lodge.

THE ELECTION

The Leader

Provides ballots (may be preprinted) and candidate list.

Gives a short explanation of the O.A. and includes these points:

- It is a national honor society of the Boy Scouts of America.
- It honors those that best exemplify the Scout Oath and Scout Law.
- The only way to gain membership is to be elected by his troop.
- Leaders 21 and older are not allowed to vote.
- The election is not a popularity contest.

In addition, he:

- Calls forward the candidates and has them form a line in the front of the troop.
- Asks if any Scouts feel that their names should not be on the eligible list.
- Asks if anyone has influenced the Scouts on how to vote.

The Troop Counselor

Arrives onsite by 6:50 a.m. Meets with leadership to determine number of candidates. At the election, he:

- Shows the symbols of the Order.
- Explains the voting procedures. A Scout may vote for one, two, three, or more or none of the eligible Scouts.
- Reminds the troop it is not a popularity contest.
- Hands out the ballots, asks them to print the first and last names, and reminds them it is a secret ballot so there should be no discussion through the day.
- Informs them as where to submit the completed ballots.
- As they hand in the ballots, asks them to return to the patrol site to for breakfast.

Scoutmaster Instructions (continued)

After all votes have been cast, the unit leader and troop counselor counts the votes. No other leader or Scout should assist in counting the votes. Refer to the voting rules if needed.

Fill out election results on the Election Report Form.

The troop counselor goes to the office and turns in Election Results Form and completes his section of the candidates' citations.

The unit leader completes the citations in the camp office and pays the induction fees by the close of the morning business office hours.

At this time the leader may exercise his veto by simply tearing up the Scout's citation. He may not substitute any candidates for a vetoed Scout.

Blank or completed citations should not leave the office.

If an adult Scouter or Scouters have been elected at an earlier committee meeting, the citation(s) should be turned in at this time.

The following item is for S bar F only:

- Leaders and troop O.A. members should attend the 1:15 p.m. O.A. meeting for call-out instructions and materials. This meeting is held on Thursday in the program hall of each camp at the S bar F Scout Ranch.

**Anpetu-We Lodge
Order of the Arrow
Requirements and Procedures for Membership
February 2003 Revision**

- I. Ordeal Honor Qualifications
Youth candidates are designated as those less than 21 years of age. Adult Leader candidates are 21 and older at the time of the election.
- A. Be currently registered in a chartered Scout Troop
 - B. After joining a troop or team, have experienced 15 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 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 Boy Scout camps.
 - C. Be elected by a vote of the troop members present at the election conducted according to procedures outlined elsewhere in these rules. (See Section II F.)
 - D. Youth members must hold the rank of First Class Scout at the time of the election and must be approved by their Scoutmaster.
 - E. Adult candidates are subject to the approval of the Scout Executive. The Scout Executive may choose to authorize a waiver for adult leaders for the requirement for long-term camp upon the recommendation of the Lodge Adviser. Only conditions related to job security or health of the adult may be considered. Approval must be secured two weeks prior to the adult election at the troop committee meeting.
- II. Ordeal Election Procedures
- A. An Order of the Arrow election may be held by any Scout troop or Varsity team in the Greater St. Louis Area Council under the following guidelines;
 - B. Who may vote in the election?
 - 1. Scout election: Every registered troop member under 21 years of age present at the election may vote. Scout leaders may not vote on Scout candidates.
 - 2. Scout leader election: Every registered troop Scout leader present at the election may vote. Scouts may not vote on adult leader elections.

C. When and where are elections held?

1. Scout elections are held during the Troop's stay in a Council long-term camp.
2. If the Troop is attending an elsewhere camp, the election will be held at a Troop meeting during the month of May, conducted by chapter officers. An elsewhere report must be filed with the Council by May 1.
3. Scout leaders should be elected at a troop committee meeting prior to long-term camp.
4. A troop may hold only one youth and one adult election during any calendar year. To hold an adult election, a valid youth election must be held in that same year with youth candidate(s) elected.
5. Scoutmasters should have the Troop's advancement and camping records at the election to facilitate filling out the citation and to verify eligibility.

D. How many Scout candidates may a troop elect?

1. There is no minimum or maximum number of Scout candidates a troop may elect.
2. To be elected, a candidate must receive votes from at least 50% of those registered and active Scouts participating in the election.

E. How many adult candidates may a troop elect?

1. Adult Scout leaders may elect one of their active and registered troop members to membership provided that at least one Scout is elected from the Troop. Troops or teams having more than 50 registered, active Scouts as of May 1 may nominate an additional adult for every 50 registered, active Scouts or fraction thereof. For example, a troop having 51 to 100 registered active Scouts may nominate two adults each year.
2. An adult leader should be elected to membership when his position in Scouting will enable him to make the Order of the Arrow more meaningful to the lives of Scouts. As the Order is principally a young men's organization, Scout leaders are not elected to membership as recognition.
 - Selection of the adult leader is based on the ability of the leader to perform the necessary function of helping the Order fulfill its

purposes, and not for recognition of service, including current or prior achievement and position.

- The leader will be an asset to the Order because of demonstrated abilities that fulfill the purpose of the Order.
 - The camping requirements set forth for Scouts are fulfilled.
 - The adult leader's membership will provide a positive role model for the growth and development of the Scouts of the Lodge.
3. Adult leaders who are not registered with a troop or team may be elected to candidacy by the Lodge Executive Committee. The camping requirement may be waived by the Scout Executive with the approval of the Lodge Adviser.
 4. Members of our Council's Executive Staff are members ex-officio of our Lodge. When newly appointed if they have not previously been inducted into the Order of the Arrow, they are to be given an early opportunity to take part in the Ordeal and the Ordeal ceremony.
 5. Camp staff members are to be elected to membership by their own Troop. If they are Council or district Scout leaders they may be elected by the Lodge Executive Committee.

F. Method of election

Voting on candidates should not be on the basis of popularity, but with a view to electing those individuals who have shown a well-developed spirit of brotherhood, and overwhelming cheerfulness no matter how tiresome their duties, and ready willingness to give unselfishly and wholeheartedly to others at all times.

The Scoutmaster (or his designee) is in charge of the election. He must be assisted by a Lodge-approved youth member. Only those previously defined in these procedures as eligible may vote.

1. The Scoutmaster provides a list of all members of the Troop who he certifies have met all eligibility requirements. This is posted so that all Scouts participating in the election may see it.
2. The Scoutmaster and Arrowman conducting the election will discuss with the voting Scouts of the Troop the purpose of the Order, eligibility requirements, voting procedures, and how a candidate is inducted. They may explain the emblems of the Order and the significance of the Native American tradition.
3. The Scouts of the Troop then vote. A voter may list on his ballot any combination of names, including all eligible candidates, who he believes are worthy to become members of the Order of the Arrow.

4. The election team of the Scoutmaster and Arrowman count the ballots.
5. The team determines the number of votes a Scout must receive to be elected as follows: If the number of ballots turned in was an even amount (2, 4, 6...) divide this number by two. If the number of ballots submitted was an odd number (3, 5, 7...) **add** one and then divide by two.
6. Votes are counted to determine who has been elected. All votes count equally.
7. The election team fills out the citations for each person elected. The citation must be signed by the Scoutmaster and the Arrowman conducting the election.

The Scoutmaster may veto the election of any candidate after the election by refusing to sign the candidate's citation. The Scoutmaster may not however, withdraw a candidate's name from the list of those eligible prior to or during the election. The Scoutmaster may veto a candidate only after the election is completed. If a candidate is vetoed another candidate may not be substituted in his place. The name will be dropped and the Troop will have one less candidate than the number elected.

It is strongly suggested that the Scoutmaster consult with the other leaders at the election prior to exercising his veto. The Scoutmaster does have the final decision.

G. Ordeal citation procedures

Immediately following the election, the Scoutmaster should complete the citation(s) and:

1. Turn in to the Camp Office at our Council Camps.
2. If an elsewhere camp, mail or deliver to the Ritter Scout Service Center in Cape Girardeau with the citation fees no later than August 15. If received after this deadline the candidate will be invited to the next occurring Spring Reunion.

H. Time limitation on completion of the Ordeal

A candidate must complete his Ordeal at either of the first two Lodge functions at which induction is possible after his election. If a candidate is not in attendance he may be inducted at the next Lodge function with the

approval of the Lodge Chief. If not inducted within this time frame his election is void. Such a candidate may be re-elected in the future.

I. Disabled Scouts and leaders

The Lodge Executive Committee shall have the power to waive the camping eligibility requirements of disabled Scouts or leaders. Individual petitions will be considered for a formal vote by the Committee upon recommendation by the Lodge Chief.

**Shawnee Lodge #51
Order of the Arrow
Rules and By-laws
February 2003 Revision**

SECTION I.	NAME, AFFILIATION, AND ORGANIZATION
SECTION II.	MEMBERSHIP
SECTION III.	OFFICERS
SECTION IV.	MEETINGS
SECTION V.	FINANCES
SECTION VI.	INSIGNIA
SECTION VII.	AMENDMENTS
SECTION VIII.	CEREMONIES
SECTION IX.	GOVERNING BODY

SECTION I. Name, Affiliation, and Organization

- A. The name of this Lodge of the Order of the Arrow shall be Shawnee Lodge W.W.W. #51.
- B. The Lodge shall be affiliated with the Greater St. Louis Area Council, Boy Scouts of America, and shall be under the supervision of the Council Camping Committee and under the administrative authority of the Scout Executive.
- C. The Lodge shall be divided into Chapters to coincide with the district organization of the local council.

SECTION II. Membership - Information and Procedures

The ORDER OF THE ARROW is Scouting's National Honor Society, and its purpose is to recognize those Scouts who best exemplify the Scout Oath and Law and the principles of Scout camping.

A. Ordeal Honor Qualifications

Youth candidates are designated as those under 21 years of age. Adult candidates are 21 or older at the time of election.

- 1. Be currently registered in a chartered Scout troop.
- 2. After registration with a troop or team, have experienced 15 days and nights of Boy Scout camping during the two-year period prior to the election. The 15 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.
- 3. Youth members are elected by a vote of troop members present at the election.

Adult leaders are elected by a majority vote of adult Scouters present at the election. Elections are conducted according to procedures outlined elsewhere in these rules.

4. Be in attendance at long-term camp for one full week when elected. A member not with the troop at long-term camp is eligible if he attends a Philmont Trek or another High Adventure Base, a Jamboree, the council's National Youth Leader Training Camp, another week-long Boy Scout camping program or week-long Wood Badge in the same summer. Failure to meet this requirement voids an election. Adult candidates must attend the full term camp the summer of the election. Webelos or Cub camping is not acceptable.
5. Youth members must hold the First Class Rank at the time of the election.
6. Youth members must be approved by their unit leader.
7. Adult candidates are subject to the approval of the Scout Executive. The Scout Executive may choose to authorize a waiver for adults for long term camp to qualify for resident camping experience over the two year period, upon individual written petition to him stating reason why six consecutive days of resident camp is unattainable. Only conditions related to job security or health of the adult will be considered. No further interpretation or alternatives are to be considered. This must be done two weeks before the election at the Committee Meeting.

NOTE: The unit leader must certify each candidate as to his Scouting spirit and participation. He must also certify that each candidate meets the specified requirements. The act of certification will be the leader's signature on the candidate's citation.

B. Ordeal Election Procedures

1. An Order of the Arrow election may be held by any Scout troop, in the Greater St. Louis Area Council.
2. Who may vote in the Election?
 - a. Scout Election: Every registered unit member under 21 years of age present in camp for the full week may vote. Scouters may not vote on Scout candidates.
 - b. Adult Scouter Election: Every registered unit adult Scouter present at the election may vote. Scouts may not vote on Scouter candidates.
3. When and Where are Elections to be Held?
 - a. Scout Troop: During the troop's stay in long-term camp. This is done at a Greater St. Louis Area Council Camp. Troops camping elsewhere must follow the Elsewhere Camp Election procedures. Procedures are available at our council office.
 - b. Adult Scouters must be elected at a committee meeting prior to camp.

c. A unit may hold only one youth and one adult election during any calendar year. To hold an adult election, a valid youth election must be held in that same year with youth candidate(s) elected.

4. How many Scout Candidates may a Unit Elect?

a. There is no maximum or minimum number of candidates a unit may elect.

b. To be elected, a candidate must receive votes from at least 50% of those registered and active members participating in the election. A voter may list any combination of names, including all eligible candidates who he believes are worthy to become members of the Order of the Arrow.

5. How Many Adult Candidates May a Unit Elect?

a. Adult Scouters may elect one of their group to membership during any given calendar year. Troops or teams having more than 50 registered, active youth members on or after May 1 of the year of the election may elect an additional adult for every 50 registered, active youth, or fraction thereof.

b. The adult election should be held at a regular troop committee meeting. Every registered leader in attendance may vote. Follow youth election procedures as possible.

c. An adult Scouter should only be elected to membership when his job in Scouting will enable him to make the Order of the Arrow program more meaningful to the lives of the boys, as the Order is principally a young men's organization. Scouters are not elected to membership as recognition.

d. Adult Scouters not registered with chartered units may be elected to candidacy by the Executive Committee of the Lodge. The camping requirement may be waived at the discretion of the Scout Executive. (see Section II A. 8.)

e. Members of the Council's Executive Staff are members ex-officio of the Lodge, and when newly appointed, if they have not previously been inducted into some lodge of the Order, should be given an early opportunity to take the Ordeal and the Ordeal ceremony. Camp staff members are to be elected in their own unit or if they are council or district Scouters, they should be elected by the Lodge Executive Committee.

6. Method of Election at Summer Camp

Voting on candidates should not be on a basis of popularity, but with a view to electing those who have shown a well-developed spirit of brotherhood, overwhelming cheerfulness no matter how tiresome their duties, and a ready willingness to give service unselfishly and wholeheartedly to others at all times. Only those members of the troop in camp for that week may vote.

The unit leader is in charge of the election. They will be assisted by a youth member of the Order of the Arrow designated by our Lodge. Only those previously defined in these rules as eligible voters may vote.

The unit election shall be by secret ballot and shall be conducted in the following manner:

- a. The unit leader provides a list of all members of the unit whom he certifies have met all eligibility requirements. This is posted so that all members participating in the election may see it.
- b. The election team determines the maximum number of names on the ballot (See Section II B 4 b).
- c. The unit leader and/or Arrowman conducting the election will discuss with the members of the unit the purpose of the Order, the eligibility requirements, voting procedures, and how a candidate is inducted. He may explain the emblems of the Order and the significance of the Indian tradition in the Order.
- d. The members of the unit then vote, listing on the ballot the names from the eligibility list of those persons they believe worthy of the honor. They may list no more than the specified number of the eligible candidates. Scouts may not be forced to vote for the maximum.
- e. The election team counts the number of ballots turned in.
- f. The team determines the number of votes a boy must receive to be elected as follows: if the number of ballots turned in was even (2, 4, 6, etc.), divide this number by two. **If the number was odd (3, 5, 7, etc.), add one and then divide by two.**
- g. See section II B.4.b. for number of votes required for election.
- h. The election team fills out a citation for each person elected. The citation must be signed by the unit leader and the Arrowman conducting the ceremony.

The unit leader may veto the election of any candidate after the election by refusing to sign the candidate's citation. However, if one candidate is vetoed, another may not be substituted in his place. The name will be dropped and the unit will have one candidate less than the number which was elected.

It is suggested that the unit leader should consult with the other adult leaders who are present at the election before exercising his veto. However, this is the option of the unit leader.

Ordeal Citation Procedure

Immediately following the election, the unit leader should fill out the citation(s) and follow the procedures listed below:

- a. If at Council camp - turn in citation(s) at camp office.
- b. If elected other than at our Council camp, mail or deliver citation(s) to the Camping Service at our Boy Scout Service Center.
- c. Citations must be received at our Council office no later than two weeks in advance of the Spring Conclave and three weeks in advance of the Fall Reunion. If received after this deadline, the candidates will be invited to the next occurring Spring Conclave or Fall Reunion.

8. Time Limitation on Completion of Ordeal

A candidate must complete his Ordeal at either of the first two Lodge functions at which induction is possible after his election. If a candidate is not in attendance due to illness or some other reason approved by the Lodge Chief, the candidate may be inducted at the following event. If a candidate is not inducted within this time, his election is void. Such a candidate may be re-elected the next year.

9. Disabled Scouts and Scouters

The Executive Committee shall have the power to waive the camping eligibility requirement of disabled Scouts or Scouters as stated in the present Ordeal Honor. Qualifications: Individual Ordeal applications will be considered by a committee appointed by the Lodge Chief. Upon recommendation of this committee, the application will be submitted to the Lodge Executive Committee for a formal vote to approve the nomination.

FOOD PICK-UP: BREAKFAST (7:00 A.M. [THURSDAY 6:45 A.M.], LUNCH NOON, DINNER 5:30 P.M.

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	S A T U R D A Y C H E C K O U T
9:15 a.m.	9:30 a.m. Leader's Mtg.			9:30 a.m. Leader's Mtg.	9:30 a.m. Leader's Mtg.	
10:15 a.m.			10:30 a.m. Safe Swim & Safety Afloat at Aquatics Area			
11:15 a.m.						
1:15 p.m.	Order of The Arrow Meeting			Order of The Arrow Meeting		
2:00 p.m.	Pressurized Fuel Training	Youth Protection Training		Trek Safely & Climb on Safely Training	2:45 p.m. Mile Swim Meeting	
3:00 p.m.					Mile Swim	
4:00 p.m.						
7:30 p.m.	Games Night and OA Swim <u>On campsite</u> 10:00 p.m. PLC	8:30 p.m. Troop Campfire 10:00 p.m. PLC	Beach Party 10:00 p.m. PLC	8:15 p.m. Assemble on Parade Field for O.A. call-out 10:00 p.m. PLC	8:15 p.m. Assemble on Parade Field for Closing Campfire 10:00 p.m. PLC	

MERIT BADGE SCHEDULE SUMMER CAMP 2008

Scoutcraft

Basketry	2:00, 3:00, & 4:00 p.m. (see details on page 30)
Camping	9:15, 11:15 a.m. & 2:00 p.m.
Indian Lore	3:00 & 4:00 p.m.
Leatherwork	10:15, 11:15 a.m. & 4:00 p.m. (afternoon help session)
Orienteering	9:15 & 10:15 a.m.
Pioneering	9:15 a.m. & 2:00 p.m. (two-hour sessions)
Wilderness Survival	2:00 -4:00 p.m. and evening campout (Monday or Tuesday)
Wood Carving	9:15, 10:15 & 11:15 a.m. (afternoon help session)

Nature

Astronomy	9:15 a.m. & 4:00 p.m. (evening star study is required)
Environmental Science	10:15 a.m. & 2:00 p.m. (two-hour sessions)
Fishing	9:15, 10:15 & 11:15 a.m. (Monday and Tuesday)
Forestry	3:00 p.m. (two-hour session on Monday & Tuesday <u>or</u> Wednesday and Thursday)
Mammal Study	2:00, 3:00 & 4:00 p.m. (Wednesday and Thursday)
Nature	9:15 a.m. & 2:00 p.m.
Reptile and Amphibian Study	10:15, 11:15 a.m. & 3:00 p.m.
Weather	11:15 a.m. & 2:00 p.m.

Aquatics

Swimming	9:15, 10:15, & 11:15 a.m. (Wednesday night dry session)
Lifesaving	9:15, 10:15, & 11:15 a.m. (Wednesday night dry session)
Canoeing	9:15, 10:15, & 11:15 a.m. (Wednesday night dry session)
Rowing	9:15, 10:15, & 11:15 a.m. (Wednesday night dry session)

Field Sports

Archery	9:15 & 10:45 a.m. (hour and a half session)
Rifle Shooting	9:15 & 10:45 a.m. (hour and a half session)

Older Scout Program

Climbing	Wednesday morning and Thursday morning and afternoon
Horsemanship	9:15 & 10:45 a.m. (S bar F Corral in Ranch Camporee Area, 1½ hour session)

Campsite Merit Badge With Scoutmaster

Cooking	Times determined by unit leader
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Detailed information concerning the merit badges can be found on the following pages.

Please check the Council website, www.stlbsa.org, for any National BSA requirement changes that are made after publishing this Leader' Guide.

CAMPSITE SCHEDULES

So that you may schedule your troop's camp, here is a guide to times:

<u>Famous Eagle Campsites</u>	<u>Gamble Campsites</u>	<u>Instructional Swim</u>	<u>Free Swim</u>
Livingston	Dickson	10:15 a.m.	4:00 p.m.
Schnuck	Osage	10:15 a.m.	4:00 p.m.
West	Morie	10:15 a.m.	4:00 p.m.
Wenzel	Knight	11:15 a.m.	3:00 p.m.
Rottmann	Jacobson	11:15 a.m.	4:00 p.m.
Hungerford	Kelso	11:15 a.m.	4:00 p.m.
Capps	Francis	10:15 a.m.	3:00 p.m.
Ehrhardt	Wisbart	11:15 a.m.	4:00 p.m.
Chambers	Desoto	9:15 a.m.	3:00 p.m.
Stark	Weisman	9:15 a.m.	3:00 p.m.
Backer	Busch	9:15 a.m.	3:00 p.m.
Thayer	Pratte	9:15 a.m.	3:00 p.m.
Simpson	Hubeli	11:15 a.m.	4:00 p.m.

Cooking Merit Badge instruction will occur on the campsite taught by the adult leadership. Skills are reviewed and passed by the Scoutmaster for the merit badge. The Scoutmaster will sign the merit badge cards. Pick up merit badge cards from the camp office. The unit leader needs to provide a list of Scouts that completed the merit badge to the camp office prior to the Saturday check-out.

OLDER SCOUT PROGRAMS

Monday

Morning: kayak polo

Afternoon: shotgun shooting and canoe orienteering

Evening: Ultimate frisbee and night shoot

Tuesday

Morning: Huck's Cove and Kayaking BSA - part 1

Afternoon: mountain biking and horseback riding

Evening: hamburger barbeque for 15-year-olds

Wednesday

Morning: Climbing Merit Badge instruction - part 1, shotgun shooting

Afternoon: Mountain biking and horseback riding

Evening: Water Carnival

Thursday

Morning: Climbing Merit Badge at cliffs - part 2, geocaching

Afternoon: Climbing Merit Badge at cliffs - part 2 continued

Evening: Order of the Arrow Ceremony

Friday

Morning: water tubing and Kayaking BSA - part 2

Afternoon: water tubing and Mile Swim

Evening: Closing Campfire

Additional older Scout programs will be developed during the camp staff training week of June 7. Information will be posted in the Program Hall of the camp.

LEADERS MEETINGS

Leaders Meetings — Office Front Porch

Sunday	-	7:15 p.m.
Monday	-	9:30 a.m.
Tuesday	-	check at camp for time
Thursday	-	9:30 a.m.
Friday	-	9:30 a.m.

Senior Patrol Leaders Meeting — Older Scout Program Area

Sunday	-	7:15 p.m.
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S bar F Ranch Scout Camp Check-In

SPECIAL NOTE: Do not erect any canvas on your campsite until a member of the Camp Staff is present to work with you on planning your campsite layout. He will arrive on your campsite at approximately 1:15 p.m.

CHECK-IN: Check-in time at the camp office at 1:00 p.m. on Sunday. The first meal served is the Sunday evening meal. Meet your Troop Counselor on your site. He will assist you check-in process and the set-up of your campsite. Have the following ready to check with the Business Manager:

- Troop Roster (forms provided)
- Patrol counts and names. Patrol counts should include Scouts and adults.
- All receipts for camp fees paid at a council Service Center in case there is some discrepancy.

MEDICAL RECHECK: As soon as possible after arrival at your campsite, have every Scout and adult leader change into swim trunks and shoes. Your Troop Counselor will then lead you through the medical recheck on the campsite. Be sure each person has:

- Completed medical form for presentation to the staff members

Immediately following your medical recheck, your Troop Counselor will direct you to the commissary orientation and the swim qualification.

CAMPSITE: Following your orientation, your troop will return to the campsite and check these:

_____	Tents in order	_____	Beds made
_____	Site in order	_____	Patrol kitchen set up
_____	Equipment needs from Q.M. secured	_____	All campsites facilities reviewed by your troop counselor
_____	Scouts made aware of schedule		

RETREAT: On Sunday evening the entire camp will stand Retreat in complete uniform. Senior Patrol Leaders will want to assemble their troops so they can arrive at the main flagpole at 6:15 p.m.

DINNER: The Sunday evening meal will be served at 6:30 p.m.

LEADERS MEETING: Leaders meeting will be held at 7:15 p.m. on the camp program hall porch. The meeting will last approximately 45 minutes.

SPL MEETING: 7:15 p.m. at the Older Scout Area.

CAMPFIRE: An opening campfire will be held on Sunday evening. Assemble on the Parade Ground by 8:15 p.m. in uniform.

S bar F Scout Ranch

Boy Scout Camp Check-out

Troop No. _____ Campsite: _____ District: _____

No. of Patrols: _____ No. of Scouts: _____ No. of Leaders: _____

Dear Scoutmaster:

Saturday is check-out day. The past week has been full of activity and adventure for you and your Scouts. We hope you've enjoyed your week. To help you get your troop on its way and prepare for the check-in of next week's Scouts and Scouters, please help us by completing the following check-out by 11:00 a.m.

1. Per the instruction of a Camp Staff member, do the following:
 - _____ Take down, fold, and store tents as requested.
 - _____ Store all cots as requested.
 - _____ Stack all floorboards against a tree.
 - _____ Clean your campsite, burn all paper, put cans, bottles and similar items in the proper container and dispose of in the containers behind the commissary. Bring any garbage to the containers behind the commissary.
 - _____ Make sure all camping and cooking equipment listed on other side of this sheet has been left in good shape. Cooking utensils should have no grease on them that would foster bacteria.
 - _____ Be sure your latrine is as clean as you would like to find it if you were coming into camp. Restock toilet paper and topside sprayer.
 - _____ Stack duffel.

When all this has been done, a Camp Staff Member will check your campsite.

Signed: _____
Camp Staff Member

-
2. Take back all items you have checked out from the Commissary. _____
Commissary Manager

All tools/equipment from the Quartermaster have been returned. _____
Quartermaster

The following items were missing and should be paid for: _____

-
3. Items 1 and 2 must have been completed before this step can be taken. Bring this form to the Camp Office and complete the check-out procedure.

_____ Commissary/QM bills paid	_____ Camp Evaluation completed and submitted
_____ Merit Badge cards picked up and rechecked	_____ Medical forms picked up
_____ Lost and found articles reclaimed	_____ Mail picked up
_____ Buddy tags picked up	_____ Business Manager's initials

-
4. I have checked medical forms and merit badge cards and have completed all other checkout items.

Date

Scoutmaster

**S bar F Scout Ranch
Boy Scout Camp Program Sheets
2008 Summer Camp**

TROOP _____ CAMP _____ CAMPSITE _____

DISTRICT _____ WEEK _____

Our registration information for our camp is:

No. of Scouts _____ No. of Male Leaders _____ No. of Female Leaders _____
Patrols _____ (Patrol size including leaders must be 5-10)

We will want the S bar F Ranch supper meal on Thursday. ___ Yes ___ No

We will bring the following troop equipment: ___ tents ___ patrol boxes _____ stoves
_____ flys _____ cots other _____

Troop program scheduling

Troop instructional swim (preset — see page 26) _____:15 a.m.
Troop free swim (preset — see page 26) _____:00 p.m.

Number of Scouts expected to participate in the Voyageur Program: _____. Participation in the program will be limited.

We would like our program plan to include:

_____ Overnight canoe float* _____ Troop Rifle Shoot
_____ Evening out and about float* _____ Troop Archery Shoot
_____ Afternoon Huck's Cove** _____ Monday Evening Huck's Cove**
_____ Overnight hike to _____

On our canoe float or hike, we expect _____ Scouts and _____ leaders to be eligible to participate. All participants must be Swimmers.

**The floats are an either/or program. Sorry, but we can not schedule a unit for more than one float. A unit will not be able to participate in both a float trip and the evening Huck's Cove.*

****Please note:** Unit leaders may need to assist in the transportation of their Scouts to Huck's Cove in their personal vehicles.

Please indicate how many leaders will participate in the following adult leader training sessions:

_____ Pressurized Fuel _____ Safe Swim and Safety Afloat
_____ Youth Protection Training _____ Boy Scout Leader Training
_____ Climb on Safely and Trek Safely

The following leaders from our troop would like to help counsel a merit badge or skill in the program areas as follows:

Leader	Merit Badge or Voyageur Program	Best Time
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Name _____

Position _____

Phone number (_____) _____

***Mail this form three weeks prior to camp.
Do not take to the council office and do not fax to camp.***

Mail three weeks before camp to:

Camp _____
Camp Director
S bar F Scout Ranch
Knob Lick, MO 63651

**S bar F Scout Ranch
Older Scout Program
2008 Registration Form**

A Scout must be 14 years old or in his fourth year of camp to participate in the Older Scout Program.

Print all information.

First name _____ Last name _____

Address _____

City _____ State _____ Zip Code _____

Troop _____ District _____ Age _____ Date of birth _____

Camp information: Camp _____ Campsite _____

Attending camp the week of _____

I would like to participate in the following activities. (Please list each activity in order of preference 1 through 17.)

Monday

Morning: Kayak Polo _____

Afternoon: Mountain Biking _____ Shotgun Shooting _____

Evening: Ultimate Frisbee _____ Night Shoot _____

Tuesday

Morning: Huck's Cove _____ Kayaking BSA - part 1 _____

Afternoon: Mountain Biking _____ Canoe Orienteering _____

Evening: Hamburger Cookout for 15-year-olds _____

Wednesday

Morning: Climbing Merit Badge – part 1 _____ Shotgun Shooting _____

Afternoon: Horseback Riding _____ Mountain Biking _____

Evening: Beach Party

Thursday

Morning: Climbing Merit Badge – part 2 at rock climbing cliffs _____ Geocaching _____

Afternoon: Climbing Merit Badge – part 2 continued

Evening: Order of the Arrow Ceremony

Friday

Morning: Water Tubing _____, Kayaking BSA - part 2

Afternoon: Water Tubing _____

Evening: Closing Campfire

[Over]

_____ I would like to work on my BSA Lifeguard, which will require 5 hours daily in the aquatic area from Monday through Friday. The minimum age is 14 years old or completion of eighth grade.

_____ I would like to sign up for the Horsemanship Merit Badge.

The merit badge has a program fee of \$15.00 and it is limited to five Scouts from each Scout camp.

_____ 9:15 a.m.

_____ 10:45 a.m.

_____ No preference

_____ I would like to sign up for the Climbing Merit Badge, which is held on Wednesday and Thursday mornings and Thursday afternoon. I understand I must attend both the Wednesday and Thursday sessions.

If the Scout wants a confirmation of activities before arriving at camp, this form must be mailed to the S bar F Scout Ranch by June 1, 2008. The Camp Staff will review the form and send a confirmation of the programs to the Scout one to two weeks prior to his week at camp. Please remember that a Scout might not be able to participate in every program he requested due to several factors: the number of requests for a certain program, the amount of program materials available, or size limitations for safety reasons.

Water tubing and shotgun shooting have additional program fees. The \$5.00 fee for these programs will be collected at camp.

Mail this form to the camp you are attending.

Older Scout Program
Camp Gamble
S bar F Scout Ranch
Highway 67
Knob Lick, MO 63651

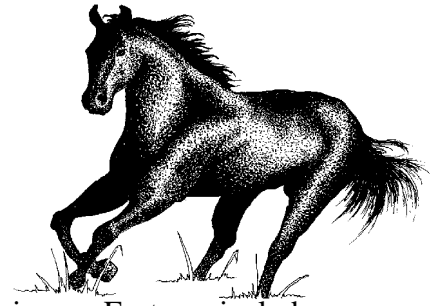
OR

Older Scout Program
Camp Famous Eagle
S bar F Scout Ranch
Highway 67
Knob Lick, MO 63651

Mail this form by June 1, 2008 in order to get a response prior to attending camp.

Enclose a self-addressed stamped envelope with the registration form.

HORSE CAMP



The 2008 long-term horse program will be a seven-day, adventure-filled experience. Features include horseback riding, swimming, skeet shooting, climbing tower, campfires, and much, much more. A horse show is conducted during the week. To be a part of this exciting program, you must be a registered Boy Scout, Venturer, or Explorer and 14 years of age by June 1, 2008. Dates for the Horse Camp are June 1-7, 2008. Sign up today! Maximum number of participants is 40. Cost is only \$195.00, which includes meals, lodging, and program materials. A reservation fee of \$25.00 will hold your spot. The registration fee is non-refundable. All fees must be paid in full by May 1, 2008. Leadership is provided by the Council Trail Guide Committee. The program takes place at the Nagel Base of the Beaumont Scout Reservation.



Greater St. Louis Area Council

Boy Scouts of America

2008 Horse Camp Application

Nagel Base

Print all information

Troop No. _____

Crew No. _____

Post No. _____ District/Area _____

Name _____ Telephone No. _____

Address _____

City _____ State _____ Zip Code _____

Date of birth _____ Age _____

Parent Approval/Date

Leader Approval/Date

Send registration form and payment to Camping Service, Greater St. Louis Area Council, 4568 West Pine Blvd., St. Louis, MO, 63108.

OFFICE USE

Reservation Fee \$ _____ Date received _____ Receipt Number _____

Balance of Fees \$ _____ Date Received _____ Receipt number _____

River Ranger Program
June 8-13, 2008

The River Ranger Program is designed for those Scouts who are 14 or older, or in their fourth summer camp, are in good physical condition and are looking for adventure on a weeklong float trip. Cooperation, teamwork, and leadership development are key parts of the River Ranger Program. The Scouts will swim, have time to fish, and participate in games designed to improve outdoor skills. A minimum of 15 Scouts is needed to conduct the program.

The River Ranger Program takes place on the Eleven Point River in south central of Missouri. The river meanders through the picturesque Ozark hills. The Eleven Point River has been recognized and loved for its rich history and outstanding scenic beauty since early settlement days. Its course is cut in the shadows of steep bluffs, through sloping forested valleys and low-lying riparian ecosystems.

The Scouts will camp in outpost camps along the river and take part in various programs conducted by the Ranger Program staff. A Scout should participate in the Ranger Program if he is interested in increasing his appreciation of nature, camping, and self-reliance.

Individual Scouts may sign up for the River Ranger Program as their second week in camp. A cost of \$215.00 will be charged for the River Ranger Program, which includes meals, program materials, canoe rental from private outfitter, transportation to and from the S-F Scout Ranch, and Ranger Program patch. All fees should be paid in full by May 1, 2008. Adults are welcome on the program. Scouts should meet at 2 p.m. on Sunday at the Scout Lodge in the Camporee Area. The program will end around 6:30 p.m. after dinner on Friday at the Ranch Headquarters area. Check out the council's web site for more information, www.stlbsa.org.

Greater St. Louis Area Council

Boy Scouts of America

2008 APPLICATION FOR RIVER RANGER PROGRAM

Troop No. _____ of _____ District

Name _____ Address _____

City _____ Zip Code _____ Phone No. _____

Age _____ Birthdate _____

I wish to attend the River Ranger Program from June 8-13, 2008.

Enclosed is my \$25.00 nonrefundable deposit. All fees should be paid in full by May 1, 2008. Additional information will be sent to the Scout once the deposit is made at the Scout office.

As unit leader I approve of this Scout participating in the River Ranger Program. I understand that participants of the River Ranger Program must be classified as a Swimmer and be able to work well independently and as part of a team.

Unit leader's name (print) _____ Phone number _____

Unit leader's signature _____ Date _____

Parent's signature _____ Date _____

OFFICE USE ONLY

Received \$ _____	Receipt No. _____	Date _____
Received \$ _____	Receipt No. _____	Date _____
Received \$ _____	Receipt No. _____	Date _____

Order of the Arrow Summer Camp
July 27 – August 1, 2008
S bar F Scout Ranch

Indian dancing, water slides, native American seminars, mountain biking, ceremonial team site preparation, rappelling, ceremonial regalia making, and much more are planned for the Order of the Arrow summer camp. This unique week of camp will be held at the 5,200-acre S bar F Scout Ranch located ninety miles south of St. Louis, Missouri. Sessions and training will be held each morning on a wide variety of Order of the Arrow topics – site preparation, ceremonial dress, gestures and memorization, dancing, and native American history. Every participant will receive material to make a set of moccasins, choker, and breechcloth.

In addition to the emphasis on the Order of the Arrow, participants will have the opportunity to enjoy the program features of the S bar F Scout Ranch: tubing, rappelling, fishing, swimming, kayaking, and much more. The cost of the six-day program is \$195.00. All fees should be paid in full by May 1, 2008. The fee includes fifteen meals, lodging, and program materials. For more information, contact the Camping Department of the Greater St. Louis Area Council.

Order of the Arrow Summer Camp
JULY 27 – AUGUST 1, 2008
S bar F Scout Ranch

Print all information.

Name _____

Street address _____

City _____ State _____ Zip code _____

Phone number and area code (_____) _____

Age _____ Date of birth _____

Council _____

District _____ Troop _____

Please enclose a nonrefundable deposit of \$25.00 with reservation. All fees should be paid in full by May 1, 2008.

Parent's signature if applicant is under 18 years of age _____

As unit leader I approve of this Scout participating in OA Summer Camp. I understand that participants of the program must be able to work well independently and as part of a team.

Unit leader's signature _____

Mail to Camping Service, Greater St. Louis Area Council, 4568 West Pine Boulevard, St. Louis, MO 63108

6701-404.21

PARENTS INFORMATION SHEET
2008 Summer Camp
S bar F Scout Ranch

Troop_____ will be in camp the week of _____.

We are on _____ campsite at Camp_____.

The emergency phone number is **573-756-5738**.

This phone number is for emergencies or leaving messages. If you need to contact a Scout or Scouter in an emergency, leave a message for him to return a call. It would be difficult for us to locate him while you waited on the phone. Although our emergency phone is manned 24 hours a day, when possible please refrain from calling between the hours of 10:00 p.m. and 8:00 a.m.

The mailing address for the troop: Scout's name, Troop_____
Camp_____, Campsite_____
S bar F Scout Ranch
Knob Lick, MO 63651

Parent's Night
Thursday Evening

You are invited to visit camp on Thursday night. You may tour the campsite and attend the Order of the Arrow ceremony.

Please do not arrive before 5:00 p.m. Bring a lawn chair and a flashlight. If you would like to bring a picnic dinner, you may do so. Our Scouts will be having a picnic-style dinner on the campsite at 6:30 p.m. The trading post will be open to purchase snacks or merchandise.

No pets or alcoholic beverages are permitted in camp.

You should bring an insect repellent.

Please note: You will be attending a camp facility, so be prepared to do some walking. We recommend you wear good walking shoes, not sandals. Parking is permitted in designated areas only.

SUMMER CAMP AWARD

Troop No. _____ District _____

Camp _____

Our troop has earned the Council Camping Award by satisfying **all of the following requirements:**

1. _____ Our troop conducted a Parents' Night where we informed our parents about our troop's plan for summer camp and encouraged Scouts to attend.
2. _____ Our troop committee assists the Scoutmaster in preparing for summer camp by handling many of the administrative duties and leaving the program development to him and the patrol leaders council.
3. _____ Half of our troop's **registered membership** was paid up in the Camper's Saving Plan (had full camp fee paid at the Council Service Center) by May 1.
4. _____ At least 65 percent of our troop's registered membership is in attendance at camp.
5. _____ Our patrol campsites were found to be clean and orderly each day and there was evidence that the patrol method was being used.
6. _____ One adult in the troop attended and was certified in the Safe Swim Defense Plan.
7. _____ Our troop did an approved Good Turn while in camp. (Describe) _____

Signed: _____
Troop Leader

Note: Items 3 and 4 will be verified by the camp business manager and item 6 verified by the Aquatic Director. Items 5 and 7 must be initialed by the camp commissioner.

FOR CAMP OFFICE USE ONLY

Award was made on: _____ Signed: _____
Date Camp Director

EXPRESS CHECK-IN

Troops with all the following items ready to go will be given priority.

A. TROOP ROSTER (Our form or yours)

Scouts: name, address, phone

Age & rank

Leaders: name, address, phone

Position & days in camp

No. of Scouts _____

No. of Leaders _____

TOTAL _____

B. TROOP RECEIPTS

All receipts showing payment in full for all in attendance

No. Paid _____

No. of Free
Leaders _____

TOTAL _____

C. PATROL BREAKDOWN (patrol sizes 5 to 10 only)

Patrol Name	No. of Scouts		No. of Leaders	=	Patrol Size
_____	_____	+	_____	=	_____
_____	_____	+	_____	=	_____
_____	_____	+	_____	=	_____
_____	_____	+	_____	=	_____
_____	_____	+	_____	=	_____
TOTALS	_____	+	_____	=	_____

D. THURSDAY DINNER FROM THE COMMISSARY

YES

NO

E. ADULT BASIC LEADER TRAINING

No. of adults _____ X \$20.00 = _____

F. VOYAGEUR PROGRAM

No. of Scouts _____ No. of Leaders _____ = Total Cost _____
 _____ X \$10.00 = _____

PATROL DUTY ROSTER

5 SCOUTS	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
1	HEAD CLEANUP	HEAD FUEL & WATER	ASSISTANT COOK	HEAD COOK	ASSISTANT CLEANUP	HEAD CLEANUP
2	ASSISTANT CLEANUP	HEAD CLEANUP	HEAD FUEL & WATER	ASSISTANT COOK	HEAD COOK	ASSISTANT CLEANUP
3	HEAD COOK	ASSISTANT CLEANUP	HEAD CLEANUP	HEAD FUEL & WATER	ASSISTANT COOK	HEAD COOK
4	ASSISTANT COOK	HEAD COOK	ASSISTANT CLEANUP	HEAD CLEANUP	HEAD FUEL & WATER	ASSISTANT COOK
5	HEAD FUEL & WATER	ASSISTANT COOK	HEAD COOK	ASSISTANT CLEANUP	HEAD CLEANUP	HEAD FUEL & WATER

FOOD PICK UP TIMES: BREAKFAST -7:00 am (Thursday 6:45 am), LUNCH – NOON, DINNER – 5:30 pm

FUEL & WATER: Start fires on time and maintain fires for the cooks. Keep charcoal, newspaper and kindling protected from the weather. Maintain water supply.

COOK: Responsible for food pickup at the Commissary, cooking the meals according to the instructions; setting the tables; having the meals on time.

CLEANUP: Set up wash and rinse water for dishwashing. After personal dishes are washed by INDIVIDUALS, clean cooking pots and utensils. Clean up kitchen and dining areas; store all group equipment; dispose of garbage; put out fires, return cleaned plastic containers to Commissary.

CHEERLEADER: You don't have specific duties for cooking or cleanup – stay out of the way and be CHEERFUL.

PATROL DUTY ROSTER

6 SCOUTS	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
1	HEAD CLEANUP	ASSISTANT FIRE & WATER	HEAD FIRE & WATER	ASSISTANT COOK	HEAD COOK	ASSISTANT CLEANUP
2	ASSISTANT CLEANUP	HEAD CLEANUP	ASSISTANT FIRE & WATER	HEAD FIRE & WATER	ASSISTANT COOK	HEAD COOK
3	HEAD COOK	ASSISTANT CLEANUP	HEAD CLEANUP	ASSISTANT FIRE & WATER	HEAD FIRE & WATER	ASSISTANT COOK
4	ASSISTANT COOK	HEAD COOK	ASSISTANT CLEANUP	HEAD CLEANUP	ASSISTANT FIRE & WATER	HEAD FIRE & WATER
5	HEAD FIRE & WATER	ASSISTANT COOK	HEAD COOK	ASSISTANT CLEANUP	HEAD CLEANUP	ASSISTANT FIRE & WATER
6	ASSISTANT FIRE & WATER	HEAD FIRE & WATER	ASSISTANT COOK	HEAD COOK	ASSISTANT CLEANUP	HEAD CLEANUP

FOOD PICK UP TIMES: BREAKFAST -7:00 am (Thursday 6:45 am), LUNCH – NOON, DINNER – 5:30 pm

FUEL & WATER: Start fires on time and maintain fires for the cooks. Keep charcoal, newspaper and kindling protected from the weather. Maintain water supply.

COOK: Responsible for food pickup at the Commissary, cooking the meals according to the instructions; setting the tables; having the meals on time.

CLEANUP: Set up wash and rinse water for dishwashing. After personal dishes are washed by INDIVIDUALS, clean cooking pots and utensils. Clean up kitchen and dining areas; store all group equipment; dispose of garbage; put out fires, return cleaned plastic containers to Commissary.

CHEERLEADER: You don't have specific duties for cooking or cleanup – stay out of the way and be CHEERFUL.

PATROL DUTY ROSTER

7 SCOUTS	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
1	HEAD CLEANUP	ASSISTANT FUEL & WATER	HEAD FUEL & WATER	ASSISTANT COOK	HEAD COOK	ASSISTANT CLEANUP
2	ASSISTANT CLEANUP	HEAD CLEANUP	ASSISTANT FUEL & WATER	HEAD FUEL & WATER	ASSISTANT COOK	HEAD COOK
3	HEAD COOK	ASSISTANT CLEANUP	HEAD CLEANUP	ASSISTANT FUEL & WATER	HEAD FUEL & WATER	ASSISTANT COOK
4	ASSISTANT COOK	HEAD COOK	ASSISTANT CLEANUP	HEAD CLEANUP	ASSISTANT FUEL & WATER	HEAD FUEL & WATER
5	HEAD FUEL & WATER	ASSISTANT COOK	HEAD COOK	ASSISTANT CLEANUP	HEAD CLEANUP	ASSISTANT FUEL & WATER
6	ASSISTANT FUEL & WATER	HEAD FUEL & WATER	ASSISTANT COOK	HEAD COOK	ASSISTANT CLEANUP	HEAD CLEANUP
7 Patrol Leader	ASSIST WITH EACH DUTY AS NEEDED	ASSIST WITH EACH DUTY AS NEEDED	ASSIST WITH EACH DUTY AS NEEDED	ASSIST WITH EACH DUTY AS NEEDED	ASSIST WITH EACH DUTY AS NEEDED	ASSIST WITH EACH DUTY AS NEEDED

FOOD PICK UP TIMES: BREAKFAST -7:00 am (Thursday 6:45 am), LUNCH – NOON, DINNER – 5:30 pm

FUEL & WATER: Start fires on time and maintain fires for the cooks. Keep charcoal, newspaper and kindling protected from the weather. Maintain water supply.

COOK: Responsible for food pickup at the Commissary, cooking the meals according to the instructions; setting the tables; having the meals on time.

CLEANUP: Set up wash and rinse water for dishwashing. After personal dishes are washed by INDIVIDUALS, clean cooking pots and utensils. Clean up kitchen and dining areas; store all group equipment; dispose of garbage; put out fires, return cleaned plastic containers to Commissary.

CHEERLEADER: You don't have specific duties for cooking or cleanup – stay out of the way and be CHEERFUL.

PATROL DUTY ROSTER

8 SCOUTS	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
1	HEAD CLEANUP	CHEERLEADER	ASSISTANT FUEL & WATER	HEAD FUEL & WATER	ASSISTANT COOK	HEAD COOK
2	ASSISTANT CLEANUP	HEAD CLEANUP	CHEERLEADER	ASSISTANT FUEL & WATER	HEAD FUEL & WATER	ASSISTANT COOK
3	HEAD COOK	ASSISTANT CLEANUP	HEAD CLEANUP	CHEERLEADER	ASSISTANT FUEL & WATER	HEAD FUEL & WATER
4	ASSISTANT COOK	HEAD COOK	ASSISTANT CLEANUP	HEAD CLEANUP	CHEERLEADER	ASSISTANT FUEL & WATER
5	HEAD FUEL & WATER	ASSISTANT COOK	HEAD COOK	ASSISTANT CLEANUP	HEAD CLEANUP	CHEERLEADER
6	ASSISTANT FUEL & WATER	HEAD FUEL & WATER	ASSISTANT COOK	HEAD COOK	ASSISTANT CLEANUP	HEAD CLEANUP
7	CHEERLEADER	ASSISTANT FUEL & WATER	HEAD FUEL & WATER	ASSISTANT COOK	HEAD COOK	ASSISTANT CLEANUP
8 Patrol Leader	ASSIST WITH EACH DUTY AS NEEDED	ASSIST WITH EACH DUTY AS NEEDED	ASSIST WITH EACH DUTY AS NEEDED	ASSIST WITH EACH DUTY AS NEEDED	ASSIST WITH EACH DUTY AS NEEDED	ASSIST WITH EACH DUTY AS NEEDED

FOOD PICK UP TIMES: BREAKFAST -7:00 am (Thursday 6:45 am), LUNCH – NOON, DINNER – 5:30 pm

FUEL & WATER: Start fires on time and maintain fires for the cooks. Keep charcoal, newspaper and kindling protected from the weather. Maintain water supply.

COOK: Responsible for food pickup at the Commissary, cooking the meals according to the instructions; setting the tables; having the meals on time.

CLEANUP: Set up wash and rinse water for dishwashing. After personal dishes are washed by INDIVIDUALS, clean cooking pots and utensils. Clean up kitchen and dining areas; store all group equipment; dispose of garbage; put out fires, return cleaned plastic containers to Commissary.

CHEERLEADER: You don't have specific duties for cooking or cleanup – stay out of the way and be CHEERFUL.

PATROL DUTY ROSTER

9 SCOUTS	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
1	HEAD COOK	CHEERLEADER	ASSISTANT FUEL & WATER	HEAD FUEL & WATER	ASSISTANT CLEANUP	HEAD CLEANUP
2	ASSISTANT COOK	HEAD COOK	CHEERLEADER	ASSISTANT FUEL & WATER	HEAD FUEL & WATER	ASSISTANT CLEANUP
3	HEAD CLEANUP	CHEERLEADER	ASSISTANT COOK	HEAD COOK	CHEERLEADER	ASSISTANT FUEL & WATER
4	CHEERLEADER	ASSISTANT COOK	HEAD COOK	CHEERLEADER	ASSISTANT FUEL & WATER	HEAD FUEL & WATER
5	ASSISTANT CLEANUP	HEAD CLEANUP	CHEERLEADER	ASSISTANT COOK	HEAD COOK	CHEERLEADER
6	HEAD FUEL & WATER	ASSISTANT CLEANUP	HEAD CLEANUP	CHEERLEADER	ASSISTANT COOK	HEAD COOK
7	ASSISTANT FUEL & WATER	HEAD FUEL & WATER	ASSISTANT CLEANUP	HEAD CLEANUP	CHEERLEADER	ASSISTANT COOK
8	CHEERLEADER	ASSISTANT FUEL & WATER	HEAD FUEL & WATER	ASSISTANT CLEANUP	HEAD CLEANUP	CHEERLEADER
9 Patrol Leader	ASSIST WITH EACH DUTY AS NEEDED	ASSIST WITH EACH DUTY AS NEEDED	ASSIST WITH EACH DUTY AS NEEDED	ASSIST WITH EACH DUTY AS NEEDED	ASSIST WITH EACH DUTY AS NEEDED	ASSIST WITH EACH DUTY AS NEEDED

FOOD PICK UP TIMES: BREAKFAST -7:00 am (Thursday 6:45 am), LUNCH – NOON, DINNER – 5:30 pm

FUEL & WATER: Start fires on time and maintain fires for the cooks. Keep charcoal, newspaper and kindling protected from the weather. Maintain water supply.

COOK: Responsible for food pickup at the Commissary, cooking the meals according to the instructions; setting the tables; having the meals on time.

CLEANUP: Set up wash and rinse water for dishwashing. After personal dishes are washed by INDIVIDUALS, clean cooking pots and utensils. Clean up kitchen and dining areas; store all group equipment; dispose of garbage; put out fires, return cleaned plastic containers to Commissary.

CHEERLEADER: You don't have specific duties for cooking or cleanup – stay out of the way and be CHEERFUL.

PATROL DUTY ROSTER

10 SCOUTS	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
1	HEAD COOK	CHEERLEADER	ASSISTANT FUEL & WATER	HEAD FUEL & WATER	CHEERLEADER	ASSISTANT CLEANUP
2	ASSISTANT COOK	HEAD COOK	CHEERLEADER	ASSISTANT FUEL & WATER	HEAD FUEL & WATER	CHEERLEADER
3	CHEERLEADER	ASSISTANT COOK	HEAD COOK	CHEERLEADER	ASSISTANT FUEL & WATER	HEAD FUEL & WATER
4	HEAD CLEANUP	CHEERLEADER	ASSISTANT COOK	HEAD COOK	CHEERLEADER	ASSISTANT FUEL & WATER
5	ASSISTANT CLEANUP	HEAD CLEANUP	CHEERLEADER	ASSISTANT COOK	HEAD COOK	CHEERLEADER
6	CHEERLEADER	ASSISTANT CLEANUP	HEAD CLEANUP	CHEERLEADER	ASSISTANT COOK	HEAD COOK
7	HEAD FUEL & WATER	CHEERLEADER	ASSISTANT CLEANUP	HEAD CLEANUP	CHEERLEADER	ASSISTANT COOK
8	ASSISTANT FUEL & WATER	HEAD FUEL & WATER	CHEERLEADER	ASSISTANT CLEANUP	HEAD CLEANUP	CHEERLEADER
9	CHEERLEADER	ASSISTANT FUEL & WATER	HEAD FUEL & WATER	CHEERLEADER	ASSISTANT CLEANUP	HEAD CLEANUP
10 Patrol Leader	ASSIST WITH EACH DUTY AS NEEDED	ASSIST WITH EACH DUTY AS NEEDED	ASSIST WITH EACH DUTY AS NEEDED	ASSIST WITH EACH DUTY AS NEEDED	ASSIST WITH EACH DUTY AS NEEDED	ASSIST WITH EACH DUTY AS NEEDED

FOOD PICK UP TIMES: BREAKFAST -7:00 am (Thursday 6:45 am), LUNCH – NOON, DINNER – 5:30 pm

FUEL & WATER: Start fires on time and maintain fires for the cooks. Keep charcoal, newspaper and kindling protected from the weather. Maintain water supply.

COOK: Responsible for food pickup at the Commissary, cooking the meals according to the instructions; setting the tables; having the meals on time.

CLEANUP: Set up wash and rinse water for dishwashing. After personal dishes are washed by INDIVIDUALS, clean cooking pots and utensils. Clean up kitchen and dining areas; store all group equipment; dispose of garbage; put out fires, return cleaned plastic containers to Commissary.

CHEERLEADER: You don't have specific duties for cooking or cleanup – stay out of the way and be CHEERFUL.

Scoutmaster: Some Reminders

- _____ Provide the parents of the Scouts with the Parents Information Sheet and a map of the camp.
- _____ Have Scouts bring a Hawaiian shirt to camp for the Beach Party on Wednesday evening.
- _____ Collect and review all medical forms.
- _____ Fill out a roster of those attending camp.
- _____ Pay all fees two weeks prior to attending camp.
- _____ Mail the Troop Program Sheet to the Ranch three weeks prior to your arrival.
- _____ Older Scouts mail their Older Scout Program Registration Form to camp.
- _____ An advance team of **two leaders and two Scouts** may arrive in camp after 9:00 a.m. on Sunday. The rest of the troop should not arrive before noon.
- _____ Trailers may be moved onto the campsites between 9:00 and 10:30 a.m. on Sunday morning. **Each unit will be responsible for moving their trailer.** Personal vehicles must be moved to the camp's parking lot after moving the trailer. In case of inclement weather vehicles and trailers **will not** be allowed on the campsites or the truck roads. A camp truck will not be available to move a unit's trailer to the campsite.
- _____ **Wait for the camp staff before setting up any canvas.** This will avoid the possibility of having to move the tents and flys. The Troop Counselor will arrive on the campsite at approximately 1:15 p.m.
- _____ Medical recheck takes place on the campsite by the Troop Counselor, an adult member of the staff, and an adult leader of the troop. Medical forms should remain on the campsite during check-in.
- _____ The unit leader should check-in at the camp office **at 1:00 p.m.** with the following items:
 - Any fees that need to be paid.
 - Receipts of fees paid at the council Service Center.
 - Troop roster listing Scouts and adults. The roster should include names, addresses, phone numbers, and ages.
 - Names and breakdown of patrols for the food count. The breakdown will include Scouts and adults.
- _____ Out-of-council units need their tour permit and proof of insurance.