

**Buckskin Council, Boy Scouts of America**  
**Summer Camp Leaders Guide 2021**



**ADVENTURE  
AWAITS**



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## Table of Contents

Introductory Letter to Camp. . . . .	2
Camp Kootaga History. . . . .	3
Meeting Information and Visitors at camp. . . . .	4
Camp Rules. . . . .	5
Summer Camp Registration . . . . .	6
Emergency Procedures . . . . .	7
Sunday Camp Check-In . . . . .	8
Saturday Check-Out . . . . .	9
Parking Regulations . . . . .	10
Food Services . . . . .	11
Safety Around Animals. . . . .	12
Camp Schedule . . . . .	13
Trail to Adventure . . . . .	14
Merit Badges . . . . .	16
Forms. . . . .	31

# 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. Covid is still here but hopefully not for much longer. Soon, the opportunity for Scouts to go to summer camp will once again be upon us and I believe by the time summer comes around, Scouts will be more than ready to get outside and have fun at Camp Kootaga.

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 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, they find that in the great outdoors.

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 their due. We call them a Scout, but they do not get the big prize. They do 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-nine 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 above 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 following COVID Guidelines and Youth Protection Guidelines for ages when pairing youth for tent assignments must be adhered. 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**

Daily Leader's meeting at Sparky's Park. This meeting is at 8:45 AM each morning.

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

Leader's meeting Wednesday morning at 9:30 AM in the Kootaga Lodge. This meeting will be with Buckskin Council's Scout Executive/CEO, Jeff Purdy.

Leader's meeting Friday morning at 9:00 AM at the Lodge. We will cover any questions about check-out and advancements.

There will be Adult training offered while you are at camp. A list of classes and times will be in your packet at check-in.

## **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 the First Year Camper Shelter located beside of the Lodge. 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 the First Year Camper Shelter located by the Lodge.

## **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.

**Mail Service in Camp** - Scouts, like everyone, love to hear from home.

**Please send your packages and letters early**

ATTN: (Scouts Name and Troop number)  
c/o Camp Kootaga  
79 Camp Kootaga Rd.  
Walker, WV 26180

# Camp Rules

- Two deep leadership is the policy of the BSA, At least two Leaders need to be 21 years of age or older.
- The Buddy System is in effect during all parts of Camp: no Scout or leader is to be traveling around camp unaccompanied.
- No firearms, bows and arrows, ammunition or weapons of any kind are allowed at camp. If brought onto camp property, they will be confiscated for the duration of your week at camp. No fireworks, sparklers, or firecrackers of any kind are allowed.
- No alcoholic beverages, controlled substances, 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. Use of tobacco products, electronic cigarettes or personal vaporizers should not be done where it can be seen by youth participants. 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 in all situations.**
- Anyone, Scout or leader, who is leaving camp MUST first check out at the Camp Office. Scouts are not permitted to leave Camp Kootaga unless they are signed out by their adult leader at the Camp Office in the presence of a parent, legal guardian, or other authorized individual. All visitors picking up Scouts at camp must also sign in and sign out.
- Certain areas are off limits to participants. The Staff Area is restricted to Staff only. Program areas, specifically the pool and aquatics 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	\$275.00
Adult Leaders eating in the Dining Hall	\$145.00
Scouts providing own meals	\$225.00
Adult Leaders providing own meals	\$ 85.00

## Free leader discount – unit paid in full before May 15, 2021

1 Leader free for every 10-youth attending camp.

## Late Fee of \$25.00 will be added after May 15, 2021

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 2021 camping season. Please read this carefully and if you have questions, please contact the Buckskin Council H. B. Wehrle Scout 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 Buckskin Council H. B. Wehrle Scout Service Center no later than August 13, 2021. Requests received after the deadline will not be considered.

## 2021 Summer Camp Dates

Staff Week	Sunday June 13	June 19 Saturday	Staff Training Week
Week 1	Sunday June 20	June 26 Saturday	
Week 2	Sunday June 27	July 3 Saturday	
Week 3	Sunday July 4	July 10 Saturday	
Week 4	Sunday July 11	July 17 Saturday	

# Emergency Procedures

Our Staff at Camp Kootaga has undergone training so they are prepared for any emergency situation.

**Camp Kootaga uses a siren** 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 report to the dining hall and assemble with their Troop outside for a head count:

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.

Procedures for specific types of emergencies will be reviewed at the opening leaders meeting.

## Medications at Camp

Units may keep both prescription and over-the-counter medications with the unit as long as they are secured. All medications must be kept in their original containers.

Medications must be administered and/or dispensed as follows:

- For prescription medications, in accordance with the prescribing health care providers directions.
- For over-the-counter or non-prescription medications, in accordance with the original label.
- An exception may be made for a limited amount of medication to be carried by a camper, leader, parent, or staff member for life-threatening conditions, including epinephrine injector, heart medications and inhalers.

# 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 PM 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 Camp Site Guide (CSG) 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
- Order of the Arrow (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 the following 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 and Leaders will go through a medical recheck at the Lodge. **NO ONE** is permitted to remain in camp without a medical recheck and a properly completed medical form, signed by a physician, on file. 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, this is youth and adults) 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.
- **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 or Program 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.

# Motor Vehicle Use and Parking



In accordance with motor vehicle provisions of the BSA's National Camping Standard and Camp Kootaga Policy, 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, TRADING POST MANAGER, AND AUTHORIZED CAMP VEHICLES ONLY.***
3. The Camp Director or their designee may issue a limited number of permits to park at the Dining Hall. These permits must be obtained at the 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. **Golf carts may be issued a permit after a safety inspection and proof that the driver has taken specific manufacturer's training requirements. Training must be documented and on file at Camp Office. For UTV's the operator must have the hands-on Basic Driver Course component certified by the ROHVA (Recreational Off Highway Vehicle Association) and have the certificate on file at the camp office. This course will not be offered at Camp Kootaga, Leaders are responsible to have this prior to arrival at camp.**
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.
12. Scoutmasters or family members doing camp service projects for the Camp Ranger must have a permit to drive in camp.
13. 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!**

# Food Services Options 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 Keep it 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 Keep it Cold chart always needs to be posted on or near the coolers.

**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 in each site. 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 PM and 8:15 PM. Please do not overfill trash bags.

**DISHWATER DISPOSAL:** Your site guide or Commissioner will advise you to the proper disposal of dishwater.

Ice is at the Dining Hall, but you will need to purchase a ticket at the Trading Post before you pick it up.

**SUGGESTED MEALTIMES:**

Breakfast	8:00 AM
Lunch	12:15 PM
Dinner	6:00 PM



# 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 at the Camp Health Lodge 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.



# 2021 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

## Monday

7:00 am Polar Bear Swim/Mile Swim Practice  
 7:55 am Flag/announcements (Dining Hall)  
 8:00 am Breakfast  
 8:45 am Leader's meeting at Spark's Park  
 9:00-12:00 pm Program Areas Open  
 12:15 pm Lunch  
 1:00 pm SPL Meeting (First Year Shelter)  
 Chaplain'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 Open Rifle and Archery  
 9:30 pm Star Gazing (This is for anyone)

## Tuesday

7:00 am Polar Bear Swim/Mile Swim Practice  
 7:55 am Flag/announcements (Dining Hall)  
 8:00 am Breakfast  
 8:45 am Leader's Meeting at Spark's Park  
 9:00-12:00 pm Program Areas Open  
 12:15 pm Lunch  
 1:00 pm Science Hour  
 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 TYE-dye  
 8:15: Moss Man Challenge  
 9:00 pm OA Ice cream Social (Dining Hall)  
 9:30 pm Nature Discovery Hike

## Wednesday Hawaiian Shirt Day

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

8:45 am Leader's Meeting at Spark's Park  
 9:00-12:00 pm Program Areas Open  
 9:30 am Leaders Meeting (Kootaga Lodge)  
 12:15 pm Lunch  
 1:00 pm Science Hour  
 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  
 8:00pm Open Swim/ Open Rifle & Archery  
**9:00 pm Leaders Cracker Barrel (Dining Hall)**

## 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  
 8:45 am Leader's Meeting at Spark's Park  
 9:00-12:00 pm Program Areas Open  
 12:15 pm Lunch  
 1:00 pm OA Meeting (OA Field)  
 SPL Meeting (First Year Shelter)  
 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)**  
 8:30 pm Retreat  
 8:45 pm Campfire  
 9:15 pm OA Call out Ceremony

## Friday

6:00 am Mile Swim (Iron Man)  
 7:55 am Flag/Announcements (Dining Hall)  
 8:00 am Breakfast  
**8:45 am Leader's Meeting at Kootaga Lodge**  
 9:00-12:00 pm Program Areas Open  
 10:00 am Iron Man Bike Trek  
 12:15 pm Lunch  
 1:00 pm Sports Tournaments/ Dutch Oven Cook-off  
 2:00 pm Iron Man Canoeing  
 2:00-5:00 pm Program Areas Open  
 4:00 pm Iron Man Hike  
 4:00-5:00 pm Open Boat/Swim  
 6:00 pm Dinner  
 8:00 pm Retreat  
 8:15 pm Campfire/Year fires

## Saturday

**Checkout by 9:00 am**

# BROWNSEA ADVENTURE

## 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 and to introduce younger Scouts to the Patrol Method. 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, Outdoor Skills 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.

## 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 their 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. Recommended to 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 night 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)**

### **Hiking Trail Segment**

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 all week 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 Tuesday evening for a 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 or canoe or kayak 2 miles.

## **Sports Tournaments**

To participate in the sports tournaments, please contact the Sports Director by Monday night. These tournaments include basketball, volleyball, disc golf, corn hole 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

**IT IS HIGHLY RECOMMENDED TO REGISTER  
ONLINE FOR MERIT BADGES PRIOR TO CAMP!**

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

**Please bring your “Blue Card” to class on Monday.**

**Some merit badges have requirements that cannot be completed in their entirety at camp.  
Please check the requirements 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 Scout 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 their 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.**

## 2021 Camp Kootaga Merit Badge Schedule

<b>MERIT BADGE</b>	<b>PRE. REQUIREMENTS</b>	<b>COST</b>	<b>MORNING SESSION</b>	<b>AFTERNOON SESSION</b>	<b>COMMENTS</b>
<b>AQUATICS</b>					<u>POLAR BEAR SWIM-7:00 TO 7:45 AM</u>
<b>LIFESAVING ( )</b>	REQ-1A Req-1B		9am	2pm	<u>OPEN SWIM</u> <u>MONDAY-FRIDAY – 4:00 TO 5:00</u> <u>Monday EVE. - 8:00 TO 9:00</u>
Swimming			10am 11am	2pm 3pm	<u>Wednesday 8:00To 9:00</u>
BSA Lifeguard			9:00 to 3:00	Daily	<u>Available to youth and adults</u>
Snorkeling				3:00	
<b>WATERFRONT</b>					<u>CANOEING OVERNIGHTER</u> <u>WEDNESDAY NIGHT</u>
<b>CANOEING ( )</b>			9:00	2:00	
<b>KAYAKING ( )</b>			10:00	3:00	
					<u>OPEN BOATING—4:00 TO 5:00</u>
<b>Ecology/Conserv.</b>					
<b>GEOLOGY ( )</b>				4:00	
<b>ENVIRONMENTAL SCIENCE ( )</b>			9:00	2:00	
<b>FISH &amp; WILDLIFE-MANAGEMENT ( )</b>			10:00	3:00	<u>ASTRONOMY SEE DIRECTOR</u>
<b>FORESTRY ( )</b>	Req-5 Req-5A.B.C Req-8		10:00	2:00	
<b>MAMMAL-STUDY ( )</b>			11:00		
<b>RAPTIL&amp;AMPHIBIAN-STUDY ( )</b>				4:00	
<b>WEATHER ( )</b>			11:00	3:00	
<b>NATURE ( )</b>			10:00	3:00	<u>NATURE DISCOVERY HIKE</u> <u>TUESDAY-9:30 PM</u>
<b>SOIL AND WATER CONSERVATION ( )</b>	Req-5 Req-5A.B. F		9:00	4:00	
Astronomy			11:00		Star Gazing TBA
<b>SHOOTING-SPORTS</b>					
<b>ARCHERY ( )</b>			9:00 10:00 11:00		<u>ADDITIONAL CLASS WEDNESDAY AT 1:00-PM</u>
<b>SHOTGUN ( )</b>			9:00		<u>ADDITIONAL CLASS TUESDAY AT 1:00-PM</u>
<b>RIFLE ( )</b>			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 &amp; LEADERS – MONDAY-FRIDAY 2:00 TO 5:00 PM</u>
					<u>PLEASE SEE SHOOTING SPORTS DIR. FOR ALL INFO.</u>
					<u>EVENING SHOOT FOR 2 HOURS AFTER RETREAT ON WEDNESDAY</u>
<b>LIFE SKILLS</b>					
<b>FIRST AID ( )</b>			9:00	2:00	
<b>Emergency Prep. ( )</b>	Req.1 Req.2		10:00	3:00	

Safety ( )	Req. 1		11:00	4:00	
<b>HANDICRAFT</b>					
BASKETRY ( )		\$20.00	9:00	4:00	
LEATHERWORK ( )		\$15.00	9:00	2:00	
INDIAN LORE ( )			10:00	3:00	
WOODCARVING ( )	Req.-2A	\$ 5.00	11:00	4:00	<b>MUST HAVE TOTIN' CHIP</b>
PHOTOGRAPHY ( )			10:00	3:00	<b>PLEASE BRING DIGITAL CAMERA</b>
<b>HIGH ADVENTURE</b>					
CLIMBING ( )				2:00 to 5:00	
<b>SPORTS</b>					
PERSONAL FITNESS ( )	Req-8		10:00		
SPORTS ( )	Req-5 Req-5C		9:00	2:00	
CYCLING ( )	Req-8 Req-9			4:00	<b>CYCLING-WEDNESDAY OVERNIGHTER</b>
Fishing ( )	Req-7		11:00		
CHESS ( )				3:00	
<b>Outdoor Skills</b>					
CAMPING ( )			9:00	3:00	<b>CAMPING- WEDNESDAY OVERNIGHTER</b>
COOKING ( )	Req-4 Req-5A. B. Req-6A. B.		9:00 to 11:00	2:00 to 4:00	
GEOCACHING ( )			11:00	4:00	
ORIENTEERING ( )			10:00	2:00	
WILDERNESS-SURVIVAL ( )			9:00	2:00	<b>WILDERNESS SURVIVAL- WEDNESDAY OVERNIGHTER</b>
PIONEERING ( )			10:00	3:00	
Baden-Powell ( )			9:00 to 3:00	Daily	Overnighter Wednesday
<b>STEM</b>					
PLUMBING ( )	Req-2A.B.		11:00		<b>WAREHOUSE</b>
AUTO-MAINT. ( )	Req-2H. Req-8A. Req-9A Req-11A Req-12		9:00		<b>WAREHOUSE</b>
FARM MECHANICS ( )	Req-1A Req-5		10:00		<b>WAREHOUSE</b>
ROBOTICS ( )				2:00 to 4:00	<b>AT DINING HALL</b>
Space Exploration ( )		\$10.00		4:00	
Nova- WHOOSH			9:00 to 12:00		
NOVA-SHOOT				2:00 to 5:00	

# 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 Venturers 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.

## POLAR BEAR SWIM

The Polar Bear swim starts on Monday 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

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

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

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**



## KAYAKING

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.



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## ECOLOGY / CONSERVATION PROGRAMS

Our Ecology / Conservation 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 Ecology 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 Ecology Director during your week of camp and sign up for a Troop project.

## FORESTRY

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

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

**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

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.



## MAMMAL STUDY

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.



## NATURE

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.



## REPTILE AND AMPHIBIAN STUDY

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.

(Additional work required outside of Merit Badge class)



## **SOIL AND WATER CONSERVATION**

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.

(Additional work required outside of Merit Badge class)



## **WEATHER**

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



## **ASTRONOMY**

This Merit Badge will not only give the Scout a chance to learn about some of the Constellations in the night sky, but also learn about different types of telescopes and their uses.



# LIFE SKILLS PROGRAM OUTLINE

## FIRST AID

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.



## EMERGENCY PREPAREDNESS

Are you prepared to face an emergency? In this Merit Badge, the Scout will not only learn how

To react in an emergency, but also Prevention, Protection, Mitigation, Response and Recovery.



## SAFETY

The Safety Merit Badge will teach the Scout the importance of being safe in their daily lives. This Merit Badge will help them to understand how to do a safety inspection of their homes.



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# HANDICRAFT PROGRAM OUTLINE

**Location: Handicraft Shelter**

## LEATHERWORK

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

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 \$20.00. (Actual cost may vary depending on items purchased.)**

## WOODCARVING

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.

Average cost for supplies for this Merit Badge \$5.00



## INDIAN LORE

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



## PHOTOGRAPHY

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.**



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## 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

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.



## SPORTS

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



## CYCLING

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.



## CHESS

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.



## FISHING

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 Hughes River may lead to a moderate level of difficulty finishing this Merit Badge while at camp.**



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## 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

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.

(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

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.

(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

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

(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.**



### 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.

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## OUTDOOR SKILLS PROGRAM OUTLINE

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

### CAMPING

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



### COOKING

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.

**Location: Scott Clay Cooking Shelter next to the Dining Hall**



### ORIENTEERING

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.



### PIONEERING

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."



### WILDERNESS SURVIVAL

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.



### GEOCACHING

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.



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# HIGH ADVENTURE PROGRAM OUTLINE

## CLIMBING

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.



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.

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## STEM (Science, Technology, Engineering, & Mathematics)

Some 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

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

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

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.



## **ROBOTICS 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.



## **SPACE EXPLORATION**

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.)**



## **NOVA AWARDS**



Scouts around the world can explore the wonders of different STEM fields as they work towards a NOVA or Supernova awards. Cool experiments and fun activities are just a part of the full STEM experience for interested Scouts BSA.

## **WHOOSH**

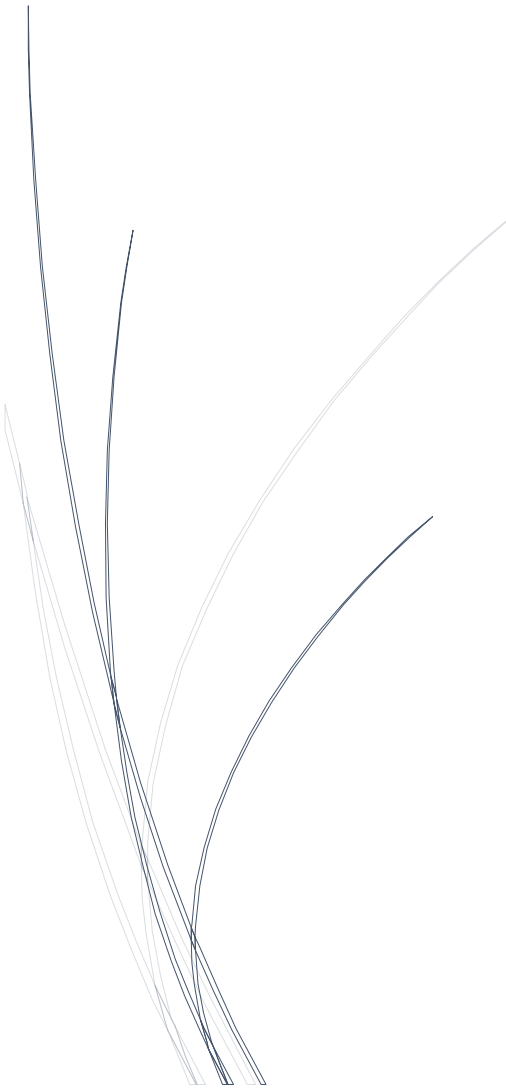
This module is designed to help you explore how engineering affects your life each day. Learn about simple machines in playground equipment and amusement parks. What is the energy source powering these machines?

## **SHOOT**

Explore how science affects our daily lives. Learn about projectiles, aviation and space technology. You might even learn how to design and build a pitching machine or a catapult.



# *Forms*



CAMP KOOTAGA PHONE 304-628-3766  
ED EVANS, CAMP DIRECTOR  
304-673-2969

## 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/ Program 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](#).

# 2021 CAMPSITE RESERVATION/DEPOSIT FORM

Unit # \_\_\_\_\_

Person Making Deposit \_\_\_\_\_

Position \_\_\_\_\_

Address \_\_\_\_\_

Phone# \_\_\_\_\_

### WEEK REQUESTED (List Choices)

1<sup>st</sup> \_\_\_\_\_

2<sup>nd</sup> \_\_\_\_\_

3<sup>rd</sup> \_\_\_\_\_

### SITE REQUESTED (List Choices)

1<sup>st</sup> \_\_\_\_\_

2<sup>nd</sup> \_\_\_\_\_

3<sup>rd</sup> \_\_\_\_\_

\*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 _____

# 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
- Shorts
- Swimsuit
- Long pants
- Long sleeve shirts (one for cool evenings)
- Light jacket or sweater
- Raincoat or poncho

## EQUIPMENT

- Cot            Sleeping Pad
- Backpack
- Pocketknife
- Canteen / water bottle
- Ground cloth
- Compass
- Contacts or eyeglasses
- 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, iPad**
- Ammunition
- Open toe shoes

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

**PHOTOCOPY THIS LIST AND GIVE TO EVERY SCOUT**

# A.C. E. AWARD

(ADULT CAMPER EXTREMIST)

To receive this distinguished honor complete 10 of the activities listed below: **Notice 5 are required.**

1. Assist in a program area at least 2 hours (Required)

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

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3. Be in camp for at least 4 nights. (Optional)

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4. Participate in a camp-wide service project. (Required)

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5. Assist in the Dining Hall a minimum of 2 hours. (Required)

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6. Be present at All Flag Retreat Ceremonies. (Required)

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

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8. Assist a program area by going on an overnigher (Optional)

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9. Shoot at the Archery / Rifle Range (Optional)

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10. Complete the Camp Kootaga Orienteering or Geocache Course (Optional)

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11. Volunteer as instructor one day in the Camp Kootaga Knot Club (Required)

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12. Earn the Kootaga Trails Award (Optional)

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13. Climb/rappel the climbing tower or Wind Caves (Optional)

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14. Complete at least one leader training offered at camp. (Optional)

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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.                                       | _____                    |
|  | Chaplin                  |
| 4. Complete a Conservation Project as a Troop approved by Nature Director. | _____                    |
|  | Ecology 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 Outdoor Skills Activities:          |                          |
| 1. Pioneering Skill  | _____                    |
| 2. Orienteering  | _____                    |
| 3. Dutch Oven Cook-off   | _____                    |
|  | Outdoor Skills Director  |
| C. Participate in one of the following Ecology Activities:                 |                          |
| 1. Nature Hike   | _____                    |
| 2. Animal Tracking Skills  | _____                    |
| 3. Troop choice approved by the Ecology Director.                          | _____                    |
|  | Ecology Director         |
| D. Participate in one of the following Shooting Sports Activities:         |                          |
| 1. Troop Rifle Shoot   | _____                    |
| 2. Troop Archery Shoot   | _____                    |
|  | Shooting Sports Director |
| 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 Director      |
| 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

# 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