

1/2020

Camp Kootaga 2020

Summer Camp Leaders Guide



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CAMP DIRECTOR

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Introductory Letter from the Scout Executive

Dear Scouters,

As I write this, the weather is getting colder, and summer camp seems very far off in the future. But as the seasons change, the opportunity for Scouts to go to summer camp will once again be upon us. One of the biggest highlights in my youth as a Boy Scout was going to summer camp. And I suspect it was for my contemporaries as well. And I think I know why. Summer camp offers the “OUT” in Scouting! Young people don’t join Scouts to learn to be better citizens, to deepen their faith in God, or to develop good character which will help them grow to be the best, and the most they can be as adults. No, they join for fun, for the adventure, the excitement, and they find that in the great outdoors.

This will be my first summer to experience Camp Kootaga as your Scout Executive. I look forward to the experience! I am sure it will be great.

So, are we doing everything we can to make sure they get to camp? I ask you to commit yourself to do just that. **Make sure that every Scout within your sphere of influence gets to camp. Wonderful things will happen if you do so.**

Scouts of all ages have some things in common. If they attend camp in the summer they are much, much more likely to stay in Scouting for another year. And studies have shown us that Scouts learn all kinds of wonderful things when they attend camp. Things like learning to work as a team, learning to be good leaders, learning new skills and new hobbies. They learn to be more self-sufficient, have respect for nature, and have more confidence in themselves. And they have FUN!

Simply put, a Scout without a camping experience in the summer just is not getting his due. We call him a Scout, but he does not get the big prize. He does not get to participate in the biggest and most important event of Scouting.

Camp! It’s almost always the main reason they join Scouting, and it is the best Scouting has to offer. Let’s get them all to camp. I hope to see you there too.

Good Scouting to You and Yours,

Jeffrey L. Purdy
Scout Executive

Camp Kootaga History

Don B. Lowe purchased the property known as Camp Kootaga in 1922. The first long-term summer camp was held that year on the banks of the Hughes River. That camp consisted of one or two Troops from the Parkersburg area with Don B. Lowe as the Camp Director. In 1929 Col. R. L. Cole brought a Kiowa Indian Named J. Dougannah to help with the camp program. He named the Boy Scout camp “Kootaga” which means “Good Friends”

Through the years, Camp Kootaga has gone through many changes, but one thing has remained constant: helping develop young people into upstanding citizens and outstanding individuals. This year we celebrate ninety – seven years of long- term summer camping on this site and we are very proud to say that the commitment of the next ninety years burns strong in all our hearts and minds. We would like to extend a sincere thank you on behalf of the adult leaders, campers, and staff to all of those who have given in the past to help make camp Kootaga a place where so many youth have experienced the great outdoors.

Basic Information about Camp Kootaga

First let us say, “Welcome”! We hope you find the Kootaga experience a positive one. Our camp is over 500 acres of rugged woodland in the mighty Hughes River Valley. The river almost makes our camp an island in the wilderness. The topography ranges from 600 feet about sea level to over 800 feet about seal level at Wind Caves.

Campsites

Each campsite has a shelter with picnic table to allow your troop an area to prepare meals or congregate out of the weather. Although potable water is available in each site, **electricity is not available.** We provide standard BSA issue camp wall tents with tent platforms for campers. 1 tent for every 2 scouts is allotted, please verify prior to your arrival the number attending. We do not provide camp cots or mattresses.

Meetings While at Camp

Leader's Meetings and Scoutmaster Cracker Barrel

There are three leader's meetings scheduled during each week of camp.

The first meeting will be Sunday evening after dinner at Sparky's Park, at this meeting we will talk about your week at camp and answer any questions.

The second meeting will be Wednesday evening at 9:00 PM in the Dining Hall. This is the (adult leader's) Scoutmaster Cracker Barrel. This will be a time for fellowship, and we will cover opportunities for next year's camping season.

The third meeting will be Friday morning at 9:00 AM in the Dining Hall. We will cover any questions about check out and advancements.

Senior Patrol Leader Meetings

There are two Senior Patrol Leader meetings that are scheduled during each week of camp.

The first meeting is Monday afternoon at 1:00 PM at Sparky's Park. This is an informational meeting to instruct and advise the Senior Patrol Leaders about the activities that are planned for the week.

The second meeting is Wednesday afternoon at 1:00 PM at Sparky's Park.

Visitor's at Camp

Visitor's night will be on Thursday of each week. No one may enter camp prior to 5:00 pm. ***Vehicles are not permitted in the campsite, so visitors need to be prepared to walk from the parking lot to campsites.*** You may want to suggest that visitors bring a flashlight and a chair. **Pets are not allowed!** All visitors should be out of camp by 10:00 PM. If visitors are coming to dine with a Troop and bringing supplies a wagon is a good suggestion. The dining hall will be closed on Thursday for the evening meal.

Camp Rules

- Two deep leadership is the policy of the BSA, one of whom must be 21 years of age or older.
- The Buddy System is to be followed at all times.
- No firearms, bows and arrows, ammunition or weapons of any kind are allowed at camp. If brought on to camp property will be confiscated for the duration of your week at camp. No fireworks, sparklers or fire crackers of any kind are allowed.
- No Alcoholic beverages, controlled substances, marijuana or any other unlawful drugs are allowed on camp property. There are NO exceptions to this policy. You will be asked to leave the property.
- The use of Tobacco by anyone under the age of 18 is strictly prohibited. Adults are encouraged not to partake of tobacco products while at camp. This includes electronic cigarettes and personal vaporizers. For those adults that must smoke, the designated area is behind the dining hall out of sight of all campers.
- All scouts and leaders are to be appropriately dressed for Scout Camp. Swim wear for males must be board short style and females must wear a one-piece suit. No revealing clothing or offensive logos. Closed toe shoes are to be worn in camp at all times. Flip-flops are only allowed in showers.
- No members of the opposite sex are allowed together inside tents, cabins, Adirondacks, bathrooms, etc. National youth protection guidelines will be applied to every situation.
- Anyone, Scout or leader, who is leaving camp MUST first check out at the Camp Office. Scouts are not permitted to leave camp unless they are signed out by their adult leader at the Camp Office in the presence of a parent or legal guardian. All visitors picking up Scouts at camp must also sign in and sign out.
- Off limit areas, no campers are allowed in any Staff area at any time! The pool and waterfront areas are off limits when unstaffed.
- Treat all wildlife with respect, give them space so they do not feel threatened. Do not feed the wildlife, secure all food and garbage in campsites. There is an abundance of wildlife that can be observed while visiting Camp Kootaga.

Summer Camp Registration Fee Structure

(form for registration in the back of leader's guide)

Scouts eating in the Dining hall	\$265.00
Adult Leaders eating in the Dining hall	\$135.00
Scouts providing own meals	\$215.00
Adult Leaders providing own meals	\$ 75.00

Free leader discount – unit paid in full before May 15, 2020

1 Leader free for every 10-youth attending camp.

Late Fee of \$25.00 will be added after May 15, 2020

If additional leaders coming in for the day may purchase meal tickets in the trading post for meals served in the Dominion Dining Hall at \$7.50 per meal.

Refund Policy

The following refund policy will be in place for the 2020 camping season. Please read this carefully and if you have questions, please contact the Council Service Center.

Refund/overpayment requests should be made at check-in on your arrival at camp. A \$30.00 per person administrative fee will be assessed on all refunds, youth and adult.

In cases where a request is not made at check-in a written request explaining the reason must be submitted to the Council Service Center no later than August 14, 2020. Request received after the deadline will not be considered.

2020 Summer Camp Dates

Staff Week	Sunday June 14	June 20 Saturday	Staff Training Week
Week 1	Sunday June 21	June 27 Saturday	
Week 2	Sunday June 28	July 4 Saturday	
Week 3	Sunday July 5	July 11 Saturday	
Week 4	Sunday July 12	July 18 Saturday	
Week 5	Sunday July 19	July 25 Saturday	

Emergency Procedures

Our Staff at camp Kootaga have undergone training so they are prepared for any emergency situation.

Camp Kootaga uses a siren mounted on the shower house to initiate emergency procedures. The siren will sound a series of long (more than 30 seconds) or short blasts (less than 15 seconds) during an emergency. During an emergency, your responsibility is for **YOUR** unit. When the siren is sounded All scouts should return to their campsites immediately. Scoutmasters should take a head count and proceed as follows:

Long Blasts When all have assembled, Scoutmasters should proceed with their units to the dining hall and report to the Staff Member in charge. Report a head count and any missing scouts or adults.

Short Blasts ALL scouts should return to their respective campsites immediately. The scoutmaster should account for all members in the unit and send two runners to Sparky's park. Report any missing or unaccounted for individuals.

Camp will not proceed until all units / campers have been accounted for so please do not delay!

Each Unit will be prepared to participate in a practice emergency drill during their stay at camp.

Sunday Camp check-in process and times.



- Please do not enter camp prior to 1:00 PM for safety reasons.
- All Scouts will hike into camp from main parking lot.
- **All units must check in at Dining Hall before going to your campsite.**

We encourage larger units to arrive as early after 1:00 as possible to make sure that there is adequate time to proceed through all orientations, including health review and swim tests in a timely manner.

Scout troops will be accompanied by a CSC / site guide assigned to them to navigate the check-in process. Your guide will meet you in the parking lot and walk in with your unit.

When you arrive in camp, check in will start with:

- Troop Roster turn in
- Fee settlement
- OA orientation at the dining hall along with dining hall orientation. This is required of all Scouts regardless of whether your unit eats in the dining hall or is self-sufficient.

Your unit will receive at check-in at the dining hall.

- All Scouts and leaders will be issued a security wristband that must always be worn.
- Leaders Packet with info.

Your unit may take two (2) vehicles to the campsite to unload equipment. **All vehicles must be returned to parking lot.** A troop trailer may be left in the campsite to assist the troop. If you have special needs / requests, please contact the camp director at least 1 week prior to check in to make arrangements.

- Stop by the parade field for troop pictures.

At campsite you will change into swimsuit and towel (remember no open toe shoes/ bare feet)

- All Scouts will go through a medical recheck at the Lodge. NO ONE is permitted to remain in camp property without a properly completed medical form, signed by a physician. Please inform health officer of any, and all medical conditions, medications, or special problems that your Scouts and Leaders may have.

Buddy tags are issued by health officer at medical recheck prior to swim check.

Late arrivals will need to contact camp director to arrange for medical re-checks, swim test, and other portions of the check-in process. No one may remain in camp without registration or completed medical forms.

- **Sunday evening at 6:00 PM** all Scouts and Scouters will assemble at the dining hall for the opening meal. Dinner will be served to all registered Scouts and leaders regardless of your food program choice.
- Following dinner, a Leader's meeting will take place at Sparky's Park (pavilion above the pool). The Troop SPL should accompany at least one unit-leader to this meeting.
- The entire camp will assemble at the parade ground at **8:00 PM for retreat**. Troops will leave immediately for the Opening Campfire.

All first-year campers (those at Camp Kootaga for the first time) are encouraged to attend the first-year camper ceremony "Trail to Adventure" immediately following the opening campfire.

It may be helpful to bring a few extra checks to camp if you choose to purchase additional items such as a Troop picture or t-shirts. Your Site Guide will meet you in the parking lot to assist you and your Troop with the Sunday procedures.

Saturday Check-Out process

All troops are asked to check out no later than 9:00 AM. IF you are planning on leaving after that time please be aware that trash pick-up will begin at 8:00 AM and staff assistance will be needed elsewhere beginning at 9:00 AM.

- All Scouts should pack their personal gear and prepare it for transportation.
- All fires must be out cold
- Non-burnable garbage needs to be put out for pickup or transported to the dumpsters behind the dining hall. All loose materials need to be bagged.
- Return fire tools to proper area in campsite.
- The kybo (latrine) and washstand must be cleaned.
- If you borrowed camping gear / or special equipment from the Quartermaster / Camp Ranger, please return this prior to leaving camp.
- Your CSC / Troop Guide assigned by the camp will go over the check-out list with you. This needs to be signed off before you pick up forms from the Office to leave camp.
- **Pay any outstanding bills at the Trading Post prior to Saturday departure.**
- **Pick up Health Forms and Merit Badge Blue cards at the dining hall, on your way out of camp.**

Sign-in / Sign-out of camp

The sign-in/sign-out log is in the camp office. Adult leaders must use this log if leaving camp, so we may know the whereabouts of the Unit Leadership. Scouts are not permitted to leave camp without the permission of the Camp Director and Unit Leader. Please use the permission slip located in the "Forms" section. This form should be submitted to the camp office at check-in.

Mandatory National Camp Standard & Parking regulations



Roads through campsites and program areas are restricted to authorized vehicles only.

The following rules will apply to the Camp Kootaga summer camping program.

1. Two vehicles per campsite will be allowed into camp on Sunday for set-up and Friday the evening and/ or Saturday morning for pack-up. The camp director will determine the times vehicles are allowed in and out of camp.
2. The designated parking area shall be the field beside Jack Marinara Lodge. The field beside Sub-Park, and Rotary are considered part of camp and ARE NOT designated parking areas. ***PARKING AT THE KOOTAGA LODGE IS FOR THE HEALTH OFFICER, CAMP DIRECTOR AND TRADING POST MANAGER, AND CAMP VEHICLES ONLY.***
3. The Camp Director or his designee may issue a limited number of permits to park at the dining hall. These permits must be obtained at the summer camp office after arriving at camp.
4. All visitors, volunteer merit badge counselors, Scoutmasters, family members, etc., must park in the designated parking lot unless issued a permit for the dining hall.
5. The camp director may issue a special permit to park/ drive in camp for medical reasons, special needs, etc. ATV's and golf carts may be issued a permit after a safety inspection.
6. All vehicles in camp must be driven by a licensed driver at least 21 years old and have a permit issued by the camp director displayed in the window.
7. Safety belts/ equipment must be used.
8. NO ONE is permitted to ride in the bed of a truck or tailgate, in a trailer or camper.
9. All visitors on family night will park in the parking lot. Approved placarded vehicles may be driven to the campsite and parked for the duration of the visit and then driven out of camp upon departure. No vehicle will be allowed into camp after 8:30 am or before 5:00 pm.
10. Trailers are permitted in campsites, but the tow vehicle must be moved to the parking area.
11. Members of the OA dance team shall meet in the parking area and be shuttled along with their gear into camp.
13. Scoutmasters or family members doing camp service projects for the Camp Ranger must have a permit to drive in camp.
14. The speed limit in camp is 10 MPH. Roads are Scout walkways during camp season.

Please inform anyone that may be visiting camp of these rules and the requirement to walk into camp and carry items they wish to bring.

Please help us make this a safe and fun camp for everyone!

TWO CHOICES FOR FOOD SERVICES IN CAMP

DINING HALL Under this plan, the camp fee includes 15 meals starting with Sunday evening dinner and ending with Friday dinner. A continental breakfast is provided for Saturday morning. This can be picked up early on Saturday morning and taken to the campsite. Thursday night dinner is Family Night and the dining hall is closed. Units and families are responsible for their own food. Troops not expecting families to visit will need to check with the Camp Director before Thursday evening. **The Sunday evening meal is a camp-wide meal (regardless of your meal plan) in the Dining Hall.**



SPECIAL DIETS: Advise the Scout Service Center *3 to 4 weeks prior to your arrival* at camp of any special dietary needs. Please use the Special Diet sheet in the Forms section.

SELF-SUFFICIENT TROOPS: All Self-Sufficient Troops will be issued a cold chart at check-in. The temperature of all perishable items in coolers will be recorded morning, noon and night. Camp Commissioners will be checking coolers. The Cold Chart always needs to be posted.

COOKING EQUIPMENT & EATING UTENSILS: All equipment needed for the preparation and eating of meals in the campsite will be provided by the Troop.

CHARCOAL AND PROPANE USE: An adult Leader must be present in the campsite and must supervise the lighting and use of propane. This is a mandatory safety rule and must be followed without fail. Adult Leaders, please make sure to oversee the use of charcoal.

GARBAGE & TRASH DISPOSAL: Garbage bags will be provided. After dinner place your securely tied trash bags at the side of the road near your campsite.

The Maintenance Staff will pick up between 7:15 and 8:15. Please do not overfill trash bags.

DISHWATER DISPOSAL: Your site guide or commissioner will advise you to the proper disposal of dishwater. You may also refer to your Boy Scout Handbook.

BREAD, ICE, AND MILK: Units may purchase these items through the Trading Post during business hours. Ice is at the dining hall, but you will need to purchase a ticket at the trading post before you pick it up.

SUGGESTED MEAL TIMES: Breakfast 8:00 AM
Lunch 12:15 PM
Dinner 6:00 PM



NATIONAL CAMPING STANDARDS: Units are encouraged to prepare and eat at least 3 meals in their site. Units that normally eat in the dining hall during the week, but are interested cooking their own meals, will be provided food on Friday to prepare a breakfast and lunch in their campsites. You will need to be prepared to bring cooking utensils with you to camp to prepare these meals. Breakfast will be pancakes sausage or bacon, fruit etc. Lunch will be without utensils over the fire. If your unit would like to do this, let the staff know when you check in on Sunday.

Safety Around Animals at Camp Kootaga

Camp Kootaga offers a wide range of exciting adventures including the opportunity to observe many types of birds, fish and other wildlife. Throughout camp you will see numerous animals especially squirrels, chipmunks, and numerous birds. Undoubtedly the opportunity to observe a raccoon, skunk, turkey, deer or even a black bear will provide lifetime memories.

Animals often will be an exciting part of your adventures. Seeing them in their natural habitat is always a pleasure, but it is wise to remember that they are permanent residents of the camp while you are a visitor. Treat them with respect, give them enough space so they do not feel threatened by your presence, and they'll seldom present a threat to your safety. When an animal feels frightened, threatened, or trapped, it may react by scratching, biting or even attacking. In the event you are injured by a wild animal seek medical treatment quickly even if the injury is minor, for a medical professional must determine the need for any possible rabies treatments.

Each of the animals that live and roam throughout Camp Kootaga has its own characteristics and pattern of behavior. Occasionally a black bear may wander through camp. Despite the common name, black bear, they are not always black. They may be blond, brown, or black. They may have a tan muzzle or a white spot on their chest.

Avoidance of bears, skunks, raccoons and most other wildlife can be summed up in one word – FOOD. If an animal doesn't find abundant food, it will move on. Most conflicts between people and wildlife, especially bears and raccoons are related to the careless handling of food and garbage. Learn to live responsibly with wildlife.

Young wildlife sometimes wanders from their parents and appears to be lost or abandoned. In most cases however, the parents know where the youngster is. Taking in or adopting apparently lost or abandoned young animals usually does more harm than good. It is best to leave wild animals in the wild. If the animal is obviously sick or injured, don't approach, pick up or touch the animal, notify the camp ranger or a member of the camp staff.



2020 Camp Kootaga Camp Schedule

Sunday

11:00 am Staff Arrives
 1:00 pm Troop check-in
 6:00 pm Dinner
7:00 pm Leader's Meeting (Sparky's Park)
 8:15 pm Retreat/Camp Orientation
 8:30 pm Opening Campfire
 9:45 pm First Year Camper Ceremony

9:00-12:00 pm Program Areas Open
 12:15 pm Lunch
 2:00-5:00 pm Program Areas Open
 4:00-5:00 pm Open Boat/Swim
 6:00 pm Dinner
 7:15 pm Retreat/Overnighters Depart
9:00 pm Leaders Cracker Barrel (Dining Hall)

Monday

7:00 am Polar Bear Swim/Mile Swim Practice
 7:55 am Flag/announcements (Dining Hall)
 8:00 am Breakfast
 9:00 am Adult Leader Training
 9:00-12:00 pm Program Areas Open
 12:15 pm Lunch
 1:00 pm SPL Meeting (Sparky's Park)
 Chaplin's Aide Training (Lodge)
 2:00-5:00 pm Program Areas Open
 4:00-5:00 pm Open Boat/Swim
 6:00 pm Dinner
 7:15 pm Retreat
 7:30 pm Chapel Service
 8:00 pm Open Swim
 8:00 pm Troop Actives

Thursday

7:00 am Polar Bear Swim/Mile Swim Practice
 7:00 am Overnighters Return
 7:55 am Flag/announcements (Dining Hall)
 8:00 am Breakfast
 9:00-12:00 pm Program Areas Open
 12:15 pm Lunch
 1:00 pm OA Meeting (OA Field)
 SPL Meeting (Sparky's Park)
 Program Areas Open
 2:00-5:00 pm Program Areas Open
 4:00-5:00 pm Open Boat/Swim
 5:30 pm Parents Begin Arriving
6:15 pm Dinner in campsites (Dining Hall Closed)
 7:30 – 8:00 pm Model Rocket Launch
 8:30 pm Retreat
 8:45 pm Campfire
 9:15 pm OA Call out Ceremony

Tuesday

7:00 am Polar Bear Swim/Mile Swim Practice
 7:55 am Flag/announcements (Dining Hall)
 8:00 am Breakfast
 9:00 am Adult Leader Training
 9:00-12:00 pm Program Areas Open
 12:15 pm Lunch
 1:00 pm Order of the Arrow Meeting (Sparky's Park)
 2:00-5:00 pm Program Areas Open
 4:00-5:00 pm Open Boat/Swim
 6:00 pm Dinner
 7:15 pm Retreat
 7:30-8:15 pm Camp wide Game
 8:15-9:00 pm Open Swim
 9:00 pm OA Ice cream Social (Dining Hall)
 9:30 pm Nature Discovery Hike

Friday

6:00 am Mile Swim (Iron Man)
 7:55 am Flag/Announcements (Dining Hall)
 8:00 am Breakfast
9:00 am Leaders Meeting (Dining Hall)
 9:00-12:00 pm Program Areas Open
 10:00 am Iron Man Bike Trek
 12:15 pm Lunch
 1:00 pm Sports Tournaments
 2:00 pm Iron Man Canoeing
 2:00-5:00 pm Program Areas Open
 4:00 pm Iron Man Hike
 4:00 pm Dutch - oven Cook-off
 4:00-5:00 pm Open Boat/Swim
 6:00 pm Dinner
 8:00 pm Retreat
 8:15 pm Campfire/Year fires

Wednesday

7:00 am Polar Bear Swim/Mile Swim Practice
 7:55 am Flag/announcements (Dining Hall)
 8:00 am Breakfast

Saturday

Checkout by 9:00 am

Schedule Subject to Change

TRAIL TO ADVENTURE – 1st Year Camper

HOW IT WORKS

This Program is not intended to make Scouts First Class Scouts during one week at camp. It is intended to supplement the Troop's skills development training. This Program is designed for new Scouts – those coming to a Scout Camp to work on their Tenderfoot through First Class requirements. The Program is geared toward “hands on” experience for the Scouts so they can master their outdoor skills. Activities will take place in the Trail to Adventure Area, Troop Site, Handicraft Area, Ecology/Nature Center, Scoutcraft Area, Shooting Sports Complex and Pool.

THE PROGRAM

The Troop has the responsibility for providing Program activities that lead to First Class Rank. The Council can help by providing materials and Staff to assist a Troop in the summer camp Program delivery. To better assist in staffing; please advise the Camp Director as soon as possible of Scout BSA Girl Troops who may be taking part in this program

THE PROGRESS REPORT

At the end of the week, a progress report will be presented to the Scoutmaster for new Scouts. This will be a report that reviews what each Scout did during the week. This does not mean that they have completed these skills for their advancements. ***It is the Scoutmaster's discretion whether the Scout receives credit on his rank requirements.***

THE OBJECTIVE OF THE PROGRAM

The objective of this program is to assist the Scouts in mastering skills they will use for the rest of their lives, as well as in Scouting. The Scouts should have an opportunity to enjoy camp. Guided free time for Scouts will provide a valuable and enjoyable outdoor experience. The Scoutmaster should review each Scout's progress prior to advancing to the next rank. We are here to assist your Scouts in their advancement process. Scoutmasters and Leaders are welcome to participate as well and are invited to join the overnighiter.

The dedicated Scout skills program is from 9 AM-Noon and the 2:00-3:00PM period. Scouts will have the opportunity to test their hand at many skills.

From 3:00-5:00PM Scouts can earn one or two merit badges. Choose from the Tier One Badges. Scouts will also enjoy open swimming, and boating, program areas.

The First-Year program also offers an overnighiter on Wednesday night where skills are put to practice. Leaders are encouraged to assist in the program any time and join us for the overnighiter. Scouts completing the program will receive their Firem'n Chit and Totin' Chip at the Friday campfire awards. Girl Troops will be required to assign at least one female leader to assist in the overnighiters.

Be sure Scouts bring SWIMMING SUITS AND TOWEL as they will have the chance to swim every day and advance their swimming abilities. It is also helpful for troops to bring a small tent or an extra tarp for Scouts to bring with them for shelter on the overnighiter. The overnighiter will be hiked in and out, so a backpack/daypack is needed. Most importantly Scouts should come ready to have fun and be prepared to learn many new things and make new friends from across Ohio, West Virginia and beyond!

KOOTAGA SPECIAL PROGRAMS

Kootaga Iron Man (IM)

Are you a true Iron Man? Complete all four of the Iron Man (IM) challenges to be considered a true Kootaga Iron Man. Hike the trails and visit the far points of camp to finish the challenge.

Mile Swim (IM)

To receive the mile Swim patch, you must come to Mile Swim practices on Tuesday (1/4 mile), Wednesday (1/2 mile), and Thursday (3/4 mile) at 7:00 AM. You will swim the mile on Friday at 7:00 AM. Under the direction of the Aquatics Director.

Moss Man Challenge (IM)

Older Scouts, join the Sports Director on a Tuesday evening mountain bike ride on the Camp Kootaga mountain bike trails.

Canoe / Kayak Challenge (IM)

To complete this leg of the Iron Man either earn the canoe or kayak merit badge and participate in the canoeing overnighter on Wednesday night.

Sports Tournaments

To participate in the sports tournaments, please contact the Sports Director by Monday night. These tournaments include basketball, volleyball, and horseshoes.

Conservation Projects

Please see the Nature Director to set up a time for your Troop to complete a Conservation Project.

Dutch oven Cook-Off

The Camp Kootaga Staff will compete against any Troop for the right to retain the Official Award for the cook-off.

Camp Wide Games

Each troop is encouraged to participate in the camp wide games. Check for schedules on arrival.

Inter-Troop Campfire

On Tuesday evening, Troops are encouraged hold an inter-Troop campfire with another Troop.

Patrol Flags

Bring patrol flags or materials to construct a patrol flag that you can then donate to the dining hall to help us improve the acoustics and to leave your mark for future generations.

Knot Club

Lord Baden-Powell wrote in his book Scouting for Boys, "Every Scout ought to be able to tie knots. To tie a knot seems a simple thing, yet there are right ways and wrong ways of doing it, and Scouts ought to know the right way. A life might depend on a knot being properly tied."

Camp will host the Kootaga Knot Club and membership is open to all campers (youth and adult). To become a member, you must be able to properly tie at least 10 different knots and know their names and uses. Campers can elevate their membership recognition in increments of 10 knots. Knot Club will meet each day after lunch at Sparky's Park.

KOOTAGA PROGRAM AREAS and MERIT BADGE OUTLINES

All Scouts will need a Scoutmaster signed “Blue Card” to attend their merit badge session.

Some if not all merit badges have requirements that cannot be completed in their entirety at camp. Please check the requirements / the pre-requisites and come prepared. If the requirements are not met the Scout will receive a “partial” card.

Camp Kootaga has a tiered merit badge system to help you and your Scouts.

It's not all about the Merit Badges, we all know that Scouts and their parents will be caught up in how many merit badges their sons is earning during camp. Let's be honest, a Scout can earn zero merit badges and still have a very productive camp, and year. The goal should never be quantity, but quality when it comes to his summer camp program plan. Remember that as unit leaders, you are always in charge of your Scouts advancement.

All Merit Badge Schedule is subject to change.

2020 Camp Kootaga Merit Badge Schedule

MERIT BADGE	PRE. REQUIREMENTS	COST	MORNING SESSION	AFTERNOON SESSION	COMMENTS
AQUATICS					<u>POLAR BEAR SWIM-7:00 TO 7:45 AM</u>
LIFESAVING (Tier 4)	REQ-1A Req-1B		10:30 to 12:00	3:00	<u>OPEN SWIM</u> <u>MONDAY-FRIDAY – 4:00 TO 5:00</u> <u>WEDNESDAY EVE. - 8:00 TO 9:00</u>
SWIMMING (Tier 2) OPEN SCHEDULE 3:00 TO 4:00			9:00 to 10:30	2:00	<u>MILE SWIM – 7:00 AM</u> <u>TUESDAY -1/4 MILE</u> <u>WEDNESDAY – ½ MILE</u> <u>THURSDAY – ¾ MILE</u> <u>FRIDAY (6:00 AM)—1 MILE</u>
					<u>EVERY SCOUT A SWIMMER-10:00 & 11:00</u>
					<u>SNORKELING—2:00 TO 3:00</u>
WATERFRONT					<u>CANOEING OVERNIGHTER</u> <u>WEDNESDAY NIGHT</u>
CANOEING (Tier 4)			9:00	2:00	
ROWING (Tier 2)					<u>SEE WATERFRONT DIRECTOR</u>
KAYAKING (Tier 3)			10:00	3:00	
FISHING (Tier 2)	Req-7		11:00		<u>SEE WATERFRONT DIRECTOR</u> <u>OPEN BOATING—4:00 TO 5:00</u>
NATURE					
GEOLOGY (Tier 1)				4:00	
ENVIRONMENTAL SCIENCE (Tier 4)			9:00	2:00	
FISH & WILDLIFE-MANGEMENT (Tier 3)			10:00	3:00	<u>ASTRONOMY SEE DIRECTOR</u>
FORESTRY (Tier 2)	Req-5 Req-5A.B.C Req-8		10:00	2:00	
MAMMAL-STUDY (Tier 1)			11:00		
RAPTIL&AMPHIBIAN-STUDY (Tier 2)				4:00	
WEATHER (Tier 2)			11:00	3:00	
NATURE (Tier 2)			10:00	3:00	<u>NATURE DISCOVERY HIKE TUESDAY-9:30 PM</u>
SOIL AND WATER CONSERVATION (Tier 3)	Req-5 Req-5A.B. F		9:00	4:00	
SHOOTING-SPORTS					
ARCHERY (Tier 2)			9:00 10:00 11:00		<u>ADDITIONAL CLASS WEDNESDAY'S AT 1:00-PM</u>
SHOTGUN (Tier 3)			9:00		<u>ADDITIONAL CLASS TUESDAY AT 1:00-PM</u>
RIFLE (Tier 3)			10:00 11:00		<u>MONDAY-OPEN SHOOT AT RIFLE RANGE AFTER CHAPLE-8:00 PM TO 10:00 PM</u> <u>OPEN SHOOT FOR SCOUTS & LEADERS – MONDAY-FRIDAY 2:00 TO 5:00 PM</u>
					<u>PLEASE SEE SHOOTING SPORTS DIR. FOR ALL INFO.</u>

					<u>EVENING SHOOTS FOR 2 HOURS AFTER RETREAT ON WEDNESDAY</u>
LIFE SKILLS					
FIRST AID (Tier 2)			9:00	2:00	
HANDICRAFT					
BASKETRY (Tier 1)		\$27.00	9:00 M/W	4:00 M/W	
LEATHERWORK (Tier 1)		\$15.00	9:00 M/W	2:00 M/W	
INDIAN LORE (Tier 1)			10:00	3:00	
WOODCARVING (Tier 2)	Req.-2A	\$10.00	11:00 T/TH	4:00 T/TH	<u>MUST HAVE TOTIN' CHIP</u>
SPACE EXPLORATION (Tier 1)		\$15.00	11:00		
PHOTOGRAPHY (Tier 1)			10:00 T/TH	3:00 T/TH	<u>PLEASE BRING DIGITAL CAMERA</u>
HIGH ADVENTURE					
CLIMBING (Tier 4)				2:00 to 5:00	
RAPPEL (Tier 4)				2:00 TO 5:00	
LOW COPE (Tier 1)			9:00 10:00 11:00		
SPORTS					
PERSONAL FITNESS (Tier 4)	Req-8		11:00	4:00	
SPORTS (Tier 2)	Req-5 Req-5C		9:00	2:00	
GOLF (Tier 3)	Req-8			3:00	
CYCLING (Tier 2)	Req-8 Req-9			4:00	<u>CYCLING-WEDNESDAY OVERNIGHTER</u>
GAME DESIGN (Tier 2)	Req-5 Req-8		10:00		
CHESS (Tier 1)				3:00	
SCOUTCRAFT					
CAMPING (Tier 3)			9:00	3:00	<u>CAMPING- WEDNESDAY OVERNIGHTER</u>
COOKING (Tier 3)	Req-4 Req-5A. B. Req-6A. B.		9:00 to 11:00	2:00 to 4:00	
GEOCACHING (Tier 2)			11:00	4:00	
ORIENTEERING (Tier 2)				2:00	
WILDERNESS-SURVIVAL (Tier 2)			9:00	2:00	<u>WILDERNESS SURVIVAL- WEDNESDAY OVERNIGHTER</u>
PIONEERING (Tier 3)			10:00		
STEM					
PLUMBING (Tier 3)	Req-2A.B.		10:00		<u>WAREHOUSE</u>
AUTO-MAINT. (Tier 4)	Req-2H. Req-8A. Req-9A Req-11A Req-12			2:00	<u>WAREHOUSE</u>
FARM MECHANICS (Tier 3)	Req-1A Req-5			3:00	<u>WAREHOUSE</u>
ROBOTICS (Tier 3)		\$25.00		2:00 to 4:00	<u>AT DINING HALL</u>
TRAIL TO ADVENTURE					<u>TOTEM CHIP AND FIREM' CHIT</u>
TENDERFOOT			9:00		<u>AVAILABLE BY REQUEST,</u>
SECOND CLASS OR POOL			10:00		<u>SEE TRAIL TO ADVENTURE</u>
SECOND CLASS OR POOL			11:00		<u>DIRECTOR.</u>
FIRST CLASS				2:00	
					<u>1ST YEAR CAMPER OVERNIGHTER WEDNESDAY</u>

AQUATICS PROGRAM OUTLINE

BSA LIFEGUARD

BSA Lifeguard is focused on the need to provide professional lifeguards for programming, with training that meets the requirements of government agencies at regulated swimming venues. The program is open to all registered adults and older youth (15 years and older).



The BSA Lifeguard certification has a very high level of difficulty. Boy Scouts need to have First Aid, Canoeing, Lifesaving, Rowing and Swimming Merit Badges. Adults and Ventures need to show proficiency in the above list of Merit Badges. All applicants must be able to demonstrate strong swimming ability by passing a 550-yard swim test using all the following in good form; American crawl, breaststroke, elementary backstroke, and side stroke prior to starting course. Anyone interested in participating in this course needs to sign up with the Aquatics Director on Sunday evening.

Applicants are expected to bring their own copies of Swimming merit badge and Lifesaving merit badge pamphlets to class

To complete this certification at summer camp, applicants must show proof of having completed Red Cross First Aid, and Red Cross CPR/AED or equivalent. Otherwise applicants will have 120 days to complete these courses afterward.

AQUATICS PROGRAM OUTLINE

POLAR BEAR SWIM

The Polar Bear swim starts on Tuesday and goes through Thursday morning, starting at 7:00 AM and ends at 7:45 AM.

MILE SWIM

The ultimate test of swimming endurance that defines the human spirit, the Mile Swim is scheduled for Friday morning at 6:00 AM. If you are going to swim the Mile Swim, you need to show up to all the Polar Bear Swims for practice: Monday, Tuesday, Wednesday, and Thursday at 7:00 AM.



EVERY SCOUT'S A SWIMMER

Every Scout's a Swimmer is for Scouts who wish to improve upon their swimming ability. Every Scout's a Swimmer begin at 10:00 AM and 11:00 AM The purpose of Every Scout's a Swimmer is to increase the ability of the Scout's swimming and to build his confidence so that by the end of the week he can pass the Swim Test.



SNORKELING BSA

Learn how to snorkel with the best. This challenging course will teach you the proper techniques of snorkeling, the different signals used, and the proper use of the mask, snorkel, and fins. This course has a high level of difficulty and is for Scouts who have passed the Swim Test given on Sunday. Check with Aquatics Director for availability.



OPEN SWIM

During the week at camp the pool will be available for what we call Open Swim. This is the time for Scouts and Leaders to come and cool off after a hard day at camp. The pool will have Open Swim from 4:00 PM to 5:00 PM Monday through Friday and on Monday and Wednesday evening from 8:00 PM to 9:00 PM. Make sure you come down to the pool for a little fun in the sun or maybe for a little rest and relaxation.

OPEN BOATING

The Waterfront area is open from 4:00 PM to 5:00 PM, Monday through Friday, to any person who is interested in Open Boating. (Don't forget that any person wanting to boat needs to be a Swimmer (this is accomplished by passing the Swim Test given on Sunday.)

AQUATICS PROGRAM

As with most Scout camps, the Aquatic Program is a focal point and one of the most popular locations in the camp. It is important that appropriate swimwear be worn by both youth and adults. Females must wear a One-piece swimsuit.

SWIMMING (Tier 2)

Swimming represents one of the most outstanding skills a Scout can learn. Swimming is important in your Scout training as it provides basic survival and rescue skills, fun and exercise all at the same time.

The Swimming Merit Badge has a moderate level of difficulty and is only offered to Scout who have passed the Swim Test given on Sunday. First year campers need permission from Aquatics director before taking this badge.



LIFESAVING (Tier 4)

The primary purpose of the Lifesaving Merit Badge is to prepare you to give assistance to those involved in water accidents. Since drowning is the second major cause of accidental deaths for the Scouting age group in the United States, this training can indeed prepare you to save a life.

Because the Lifesaving Merit Badge has a high level of difficulty, it is recommended for stronger swimmers and is only offered to Scout who have successfully completed the Swimming Merit Badge. Requirement 1A needs to be completed with the Scoutmaster's approval before camp. Scouts must be prepared to complete requirement 1B on Monday before working on badge.



CANOEING (Tier 2)

The purpose of the Canoeing Merit Badge is to help every Scout become a skilled flat-water paddler, able to maneuver a canoe effortlessly, safely and confidently over waters like those paddled by the original American canoeists.

The Canoeing Merit Badge has a high level of difficulty and is only offered to Scouts who have passed the Swim Test given on Sunday.



ROWING (Tier 2)

Recreational rowing has grown because of the public awareness of rowing competitions, the health benefits, and the enjoyment of the sport. In addition to competition and recreation, rowing today is still a commercial activity. Fishermen use rowboats to tend their nets and traps.

The Rowing Merit Badge has a high level of difficulty and is only offered to Scouts who have passed the Swim Test given on Sunday.



FISHING (Tier 2)

Fishing continues to be one of America's and Scouting's most popular activities. Scouts will learn the parts of the rod and reel. They will learn how to use different types of bait and what kinds of knots are best for fishing.

The Fishing Merit Badge requirements do not carry a high level of difficulty, but the conditions of the Hughes River may lead to a moderate level of difficulty finishing this Merit Badge while at camp.



KAYAKING (Tier 3)

Kayaking has become one of the fastest-growing paddle sports in the US. Scouts will learn that Kayaking BSA introduces kayaking skills and safety procedures and serves as a program opportunity for Scouts.



ECOLOGY / NATURE PROGRAMS

Our Ecology / Nature Area is operated under the supervision of a National Camp School Certified Director. Most classes originate in the Pickering Nature Center located near the end of the parade field.

NATURE NIGHT HIKE

Explore the trails of Camp Kootaga under starlight. Check out what the night life is like at camp; what kinds of animals are running around; learn a little about the stars and constellations. For these hikes, you will need to sign up with the Nature Director at the Nature Center.

CONSERVATION PROJECTS

If you're Troop would like to help with or participate in a conservation project to better Camp Kootaga, just get with the Nature Director during your week of camp and sign up for a Troop project.

FORESTRY (TIER 2)

Scouts taking this Merit Badge will have fun as they learn about forestry and foresters. You will learn what makes trees grow and how to identify them. You will find that forests change. You also will learn about people and what it takes to be a forester.



ENVIRONMENTAL SCIENCE (TIER 4)

An environmental scientist asks questions about the environment and tries to learn the answers by observing and experimenting. To earn the Environmental Science Merit Badge, you will act like an environmental scientist as you observe and experiment to complete the activities and projects required for the Badge.



FISH AND WILDLIFE MANAGEMENT (TIER 3)

Fish and Wildlife Management refers to the needs of any given species, or individual specimen to survive. This Merit Badge will teach Scouts about different forms of wildlife and what kinds of habitats the wildlife can live in.

(Additional work required outside of Merit Badge class)



GEOLOGY (TIER 1)

Geology includes the study of materials that make up the Earth, the processes that change it, and the history of how things happened, including life on Earth. Human civilization depends on natural materials for its existence. Although much is known about these subjects, much more remains to be discovered, explained, and understood.



The Geology Merit Badge has a moderate level of difficulty. There is no set time for this Merit Badge. If a Scout wishes to take this Merit Badge, he needs to visit with the Instructor early Monday morning.

MAMMAL STUDY (TIER 2)

For the Mammal Study Merit Badge Scouts will learn what the difference is between animals and plants, invertebrate and vertebrate, and what a mammal really is.

The Mammal Study Merit Badge has a moderate level of difficulty.



NATURE (TIER 2)

In the Nature Merit Badge class, you will explore a typical wildlife community, find out what “plant succession” means, and try to find out how nature works.

The Nature Merit Badge has a moderate level of difficulty.



REPTILE AND AMPHIBIAN STUDY (TIER 2)

For the Reptile and Amphibian Study Merit Badge the Scout will have an exciting and educational experience. The excitement will come from finding and capturing one of these animals. With the educational part, the Scout will learn the difference between reptiles and amphibians, what kind of environment these creatures live in, and learn what to do in case of a snake bite or other accident.

The Reptile and Amphibian Study Merit Badge has a moderate level of difficulty.

(Additional work required outside of Merit Badge class)



SOIL AND WATER CONSERVATION (TIER 3)

Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.

The Soil and Water Merit Badge has a moderate level of difficulty.

(Additional work required outside of Merit Badge class)



WEATHER (TIER 2)

This Merit Badge will teach Scouts about all types of weather and how weather affects different people: farmers, sailors, aviators, and construction companies. Scouts will learn about cold fronts and warm fronts, high and low pressure, and how these affect the weather.

The Weather Merit Badge has a moderate level of difficulty.



LIFE SKILLS PROGRAM OUTLINE

FIRST AID (Tier 2)

First aid is just that – the first aid, the first help, or the immediate care and help given to someone who is hurt or suddenly ill. First aid: the help given before the victim can receive professional medical help – could prevent infection and serious loss of blood. It could save a limb or even a life.



The First Aid Merit Badge has a high level of difficulty.

HANDICRAFT PROGRAM OUTLINE

Location: Handicraft Shelter

LEATHERWORK (TIER 1)

Like any other skill, leatherworking requires knowledge of the raw materials, dexterity with the tools of the trade, and a desire to create. If you have the desire, the other things will come easily.



The Leatherwork Merit Badge has a low level of difficulty. Average cost for the project to complete this Merit Badge will be approximately \$15.00. (Actual cost may vary depending on items purchased.)

BASKETRY (TIER 1)

Basketry is a unique skill that can provide you with many different and interesting projects. Because most baskets tend to take on a special quality that only the minds and hands of their artists can give them, your finished basket will probably be something rare, reflecting your particular craftsmanship.



The Basketry Merit Badge has a low level of difficulty. Anticipated cost for the project to complete this Merit Badge will be approximately \$27.00. (Actual cost may vary depending on items purchased.)

WOODCARVING (TIER 2)

Learn about why different types of woods are used for different projects. Learn to make different types of cuts and how to use and care for the different woodcarving tools.



INDIAN LORE (TIER 1)

Learn about the history of the Native American people as well as aspects of their day-to-day life.

The Indian Lore Merit Badge has a low level of difficulty.



SPACE EXPLORATION (TIER 1)

Learn what is really out in space; learn the history behind space exploration, and what we are doing in the present day with our space program.

The Space Exploration Merit Badge has a low level of difficulty. Anticipated cost for the project to complete this Merit Badge will be approximately \$15.00. (Actual cost may vary depending on items purchased.)



PHOTOGRAPHY (TIER 1)

Beyond capturing family memories, photography offers a chance to be creative. Many Photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, scientific breakthrough, an endangered animal, or a time in history.

You need to bring your own digital camera



SPORTS AREA PROGRAM OUTLINE

Most of these merit badges will begin at the Sports Area shelter between the pool and dining hall and beside the basketball court. Meet your director there and begin your adventures.

PERSONAL FITNESS (TIER 4)

For the Personal Fitness Merit Badge, Scouts will learn the ultimate in keeping themselves physically fit. They will learn what is involved in personal fitness. Scouts will take tests to see how physically fit they are and make a plan to improve these results and carry it out for a 12-week program.

The Personal Fitness Merit Badge has a high level of difficulty.



SPORTS (TIER 2)

The Sports Merit Badge is set apart from Athletics and Personal Fitness by the emphasis on organized competition.

The Sports Merit Badge has a moderate level of difficulty.



GOLF (TIER 3)

Golf is unique because the players police themselves. Other sports depend upon referees or umpires to apply penalties or infractions of the rules. In golf, every player is expected to act honorably, and the welfare and integrity of the game rely on every player's honesty. This is why golf is often referred to as a "gentleman's game."



CYCLING (TIER 2)

Scouts have made the most of their two-wheel adventures – alone and with fellow Scouts, friends, and family – by earning the Cycling Merit Badge. Whether you just got your first bicycle or have been cycling for years, you'll learn more about your bike and what it can do by working on the requirements for this badge.

The Cycling Merit Badge has a high level of difficulty.



GAME DESIGN (TIER 2)

Includes both traditional games and video games, will test Scouts' creativity, problem-solving skills, and planning abilities.



CHESS (TIER 1)

The USCF (United States Chess Federation) provided the primary contributing writers for the merit Badge Pamphlet. They will be helping to promote the badge through communications with the Chess delegate teams and email blasts, plus website and "tournament news" announcements.



SHOOTING SPORTS PROGRAM OUTLINE

The Shooting Sports Area is under the supervision of a National Camp School Certified Director.

The Shooting Sports Range was designed and built to provide Scouts with the best introduction to shooting sports possible.

Through the tireless efforts of our Shooting Sports Director and committee we endeavor to keep this program free to Scouts to participate in while at camp.

ARCHERY (Tier 2)

For the Archery Merit Badge, you will learn new skills and share in an adventure as old as history. You will learn the joy of shooting an arrow exactly where you want it to go, and you will gain knowledge of a sport that can last a lifetime. Good luck and good shooting.

The Archery Merit Badge has a high level of difficulty.

(Additional time required outside of the Merit Badge class)

Additional class Wednesday's at 1:00PM

NOTE: NO BOWS MAY BE BROUGHT TO CAMP. YOU MUST USE THE SUPPLIES PROVIDED BY CAMP KOOTAGA.



RIFLE SHOOTING (Tier 3)

In the Rifle Shooting Merit Badge class, you will learn the parts of the rifle, the proper technique in shooting a rifle, and, most importantly, the safety of shooting a rifle.

The Rifle Shooting Merit Badge has a high level of difficulty.

(Additional time required outside of the Merit Badge class)

Additional class Tuesday's a 1:00PM

NOTE: NO RIFLES MAY BE BROUGHT TO CAMP. YOU MUST USE THE GUNS AND SUPPLIES PROVIDED BY CAMP KOOTAGA.



SHOTGUN SHOOTING (tier 3)

For the shotgun shooting Merit Badge you will learn the parts of the shotgun, the proper techniques in shooting a shotgun, and, most importantly, the safety of shooting a shotgun.

The Shotgun Shooting Merit Badge has a high level of difficulty.

(Additional time required outside of Merit Badge class)

Additional class Tuesday's at 1:00 PM



NOTE: NO SHOTGUNS MAY BE BROUGHT TO CAMP. YOU MUST USE THE SUPPLIES PROVIDED BY CAMP KOOTAGA.

SHOOTING SPORTS PROGRAM OUTLINE

Open Shoot at the Rifle Range

We are offering Open Shoots for Scouts and Leaders Monday through Friday from 2:00 PM to 5:00 PM. Due to Merit Badge classes, the Thursday and Friday Open Shoots are subject to change.

Evening Shoots at the Rifle Range

The Rifle range will be open for anyone to shoot for 2 hours after Chapel on Monday and for 2 hours after Retreat on Wednesday.

Archery Open Shoot

We are offering Open Shoots for Scouts and Leaders on Monday and Wednesday evening after activities until dark.

SCOUTCRAFT PROGRAM OUTLINE

The Scoutcraft Shelter is to the west of the parade field, set back in the trees. The Scoutcraft program runs under the supervision of a National Camp School Certified Director.

CAMPING (Tier 3)

Of all the things, you can take with you on a camping trip, the most important thing is knowledge. No item of outdoor gear will be of any use unless you know what to do with it. If you ever find yourself without a piece of equipment, or without any gear at all, you can always rely on your wisdom and resourcefulness to see you through. These are just some of the skills that a Scout will learn while taking this Merit Badge.



The Camping Merit Badge has a moderate level of difficulty.

COOKING (TIER 3)

Scouts need ingredients to prepare a good meal. Scouts need other ingredients within them to become a good cook. The Cooking Merit Badge will teach Scouts what ingredients it takes to be a good cook and it will teach them how to cook a good meal.



The Cooking Merit Badge has a moderate level of difficulty.

Location: Scott Clay Cooking Shelter next to the dining hall

ORIENTEERING (TIER 2)

If you like to figure things out for yourself, Orienteering is your game. It's much like a road rally, but you don't need a car to compete. All you need are a map, compass, curiosity and common sense.



The Orienteering Merit Badge has a high level of difficulty.

PIONEERING (TIER 3)

Pioneering is the knowledge and skill of using simple materials to build structures that are used in a wide range of Scouting activities. These skills are sometimes referred to as "backwoods engineering".

The Pioneering Merit Badge has a high level of difficulty.



WILDERNESS SURVIVAL (TIER 2)

As Scouts begin the study of Wilderness Survival, their main goal is to learn the techniques needed to earn the Wilderness Survival Merit Badge. Because of their efforts, they will not only achieve their Merit Badge; they will become a special person –one who can be counted on in an emergency. Their knowledge of survival and the ability to use this knowledge intelligently could save their life or the lives of others.



The Wilderness Survival Merit Badge has a high level of difficulty.

GEOCACHING (TIER 2)

The word geocaching is a combination of “geo” which means “earth,” and “cache,” which means “a hiding place.” Geocaching describes a hiding place on planet Earth – a hiding place you can find using a GPS unit. A GPS (Global Positioning System) unit is an electronic tool that shows you where to go based on information it gets from satellites in space.



HIGH ADVENTURE PROGRAM OUTLINE

High Adventure can take you many places but to start you will meet at the shelter in front of the climbing tower (or location to be announced at leaders meeting).

Some merit badges have requirements that need to be completed before Scouts arrive at camp. These requirements must be completed before camp and the Scoutmaster must sign the blue card.

CLIMBING (TIER 4)

Maybe you've climbed trees and hiked to the tops of hills. Perhaps you've made your way up the stairs of a fire tower or the observation floor of a tall building. If you've felt the excitement of being above it all, then the sport of climbing may be for you.

The Climbing Merit Badge has a high level of difficulty.



LOW COPE (TIER 1)

C.O.P.E. = Challenging Outdoor Personal Experience. Are you ready to COPE?

Location: Climbing Tower & Low Cope

Open Rappel/Climbing Wall Open Rappel is available to everyone on Tuesday through Friday.

If you are taking part in these or any other adventures here at Camp Kootaga please make sure you come to camp with a filled out and signed Activity & Consent High Adventure form from the forms list.

STEM (Science, Technology, Engineering, & Mathematics)

Most of our STEM classes or skills classes take place in the Maintenance Shop near the parking lot / entrance to camp. When scheduling you may want to take the travel time into account or plan of a bike for transportation.

AUTOMOTIVE MAINTENANCE (TIER 4)

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



PLUMBING (TIER 4)

Scouts learn important basic plumbing skills while earning their Plumbing Merit Badge. Requirements include learning about different pipes, safety practices, tools, and more! Merit badges are awarded to Scouts who complete the requirements for each badge.



FARM MECHANICS (TIER 3)

From the mattock and hoe to the horse and mule, the cotton gin and reaper, the tractor and air seeder --- this is the story of farm equipment. Today, most farms are mechanized, and farmers can do most of their own maintenance work and the adjustments needed on their many intricate farm implements.

The Farm Mechanics Merit Badge has a moderate level of difficulty.



ROBOTICS (TIER 3) Location: – dining hall

Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); he/she should demonstrate robot design in building a robot. The Robotics Merit Badge has a moderate level of difficulty.

This will be a joint project and while the Scout will not need to purchase a kit, they also will not be taking a robot home. \$25.00





Forms

CAMP KOOTAGA PHONE 304-628-3766
BRUCE ENLOW, CAMP DIRECTOR

Summer Camp Registration & Fee Structure Worksheet

NEW!!! ON-LINE REGISTRATION AT:
<http://www.buckskin.org/Events/Scout-Summer-Camp-2020>

Number of youth	dining hall	_____	X	\$265.00 =	_____
Number of adult	dining hall	_____	X	\$135.00 =	_____
Total fees for those eating in dining hall				==	_____



Number of youth	self-sufficient	_____	X	\$215.00 =	_____
Number of adult	self-sufficient	_____	X	\$75.00 =	_____
Total fees for those self-sufficient campers				==	_____



Free leaders discount – unit paid in full before May 15, 2020

Number of youth	Fee to be deducted from final tally =
10 to 19 youth = 1 free leader	20 to 29 youth = 2 free leaders
30 to 39 youth = 3 free leaders	40 to 49 youth = 4 free leaders

Late Fee of \$25.00 will be Added After May 15, 2020

Number of youth and adults paying after May 15

Total campers _____ x 25.00 = _____

Total camping fee _____ subtract free leaders _____ add late fees _____ = _____

Note: additional leaders coming in for the day may purchase meal tickets in the trading post for meals served in the Dominion Dining Hall at \$7.50 per meal.

Refund Policy

The following refund policy will be in place for this camping season. Please read this carefully and if you have questions, don't hesitate to contact the Council Service Center.

Refund/overpayment requests should be made at check-in on your opening day at camp. A \$30.00 per person administrative fee will be assessed on all refunds, youth and adult.

In cases where a request is not made at check-in a written request explaining the reason must be submitted to the Council Service Center no later than August 14, 2020. Request received after the deadline will not be considered

CAMP TROOP FACT SHEET

Please complete and return one week prior to your arrival at camp.

Mail to: Camp Kootaga

79 Camp Kootaga Rd

Walker, WV 26180

Troop#

Chartered Organization

Town/City

Age of Troop

Your Troop will have (number of adults) _____ Continuous Leaders Rotating Leaders _____

Week in Camp (Please Circle): 1 2 3 4 5

Meal Plan

Dining Hall

Self-Sufficient

Camp Troop Leader _____

Address _____ Phone _____

Assistant Camp Troop Leader _____

Address _____ Phone _____

Number of registered Scouts in your Troop _____

Number of Scouts attending camp _____

Number of Patrols coming to camp _____

Number of senior Scouts (14 and older) coming to camp _____

Number of junior adult leaders (18 to 21) coming to camp _____

Number of senior adult leaders (21 and older) coming to camp _____

Number of Scouts in your Camp Troop at each progress level:

_____ Scout

_____ Tenderfoot

_____ Star

_____ Second Class

_____ First Class

_____ Life

_____ Eagle

Number of Scouts that will participate in the First Year Camper Program _____

CONFIDENTIAL

**BUCKSKIN COUNCIL SCOUTREACH APPLICATION FORM
FOR SCOUTS IN EXISTING UNITS**

[Duplicate as Necessary]

The Purpose of the Buckskin Council ScoutReach Program is to provide monetary assistance to those youths in financial need to attend a Council run day and summer camp program and provide uniforms and books. The Council expects all Scouts to provide their own funding for these activities, but recognizes that circumstances beyond the Scouts control may, at times, prevent them from attending camp or that the cost of uniform and supplies may be a barrier for them to join Scouting. This program is an attempt to bridge these shortfalls and provide a quality Scouting experience.

The Council receives funding from a variety of foundations, individuals, and the State of West Virginia's NIP Tax Credit Program. Federal poverty guidelines are used to determine eligibility for certain funds. That helps people know that selection decisions are based on objective criteria. The youth funded through the NIP funding source must meet income guidelines, while those funded from other sources would not necessarily have to meet those guidelines.

It is also anticipated that Scouts attempt to earn as much of their camping fees as possible by saving available funds, participating in Troop, Pack, or Venture Crew fundraising opportunities, work part time jobs such as yard work, shoveling snow, mowing lawns, etc.

The Council hopes that the Unit will support the ScoutReach program by participating in Council fund raising-efforts such as popcorn sales, candy or nut sales, and welcoming a Family Friends of Scouting presentation within their Unit.

Because a request may exceed available funds, follow the following guidelines.

- **Request only what you really need.**
- **All applications must be signed by both the legal guardian and the unit leader.**
- **All applications that are incomplete will be returned.**
- **ScoutReach applications will be judged by the information provided and are not automatic.**
- **ScoutReach applications may not be approved for the full amount requested.**

Scout's First and Last Name _____ *Rank* _____

Scout's Phone Number _____ *Unit Number* _____

Reasons Scout needs Financial Help (BE as SPECIFIC as possible):

Family Size [# of People in Family]: _____ **Annual Income of Family:** \$ _____

Income eligibility may already be established if the household is participating in programs that are based on verified low income. These programs would include Home Energy Assistance Program (HEAP), Head start, Home Weatherization Assistance Program (HEAP) and free meals offered through the schools. Does the household participate in any programs based on low income? If so, which program(s)?

Additional Information Concerning Need:

Funds Requested for: (Events for Current Year only)

Boy Scout Camp (Camp Kootaga)	Lion's T-Shirt – (size X-Small, Small, Medium)
Cub Scout Day Camp (Circle District)	<i>Cub Scout Shirt</i>
Blennerhassett, Little Kanawha, Highland, Stonewall Jackson, Washington, Hock-Hocking	ONLY UNIFORM ITEMS LISTED. HATS, BELTS AND PANTS NOT INCLUDED CS Shirt size: (small, med., large, ex-large, 2X) Neckerchief / Slide – Tiger, Wolf, Bear, Webelos
Cub Scout Resident Camp	Pack Number – CSP
Webelos Weekend	Blue shoulder Loops (Webeos)
Fall Cub Adventure Camp Kootaga Mahonegon	
<i>Books</i>	<i>Boy Scout and Webelos Tan Shirt</i>
Lions Book	ONLY UNIFORM ITEMS LISTED. HATS, BELTS AND PANTS NOT INCLUDED
Tiger Handbook	BS Shirt size (specify Youth (S, M, L) or Adult (S, M, L, XL, 2X, 3X, 4X))
Wolf Handbook	Neckerchief - color -
Bear Handbook	Boy Scout Slide
Webelos Handbook	Troop Number -
Boy Scout Handbook	CSP
Registration fees (applications)	Green Shoulder Loops (Boy Scout)

To be eligible for funding from the NIP program, the total household income cannot exceed 120% of the federal poverty guidelines. The current guidelines are shown below.

PERCENT OF POVERTY GUIDELINE – ANNUAL GUIDELINES		
SIZE	100%	120%
1	11,770.00	14,124.00
2	15,930.00	19,116.00
3	20,090.00	24,108.00
4	24,250.00	29,100.00
5	28,410.00	34,092.00
6	32,570.00	39,084.00
7	36,730.00	44,076.00
8	40,890	49,068.00

Income eligibility may already be established if the household is participating in programs that are based on verified low income. These programs would include Home Energy Assistance Program (HEAP), Headstart, Home Weatherization Assistance Program (HEAP) and free meals offered through the schools. Does the household participate in any programs based on low income? If so, which program(s)?

SCOUTREACH APPLICATION – CONTINUED

To make sure all sources of financial help have been considered, complete the following:
(Do not mingle numbers) ENTER WHOLE DOLLARS ONLY

- A:** ENTER THE FEE FOR THE CAMPING PROGRAM THE SCOUT WISHES TO ATTEND \$ _____
- 1.AMOUNT OF CAMP FEES SCOUT WILL EARN OR SAVE \$ _____
- 2.AMOUNT OF CAMP FEES SCOUT'S FAMILY WILL CONTRIBUTE \$ _____
- 3.AMOUNT OF CAMP FEES SCOUT'S UNIT WILL PROVIDE \$ _____
- 4.AMOUNT OF CAMP FEES CHARTERED ORGANIZATION WILL PROVIDE \$ _____
- 5.OTHER SOURCES OF FUNDS TO BE USED FOR CAMP \$ _____
- B:** TOTAL OF LINES 1 THROUGH 5: \$ _____
- C:** Subtract Line B from Line A: (this is the amount of campership requested) \$ _____

I have read the above and understand all the terms and condition of this application:

Signature of Parent or Legal Guardian Date

Print Name Phone Number

TO BE COMPLETED BY UNIT LEADER:

How long has this Scout been a member of your Unit? _____ Scout Rank _____

During the past year have there been opportunities for the Scout to earn all or part of his camping fee by working on Unit fundraisers? _____ Amount of potential earning \$ _____

Reasons why the Scout didn't participate:

Are there Unit or Chartered Organization help or camperships that are also available to the Scout that are not listed on this form? _____

Has your Unit participated in?

Council Fundraisers District Fundraiser Family FOS
Presentation

Signature of Unit Leader Date Phone Number

Print Name Unit Number Chartering Organization

Application must be signed by Unit Leader

CONFIDENTIAL

*CAMP KOOTAGA
79 CAMP KOOTAGA RD
WALKER, WV 26180*

*BUCKSKIN COUNCIL
2829 KANAWHA BLVD E
CHARLESTON, WV 25311*

Camper Dietary Restriction Inquiry Form

PLEASE PRINT ALL INFORMATION CLEARLY – ONE FORM PER INDIVIDUAL

Campers with dietary restrictions are advised to complete this form and return to the Council Office at least 3 weeks prior to the start of your camp week. Campers with certain severe allergies or individuals with multiple types of food allergies may be asked to provide their own substitutions.

Date Attending _____ Troop / Unit # _____

Name: _____

Scout or Adult (circle) Troop # _____

Name of Parent / Legal Guardian _____

Phone # _____ Email: _____

Allergies and special diets are a common concern of our campers. Our food service providers are experienced with accommodating most diets, including food allergies, religious restrictions, and other health-related diets. We are happy to accommodate any diet for religious, medical or allergy needs; however, this form must be submitted at least three weeks prior to arrival at camp. Please complete and submit this form to Camp Kootaga at least 3 weeks prior to arrival at camp. It is the camp’s expectation that by sending your child to camp, you are asserting that they have the necessary knowledge of their diet and can manage their food choices. If your child is attending Camp Kootaga we serve cafeteria style and offer self-serve bars. Camp cannot guarantee your child will not encounter foods he may be allergic to, or to other allergens. If your child has a severe allergy or dietary restriction, contact the camp directors to discuss if camp is properly equipped to manage your child’s needs. While we work to meet all dietary requirements, food is prepared in an area with milk, egg, peanut, tree nut, wheat, soy, and fish, and cross-contamination can occur. Upon arrival at camp, and prior to the first meal eaten, it is the Scout’s or Adult’s responsibility to identify themselves to our kitchen staff, then cooperate in helping us meet their need(s).

Please identify and describe dietary restrictions on the back of this form

CAMP KOOTAGA

PRE-CAMP T-SHIRT ORDER FORM

We offer the convenience of pre-ordering this year's summer camp t-shirt. All orders that are received and paid by May 1st will be eligible for our discounted rate. All orders paid for prior to the May 1st deadline will be available for pickup at the pre-camp leaders meeting. Orders received after the May 1st deadline will be processed at the regular price and may be picked up in the camp Trading Post after you arrive at camp.

Troop Information

Troop # _____
 Camp Session _____
 Council _____
 Leader Name _____
 Phone _____
 Secondary Phone _____
 Email _____

Size	Price before May 1	Price after May
Small	\$12.00 + tax	\$14.00 + tax
Medium	\$12.00 + tax	\$14.00 + tax
Large	\$12.00 + tax	\$14.00 + tax
XL	\$12.00 + tax	\$14.00 + tax
2XL	\$14.00 + tax	\$16.00 + tax
3XL	\$14.00 + tax	\$16.00 + tax
4XL	\$15.00 + tax	\$17.00 + tax

SIZE	QUANTITY	X	PRICE =	SUBTOTAL
Small	<input type="text"/>	X	\$12.00 =	<input type="text"/>
Medium	<input type="text"/>	X	\$12.00 =	<input type="text"/>
Large	<input type="text"/>	X	\$12.00 =	<input type="text"/>
X-Large	<input type="text"/>	X	\$12.00 =	<input type="text"/>
2X-Large	<input type="text"/>	X	\$14.00 =	<input type="text"/>
3X-Large	<input type="text"/>	X	\$14.00 =	<input type="text"/>
4X-Large	<input type="text"/>	X	\$15.00 =	<input type="text"/>
SUBTOTAL				<input type="text"/>
Subtotal X 0.0725 TAX				<input type="text"/>
TOTAL DUE				<input type="text"/>

Mail payment to: Parkersburg Scout Shop--Camp Kootaga
 1117 Garfield Avenue
 Parkersburg, WV 26101

PERMISSION TO LEAVE CAMP

Troop number _____

We understand that there may be times when a Unit Leader or Scout must leave for one reason or another. We ask that all persons leaving camp notify the Camp Director and sign out.

Below are permission slips for leaving camp. If you have someone who will need to leave, please fill out one of the forms below and present it to the Camp Director upon check in or in the Camp Office. (A Scout may be denied permission to leave camp if the permission slip is not signed by the parent or guardian.)

Scout _____ will be leaving camp on _____
_____ from _____ AM/PM until _____ AM/PM

For the following reason:

Note who the scout will be allowed to travel with:

I give the above Scout permission to leave camp on the above-mentioned date and time:

Parent/Guardian _____ Date _____

Leader signature _____ Date _____

Troop # _____ Campsite _____

.....
For office use only:

Form received at check in? _____

If not reason for late delivery? _____

ID of person scout is leaving with:

Name _____

Driver's License# if not parent: _____

Time out: _____

Time in: _____

Q. Can 18-year-old Scouts transport other Scouts, if so, what are the qualifications for this?

A. Yes. Drivers must be currently licensed and at least 18 years of age. **Scouting youth (under age 18) are not insured under the Boy Scouts of America commercial general liability policy.** Transportation guidance can be found in the [Guide to Safe Scouting](#).

Provisional Camper Registration Form

For use only if you are attending camp without your troop

Personal Information

Troop # _____

Council _____

Scout's Name _____

Address _____

City, State, Zip _____

Phone _____

Email _____

Scout's rank _____

Scout's age _____

Emergency Contact Information

Parent / Guardian Name _____

Day Phone _____

Night Phone _____

Parent / Guardian Signature _____

Merit Badge Class Choice

9:00 am First choice _____ Second choice _____

10:00 am First choice _____ Second choice _____

11:00 am First Choice _____ Second choice _____

2:00 pm First Choice _____ Second choice _____

3:00 pm First choice _____ Second choice _____

4:00 pm First choice _____ Second choice _____

I will live, participate, and work with the host Troop as if I was a member of that Troop. I will live by the Scout Oath and Law. I agree, that I will follow the directions and rules of the camp and host troop

Provisional campers will pay an additional \$25.00

Signature of Scout: _____

2021 CAMPSITE RESERVATION/DEPOSIT FORM

Unit # _____

Person Making Deposit _____

Position _____

Address _____

Phone# _____

WEEK REQUESTED (List Choices)

1st _____

2nd _____

3rd _____

SITE REQUESTED (List Choices)

1st _____

2nd _____

3rd _____

*Fees must be submitted no later than 10 days after receipt of form.

*No changes may be made until the Wednesday after Labor Day.

Office Use Only

Date Received _____

Received by _____

Fees _____

A.C. E. AWARD

(ADULT CAMPER EXTREMIST)

To receive this distinguished honor complete 10 of the activities listed below:

1. Assist in a program area at least 2 hours .

2. Identify 8 constellations in the summer sky or 15 trees by their leaves.

3. Be in camp for at least 4 nights.

4. Participate in a camp-wide service project.

5. Be present at All Leaders training sessions

6. Be present at All Flag Ceremonies.

7. Participate in 1 Polar Bear Swim or a troop boating trip.

8. Assist a program area by going on an overnigher

9. Shoot at the Archery / Rifle Range

10. Complete the Camp Kootaga Orienteering or Geocache Course

11. Participate in the Camp Kootaga Knot Club

12. Earn the Kootaga Trails Award

13. Climb/rappel the climbing tower or Wind Caves

14. Complete Leave No Trace Training

PLEASE BE SURE TO HAVE A STAFF DIRECTOR INITIAL YOUR PARTICIPATION

Describe participation and date of completion.

Include name, unit, and T-shirt size upon submission to Program Director

Your name _____ Unit Number _____

T-shirt size _____ Completion Date _____

BADEN-POWELL TROOP AWARD

To earn this award, the troop must complete 10 of the items, including an average of 90 points on the daily campsite inspection form. This form should be initialed by the Scoutmaster and turned in to the Program Director when all items needed have been completed.

- | | |
|---|---------------------|
| 1. Attend all camp-wide Flag Lowering ceremonies. | _____ |
| | SM |
| 2. Set and achieve Troop advancement goals as approved by Scoutmaster | _____ |
| | SM |
| 3. Attend Chapel service as a Troop. | _____ |
| | Camp Director |
| 4. Complete a Conservation Project as a Troop approved by Nature Director. | _____ |
| | Nature Director |
| 5. Compete in the Camp-wide Game. | _____ |
| | Program Director |
| 6. Complete five (5) or more of the following: | |
| A. Participate in one of the following Aquatics Activities: | |
| 1. Canoe Trip | _____ |
| 2. Troop choice approved by Waterfront Director. | _____ |
| 3. Kootaga Camp wide games. | _____ |
| | Aquatics Director |
| B. Participate in one of the following Scoutcraft Activities: | |
| 1. Pioneering Skill | _____ |
| 2. Orienteering | _____ |
| 3. Dutch Oven Cook-off | _____ |
| | Scoutcraft Director |
| C. Participate in one of the following Nature Activities: | |
| 1. Nature Hike | _____ |
| 2. Animal Tracking Skills | _____ |
| 3. Troop choice approved by the Nature Director. | _____ |
| | Nature Director |
| D. Participate in one of the following Shooting Sports Activities: | |
| 1. Troop Rifle Shoot | _____ |
| 2. Troop Archery Shoot | _____ |
| | Shooting Sports |
| E. Participate in one of the following Handicraft Activities: | |
| 1. Make a Patrol Flag if you do not have one. | _____ |
| 2. Develop a Patrol Totem out of wood or leather. | _____ |
| 3. Troop choice approved by the Handicraft Director. | _____ |
| | Handicraft |
| F. Participate in an Inter-Troop Campfire | _____ |
| | Other Unit SM |
| G. Participate in an Inter-Troop Sporting Event
(Basketball, soccer, etc.) | _____ |
| | SPL |
| H. Participate as a Troop in a Sporting Tournament | _____ |
| | Sports Director |
| I. Participate as a Troop in a Camp-wide Campfire. | _____ |
| | Program Director |
| 7. Average Campsite Inspection Score _____ | _____ |
| | Camp Comm. |
| Troop# _____ SM/SP OK'd _____ Campsite _____ | |

Camp Director Approval

Program Director Approval

BADEN-POWELL AWARD

THE PATROL METHOD: This award, named in honor of our founder, Lord Robert Baden-Powell, is designed to provide the Scouts in your Troop the chance to participate in the Patrol Method and have a quality camping experience during their stay at Camp Kootaga. We try to provide many opportunities for a Troop to distinguish itself for its achievements at camp. Contests and competition are an active and important part of the camp program and the Baden-Powell Award is an excellent tool to foster good Scout camping habits and a sense of competition

Listed on the Baden-Powell Troop award sheet is a space for the average campsite score. The Commissioner(s) will evaluate each campsite daily. Any Troop who completes the required 10 items and receives a weekly average of 90 or higher will be presented with a Baden-Powell Award Certificate at the end of the week

PAUL BUNYAN WOODSMAN AWARD

REQUIREMENTS

Study the Boy Scout Handbook and the Camping merit badge pamphlet, and demonstrate to your Scoutmaster or other qualified person the following:

1. Show that you have earned the Totin' Chip

2. Help a Scout or patrol earn the Totin' Chip, and demonstrate to them the value of proper woods-tools used on a troop camping trip.

3. With official approval and supervision, do one of the following:
 - (a) Clear trails or fire lanes for two hours.

 - (b) Trim a downed tree, cut into four-foot lengths, and stack; make a brush pile with the branches.

 - (c) Build a natural retaining wall or irrigation way to aid in a planned conservation effort.

Troop# _____ SM/SP OK'd _____ Campsite _____

Camp Director Approval

Program Director Approval

Ranger Approval

KOOTAGA IRONMAN

SCOUT / SCOUTER, DO YOU HAVE WHAT IT TAKES TO BE A KOOTAGA IRONMAN?

The Ironman Challenge can be met two ways; by participating in various activities throughout the week or by participating in the Friday event that culminates the weeklong mile swim trial.

Details to be announced by our Sports Director

Swim a mile _____

Aquatics Director

Canoe or kayak 2 miles _____

Waterfront Director

Bike for 3 miles _____

Sports Director

Hike 4 miles _____

Sports Director

SCOUT'S PRE-CAMP CHECKLIST

Each Scout should bring the following items for his personal use at camp.
EVERYTHING should be marked with the Scout's name and Troop number.

CLOTHING

(Remember this is a six-day camp)

- Complete Scout Uniform(s): shirt, shorts, socks, belt, neckerchief, and slide
- Order of the Arrow sash (if a member)
- Hiking boots or sturdy footwear that provides ankle support
- Socks (bring extra changes)
- Sneakers or Tennis shoes, **NO OPEN TOE SHOES**
- T-Shirts (appropriate for a Boy Scout camp)
- Hat
- Long sleeve shirts (one for cool evenings)
- Shorts
- Light jacket or sweater
- Swimsuit
- Raincoat or poncho
- Long pants

EQUIPMENT

- Cot Sleeping Pad
- Backpack
- Pocketknife
- Canteen / water bottle
- Ground cloth
- Compass
- Contacts or eye glasses
- Flashlight with extra batteries
- Watch
- Insect Repellent (non-aerosol type)
- Medication (prescribed by doctor)
- Notebook, Pens, Pencils
- Scout Handbook & Merit Badge Books (also available for purchase in Trading Post)
- Sleeping bag or 2 sheets and 2 blankets and pillow
- Soap (hand and hair)
- Spending money for Program supplies, Handicraft items and Trading Post
- Sun lotion and sunglasses
- Toothbrush, toothpaste and floss
- Totin' Chip and Firem'n Chit Cards (If already earned)
- Towels (for pool use and for shower use) and washcloths

ITEMS NOT TO BRING

- Sheath knives
- Illegal Drugs and Alcohol
- Firearms of any kind (rifles, shotguns)
- Fireworks
- Radios, CD's or TV sets, cell phones,**
- Electronic games, IPads**
- Ammunition
- Open toe shoes

Current MEDICAL FORM, signed and dated by Doctor and parent in appropriate places

PHOTOCOPY THIS LIST AND GIVE TO EVE