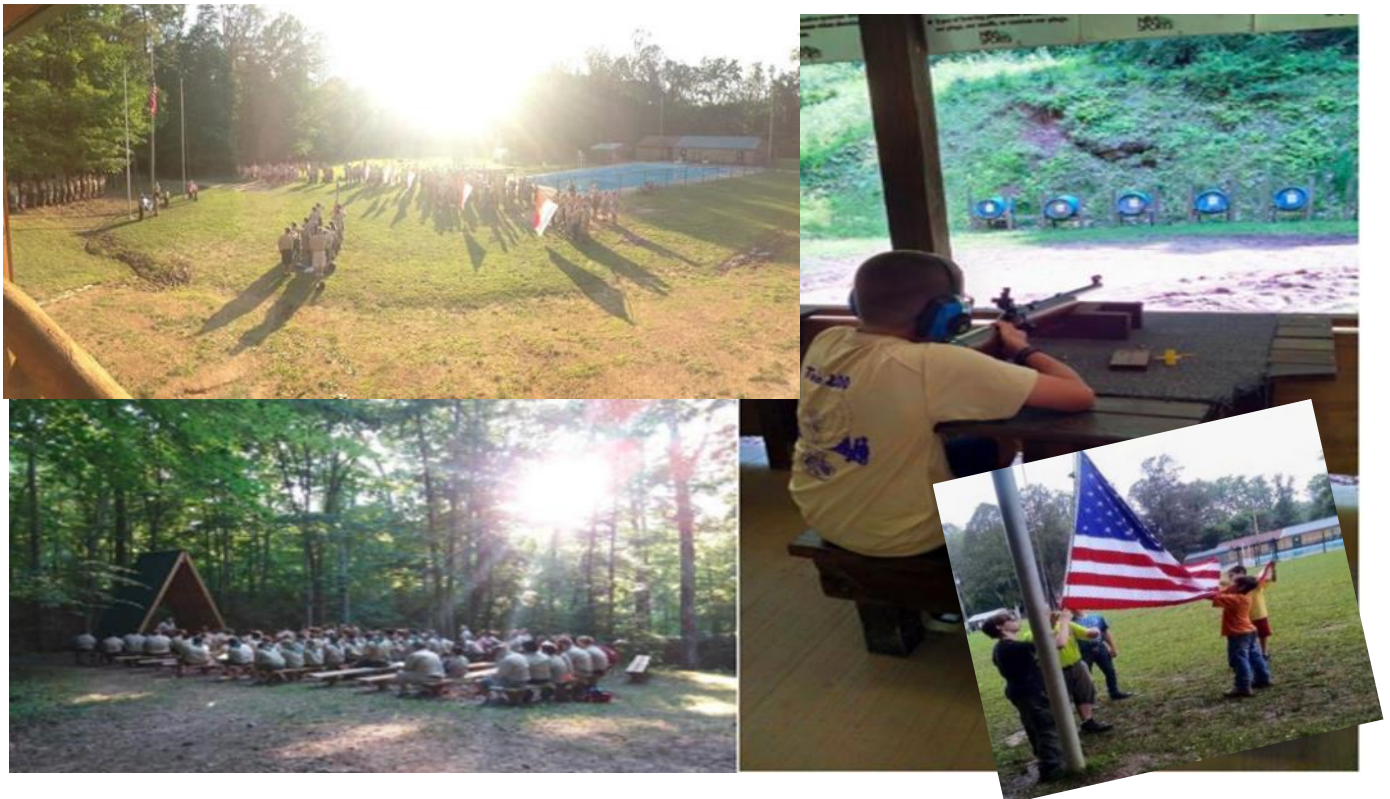


# Buckskin Council, Boy Scouts of America

## Summer Camp Leaders Guide 2024



102 years of Camping Adventures!



# **CONTENTS**

Contact Information	3
Scout Executive Letter	4
Camp History	5
Meetings in Camp	6
Visitors in Camp	6
Mail Service at Camp	6
Registration and Dates	7
Camp Rules	8
Emergency Procedures	9
Medications	9
Sunday Check-in	10
Saturday Check-out	11
Sign-in/out Procedure	11
Motor Vehicle Use	12
Food Services	13
Safety Around Wildlife	14
Camp Schedule	15
Brownsea Island	16
Special Programs	17
Program Areas & Merit Badge Outlines	18-30
Forms	31
Ace Camper Award	A
Baden Powell Troop Award	B
Permission to Leave Camp	C
Scouts Precamp Checklist	D
Camp Map	E

## **Camp Contact Information**

### **Council Service Center**

2829 Kanawha Blvd E  
Charleston, WV 25311

Phone: 304-340-3663  
Fax: 304-925-0533

Hours: Monday-Friday 8:30am -4:30pm

### **Camp Kootaga Office**

79 Camp Kootaga Road  
Walker WV, 26180  
304-628-3766



### **CAMP DIRECTOR**

Billy Bryant  
Email: Bill.Bryant@scouting.org  
304-687-0476

### **CAMP PROGRAM DIRECTOR**

Michael Cidor  
Email: Michael.Cidor@scouting.org  
814-860-1562

### **CAMP RANGER**

John Baker  
Email: John.Baker@scouting.org  
304-628-3766

Register on-line at: <https://www.buckskin.org/camping/scoutsbsacamp/>

THIS IS SCOUT COUNTRY BUCKSKIN COUNCIL ~ WV · KY · VA · OH

# Introductory letter from the Scout Executive

Dear Scouters,

As I write this, the weather is getting colder, and summer camp seems so 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.

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

***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. 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 tables to allow your Troop an area to prepare meals or congregate out of the weather. Potable water is available in each site, but **electricity is not available**. We provide standard BSA issue camp wall tents with tent platforms for campers. One tent for every two Scouts is allotted. 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 cots or mattresses.

## Meetings While at Camp

### **Leader's Meetings and Scoutmaster Cracker Barrel**

We will have a Sunday evening Leader's Meeting after dinner, where we will talk about your week at camp and answer any questions.

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.

Leaders Cracker Barrel on Wednesday, 9:00 PM at the Dining Hall is a social time and chance to discuss your Scouts' progress with their merit badge classes.

### **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 Thursday afternoon at 1:00 PM at the First Year Camper Shelter located by the Lodge.

## Visitors 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, love to hear from home and receive "care" packages.

**Please send you packages and letters early!**

ATTN: (Scout's Name and Troop Number)  
c/o Camp Kootaga  
79 Camp Kootaga Road  
Walker, WV 26180



# Summer Camp Registration Fee Structure

(Register on-line at: <https://www.buckskin.org/camping/scoutsbsacamp/>)

Type of Camper	Dining Hall		Self Sufficient	
	Regular Price	If paid in full by 5/15/24	Regular Price	If paid in full by 5/15/24
Scout	\$325	\$310	\$275	\$260
Adult	\$150		\$90	

**Free Leader discount—unit paid in full before May 15, 2024**

Number of Scouts	FREE Adults
1-4	0
5-10	1
11-20	2
21-30	3

Additional leaders coming in for the day may purchase meal tickets in the trading post for meals served in the Dominion Dining Hall at \$10.00 per meal.

## Refund Policy

The following refund policy will be in place for the 2024 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 Council Service Center no later than August 13, 2023. Requests received after the deadline will not be considered.

## 2024 Summer Camp Dates

June 10 – 15 Staff Training / Set Up

June 16 – 22 Week 1 Scouts BSA

June 23 – 29 Week 2 Scouts BSA

***Campsite Deposits \$100 – applied to your final camp fees***

# 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 areas of camp property. 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 used 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 located at the Lodge. 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 or 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. 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.
- The NEW Bouldering Grotto will be open. Rules will be available in the Camp Office and reviewed at the opening campfire.



# **Emergency Procedures**

Our Staff at Camp Kootaga has 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 blasts during an emergency. During an emergency, your responsibility is for **YOUR** unit. When the siren is sounded, all Scouts should report to the Dinning Hall immediately. Scoutmasters should take a head count and report to the staff member in charge that the unit is all accounted for, or report any missing or unaccounted for Scouts and Adults.

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 (OTC) 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 and vehicles 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

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 arraignments.

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 First Year Camper Area (pavilion near the flags and Lodge). The Troop SPL should accompany at least one unit leader to this meeting.
- The entire camp will assemble at the parade ground at **8:15 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 needs 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 Staff Guide assigned by the camp will go over the check-out list with you. This needs to be signed off before you pick 77up forms from the Office to leave camp.
- **Pick up Health Forms and Merit Badge Blue cards at Kootaga Lodge on your way out of camp.**
- **Troops need to turn in your camp evaluation before leaving camp**

## Sign-in / Sign-out Of Camp

The sign-in/sign-out log is on the wall outside 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 though 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 East of the warehouse. 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 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 and LTV'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. Scoutmasters or family members doing camp service projects for the Camp Ranger must have a permit to drive in camp.
- 12 . 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.**

# 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. Units are encouraged to invite one or more staff members to have dinner with your troop on this night

**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” charts 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 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. You may also refer to your Boy Scout Handbook.

**ICE** If your units needs ice it is at the Dining Hall, but you will need to purchase a ticket at the Trading Post before you pick it up.

## **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.



# 2024 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  
 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 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

## Tuesday

7:00 am Polar Bear Swim/Mile Swim Practice  
 7:55 am Flag/announcements (Dining Hall)  
 8:00 am Breakfast  
 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 Swim  
 6:00 pm Dinner  
 7:15 pm Retreat  
 7:30-8:15 pm Camp wide Game  
 8:15 pm 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  
 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 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  
 9:00-12 am 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 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  
**9:00 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 Hike  
 2:00-5:00 pm Program Areas Open  
 4:00 pm Iron Man Canoeing  
 4:00-5:00 pm Open Swim  
 6:00 pm Dinner  
 8:00 pm Retreat  
 8:15 pm Campfire/Year fires

## Saturday

**Checkout by 9:00 am**



# BROWNS SEA ISLAND

## 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 overnighter.

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.

The First-Year program also offers an overnighter on Wednesday night where skills are put to practice. Leaders are encouraged to assist in the program any time and join us for the overnighter. 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 overnighters.

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 overnighter. The overnighter 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 tough enough to endure Camp Kootaga's Iron Man? The Iron Man will be completed on Friday. To participate in the Iron Man you will start with the grueling mile swim at 6:00AM in the frigid Camp Kootaga pool. Participants will get a little rest before going back out at 10:00 AM for a bike trek across the camp's 500 + acres. Then at 2:00 PM, hike 5 miles of the longest trails around camp. If you last through all that pain and suffering, then you truly earn the right to be a Camp Kootaga Iron Man!

### Mile Swim (IM)

To complete the Mile Swim, you must come to Mile Swim practices all week at 7:00 AM. You will swim the mile on Friday at 6:00 AM under the direction of the Aquatics Director.

### Bike Trek (IM)

Older Scouts join the Sports Director on Tuesday evening for a mountain bike ride on the Camp Kootaga mountain bike trails in preparation for Friday's ride.

### 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.

### 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 and disc golf.

## 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 invites Troops to submit entries in the Dutch Oven Cook-off. Adults may submit an entree, and youth a desert.

## 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 to hold an inter-Troop campfire with another Troop.

## Moss Man Challenge

Contact the Sports Director for more information.

## KOOTAGA PROGRAM AREAS and MERIT BADGE OUTLINES

### **REGISTER ONLINE FOR MERIT BADGES PRIOR TO CAMP! Registration for merit badges should be completed online by June 1st.**

Registering online ensures that your Scouts will have the best experience at each of their merit badge sessions and the camp can have adequate supplies for the Scouts signed up for the camp. Some merit badges require special supplies for each camper which need to be ordered. To allow for adequate shipping of supplies from our vendors, we ask that your Scouts select their merit badges and sign up by June 1st.

**Register at: <https://www.buckskin.org/camping/scoutsbsacamp/>**

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.** The tier system is designed to make Scouts more successful by recommending merit badges that fit their age and developmental abilities. The tier recommendations (1-4) loosely correspond to the number of years a boy or girl has been a Scout. Observing the tier system, we shouldn’t have a physically small Scout trying to wield a shotgun, or an 11 year old taking Auto Maintenance making opportunity for older Scouts to want to return to camp. No one knows your Scouts abilities as well as the unit leader. Use tier recommendations when helping Scouts select merit badges to take this summer.

**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.

**Merit Badge Schedule is subject to change.**

# 2024 Camp Kootaga Merit Badge Schedule will be published in April

MERIT BADGE	PRE. REQUIREMENTS	COST	MORNING SESSION	AFTERNOON SESSION	COMMENTS
<b>AQUATICS</b>					<u>POLAR BEAR SWIM &amp; Mile Swim</u> <u>Practice-7:00 to 7:45 AM</u>
LIFESAVING (Tier 4 )	REQ-1A Req-1B				<u>OPEN SWIM</u> <u>MONDAY-FRIDAY 4:00 to 5:00 pm</u> <u>Monday EVE. - 8:00 to 9:00 pm</u> <u>Wednesday 8:-00 to 9:-00 pm</u>
Instructional Swim					
SWIMMING (Tier 2)					
BSA Lifeguard					<u>Available to youth and adults</u>
SNORKELING					
<b>WATERFRONT</b>					
CANOEING (Tier 4 )					Monday (Subject to change due to weather)
KAYAKING (Tier 3 )					
<b>ECOLOGY/ CONSERV.</b>					
Insect Study (Tier 1 )					
ENVIRONMENTAL SCIENCE (Tier 4 )					
FISH & WILDLIFE- MANGEMENT (Tier 3 )					<u>ASTRONOMY SEE DIRECTOR</u>
FORESTRY (Tier 2 )	Req-5 Req-5A.B.C Req-8				
MAMMAL STUDY (Tier 1 )					
REPTIL&AMPHIBIAN- STUDY (Tier 2 )					
WEATHER (Tier 2 )					
NATURE (Tier 2 )					<u>NATURE DISCOVERY HIKE TUES.-9:30 PM</u>
Soil/Water Cons (Tier 3 )					
Astronomy					Evening Star Gazing TBA
<b>SHOOTING-SPORTS</b>					
ARCHERY (Tier 2 )					<u>ADDITIONAL CLASS WEDNESDAY AT</u> <u>1:00-PM</u>
SHOTGUN (Tier 3 )					<u>ADDITIONAL CLASS TUESDAY AT 1:00-PM</u>
RIFLE (Tier 3 )					<u>MONDAY-OPEN SHOOT AT RIFLE</u> <u>RANGE AFTER CHAPLE-8:00 PM TO</u> <u>10:00 PM</u> <u>OPEN SHOOT FOR SCOUTS &amp; LEAD-</u> <u>ERS – MONDAY-FRIDAY 2:00 TO 5:00</u> <u>PM</u>
					<u>PLEASE SEE SHOOTING SPORTS DIR.</u> <u>FOR ALL INFO.</u>
					<u>EVENING SHOOT FOR 2 HOURS</u> <u>AFTER RETREAT ON WEDNESDAY</u>

MERIT BADGE	PREREQ. REQUIREMENTS	COST	MORNING SESSION	AFTERNOON SESSION	COMMENTS
<b>LIFE SKILLS</b>					
FIRST AID (Tier 2)					
EMERGENCY PREP. (Tier 3)	Req.1 Req.2				
FIRE SAFETY (Tier 3)	Req. 6, Req. 11				
<b>HANDICRAFT</b>					
BASKETRY (Tier 1)		\$20.00			
LEATHERWORK (Tier 1)		\$15.00			
INDIAN LORE (Tier 1)					
WOODCARVING (Tier 2)	Req.-2A	\$ 5.00			<u>MUST HAVE TOTIN' CHIP</u>
PHOTOGRAPHY (Tier 1)					<u>PLEASE BRING DIGITAL CAMERA</u>
<b>HIGH ADVENTURE</b>					
CLIMBING (Tier 4)					
<b>SPORTS</b>					
PERSONAL FITNESS (Tier 4)	Req-8				
SPORTS (Tier 2)	Req-5 Req-5C				
CYCLING (Tier 2)	Req-8 Req-9				<u>CYCLING-WEDNESDAY OVERNIGHTER</u>
Fishing (Tier 1)	Req-7				
CHESS (Tier 1)					
<b>OUTDOOR SKILLS</b>					
CAMPING (Tier 3)					<u>CAMPING- WEDNESDAY OVERNIGHTER</u>
COOKING (Tier 3)	Req-4 Req-5A. B. Req-6A. B.				
GEOCACHING (Tier 2)					
ORIENTEERING (Tier 2)					
WILDERNESS-SURVIVAL (Tier 2)					<u>WILDERNESS SURVIVAL- WEDNESDAY OVERNIGHTER</u>
PIONEERING (Tier 3)					
Baden-Powell (Tier 1)					OVERNIGHTER WEDNESDAY
<b>STEM</b>					
ELECTRICITY (Tier 3)					WAREHOUSE
Plumbing. (Tier 3)					WAREHOUSE
ROBOTICS (Tier 3)					<u>AT DINING HALL</u>
SPACE EXPLORATION (Tier 1)		\$10.00 Rocket kit			

## **PREREQUISITES**

Some merit badges and program activities have prerequisite requirements shown in this document. Failure to complete the required prerequisites prior to camp will result in the Scout not being able to complete a merit badge. In the case of an activity, the Scout may be excluded from participating. Examples would be a Scout not having a required parental permission form, or a Scout take Lifesaving merit without the required Swimming merit badge first. Documentation needs to be supplied.

## **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. Applicants must show evidence of current training in American Red Cross First Aid and American Red Cross CPR/AED for the Professional Rescuer or equivalent. Further they must show evidence of current training in the BSA online module for Safe Swim Defense. Adults and Venturers need to show proficiency in the above. 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 the 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 2:00 pm. The purpose of Every Scout's a Swimmer is to increase the ability of the Scout's swimming and to build the Scout's confidence so that by the end of the week they 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.

## **WATERFRONT**

Canoeing and kayaking merit badges will meet at Camp on Monday, On Tuesday the canoeing merit badge will be leaving camp after breakfast to spend the day on the water. We will be sending lunch with them. They will be returning before dinner. On Wednesday, the Kayaking merit badge will be leaving camp after breakfast to spend the day on the water. We will be sending lunch with them. they will be returning before dinner. Since each class will be spending one whole day on the water, they should finish their merit badge early in the week. Any merit badge/badges that the scout misses on the day they are out of camp, we will ensure they have the opportunity to make up all work (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.) Any questions about this procedure should be directed to the program director

## **AQUATICS PROGRAM MERIT BADGES**

**As with most Scout camps, the Aquatics 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 4)**

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 (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 / 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.

## **Insect Study (TIER 1)**

Seventy-five percent of all the animal species on earth are insects. They are found in even the most harsh environments. This merit badge introduces scouts to this healthy, easy, outdoor activity that they can continue to enjoy their entire life. Scouts will learn about a variety of insects, the places they live, and why they are important to our lives. This supports the BSA mission statement by getting scouts in closer contact with their natural world so they make ethical choices to preserve it.

## **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.



**(Additional work required outside of Merit Badge class)**

## **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)**

## **MAMMAL STUDY (TIER 1)**

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 (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.

## **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.

**(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.

(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.

## **ASTRONOMY (TIER 2)**

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** (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.



### **EMERGENCY PREPAREDNESS (TIER 3)**

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.

### **FIRE SAFETY (TIER 3)**

The ability to use fire safely is essential to human survival. While doing the requirements for the Fire Safety merit badge, Scouts learn about the best ways to prevent fires in their homes and while outdoors. Scouts will also find out what to do if there is an uncontrolled fire.

# **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 \$20.00. (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.

**Average cost for supplies for this Merit Badge \$5.00**

## **INDIAN LORE (TIER 1)**

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

## **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.



### SPORTS (TIER 2)

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



### 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.

### 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.

(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.

(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.

(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

### 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.

### Shotgun 2.0, Advanced shotgun course.

Class will explore multiple shooting positions and stances. Scouts will learn about multiple sporting opportunities and scholarships to do with shotgun sports. Will have a chance to challenge each other in friendly competition. Learn how to fix minor problems on the range or in the field. Explore and understand the sportsmans role in conservation and stewardship of nature. Have the opportunity to shoot at clays in various directions and situations.

***\* Must have shotgun shooting merit badge to take class! \****

### Rifle 2.0, Advanced rifle course

Class will explore multiple shooting positions. Work as a team in shooter and spotter drills. Learn how to call shots. Learn how to mount and sight in optics on a rifle. Shoot to further distances than the merit badge. Learn how to fix possible problems on the range or in the field. Explore and understand the sportsmans role in conservation and stewardship of nature. Explore different opportunities for recreation and competitive shooters alike. End out the week with a team shoot and score.

***\* Must have rifle shooting merit badge to take class!\****

# 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 (Tier 3)**

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 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 how to use it properly.

## **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.

**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.

## **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."

## **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.

## **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

## 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.



## 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 on bringing a bike for transportation.

## ELECTRICITY (TIER 3)

Scouts learn how electricity works, and how to respond to electrical emergencies. They will learn electric wiring, different electric circuits and how to make electricity safely work for us.

## PLUMBING (TIER 3)

Scouts will learn how our plumbing systems work and how a properly working system protects our health and safety. They will learn common plumbing materials and techniques to maintain and do simple repairs to a home plumbing system.

## 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.



## 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.)**



## *Forms*



# ACE AWARD

## (ADULT CAMPER EXTREMIST)

To receive this distinguished honor, complete the five required activities and five optional ones listed below:

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

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

3. Assist in the Dining Hall a minimum of two hours (Required)

4. Be present at all Flag Retreat Ceremonies (Required)

5. Assist the Camp Commissioner during campsite inspections (Required)

6. Be in camp for at least four nights (Optional)

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

8. Participate in one Polar Bear Swim (Optional)

9. Assist a program area by going on an overnighiter (Optional)

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

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

12. Earn the Kootaga Trails Award (Optional)

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

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

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 the Nature Director. \_\_\_\_\_  
Nature Director
5. Compete in the Camp-wide Games. \_\_\_\_\_  
Program Director
6. Complete five (5) or more of the following:
  - A. Participate in one of the following Aquatics Activities: \_\_\_\_\_  
Aquatics Director
    1. Canoe Trip
    2. Troop choice approved by Waterfront Director
  - B. Participate in one of the following Scoutcraft Activities: \_\_\_\_\_  
Scoutcraft Director
    1. Pioneering Skill
    2. Orienteering
    3. Dutch Oven Cook-off
  - C. Participate in one of the following Nature Activities: \_\_\_\_\_  
Nature Director
    1. Nature Hike
    2. Animal Tracking Skills
    3. Troop choice approved by Nature Director
  - D. Participate in one of the following Shooting Sports Activities: \_\_\_\_\_  
Shooting Sports
    1. Troop Rifle Shoot
    2. Troop Archery Shoot

E. Participate in one of the following Handicraft Activities:

1. Make a Patrol Flag if you don't have one.
2. Develop a Patrol Totem out of wood or leather.
3. Troop choice approved by 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 Sports 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 Baden-Powell, has been 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. Contest 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 complete 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.*

## **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.**

# **SCOUT'S PRE-CAMP CHECKLIST**

Each Scout should bring the following items for their 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
- ☐ Underwear (bring extra changes)
- ☐ Socks (bring extra changes)
- ☐ Sneakers or Tennis shoes, **NO OPEN TOE SHOES**
- ☐ T-Shirts (appropriate for a Scouts BSA camp)
- ☐ Hat
- ☐ Shorts
- ☐ 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
- ☒ **Current MEDICAL FORM, signed and dated by a Medical Doctor and parent in appropriate places**

### **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

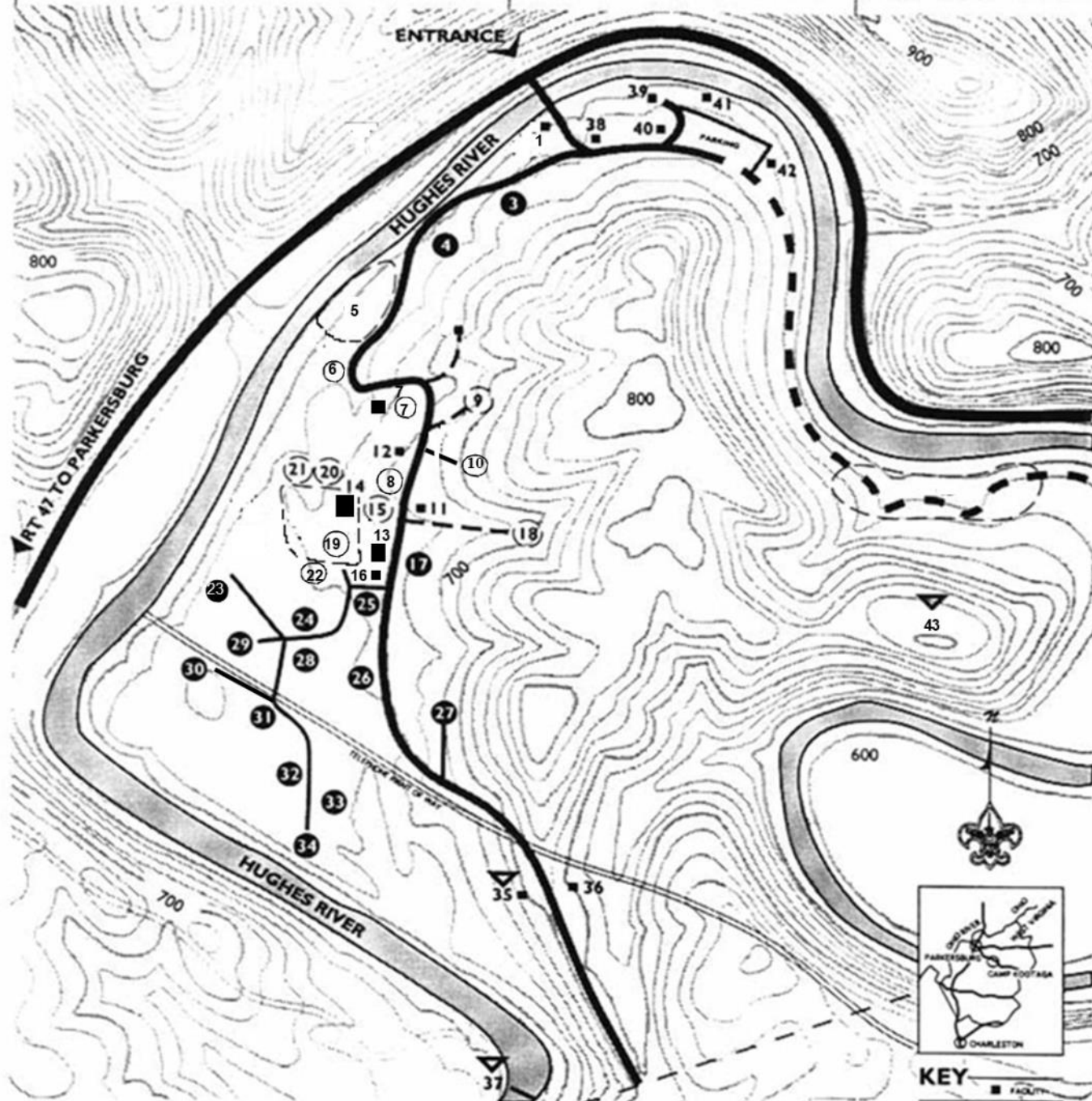
**PHOTOCOPY THIS LIST AND GIVE TO EVERYONE**

# CAMP KOOTAGA

GEORGE A. STEVENSON SCOUT RESERVATION

ALLOHAK COUNCIL  
BOY SCOUTS OF AMERICA  
PARKERSBURG, WEST VIRGINIA

PREPARED: JUNE 1997  
SCALE: 1" = 750'  
CONTOUR INTERVAL 20'



- |                      |                       |                      |                       |
|----------------------|-----------------------|----------------------|-----------------------|
| 1. Rotary Cabin      | 12. Commissary        | 20. Abandoned        | 32. Mahonegon         |
| 3. Subpark           | 13. Kootaga Lodge     | 21. Abandoned        | 33. Chippewa          |
| 4. Beechwood         | (Office, Health Lodge | 22. Scout Craft Area | 34. Iroquois          |
| 5. Waterfront        | Trading Post)         | 23. Shawnee          | 35. Cain Cemetary     |
| 6. Chapel            | 14. Pool/Shower       | 24. Seneca           | 36. Water Tower       |
| 7. Dining Hall       | 15. Sparkey's Park    | 25. J. M. Bennett    | 37. The Dam           |
| 8 Staff Area         | 16. Debarr 1st Year   | 26. Dan Beard        | 38. Rangers Residence |
| 9 Curly Camp         | Camper Shelter        | 27. William D. Boyce | 39. Warehouse         |
| Campfire Circle      | 17. Baden Powell      | 28. Miami            | 40. Kiwanis Cabin     |
| 10. Nature Area      | 18. James E Parks     | 29. Delaware         | 41. Marinaro Lodge    |
| 11. Meeks Handicraft | Archery & Rifle Range | 30. Cherokee         | 42. Lions Cabin       |
| Shelter              | 19. Parade Field      | 31. Dakota           | 43. Wind Caves        |

