



BOY SCOUTS OF AMERICA®
GREATER ST. LOUIS AREA COUNCIL



S bar F Scout Ranch

- Camp Famous Eagle
- Camp Gamble

Summer 2014

Name _____

Unit _____

Campsite _____

Prepared. For Life.™

BOY SCOUT CAMP MANUAL



Scoutmaster Checklist

PRIOR TO CAMP

- ☐ Provide parents of Scouts with Parents Information Sheet (separate handout) and map of the camp.
- ☐ Have Scouts bring a Hawaiian shirt to camp for the beach party on Wednesday evening.
- ☐ Collect and review all medical forms. Scouts and adults must use the most current Annual Health and Medical Record (form 680-001).
- ☐ Fill out a roster of those attending camp.
- ☐ Pay all fees two weeks prior to attending camp.
- ☐ Mail the Troop Program Sheet to S bar F Scout Ranch 3 weeks prior to arrival.
- ☐ Remind older Scouts to mail their Older Scout Program Registration Form to camp.
- ☐ Arrange for an advance team of two leaders and two Scouts to arrive in camp after 9:30 a.m. on Sunday. The rest of the troop should not arrive before noon.
- ☐ **Out-of-council units:** Bring tour plan and proof of insurance.

UPON ARRIVAL AT CAMP

- ☐ **Trailers — one per troop — may be moved onto the campsites between 9:30 and 11:00 a.m.** on Sunday morning. Each troop is responsible for moving its trailer. Once at the campsite, trailers must be unhitched and personal vehicles must be moved to the camp's parking lot before 11:00 a.m. (chains will be locked). **Trailers cannot be driven into camp after 11:00 a.m.** No motorized vehicles are to be left at campsites.

NOTE: In case of inclement weather, vehicles and trailers will not be allowed on the campsites or the truck roads. A camp truck will not be available to move a unit's trailer to the campsite.
- ☐ **Wait for the camp staff before setting up any canvas.** This will avoid the possibility of having to move the tents and flies. The troop counselor will arrive on the campsite at approximately 1:00 p.m.
- ☐ **Medical recheck takes place on the campsite** by the troop counselor, an adult member of the staff, and an adult leader of the troop. ***Medical forms should remain on the campsite during check-in.***
- ☐ **The unit leader should check in** at the camp office at 1:00 p.m. with the following items:
 - ☐ Any fees that need to be paid.
 - ☐ Receipts of fees paid at the council service center.
 - ☐ Troop roster listing Scouts and adults — including names, addresses, phone numbers, and ages.
 - ☐ Names and breakdown of patrols — Scouts and adults — for the food count.

Important Health Information

Scouts and adults are not to attend camp if they have had flu-like symptoms in the 3 days prior to their arrival in camp. Flu-like symptoms include fever (100 degrees or higher), cough, sore throat, chills, headache, fatigue, vomiting, and/or diarrhea. Parents and unit leaders are responsible to ensure that Scouts and adults who are ill do not come to camp.

Welcome to Summer Camp!

*Whether this is your first trip to Boy Scout summer camp at S bar F Scout Ranch
or you're a seasoned camper, you'll have a great time this summer!*

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***Information in this manual is subject to change.
For updates, visit camping.stlbsa.org.***

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Section 01 • Summer Camp Program

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

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

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

WHO'S WHO AT CAMP

Program Director

The program director helps plan the troop's schedule. He assists in developing and carrying out a full and balanced camping program. For help with float trip plans, a hike, merit badges, or skill instruction, see the program director.

Camp Commissioners

The troop's campsite is the base from which the troop program at S bar F Scout Ranch operates. A camp commissioner is assigned to the campsite to assist while the troop is in camp. The degree of assistance rendered by the commissioner depends on the needs, desires, and experience of each troop. Thus, the type and extent of commissioner service varies with each troop. The commissioner visits the campsite every day to answer questions and check on needs. The camp commissioner also provides a variety of adult leader training topics throughout the week.

Troop Counselors

Each campsite has a troop counselor who assists the troop with check-in, check-out, and the O.A. election. The troop counselor visits the campsite daily to talk to Scouts, review the camp program, or help with needs. He is ready to help make the troop's week at camp a success.

PROGRAM SUPPORT

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

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

BUILDING THE TROOP SCHEDULE

An advanced scheduling plan for the troop program can be prepared, and most leaders prefer it. The success of this method is dependent on the leader. The Camp Program form should be mailed to S bar F Scout Ranch by every troop three weeks before leaving for camp so that the camp staff knows the troop size and needs. Faxes are not accepted.

- **Four weeks before camp**, determine attendance, number of patrols, and needs.
- Using the Camp Program form, plan the campsite/troop programs that provide the troop with its highlights and instruction for Tenderfoot through First Class.

- Three weeks before the troop's camp date, mail the Camp Program form to S bar F Scout Ranch, Highway 67, Knob Lick, MO 63651. This is a lot of paperwork for camp; therefore, in order to process it, The Ranch must have this information by the Tuesday before the troop comes to camp.

Program schedules are prepared in order of units' arrival by the camp staff and provided to units at the 7:15 p.m. Sunday leaders meeting.

Scouts can sign up for merit badges in the program areas on Monday or Tuesday at the beginning of the session. Merit badge sign-ups are not permitted after Tuesday evening except for Mammal Study merit badge, which begins on Wednesday.

SCHEDULED CAMP PROGRAM

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

Flag Ceremonies

A flagpole has been erected on each campsite, and an American flag is provided for proper flag ceremonies. Flag-raising should be held each morning at 7:55 a.m. Retreat should be held each evening. The senior patrol leader, or the patrol leader of the assigned patrol, should be in charge of the ceremony. Full uniforms should be worn at evening Retreat.

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

Rest Period

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

CAMPWIDE ACTIVITIES

Additional events may happen during the week; watch for them. The senior patrol leader should lead and organize the troop for their attendance.

- **Opening Campfire:** The opening campfire is held in the Council Ring on Sunday night. Assemble on the parade ground at 8:15 p.m.
- **Top Shot:** Exciting shooting sports programs with daily eliminations resulting in the camp "top shots" being recognized at the closing campfire. Top Shot replaces the Silver Bullet and Golden arrow competitions.
- **Monday & Tuesday Evening Programs:** Programs are conducted in each Scout camp by the camp staff. The programs are developed during staff training week. Information is posted in camp and announced at the Sunday leader's meeting and camp-wide assembly.
- **Beach Party/Water Carnival:** A beach party is held at 7:15 p.m. on Wednesday. This fun event has great Scout appeal. Scouts and leaders are encouraged to dress for the occasion in beach attire such as a Hawaiian shirt, grass skirt, or straw hat. Each troop will want to participate.
- **Mile Swim BSA:** Scouts and adults who are swimmers can swim a mile on Friday. Those wanting to participate in the Mile Swim report to the area at 1:45 p.m.; orientation and swim begins at 2:00 p.m. No swimmers will be allowed in the water once the buddy board has closed.

Note: Any participant in the Mile Swim BSA must have a minimum of four hours of practice swimming in camp — prior to the Mile Swim — to qualify. Unit leadership is responsible for insuring the practice swimming has occurred at camp.

- **Closing Campfire:** The closing campfire is held Friday night at the Council Ring. Assemble on the parade ground at 8:15 p.m. Skits and recognitions are the highlights of the closing campfire.

SHOOTING SPORTS

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

- **Rifle:** preceded with a gun safety instruction; .22 caliber ammunition provided for scheduled troop shoots and the Rifle Shooting merit badge. Scouts and leaders shoot free during these times.
- **Archery:** shooting at standard stationary targets for a competitive score.
- **Shotguns:** available for use in the older Scout program; cost is \$5.00 for 10 shots per Scout. The shotgun range is located in the S bar F Camporee Field. Participants must provide their own transportation.

NATURE

Each camp has a marked nature trail to help Scouts learn to identify the wild things in the environment. Scouts, a patrol, or a troop can hike the trail.

The opportunity for meaningful conservation projects is always available. See the nature director or commissioner.

HIKING & OUTPOST CAMPING

Spend a night away from the camp and hike back the next morning on one of the trails within the 5,200 acres of S bar F Scout Ranch. Or take a morning or afternoon hike to Castle Rock or Ship Rock. Consult with the program director before taking a hike.

GOLF

Open to all! Contact the program director for more information of available courses. Troop leadership is required for instruction and leadership at the golf course.

AQUATICS

The Camping Committee has set the following procedures in concert with the National Boy Scouts of America policies, recognizing a responsibility to parents and leaders for their sons. Most of these procedures and rules fall under the “common sense” category, but it is important that all acknowledge and understand them. The camp director — through his Aquatics director — will be the final authority for any question of safety, policy, or procedure.

In order to swim, each camper must submit medical form Parts A–C signed by licensed medical personnel and evidence of swimming ability through testing by qualified examiners. Campers will be identified according to their swimming ability as Swimmers, Beginners, or Learners according to the following:

- **Learners** — No test
- **Beginners** — Swim 50 feet as follows: Jump feet first into water over camper’s head, come to the surface, level off, swim 25 feet, turn sharply, and return to the starting point.
- **Swimmers** — Swim 100 yards as follows: Enter water feet first; swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; swim 25 yards on the back, using a resting stroke; rest by floating or, if nonbuoyant, with just enough motion to stay afloat.

The Aquatics director should be informed in writing of campers who are not allowed to swim due to medical restrictions.

During swim times:

- **Keep valuables — jewelry, wallets, cameras, etc. — at troop’s campsite.**
- Use sun block and wear shirts at the waterfront to avoid sunburns.

Aquatics Program Features

- **Each troop can swim twice a day!** During the morning instructional swim, Learners and Beginners are taught swimming and Swimmers work on Second and First Class swimming rank requirements, Swimming merit badge, or Lifesaving merit badge. In the afternoon, each troop has an open recreational swim time. For specific times, see the schedules in the center of this booklet.

- **An instructional swim** assisting Scouts in the completion of swimming requirements for Second and First Class is conducted during the 9:15, 10:15, and 11:15 a.m. swims. This “rank instruction” takes approximately three instructional swims to complete.
- **Swimming and Lifesaving merit badges** require that a Scout completes all swimming requirements for Second and First Class prior to camp.
- **A Swimming, Lifesaving, Canoeing, Kayaking, Rowing, Small-Boat Sailing merit badges** session takes place on Wednesday night after the Beach Party/Water Carnival. Scouts are reviewed on various requirements of the merit badges such as Safe Swim Defense, Safety Afloat, and the order of rescue.
- **CPR requirements** are a part of all aquatic merit badges. Instruction prior to camp is needed in order for Scouts to complete the merit badge. A list of Scouts with Red Cards should be provided to the camp office to meet this requirement for all badges. Red Cards are available at council service centers.
- **BSA Lifeguard** has been revised by the National Council. The revisions have made it increasingly difficult to meet all the needs in a single course of reasonable duration. The primary purpose is no longer to give units the skills necessary to conduct safe swimming and boating activities. The two Aquatics Supervision Awards in Swimming and Water Rescue and Paddle Craft Safety are designed to meet that need (see below). The revised BSA Lifeguard program now focuses on the need to provide BSA-operated facilities, such as summer camps, with training that meets the requirements of government agencies for professional lifeguards at regulated swimming activities. BSA Lifeguard will not be offered at camp.
- **Aquatics Supervision Award: Swimming and Water Rescue** and **Aquatics Supervision Award: Paddle Craft Safety** hands-on courses provide older Scouts and unit leaders in-depth training in Safe Swim Defense and Safety Afloat principles along with basic swimming, boating, and rescue skills. A Scout must be at least 16 years old to work on the Aquatics Supervision Awards. Times are determined at camp based on number of participants.
- **Mile Swim BSA** is held on Friday. Participants must line up with a buddy outside the aquatics area at 1:45 p.m. Mandatory orientation and mile swim begins at 2:00 p.m. In case of cancellation due to weather, no makeup time will be scheduled.
- **Recreational canoeing, kayaking, and stand-up paddleboards** are available from 3:00 to 5:00 p.m., Monday through Thursday.
- **Safe Swim Defense Plan and Safety Afloat** instruction for troop leaders takes place at 10:30 a.m. on Wednesday at the Aquatics Area.

Huck’s Cove

Huck’s Cove consists of two water slides, a zip line, rope swings, and more. Learners and Beginners are welcome but must wear a lifejacket. Learners are limited to the Rustic Side only.

- Troops are scheduled to visit Huck’s Cove Monday through Thursday. Transportation to Huck’s Cove from Camps Famous Eagle and Gamble is by pontoon boats or personal vehicles. Unit leaders from Camps Famous Eagle and Gamble may need to assist in the transportation of their Scouts to Huck’s Cove.
- The visit may not allow all the unit’s Scouts to attend for the full time because of time conflicts with merit badge sessions or other programs.
- Some leaders will be requested to assist as guards at Huck’s Cove.
- Each pontoon boat has a capacity of 20 passengers. Troops taking the boat need to arrive in the boating area 15 minutes prior to Huck’s Cove scheduled time.
- Parts of merit badges missed due to trip to Huck’s Cove can be made up. Schedule time with the merit badge counselor.

Floating Iceberg Climbing Wall

The Floating Iceberg Climbing Wall is open to all Scouts during their scheduled free swim. Participating Scouts must be Swimmers and must wear a life jacket.

Boating, Canoeing, Kayaking, Rowing, & Sailing

Waterfront activities are allowed only in authorized areas under the strict supervision of the Aquatics staff. Anyone violating this rule may be dismissed from camp immediately. Wading outside the swim areas is not permitted.

- The Buddy System is in use at all times, including during boating.
- A Coast Guard-approved lifejacket for each person aboard a watercraft must be worn at all times.
- Participants in troop out-and-about/overnights should meet outside the camp boating area at 7:00 p.m. the night of the unit's activity or at the time scheduled by the Aquatics director.
- Those wishing to use a watercraft outside of the designated afternoon time must secure the permission from the Aquatics director. Use of any watercraft is restricted to daylight hours from 1/2 hour before sunrise to 1/2 hour after sunset.
- Craft are to remain within sight of the waterfront tower in the area designated by the Aquatics director, except when under staff escort for special programs.
- In the event of swamping or capsizing, campers should not attempt to swim to shore or another craft but remain with the craft, which floats.
- Always check in and out through the Boating Buddy Board.

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

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

Who May Boat

- Only qualified Swimmers may use the rowboats, canoes, sailboats, stand-up paddleboards, or kayaks during recreational periods.
- The Buddy System is in effect at all times. Scouts working on merit badges may solo with the permission of a member of the Aquatics staff and under their supervision.
- Leaders bringing their own craft to camp must obtain the approval of the camp director, have the craft checked by the Aquatics director, and follow the procedures as outlined in the policy of the council. Electric trolling motors are permitted, but no other motors are allowed. Private craft must be docked at the camp boating area and must abide by all council boating regulations.

Canoe Float

Plan a unit float for troops in the evening, early morning, or as an overnight. The unit's staff escort will take charge of all aspects of the float on the water. Scouting "rule of four" applies to float trips.

Participant requirements:

- Adult older than 21 years of age for each float
- Each participant qualified as Swimmer
- Two-deep leadership required for each float, with at least one adult age 21 or older

Rowboats cannot be substituted for canoes on overnight floats.

Fishing is not allowed in-route on an overnight float. But once camp is made, Scouts may fish from craft within 50 yards of the site at the discretion of the staff escort and leader. When fishing, all normal rules must be followed. For more information, see Fishing section below.

Fishing

Fishing is a fun and relaxing activity for Scouts and leaders at camp.

General Fishing Rules

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

Rules Regarding the Use of Camp Boats By Adults for Fishing

- Hours for the use of boats by adults are 5:30 to 7:45 a.m. and 7:30 to 8:30 p.m. Prior approval must be obtained from the Aquatics director.
- Rowboats can be used, as well as canoes when available — required minimum of two craft, minimum two Scouters.
- Craft are not to be taken out under adverse weather conditions.
- Camp boating regulations apply at all times except where they conflict with this policy.
- Craft must be left clean, oars and lifejackets returned as instructed, and all trash removed from the area.
- The Aquatics director must be informed when craft are used for fishing purposes.

Personal Craft

Personal craft are subject to these same rules. Personal craft may be used from 5:30 a.m. to 8:30 p.m. The Aquatics director must be informed of when any personal craft is out on the water. Use of any personal craft will fall under the direction of the aquatics director.

OLDER SCOUT PROGRAMS

This program is designed for Scouts who are 14 years old or in their fourth year of camp. Camp staff members coordinate activities for the older Scouts at Camps Gamble and Famous Eagle. Several programs have a cost for participation; the \$5 fee for recreational shotgun shooting (10 shots) and \$5 fee for waterskiing is collected at camp for each session.

Scouts might not get to participate in every activity due to several factors: number of requests for a specific activity, size limits of certain programs for safety, or the amount of program materials.

List of Activities

Rock Climbing	Shotgun Shooting	Horsemanship
Rappelling	Kayak Polo	Water Carnival
Mountain Biking	Stand-up Paddleboard	and more...

Open slots are available on a first-come, first-served basis once the schedule has been posted in the program hall.

Horseback riding and shotgun shooting take place at the camporee field. The Climbing merit badge takes place at the cliffs. **Participants must provide their own transportation.**

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

See "Section 02 • Advancement" for more information on merit badges.

Additional programs are planned and developed by the older Scout staff during the staff training week. Details are posted on the bulletin board in the program hall.

TROOP PROGRAM

In addition to the many campwide opportunities already outlined in this booklet are several troop activities included in the program:

- **A short troop campfire** can be conducted on Tuesday night.
- **Patrol Leaders Council meetings (PLC):** Every troop should have a daily patrol leader's council meeting to review the activities for the past 24 hours and plan in detail the activities of the next day, check on each Scout's progress and hold a progress review for those Scouts who are ready. Involvement of the troop leaders in the planning and execution of the camp program is a very important part of their development. The suggested time is in the evening after the last activity.
- **Troop program ideas:** daybreak hike or fishing trip, horseshoe contest, troop scavenger hunt, patrol of the day, pig roast, Scout of the day, or other programs planned by the troop.

RANGER SPECIALTY CAMPS AT S BAR F SCOUT RANCH

Cost: \$260* • sessions begin June 8, June 15, June 22, June 29, July 6, July 13

Weeklong specialty camps offer adventures beyond regular summer camp. A Scout should participate in the Ranger Program if he is interested in increasing his appreciation of nature, camping, and self-reliance.

Teamwork, problem solving, cooperation, and leadership development are important parts of the Ranger Program. Typical activities in the program include blacksmithing, Native American sweat lodge, ropes course, and black powder shooting. Specific activities vary from year to year. Scouts swim, have time to fish, and participate in games designed to improve outdoor skills. Since many of the activities require strength and courage, some physical conditioning may be desirable before camp. Scouts participating in the Ranger Program have an opportunity to earn Pulp & Paper, Archaeology, and Wilderness Survival merit badges.

Specialty camps are designed for Scouts who are age 14 or older, or in their fourth summer camp. Individual Scouts may sign up for a specialty camp as their second week in camp. A non-refundable reservation fee of \$25 holds a participant's spot. All fees must be paid by May 1. Registration forms are included in this packet.

Scouts meet at 2:00 p.m. on Sunday at the Scout Lodge in the Camporee Area. The program ends at approximately 6:30 p.m. after dinner on Friday at Astronauts Hall.

The Ranger Program's activities take place at various locations at S bar F Scout Ranch. Scouts live in outpost camps, carry all equipment necessary for camping, and walk portions of the Three Notch Trail that show nature in its raw form. The fee includes meals, program supplies, Ranger emblem and camp segment.

Note: A \$55 fee for food will apply should a Scout leave the Ranger Program and return to camp.

**eligible for Camper Savings Day discount (see page 25)*

OTHER SUMMER CAMP OPPORTUNITIES

Eagle Trail Camp

Cost: \$260* • July 20-26

This specialty camp at Camp Gamble helps Scouts and male Venturers prepare to attend the rank of Eagle Scout. In addition to great camp fun activities, most Eagle-required merit badges are offered as well as sessions on the Eagle Project.

Eagle Trail Camp is for Scouts and male Venturers who are at least 13 years old, attained First Class (Boy Scouts), and have attended summer camp for at least two years.

For more information on Eagle Trail Camp, visit eagletrail.stlbsa.org.

**eligible for Camper Savings Day discount (see page 26)*

Horse Camp

Cost: \$275* • July 27-Aug. 2

The horse program is a seven-day, adventure-filled experience at Nagel Base at Beaumont Scout Reservation in High Ridge, Mo. Activities include horseback riding, swimming, skeet shooting, campfires, float trip, and much more. A horse show concludes the camp on Saturday.

Each participant in this exciting program must be a registered Boy Scout, Venturer, or Explorer and 14 years of age by June 1 of the current camp year. Horse camp is a coed program. Leadership is provided by the Council Trail Guide Committee.

The fee includes meals, lodging, and program materials. A non-refundable reservation fee of \$25 holds a participant's spot. All fees must be paid in full by May 1. A registration form is included in this packet.

**eligible for Camper Savings Day discount (see page 26)*

Fishing Specialty Camp

Cost: \$260 • July 20-26

This specialty camp takes place at Swift Base, S Bar F Scout Ranch. Workshops during the week include Angler 101, Bat and Spin Casting, Fly Fishing, Fish and Wildlife Management, Conservation Project, and Patrol Project and Presentation. In addition to fishing, Scouts can take part in The Ranch's aquatic sports: Huck's Cove, ski boats, sailing, kayaks, and free swim.

Fishing from canoes takes place 5:30 to 7:30 a.m. and 6:30 to 8:30 p.m. Safety Afloat guidelines apply.

Fishing Specialty Camp is for Scouts ages 13-17 and First Class or above, and who have attended long-term Boy Scout Summer Camp for at least two years. Scouts may sign up individually or a troop may bring a group of Scouts.

The fee includes meals, lodging, and program materials. All participants must bring personal fishing gear and sufficient camping clothing.

ADULT LEADER TRAINING

Boy Scout leader training is conducted at camp. Courses offered are This Is Scouting (formerly called New Leader Essentials), Scoutmaster/Assistant Scoutmaster, Committee Training, and Introduction to Outdoor Skills. Adults taking the course must attend the morning outdoor skills instruction in their camp and participate in afternoon training sessions Monday through Thursday. The afternoon training sessions are held in the Ranch Health Lodge between 2:00 and 4:00 p.m. A schedule is available during Sunday check-in. Cost of the training is \$20, which includes all training materials.

Adult leader training is offered every week.

Additional Training Opportunities

- **Pressurized Fuel Training** for adults — Program Hall at 2:00 p.m. on Monday. The camps do not provide equipment for this training; participants must bring their own.
- **Safe Swim and Safety Afloat** instruction — Aquatics Area at 10:30 a.m. on Wednesday.

Section 02 • Advancement

MERIT BADGES AT SUMMER CAMP

During the past few years, more than 60 percent of all merit badges earned by Scouts in the council have been earned at Camp Lewallen or S bar F Scout Ranch. That's a lot of advancement for one week.

Camp offers the Scout a great opportunity to earn merit badges that lend themselves to the outdoors. Camp is a very important week, but it shouldn't be cluttered up with badges that are more readily earned during the other 51 weeks. Camp is not the place for Communications, Citizenship, or Family Life merit badges. A Scout trying to earn four, five, or six merit badges does not have a balanced program. Guide Scouts to set achievable goals and discourage them from "chasing" badges. Camp is not a merit badge mill!

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

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

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

VOYAGEUR PROGRAM

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

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

The goals of the Voyageur Program are:

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

General Information

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

The Voyageur Program runs approximately 4 hours a day, conducted between 9:15 a.m. and noon **Monday through Friday** and 2:00 to 2:45 p.m. Monday through Thursday. Scouts are divided into patrols on Monday morning and meet their staff member who works with them throughout the entire week. Every effort will be made to place troop members in the same patrol.

NOTE: Troops that have five or more Scouts participating in the Voyageur Program should provide an adult leader to assist with the program.

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

Activities

The program consists of Scout skills instruction as well as Woodcarving and Swimming merit badge (or swimming skills). In addition to skill instruction, the staff member might include other activities that include taking a hike, visiting the field sports area, or conducting inter-patrol competitions.

Scouts need to bring to camp:

- ☐ Scout handbook
- ☐ Long-sleeved shirt and pants for clothes inflation in Swimming merit badge
- ☐ Water bottle
- ☐ Swimsuit
- ☐ Towel
- ☐ Pocket knife
- ☐ Compass
- ☐ Hiking shoes
- ☐ Book bag or small backpack to carry program materials and swimwear around camp.

Suggestions and comments on the Voyageur Program are always welcome to the staff.

Leadership

In order for Scouts to get the most out of the Voyageur Program, they must have a leader committed to working with them throughout the week. Each day leaders should ask each Scout what skills he learned during the Voyageur period so he can be reviewed on those items. If unit leadership is satisfied with the Scout's knowledge, the leader signs him off on the requirement in his handbook.

NOTE: The Voyageur staff instructs; **they do not sign off on rank advancement.** Unit leadership is responsible for reviewing and certifying rank advancement for the unit's Scouts.

The Voyager staff provides a handout listing all material and requirements covered.

Registration

General registration for the Voyageur Program is held prior to camp by completing the information on the Boy Scout Program Sheet included in this packet.

Detailed sign-up for the program occurs on Sunday during the office check-in process. Unit leaders need to complete the Voyageur Program Registration Sheet and submit the form and fees during the check-in at camp. The cost of the Voyageur Program is \$10 per Scout, and fees cover the cost of program materials such as wood carving neckerchief slide, beads, rope, patrol flag, progress cards, leather lace, and totem.



ARCHERY

when: Monday–Friday: 9:15 a.m.; 10:45 a.m.

where: Archery Range

who: For third-year campers and older
recommended advance work: Study requirements 3 & 4

required materials/preparation: Skills and practice prior to camp

anticipated costs: Approximately \$5 for materials

other information: Each session is 1 1/2 hours; personal equipment allowed but must be locked in camp office (see Equipment in “Section 05 • General Information”)



ASTRONOMY

when: Monday–Thursday: 9:15 a.m.; 4:00 p.m.

where: Nature Area

who: For third-year campers and older
recommended advance work: Knowledge and practice in identifying constellations

required materials/preparation: Requirements 5b, 6, & 7b completed prior to camp

other information: Writing and drawing materials are needed; night observations required for merit badge; details posted at camp



BASKETRY

when: Monday instruction 2:00–5:00 p.m.; Tuesday–Thursday help sessions 2:00–5:00 p.m.

where: Scoutcraft Area

who: For all Scouts

required materials/preparation: Stool and 2 basket kits — one square and one round

anticipated costs: Approximately \$15–\$24 for materials

other information: Amount of time spent in Scoutcraft Area depends on needs of Scout — time it takes to finish basket and stool



CAMPING

when: Monday–Thursday: 9:15 a.m.; 2:00 p.m.; 3:00 p.m.

where: Scoutcraft Area

who: For second-year campers and older
recommended advance work:

Requirements 2 & 3 prior to camp

required materials/preparation: Requirements 8c, 8d, & 9 completed prior to camp



CANOEING

when: Monday–Friday: 9:15 a.m.; 10:15 a.m.; 11:15 a.m.

where: Boating Area

who: For second-year campers and older
recommended advance work: Study requirements 4, 5, & 10 prior to camp

required materials/preparation: Must be a swimmer; physical strength required for carrying canoe and rescuing a swamped canoe

other information: Cannot be completed in camp unless Scout has proof of CPR instruction; scheduled dry session Wednesday night after Beach Party; make-ups for requirements at 2:00 p.m.

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



CLIMBING

when: Wednesday morning & all day Thursday

where: Older Scout Area

who: For fourth-year campers and older
recommended advance work: Read merit badge book to gain knowledge of equipment and terminology

required materials/preparation: Good physical condition; climbing can be strenuous

NOTE: Limited to 8 Scouts; sign up prior to camp using Older Scout Program registration form



COOKING

when: Determined by Scoutmaster

where: Campsite

who: For second-year campers and older
required materials/preparation:

Requirements 5, 6, & 7 completed prior to camp

other information: Merit badge instruction takes place on campsite and is led by leader; prior to issuance of merit badge cards, unit leader submits list of Scouts who completed merit badge to camp office; cannot be completed in camp if work for requirements 4–7 are not completed prior to camp

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

Cooking requirements have changed; review before camp.



ENVIRONMENTAL SCIENCE

when: Monday–Thurs: 9:15–11:00 a.m.;
2:00–3:45 p.m.

where: Ecology Area

who: For third-year campers and older

recommended advance work:

Requirements 3 & 5 prior to camp

other information: Each session is 2 hours; Boy Scout Field Book is helpful resource; time-consuming merit badge



FIRST AID

when: Monday–Thursday: 10:15 a.m.–noon;
2:00–3:45 p.m.

where: Scoutcraft Area

who: For all Scouts

recommended advance work: Read merit badge book

required materials/preparation:

Requirements 2d & 7 prior to camp; Red Card completion prior to camp (see CPR/Red Card requirements, page 4)



FISHING

when: Monday–Tuesday: 10:15 a.m.; 11:15 a.m.; 4:00 p.m.

where: Nature Area

who: For all Scouts

recommended advance work: Practice knots and study Outdoor Code prior to camp; requirement 7 involves knowledge of state and local regulations

required materials/preparation: Fishing rod & reel, line, bait or lures needed for requirement 9

other information: Friday morning is scheduled as a help session if needed

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



FORESTRY

when: Monday–Thursday: 4:00 p.m.

where: Nature Area

who: For second-year campers and older

recommended advance work:

Requirement 7 prior to camp

required materials/preparation:

Requirement 5 completed prior to camp

other information: tree identification guide and spiral notebook helpful



GEOCACHING

when: Monday–Thursday: 9:15 a.m.; 10:45 a.m.

where: Scoutcraft Area

who: For all Scouts

recommended advance work:

Requirements 7 & 8 prior to camp

required materials/preparation: GPS devices available at camp; Scouts may bring their own GPS device



HORSEMANSHIP

when: Monday–Friday: 9:15 a.m.; 10:45 a.m.

where: Corral at north end of Camporee Area

who: For fourth-year campers and older

recommended advance work:

Requirements 1, 2, & 4 prior to camp — safety procedures, parts of horse, parts of saddle

required materials/preparation:

Horsemanship merit badge book, shoes with heels, long pants; physical strength needed to saddle, mount, and dismount

anticipated costs: \$20

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



INDIAN LORE

when: Monday–Thursday: 2:00 p.m.

where: Scoutcraft Area

who: For second-year campers and older

recommended advance work: Make model for 2c

required materials/preparation:

Research history of an Indian tribe for requirement 1; requirement 2d completed prior to camp if Scout plans to use it to fulfill requirement 2

anticipated costs: \$4–\$15, depending on sophistication of project



KAYAKING

when: Monday–Friday: 9:15 a.m.; 10:15 a.m.; 11:15 a.m.

where: Boating Area

who: For all Scouts

recommended advance work: Must be a Swimmer



LEATHERWORK

when: Monday–Thursday: 10:15 a.m.; 11:15 a.m.; 3:00 p.m.

where: Scoutcraft Area

who: For all Scouts

recommended advance work: Knowledge of requirements 1 & 2 prior to camp

required materials/preparation:

Materials for project can be purchased at camp or brought from home

anticipated costs: \$7–\$18 depending on project

other information: Assistance available 2:00–5:00 p.m. in Scoutcraft Area



LIFESAVING

when: Monday–Friday: 9:15 a.m.; 10:15 a.m.; 11:15 a.m.

where: Swimming Area

who: For second-year campers and older

recommended advance work: Practice swimming skills prior to camp

required materials/preparation: Scout must have completed Second and First Class swimming requirements prior to camp; long-sleeve button-up shirt and long pants needed for requirement 7e

other information: Must be strong swimmer; merit badge cannot be completed at camp unless proof of CPR training is presented; scheduled dry session Wednesday night after beach party



MAMMAL STUDY

when: Wednesday–Thursday: 2:00 p.m.; 3:00 p.m.; 4:00 p.m.

where: Nature Area

who: For all Scouts

recommended advance work: Complete reports prior to camp

other information: Writing materials such as paper and pen needed for reports; help session scheduled for Friday morning if needed



MOTORBOATING

when: Monday–Friday: 9:15 a.m.; 10:15 a.m.; 11:15 a.m.

where: Boating Area

who: For fourth-year campers and older

required materials/preparation:

Red Card; must be a Swimmer; **must** complete Missouri Boater Education online at boat-ed.com/missouri/ before being allowed to sign up for this badge

anticipated costs: \$10 online fee for Missouri Boater Education; \$10 boat-use fee at camp

NOTE: Class size is limited due to equipment available.



PIONEERING

when: Monday–Thursday: 9:15–11:00 a.m.; 3:00–4:45 p.m.

where: Scoutcraft Area

who: For second-year campers and older

recommended advance work: Good knowledge of knots and lashings

required materials/preparation:

Requirement 7; bring completed scale model to camp

other information: Meets for two hours daily; construction of pioneering project can be time-consuming.



RIFLE SHOOTING

when: Monday–Friday: 9:15 a.m.; 10:45 a.m.

where: Rifle Range

who: For third-year campers and older

recommended advance work: Requires knowledge of state and local regulations; review this information prior to camp

required materials/preparation: Rifle Shooting merit badge book; requires shooting skill and knowledge of terms

other information: Each session is 1 1/2 hours; this merit badge can be time-consuming

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



ROWING

when: Monday–Friday: 11:15 a.m.

where: Boating Area

who: For second-year campers and older

recommended advance work: Knowledge or requirements 4, 9, 10, and 11 prior to camp

required materials/preparation: Must be a Swimmer; requires physical strength to manage swamped rowboat

other information: Cannot be completed in camp unless Scout has proof of CPR instruction (Red Card); scheduled dry session after Wednesday night beach party



SHOTGUN SHOOTING

when: Monday–Friday: 9:15 a.m.; 10:45 a.m.

where: Shotgun Range in Camporee Field

who: For fourth-year campers and older

recommended advance work: Knowledge of state and local regulations.

required materials/preparation:

Shooting skill

anticipated costs: \$40; pay in camp office and bring receipt to Shotgun Range; participation limited; sign up prior to camp using Older Scout registration form



SMALL-BOAT SAILING

when: Monday–Friday: 9:15 a.m.; 10:45 a.m.

where: Boating Area

who: For third-year campers and older

recommended advance work: Review sailing terminology and points of sail

other information: Weather may impact completion of the badge



SPACE EXPLORATION

when: Monday–Thursday: 10:15 a.m.; 11:15 a.m.; 2:00 p.m.

where: Nature Area

who: For third-year campers and older

recommended advance work: Read merit badge book

required materials/preparation:

Requirements 2, 5, & 7

anticipated costs: \$15 for materials



SWIMMING

when: Monday–Friday: 9:15 a.m.; 10:15 a.m.

where: Swimming Area

who: For all Scouts

recommended advance work: Swimming practice prior to camp; knowledge of Safe Swim Defense Plan; requirement 10c prior to camp

required materials/preparation: Scout must have completed Second and First Class swimming requirements prior to camp

other information: Merit badge cannot be completed at camp unless proof of CPR training is presented; scheduled dry session Wednesday night after beach party



WATER SPORTS

when: Monday–Friday: 9:15 a.m.; 10:15 a.m.; 11:15 a.m.

where: Boating Area

who: For fourth-year campers and older

required materials/preparation: Red Card; must be a Swimmer

anticipated costs: \$20

NOTE: Class size is limited due to equipment available.



WILDERNESS SURVIVAL

when: Monday–Thursday: 11:15 a.m.; 4:00 p.m.

where: Scoutcraft Area & wilderness campsite

who: For second-year campers and older

recommended advance work: Knowledge of requirements 1, 2, 6, 7, 9, and 10

required materials/preparation: Survival kit and materials for shelter

other information: Scouts, prepare to build structure and sleep overnight in it

NOTE: If his troop does an overnight during the week, the Scout may attend the troop overnight instead of the Wilderness Survival overnight.



WOODCARVING

when: Monday–Thursday: 9:15 a.m.; 4:00 p.m.

where: Scoutcraft Area

who: For all Scouts

recommended advance work:

Requirement 1; practice and knowledge of sharpening pocket knife

required materials/preparation: Earn Totin' Chip prior to camp

anticipated costs: \$5–\$10 for materials

other information: Assistance available in Scoutcraft Area 2:00–5:00 p.m.

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

Section 03 • Order of the Arrow

The Order of the Arrow (O.A.) plays a vital role in the council's camping program. Members of the Order of the Arrow represent Scouting's honored campers. Please set the best example possible for all Scouts and adults to follow.

MEETINGS

Meetings for all O.A. members in camp are on Monday and Thursday at 1:15 p.m. at the Program Hall.

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

CITATION FEES

Citations and fees for both lodges are due in the camp business office between 8:00 and 11:00 a.m. Thursday following the election.

- The Anpetu-We Lodge citation fee is \$20. Pre-Ordeal takes place on Thursday night in camp at S bar F Scout Ranch or Friday night at Anpetu-We Fall Reunion weekend in September.
- The Shawnee Lodge citation fee is \$20. Pre-Ordeal takes place on Thursday night in camp at S bar F Scout Ranch.

ACTIVITIES

Activities are offered throughout the week at camp.

Monday Night Evening

Check with camp O.A. coordinator for details.

O.A. Thursdays

Every week, Thursday is officially "O.A. Day." Every Arrowman is strongly encouraged to wear an O.A. T-shirt. After the afternoon program, Arrowmen should wear the full class-A uniform and sash.

O.A. ELECTION INFORMATION

Scoutmaster Instructions

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

Scouts should be informed about the O.A. and the election before the election ceremony, such as at a troop campfire or meeting held earlier in the week at camp. Explain the purpose, activities, and importance of O.A. and the election. The troop counselor can help with such a presentation.

Scouts who have demonstrated their ability as honor campers are recognized. Each Greater St. Louis Area Council troop in camp can conduct an O.A. election at 7:00 a.m. on Thursday before breakfast. A member of the camp staff helps the troop with the election. An election is not valid without the troop counselor or a designated member of the camp staff present. Staff members are available upon request to provide an explanation of the O.A. to the troop prior to Thursday morning's election.

Unit leaders must have advancement and camping records of the troop's O.A. candidates with them in camp.

The Scouts and leader in the troop elected to O.A. membership are notified of their election during the O.A. ceremony on Thursday evening. At 8:15 p.m. the entire camp assembles at the parade ground. The O.A. ceremony is conducted according to the Shawnee Lodge "Procedures in Camp."

The following procedure should be used on the morning of the election. The troop counselor is there to run the election; he is the representative of the O.A. lodge.

The Election

The leader...

- Provides ballots (may be preprinted) and candidate list.
- Gives a short explanation of the O.A. and includes these points:
 - It is a national honor society of the Boy Scouts of America.
 - It honors those that best exemplify the Scout Oath and Scout Law.
 - The only way to gain membership is to be elected by his troop.
 - Leaders 21 and older are not allowed to vote.
 - The election is not a popularity contest.
- Calls forward the candidates and has them form a line in the front of the troop.
- Asks if any Scouts feel that their names should not be on the eligible list.
- Asks if anyone has influenced Scouts on how to vote.

The troop counselor...

- Arrives onsite by 6:50 a.m.
- Meets with leadership to determine number of candidates.
- At the election, he:
 - Shows the symbols of the Order.
 - Explains the voting procedures. A Scout may vote for one, two, three, or more or none of the eligible Scouts.
 - Reminds the troop it is not a popularity contest.
 - Hands out ballots, asks members to print first and last names, and reminds them it is a secret ballot so there should be no discussion through the day.
 - Informs members where to submit the completed ballots.
 - As ballots are handed in, asks members to return to the patrol site for breakfast.

Following the O.A. Election

- After all votes have been cast, the unit leader and troop counselor count the votes. No other leader or Scout should assist in counting the votes. Refer to the voting rules if needed.
- Scoutmaster fills out election results on the Election Report Form.
- Troop counselor goes to the office and turns in Election Results Form and completes his section of the candidates' citations.
- Unit leader completes citations in camp office and pays induction fees by 11:00 a.m.
- At this time, the leader may exercise his veto by simply tearing up the Scout's citation. He may not substitute any candidates for a vetoed Scout.
- Blank or completed citations should not leave the office.
- Citation(s) should be turned in at this time if any adult Scouter has been elected at an earlier committee meeting.

NOTE: During the call-out ceremony, it is inappropriate and unacceptable for candidates to be forcefully removed or knocked down from the call-out line. Individuals who disregard this policy will be asked to leave camp.

NOTE

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

ANPETU-WE LODGE REQUIREMENTS AND PROCEDURES FOR MEMBERSHIP

February 2013 Revision

I. Ordeal Honor Qualifications

Youth candidates are designated as those less than 21 years of age. Adult Leader candidates are 21 and older at the time of the election.

- A. Be currently registered in a chartered Scout Troop.
- B. After joining a troop or team, have experienced 15 days and nights of Boy Scout camping during the two-year period prior to the election. The fifteen days and nights must include one, but no more than one, long-term camp consisting of six consecutive days and nights of resident camping, approved and under the auspices and standards of the Boy Scouts of America. The balance of the camping must be overnight, weekend, or other short term Boy Scout camps.
- C. Be elected by a vote of the troop members present at the election conducted according to procedures outlined elsewhere in these rules. (see Section II F)
- D. Youth members must hold the rank of First Class Scout at the time of the election and must be approved by their Scoutmaster.
- E. Adult candidates are subject to the approval of the Scout Executive. The Scout Executive may choose to authorize a waiver for adult leaders for the requirement for long-term camp upon the recommendation of the Lodge Adviser. Only conditions related to job security or health of the adult may be considered. Approval must be secured two weeks prior to the adult election at the troop committee meeting.

II. Ordeal Election Procedures

- A. An Order of the Arrow election may be held by any Scout troop or Varsity team in the Greater St. Louis Area Council under the following guidelines;
- B. Who may vote in the election?
 1. Scout election: Every registered troop member under 21 years of age present at the election may vote. Scout leaders may not vote on Scout candidates.
 2. Scout leader election: Every registered troop Scout leader present at the election may vote. Scouts may not vote on adult leader elections.
- C. When and where are elections held?
 1. Scout elections are held during the Troop's stay in a Council long-term camp.
 2. If the Troop is attending an elsewhere camp, the election will be held at a Troop meeting during the month of May, conducted by chapter officers. An elsewhere report must be filed with the Council by May 1.

3. Scout leaders should be elected at a troop committee meeting prior to long-term camp.
4. A troop may hold only one youth and one adult election during any calendar year. To hold an adult election, a valid youth election must be held in that same year with youth candidate(s) elected.
5. Scoutmasters should have the Troop's advancement and camping records at the election to facilitate filling out the citation and to verify eligibility.

D. How many Scout candidates may a troop elect?

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

E. How many adult candidates may a troop elect?

1. Adult leaders in units: Each year, upon holding a troop or team election for youth candidates that results in at least one youth candidate being elected, the unit committee may nominate adults to the lodge. The number of adults nominated can be no more than one-third of the number of youth candidates elected, rounded up where the number of youth candidates is not a multiple of three. In addition to the one-third limit, the unit committee may nominate the currently serving unit leader (but not assistant leaders), as long as he or she has served as unit leader for at least the previous twelve months. Adults will be candidates for induction, provided the following conditions are fulfilled:
 - Selection of the adult is based on the ability to perform the necessary functions to help the Order fulfill its purpose, and not for recognition of service, including current or prior achievement and positions.
 - The individual will be an asset to the Order because of demonstrated abilities that fulfill the purpose of the Order.
 - The camping requirement set forth for youth members are fulfilled.
 - The adult leader's membership will provide a positive example for the growth and development of the youth members of the lodge.
2. Adult leaders who are not registered with a troop or team may be elected to candidacy by the Lodge Executive Committee. The camping requirement may be waived by the Scout Executive with the approval of the Lodge Adviser.

3. Members of our Council's Executive Staff are members ex-officio of our Lodge. When newly appointed if they have not previously been inducted into the Order of the Arrow, they are to be given an early opportunity to take part in the Ordeal and the Ordeal ceremony.
4. Camp staff members are to be elected to membership by their own Troop. If they are Council or district Scout leaders they may be elected by the Lodge Executive Committee.

F. Method of election

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

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

1. The Scoutmaster provides a list of all members of the Troop who he certifies have met all eligibility requirements. This is posted so that all Scouts participating in the election may see it.
2. The Scoutmaster and Arrowman conducting the election will discuss with the voting Scouts of the Troop the purpose of the Order, eligibility requirements, voting procedures, and how a candidate is inducted. They may explain the emblems of the Order and the significance of the Native American tradition.
3. The Scouts of the Troop then vote. A voter may list on his ballot any combination of names, including all eligible candidates, who he believes are worthy to become members of the Order of the Arrow.
4. The election team of the Scoutmaster and Arrowman count the ballots.
5. The team determines the number of votes a Scout must receive to be elected as follows: If the number of ballots turned in was an even amount (2, 4, 6...) divide this number by two. If the number of ballots submitted was an odd number (3, 5, 7...) add one and then divide by two.

6. Votes are counted to determine who has been elected. All votes count equally.
7. The election team fills out the citations for each person elected. The citation must be signed by the Scoutmaster and the Arrowman conducting the election.

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

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

G. Ordeal citation procedures

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

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

H. Time limitation on completion of the Ordeal

A candidate must complete his Ordeal at either of the first two Lodge functions at which induction is possible after his election. If a candidate is not in attendance he may be inducted at the next Lodge function with the approval of the Lodge Chief. If not inducted within this time frame his election is void. Such a candidate may be re-elected in the future.

I. Disabled Scouts and leaders

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

General Schedule

FOOD PICK-UP: Breakfast 7:00 a.m. [Thursday 6:45 a.m.] • Lunch noon • Dinner 5:30 p.m.

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	S A T U R D A Y C H E C K O U T
9:00 to 10:00 a.m.	9:30 a.m. Leaders Meeting	Leaders Meeting — see camp for specific time		9:30 a.m. Leaders Meeting	9:30 a.m. Leaders Meeting	
10:00 to 11:00 a.m.			10:30 a.m. Safe Swim & Safety Afloat – Aquatics Area			
11:00 a.m. to noon						
1:00 to 2:00 p.m.	1:15 p.m. Order of the Arrow Meeting			1:15 p.m. Order of the Arrow Meeting		
2:00 to 3:00 p.m.	2:00 p.m. Pressurized Fuel Training				2:00 to 5:00 p.m. Mile Swim	
3:00 to 4:00 p.m.						
4:00 to 5:00 p.m.						
7:00 to 8:00 p.m.			7:00 p.m. Beach Party			
8:00 to 9:00 p.m.				8:15 p.m. Assemble on Parade Field for O.A.	8:15 p.m. Assemble on Parade Field for Closing Campfire	
10:00 p.m.	On campsite PLC	On campsite PLC	On campsite PLC	On campsite PLC	On campsite PLC	

Older Scout Programs

Sample schedule; subject to change. Check at camp program hall for updates.

	Morning	Afternoon	Evening
Monday	Mountain Bikes	Shotgun Shooting & Waterskiing	open programming
Tuesday	Huck's Cove	Shotgun Shooting & Waterskiing	Hamburger Barbecue
Wednesday	Climbing Merit Badge Instruction – Part 1	Kayak Polo & Waterskiing	Water Carnival
Thursday	Climbing Merit Badge at Cliffs – Part 2	Climbing Merit Badge at Cliffs – Part 2 continued & Waterskiing	Order of the Arrow Ceremony
Friday	Stand-up Paddleboard Lake Tour	Waterskiing & Mile Swim	Closing Campfire

Additional older Scout programs will be developed during camp staff training week. Information will be posted in the program hall of the camp.

Older Scout schedules are posted in the program hall on Sunday night after the SPL meeting. At this time, any open spots are available on a first-come, first-served basis.

Leaders Meetings

Adult Leaders Office Front Porch		Senior Patrol Leaders/Older Scouts Older Scout Program Area	
Sunday	7:15 p.m.	Sunday	7:15 p.m.
Monday	9:30 a.m.		
Tuesday	check at camp for time		
Thursday	9:30 a.m.		
Friday	9:30 a.m.		

Campsite Schedules

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

Instructional Swim Period & Merit Badges

This is the time that Scouts working on Swimming or Lifesaving merit badges should be taking the merit badge.

Merit Badge Schedules

	time(s)	day(s)	notes
SCOUTCRAFT			
Basketry	2:00-5:00 p.m.	Monday–Thursday	not an actual class; work at your own pace
Camping	9:15 a.m.; 2:00 p.m.; 3:00 p.m.	Monday–Thursday	
First Aid	10:15 a.m. 2:00 p.m.	Monday–Thursday	2-hour session
Geocaching	9:15 a.m.; 10:45 a.m.	Monday–Thursday	1 1/2-hour sessions
Indian Lore	2:00 p.m.	Monday–Thursday	
Leatherwork	10:15 a.m.; 11:15 a.m.; 3:00 p.m.	Monday–Thursday	afternoon help session
Pioneering	9:15 a.m.; 3:00 p.m.	Monday–Thursday	2-hour session
Wilderness Survival	11:15 a.m.; 4:00 p.m.	Monday–Thursday	plus evening campout
Woodcarving	9:15 a.m.; 4:00 p.m.	Monday–Thursday	afternoon help session
NATURE			
Astronomy	9:15 a.m.; 4:00 p.m.	Monday–Thursday	evening star study required
Environmental Science	9:15 a.m.; 2:00 p.m.	Monday–Thursday	2-hour session
Fishing	10:15 a.m.; 11:15 a.m.; 4:00 p.m.	Monday & Tuesday	
Forestry	4:00 p.m.	Monday–Thursday	2-hour session
Horsemanship	9:15 a.m.; 10:45 a.m.	Monday–Friday	
Mammal Study	2:00 p.m.; 3:00 p.m.; 4:00 p.m.	Wednesday & Thursday	
Space Exploration	10:15 a.m.; 11:15 a.m.; 2:00 p.m.	Monday–Thursday	
AQUATICS			
Canoeing	9:15 a.m.; 10:15 a.m.	Monday–Friday	Wed. night dry session
Lifesaving	9:15 a.m.; 10:15 a.m.; 11:15 a.m.	Monday–Friday	Wed. night dry session
Kayaking	9:15 a.m.; 10:15 a.m.; 11:15 a.m.	Monday–Friday	Wed. night dry session
Motorboating	9:15 a.m.; 10:15 a.m.; 11:15 a.m.	Monday–Friday	Wed. night dry session
Rowboating	11:15 a.m.	Monday–Friday	Wed. night dry session
Small-Boat Sailing	9:15 a.m.; 10:45 a.m.	Monday–Friday	Wed. night dry session
Swimming	9:15 a.m.; 10:15 a.m.; 11:15 a.m.	Monday–Friday	Wed. night dry session
Water Sports	9:15 a.m.; 10:15 a.m.; 11:15 a.m.	Monday–Friday	Wed. night dry session
SHOOTING SPORTS			
Archery	9:15 a.m.; 10:45 a.m.	Monday–Friday	1 1/2-hour session
Rifle Shooting	9:15 a.m.; 10:45 a.m.	Monday–Friday	1 1/2-hour session
OLDER SCOUT PROGRAM			
Climbing	morning and morning & afternoon	Wednesday Thursday	
Horsemanship	9:15 a.m.; 10:45 a.m.	Monday–Friday	1 1/2-hour session at S bar F Corral in Ranch Camporee Area
Shotgun Shooting	9:15 a.m.; 10:45 a.m.	Monday–Friday	1 1/2-hour session at Shotgun Range in Camporee Area
AT CAMPSITE (with Scoutmaster)			
Cooking*	determined by leader	Monday–Friday	<i>*requirements have changed; review before camp</i>

See “Section 02 • Advancement” for detailed information about merit badges.

Also, visit stlbsa.org for any National BSA requirement changes that may occur after publication of this manual.

SHAWNEE LODGE RULES AND BY-LAWS

February 2013 Revision

SECTION I. NAME, AFFILIATION, AND ORGANIZATION

SECTION II. MEMBERSHIP

SECTION III. OFFICERS

SECTION IV. MEETINGS

SECTION V. FINANCES

SECTION VI. INSIGNIA

SECTION VII. AMENDMENTS

SECTION VIII. CEREMONIES

SECTION IX. GOVERNING BODY

SECTION I. Name, Affiliation, and Organization

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

SECTION II. Membership - Information and Procedures

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

A. Ordeal Honor Qualifications

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

1. Be currently registered in a chartered Scout troop.
2. After registration with a troop or team, have experienced 15 days and nights of Boy Scout camping during the two-year period prior to the election. The 15 days and nights must include one, but no more than one, long-term camp consisting of six consecutive days and five nights of resident camping, approved and under the auspices and standards of the Boy Scouts of America. The balance of the camping must be overnight, weekend, or other short-term camps.
3. Youth members are elected by a vote of troop members present at the election. Elections are conducted according to procedures outlined elsewhere in these rules.
4. Be in attendance at long-term camp for one full week when elected. A member not with the troop at long-term camp is eligible if he attends a Philmont Trek or another High Adventure Base, a Jamboree, the council's National Youth Leader Training Camp, another week-long Boy Scout camping program or week-long Wood Badge in the same summer. Failure to meet this requirement voids an election. Adult candidates must attend the full term camp the summer of the election. Webelos or Cub camping is not acceptable.
5. Youth members must hold the First Class Rank at the time of the election.
6. Youth members must be approved by their unit leader.
7. Adult candidates are subject to the approval of the Scout Executive. The Scout Executive may choose to authorize a waiver for adults for long term camp to qualify for resident camping experience over the two year period, upon

individual written petition to him stating reason why six consecutive days of resident camp is unattainable. Only conditions related to job security or health of the adult will be considered. No further interpretation or alternatives are to be considered. This must be done two weeks before the election at the Committee Meeting.

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

B. Ordeal Election Procedures

1. An Order of the Arrow election may be held by any Scout troop, in the Greater St. Louis Area Council.
2. Who may vote in the Election?
 - a. Scout Election: Every registered unit member under 21 years of age present in camp for the full week may vote. Scouters may not vote on Scout candidates.
 - b. Adult Scouter Election: Every registered unit adult Scouter present at the election may vote. Scouts may not vote on Scouter candidates.
3. When and Where are Elections to be Held?
 - a. Scout Troop: During the troop's stay in long-term camp. This is done at a Greater St. Louis Area Council Camp. Troops camping elsewhere must follow the Elsewhere Camp Election procedures. Procedures are available at our council office.
 - b. Adult Scouters must be elected at a committee meeting prior to camp.
 - c. A unit may hold only one youth and one adult election during any calendar year. To hold an adult election, a valid youth election must be held in that same year with youth candidate(s) elected.
4. How many Scout Candidates may a Unit Elect?
 - a. There is no maximum or minimum number of candidates a unit may elect.
 - b. To be elected, a candidate must receive votes from at least 50% of those registered and active members participating in the election. A voter may list any combination of names, including all eligible candidates who he believes are worthy to become members of the Order of the Arrow.
5. How Many Adult Candidates May a Unit Elect?
 - a. The adult election should be held at a regular troop committee meeting. Every registered leader in attendance may vote. Follow youth election procedures as possible.
 - b. Adult leaders in units: Each year, upon holding a troop or team election for youth candidates that results in at least one youth candidate being elected, the unit committee may nominate adults to the lodge. The number of adults nominated can be no more than one-third of the number of youth candidates elected, rounded up where the number of youth candidates is not a multiple of three. In addition to the one-third

limit, the unit committee may nominate the currently serving unit leader (but not assistant leaders), as long as he or she has served as unit leader for at least the previous twelve months. Adults will be candidates for induction, provided the following conditions are fulfilled:

- Selection of the adult is based on the ability to perform the necessary functions to help the Order fulfill its purpose, and not for recognition of service, including current or prior achievement and positions.
- The individual will be an asset to the Order because of demonstrated abilities that fulfill the purpose of the Order.
- The camping requirement set forth for youth members are fulfilled.
- The adult leader's membership will provide a positive example for the growth and development of the youth members of the lodge.

- c. Adult Scouters not registered with chartered units may be elected to candidacy by the Executive Committee of the Lodge. The camping requirement may be waived at the discretion of the Scout Executive. (see Section II A. 8)
- d. Members of the Council's Executive Staff are members ex-officio of the Lodge, and when newly appointed, if they have not previously been inducted into some lodge of the Order, should be given an early opportunity to take the Ordeal and the Ordeal ceremony. Camp staff members are to be elected in their own unit or if they are council or district Scouters, they should be elected by the Lodge Executive Committee.

6. Method of Election at Summer Camp

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

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

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

- a. The unit leader provides a list of all members of the unit whom he certifies have met all eligibility requirements. This is posted so that all members participating in the election may see it.
- b. The election team determines the maximum number of names on the ballot (See Section II B 4 b).
- c. The unit leader and/or Arrowman conducting the election will discuss with the members of the unit the purpose of the Order, the eligibility requirements, voting procedures, and how a candidate is inducted. He may explain the emblems of the Order and the significance of the Indian tradition in the Order.
- d. The members of the unit then vote, listing on the

ballot the names from the eligibility list of those persons they believe worthy of the honor. They may list no more than the specified number of the eligible candidates. Scouts may not be forced to vote for the maximum.

- e. The election team counts the number of ballots turned in.
- f. The team determines the number of votes a boy must receive to be elected as follows: if the number of ballots turned in was even (2, 4, 6, etc.), divide this number by two. **If the number was odd (3, 5, 7, etc.), add one and then divide by two.**
- g. See section II B.4.b. for number of votes required for election.
- h. The election team fills out a citation for each person elected. The citation must be signed by the unit leader and the Arrowman conducting the ceremony.

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

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

Ordeal Citation Procedure

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

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

8. Time Limitation on Completion of Ordeal

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

9. Disabled Scouts and Scouters

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

Section 04 • Food Service

WHY PATROL FEEDING?

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

Patrol Feeding

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

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

Dining Hall

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

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

Average time comparisons in minutes

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

Average all Scouts/all meals: 82 minutes

Average: 75 minutes

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

PATROL COOKING

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

Type of Menus

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

Preparation

Care must be taken and the cooks cautioned to follow the menus as they are written. This is most important. On Monday morning, the troop counselor will work with any patrol that needs additional help.

Size of Patrols

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

Duty rosters should be used by each patrol.

NOTE: If a troop has fewer than five Scouts and leaders, the options are (1) combine with the troop sharing the campsite or (2) pay for necessary meal rations at \$75.

Cooking Equipment

All equipment needed for the preparation of meals is provided at camp. Steps must be taken to insure proper care of this equipment. The troop counselor will show Scouts how the equipment should be cared for and used.

Eating Equipment

Plates and cups are furnished as part of the camp equipment. Each Scout and leader should bring a personal knife, fork, and spoon.

Staple Issuance

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

Ice

Ice is issued with most lunches and dinners. Additional ice is available for purchase from the trading post.

Food Pickup

Food is issued on an individual meal basis and should be picked up from the Commissary in each camp by the cooks assigned to that meal. Ample time is given to allow for preparation of the meal after the food has been picked up. Plastic containers used for food issue must be cleaned and returned to the Commissary after each meal.

Food pick-up times are 7:00 a.m. (6:45 a.m. Thursday only), noon, and 5:30 p.m.

Special Diets

Occasionally, an individual has varying dietary needs for religious, personal, or health reasons. The camp menu is provided prior to camp to unit leaders in planning for that individual's needs.

NOTE: It is the responsibility of the individual and unit to bring any necessary supplements to the menu.

Suggested Meal Times

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

Extra Supplies

Scouts should conserve and wisely use all items. If extra supplies are needed — soap pads, paper towels, TP, charcoal, etc. — any leader can come to the Commissary and needs are filled as supplies are available.

Garbage & Trash Disposal

Trash bags are provided for transporting garbage to the disposal area located adjacent to the Commissary building in each camp. Garbage should be disposed of after each meal. The troop counselor will show how to dispose of trash, including paper and cans.

Dishwashing

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

Dishwater Disposal

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

Fire Building

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

Fires Needed	MON	TUE	WED	THU	FRI	SAT
Breakfast	3	3	3	2	3	2
Lunch	2	2	2	2	2	
Supper	3	3	3		3	

Charcoal

On an average, a patrol uses 50 pounds of charcoal a week — 10 pounds each day. A charcoal chit is issued to each patrol to help control the amount and avoid waste. Charcoal can be picked up during quartermaster hours.

USDA SUMMER MILK PROGRAM

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

Program benefits and services are available to all children without regard to race, color, sex, handicap, age, or national origin. Any individual experiencing discrimination should write immediately to the Secretary of Agriculture, Washington, DC 20250.

GRACE AT MEALS IN CAMPS

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

Morning Graces

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

Noon Graces

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

Evening Graces

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

Graces Suitable for Any Meal

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

Scout Benediction

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

S bar F Ranch Grace

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

Camp Lewallen Grace

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

Camp May Grace

We thank you, Lord, in every way
For the gifts you give to us each day,
For the gifts of life, the gifts of love,
The gifts of friends and heavens above.
For every Scout that does his best,
May this food of ours be blessed.
Amen.

Philmont Grace

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

Florida Sea Base – The Keys Blessing

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

Northern Tier Wilderness Grace

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

Section 05 • General Information

FEES

\$250 per week for Boy Scout Summer Camp. Lottery reservation fee of \$15 per Scout will be forfeited if not used by March 3 of the current camp year. All camp fees should be paid 15 days before the troop goes to camp. A troop may make special arrangements on all-or-none basis to provide its own food for religious, dietary, or personal preferences. For more information, call the Camping Department at 314-361-0600 or 800-392-0895.

One leader is free with three to 10 Scouts attending summer camp. One additional leader is free for each additional 10 Scouts or fraction thereof.

Camper Savings Day

A \$15 savings applies if the full fee is paid by March 3, Camper Savings Day, for the following camps: Boy Scout Summer Camp, Eagle Trail Camp, Horse Camp, and Ranger Program.

Webelos who transfer to Boy Scouting after March 3 can take advantage of the \$15 Camper Savings when fees are paid in full by April 15 and they show proof of transfer after March 3.

Additional Fees

Additional leaders at S bar F Scout Ranch — above the free-leader policy — are charged a \$75 fee to cover food costs.

Visiting leaders may also purchase individual meals at \$5 per meal. At S bar F Scout Ranch, these meals are served only at Astronauts' Hall. Visiting leaders may bring their own food to supplement the patrol's rations. Prices and times, which may be different from suggested campsite meal times for visiting leader meals, are as follows: breakfast at 8:00 a.m., lunch at noon, and dinner at 6:00 p.m.

Guest meals must be paid for at the Rand Building (S bar F Ranch headquarters).

Refunds

Refunds cannot be made at summer camp. All requests for refunds must be made in writing to the Camping Department within 30 days of the troop's departure from camp. The maximum refund per Scout is 50 percent of amount paid. Refunds are not available for those arriving in camp late or leaving early. No refunds are made after September 30 of the camp year.

VISITING TROOPS

Troops from outside the Greater St. Louis Area Council are welcome to enjoy the council's camp properties. Fees and programs are the same for visiting troops; however, three additional items are required upon arrival:

- Tour Plan
- Proof of troop accident and sickness insurance
- Written permission from the troop's home Order of the Arrow Lodge to participate in the Call-Out Ceremony.

NOTE: The Greater St. Louis Area Council cannot conduct a visiting troop's O.A. election nor may the visiting troop's newly elected Scouts or Scouters participate in the Pre-Ordeal Ceremony.

MEDICAL EXAMINATIONS

Every Scout and leader attending camp must — upon arrival — present a completed health record:

Parts A, B, and C of the Annual Health and Medical Record. Part C must be signed by licensed medical personnel (limited to a doctor of medicine, doctor of osteopathy, physician's assistant, or nurse practitioner). The Annual Health and Medical Record requires a yearly medical exam by licensed medical personnel for all Scouts and adults attending camp.

Adults who will spend fewer than 72 hours in camp are classified as visiting leaders and are not required to have the physician's statement. They must complete Parts A and B of the Annual Health and Medical Record.

NOTE: Visiting leaders may not swim unless they have Part C of the Annual Health and Medical Record signed by licensed medical personnel.

Medical forms can be downloaded from the Resources page at stlbsa.org. The forms can be filled out online, printed, and saved with the typed information. Beware of common errors: missing date of physical, doctor's signature, tetanus shot date. We only accept the BSA medical form. No school or sports physicals will be accepted. These issues will delay check-in.

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

Parents should not send their child to camp if he is feeling ill within three days prior to his departure to summer camp. This includes running a fever or stomach pains.

HEALTH CARE & FIRST AID

S bar F Scout Ranch has limited first aid supplies in the camp office and program areas.

The unit leader conducts all minor treatment of youths and adults. All medications are kept locked up and dispensed by the unit leader. Unit leaders should keep track of when, how much, the type, and by whom the medication was dispensed. When requested, the camp will hold medications requiring refrigeration or those that the camper and his leaders feel uncomfortable holding. If the injury or illness is beyond the knowledge of the unit leader, the camp medical staff will respond. The Ranch medical director holds sick call in the program hall each day: 9:30 a.m. for Camp Gamble and 10:15 a.m. for Camp Famous Eagle. An adult unit leader must accompany a Scout to sick call.

The camp medical director provides first aid treatment; the camp staff does not. Arrangements have been made with local medical facilities (see page 36) to accommodate cases needing attention beyond the scope of the camp medical staff. However, the camp office must be notified if a Scout is being taken to a hospital so that arrangements can be made for his admission. Parents of Scouts are responsible for the cost of any treatment that cannot be done in camp. Non-emergency transportation of a Scout or leader to a hospital is the responsibility of the troop. In case of an emergency, transportation will be provided by local authorities. Parents of the Scout are responsible for any costs incurred for emergency transportation.

EQUIPMENT

All equipment needed for camping and cooking is provided at no additional cost. Equipment includes the following items **for each patrol:** 9'x7' 2-man wall tents, cots, 12'x16' patrol fly, patrol box, Trail Chef cook kit, cooking utensils, patrol dining table, charcoal stove, water jug, and wash tubs. Scouts and leaders are responsible for bringing personal duffels including a knife, fork, and spoon. Campsites are equipped with latrine, washstand, shower, and flagpole. Troop leaders must not remove equipment from other campsites.

Troops may bring troop tentage or cooking equipment if desired. On the Program Sheet to be sent to the camp office, note specifically the camping equipment brought by the troop (e.g., 3 tents, 6 cots, 2 patrol boxes, etc.). Otherwise, the camp staff assumes that a troop needs council-provided equipment, and any extra council equipment must be taken to the commissary by the troop during Sunday check-in.

The Program Sheet is essential for distributing equipment fairly to each campsite.

Cots

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

Rifles & Bows

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

- Bows are maximum 40 lbs. pull weight.
- Bows are locked in the camp security closet when not in use. Council camps are not responsible for the bow while on the property.
- Although allowable, Scouts or leaders are not encouraged to bring bows to camp.
- Firearms or ammunition may not be brought to camp.

Recommended Troop Equipment to Bring to The Ranch

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

Week 1 Camping — Troops attending camp the first week may want to bring a gas-powered weed whip to knock down foliage on the fringes of the campsite.

See Personal Equipment List on next page.

LEADERSHIP

Each troop must have at least two registered leaders in camp at all times. After the first leader, who must be at least 21, other leaders may be 18 years old or older. Troops sharing campsites by prior arrangement may “share” leadership to meet this requirement.

There are no gender restrictions for leadership in the Boy Scouts of America and female adult leaders are welcome at summer camp, but there are no separate facilities on campsites. Campsite latrines are unisex and each troop with female leadership should make appropriate arrangements. Separate shower and latrine facilities for male and female leaders are located in designated areas of camp.

Recommended Personal Equipment to Bring to The Ranch

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

NOTES:

- Items not recommended are electronic devices (such as Nintendo DS, iPods, radios, cell phones), items of value, extra food that might attract animals.
- Items prohibited are firearms or ammunition, fireworks, alcoholic beverages.
- Campers should mark all of their equipment and clothing with their name.
- Insect repellent should be a lotion-type, as bug spray removes the waterproofing from canvas tents.
- A Scout is welcome in any Scout camp, whether or not he owns a Scout uniform.

LEADERS IN PROGRAM AREAS

Many leaders enjoy helping out in the program areas, but a leader's primary responsibility is on the campsite supervising, coaching, and instructing basic Scout skills. However, leaders who have the time and desire can spend an hour each day in the program area of their choice. Options vary from teaching a merit badge class from start to finish teaching Scouts how to fish, beginners to swim to running a challenging Pioneering merit badge program. Leaders can be a great help with a subject in which they are particularly skillful or interested and also can help the area director in what he needs most. A helping hand is greatly appreciated in instructional swim and Swimming, Rifle Shooting, and Fishing merit badges.

Troops with five or more Scouts participating in the Voyageur Program are be asked to provide an adult leader to assist with the program.

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

RELIGIOUS OBSERVANCE

Services are held as listed below. Check the bulletin board in the camp office or program hall for details.

- **Catholic Services:** Monday 1:15 p.m. at Gamble; Tuesday 1:15 p.m. at Famous Eagle
- **Lutheran/Protestant Services:** Monday 1:15 p.m. at Famous Eagle; Tuesday 1:15 p.m. at Gamble
- **Non-denominational Starlight Service:** Tuesday 10:15 p.m. in Aquatics Area (Gamble & Famous Eagle), followed by star-gazing and astronomy

See camp office for details.

Scouts have the opportunity to lead grace at each meal.

See “Section 04 • Food Service” for suggested graces to use.

DUTY TO GOD

Patch Requirements

- | | |
|--|---|
| ☐ Lead a grace before a meal. | ☐ Read a brochure about the religious emblems program or invite a chaplain to speak about it to your unit. |
| ☐ Attend a camp religious service. | |
| ☐ Participate in a religious devotion in your campsite. | |

The adult leader certifies Scouts for patches, which are sold in the Trading Post.

For more information, see the chaplain at S bar F Scout Ranch.

CAMP SAFETY PROCEDURES

- The buddy system must be used at all times.
- Fireworks, alcoholic beverages, sheath knives, non-prescription drugs, and personal firearms are not permitted in camp.
- Fires should be put out when leaving the campsite. No fire should be left unattended. Fire orders and severe weather procedures are posted in each campsite and should be reviewed with the entire membership of the troop. Unit leaders appoint a fire marshal for their troop and review the responsibilities of that position with the selected Scout on Sunday.
- No one should be transported in the cargo section of trucks.
- All buildings are smoke-free. Smokers, please smoke in a safe manner away from Scouts. It is unacceptable for anyone under the age of 18 to use tobacco products of any type at anytime during camp.
- Shoes, boots, sandals, or appropriate footwear should be worn at all times while walking around camp.
- The camp setting offers a great opportunity to observe plant and animal wildlife in their natural surroundings. Scouts and adults must not feed or try to catch any wildlife. Problems with any type of wildlife should be reported to the camp office or camp staff member immediately.
- Upon departure from camp, all Scouts must leave with their unit leadership, parent, guardian, or an individual approved by the parent or guardian. Written permission must be provided by the legal parent or guardian to the unit leadership if a Scout may leave camp with someone other than those listed above. This maintains accountability of all Scouts and provides for their safety.
- In order to easily determine visitors, adult visitors must wear a colored wrist band provided during check-in.
- Camp staff — under the guidance of their camp director — monitor camp for unauthorized persons. The central camp staff and the camp rangers provide assistance. Any questions or concerns regarding an unauthorized person should be referred to the camp director. Those persons found not to be official guests of the camp or a Scout unit will be asked to leave and escorted off the premises. Local law enforcement officers will be contacted if necessary. Any problems or safety concerns regarding unauthorized persons must be referred to the director of Camping or his designee.

SCOUT DISCIPLINE

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

- The Scout Oath and Law are the rules in camp. They are all that are needed, and unit leadership is responsible for enforcing these rules and disciplining Scouts who break them. It is expected that all Scouts and adults camping at this camp will live up to the principles and values of the Scout Oath and Law
- In the case of inter-troop conflicts or concerns, unit leadership of the individual Scouts involved is responsible for disciplining each Scout.
- Camp administration — including the camp director of any camp involved — is available and prepared to assist in establishing communication in the event of inter-troop concerns.
- Further action may be required of the unit leadership, as determined by camp administration. If necessary, the chartered organization and/or the district executive will be contacted.
- Camp administration reserves the right to take action, if necessary, including sending a Scout home immediately who steals, vandalizes, possesses a controlled substance, or intentionally places himself or another Scout in danger of harm.
- Hazing, “midnight raids,” tent ditching, or other such activities are not allowed at any time at camp. Such activities place Scouts at unnecessary risk of injury and may cause bigger problems to occur as a result of seemingly small rituals getting out of control.
- Scouts are expected to be on their campsites by 10:00 p.m. An adult leader or camp staff must accompany any Scout who needs to be away from his campsite after 10:00 p.m.
- Inappropriate behavior should be reported to the camp director as soon as possible.
- All discipline should be constructive in nature and in keeping with the guidelines of Safe Scouting and Youth Protection.

YOUTH PROTECTION

Any unit leader or staff member, who suspects, knows of, or witnesses a camper being abused at camp must notify the camp director immediately. Anyone suspected of mistreating a camper in any way — sexual, emotional, or physical — may be asked to leave camp.

- All Scouts must have their privacy respected when conducting personal business — showering, changing clothes, etc.
- Adults are not permitted to tent with a Scout unless the Scout is their own child.

GENERAL REGULATIONS

Adhering to the following regulations ensures that everyone has a fun and safe experience at camp.

Directional Signs for Troops

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

Pets

Pets are not permitted at camp. Please inform parents that pets are not permitted in camp when dropping off or picking up their child or during the Order of the Arrow call-out. Guests who bring pets to camp will be asked to leave the property.

Troop Trailers

One vehicle per troop is allowed to haul a trailer into the campsite on Sunday between 9:30 and 11:00 a.m.

Chains on campsite roads will be locked prior to 9:30 a.m. and after 11:00 a.m. on Sunday. The vehicle cannot be left at the campsite and must be moved to the parking lot. Trailers may be left on the site as long as the trailer is not blocking the camp truck road or the central area of the campsite. Unit leadership is required to walk the road before moving the trailer onto the campsite to check road conditions. Not all campsites are accessible by vehicle.

No passengers may be transported in the cargo section of trucks.

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

Vehicles in Camp

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

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

Section 06 • About This Camp

WELCOME TO THE RANCH!

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

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

CHECK-IN & CHECK-OUT

All units begin their week's activities on Sunday. An advance team of two leaders and at least two Scouts may arrive in camp after 9:30 a.m. on Sunday. The rest of the troop should not arrive before noon on Sunday.

Check-in time for troops is 1:00 to 2:30 p.m. on Sunday. Items needed for check-in include a troop roster, unpaid fees and copies of receipts, patrol names and breakdown figures, Voyageur registration and fees, and Thursday dinner count. A leader should proceed to the office in time for the office's opening with appropriate paperwork.

Camps Famous Eagle and Gamble business offices open at 1:00 p.m.

Express Check-In

Express Check-in is for troops that have:

- 1) all fees paid in full for their Scouts and adults
- 2) copies of their receipts
- 3) a completed camp roster
- 4) a patrol breakdown

Express check-in takes approximately 10 minutes in the camp office, but this does not include a wait time. Please complete the Express Check-in Sheet and give to the camp business manager.

Check-out for all camps is between 8:00 and 11:00 a.m. on the following Saturday. Staff members will be on the campsite beginning at 8:00 a.m. to assist with check-out procedures.

Merit badge cards, training cards, and Merit Badge Make-up Day information is available for pickup on Saturday morning in the Program Hall after 7:30 a.m. Troops should check and take care of all issues prior to final check-out.

HOURS OF OPERATION

Office

Sunday	1:00 to 4:00 p.m. & 7:15 to 8:15 p.m.
Monday–Friday	9:15 to 11:00 a.m., 2:00 to 4:00 p.m., & 7:15 to 8:15 p.m.
Saturday	7:30 to 11:00 a.m.

Quartermaster

Monday–Friday	Help is available anytime the Commissary is open.
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Trading Post

Monday–Friday	9:00 to 11:30 a.m.
Monday–Thursday	2:00 to 4:30 p.m.
all evenings except Wednesday	7:15 to 8:00 p.m.
Wednesday	8:30 to 9:30 p.m.
Saturday	9:00 to 11:00 a.m.

Each camp has a trading post that sells Scouting merchandise, camp souvenirs and clothing, food, and drinks. Immediate recognition is important to Scouts, and every effort is made to have enough emblems in the trading post. Mile Swim BSA, Challenge Course, rappelling emblems, and camp emblems and segments are available all week. Please purchase all emblems before leaving camp.

MAIL SERVICE

Scouts love getting mail at camp. The correct mailing address is:

Scout's Name, Troop No. _____
Camp name _____
Campsite name _____
S bar F Scout Ranch
Knob Lick, MO 63651

Example: *Johnnie Doe, Troop 1*
Camp Gamble
Francis Campsite
S bar F Scout Ranch
Knob Lick, MO 63651

TELEPHONE SERVICE

S bar F Scout Ranch, 573-756-5738. This phone number is for emergencies or leaving messages. To contact a Scout or leader in an emergency, leave a message for him to return a call. It is difficult to locate an individual camper for a waiting phone call. The emergency phone is manned 24 hours a day, but please refrain from calling between 10:00 p.m. and 8:00 a.m. unless it is a true emergency.

The fax number is 573-756-1243

CAMP VISITING HOURS

Parents who take their sons to camp on Sunday are welcome to inspect the camp facilities.

- Visiting hours for parents and relatives are Thursday from 5:00 p.m. to the conclusion of the Order of the Arrow call-out. **See the parent information sheet in this packet.** Please photocopy and distribute to each Scout's parents so that they are invited and "in the know."
- Scoutmasters should inform parents of visiting hours and ask their cooperation by not visiting camp at any other time or returning to the campsite following the Order of the Arrow ceremony.
- Children who are not Boy Scouts may not be in camp except during visiting hours.
- The O.A. Call-out Ceremony area is not accessible for handicapped parking or transportation.
- Remind parents of Scouts that they will be visiting a camp facility, so they should be prepared to do some walking. Visitors park in designated areas.
- Staff will be onsite to direct parking.

LEADERS MEETINGS AT CAMP

Troop Leaders Meetings

(camp office front porch)

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

Senior Patrol/Older Scout Leaders Meeting

(Older Scout Program Area)

Sunday	7:15 p.m.
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SUNDAY SCHEDULE

1:00 p.m.: Troop Check-in

Check-in at the camp office. Do not erect any canvas on the campsite until a member of the camp staff is present to help plan the campsite layout. The troop counselor, who helps with check-in and set-up of the campsite, arrives at 1:00 p.m. Have the following ready to check with the business manager:

- Troop roster.
- Patrol counts and names — including Scouts and adults.
- All receipts for camp fees paid at a council service center, in case there is a discrepancy.

Medical forms are left on the campsite.

Medical Recheck

As soon as possible after arrival at the campsite, have every Scout and adult leader change into swim trunks and shoes. The troop counselor then leads the medical recheck on the campsite. Be sure each person has a completed medical form for presentation to the staff members.

Immediately following the medical recheck, the troop counselor directs the troop to the commissary orientation and swim qualification.

Campsite

Following orientation, the troop returns to the campsite and checks the following:

- Tents in order
- Site in order
- Beds made
- Equipment needs secured from quartermaster
- Patrol kitchen set up
- Scouts made aware of schedule
- All campsite facilities reviewed by troop counselor
- Extra equipment returned to quartermaster

6:15 p.m.: Sunday Retreat

Entire camp stands Retreat in complete uniform. Senior patrol leaders should assemble their troops so they can arrive at the main flagpole by 6:15 p.m.

6:30 p.m.: Sunday Dinner

7:15 p.m.: Leaders Meeting

Meet at the camp program hall porch for approximately 45 minutes.

7:15 p.m.: SPL/Older Scout Meeting

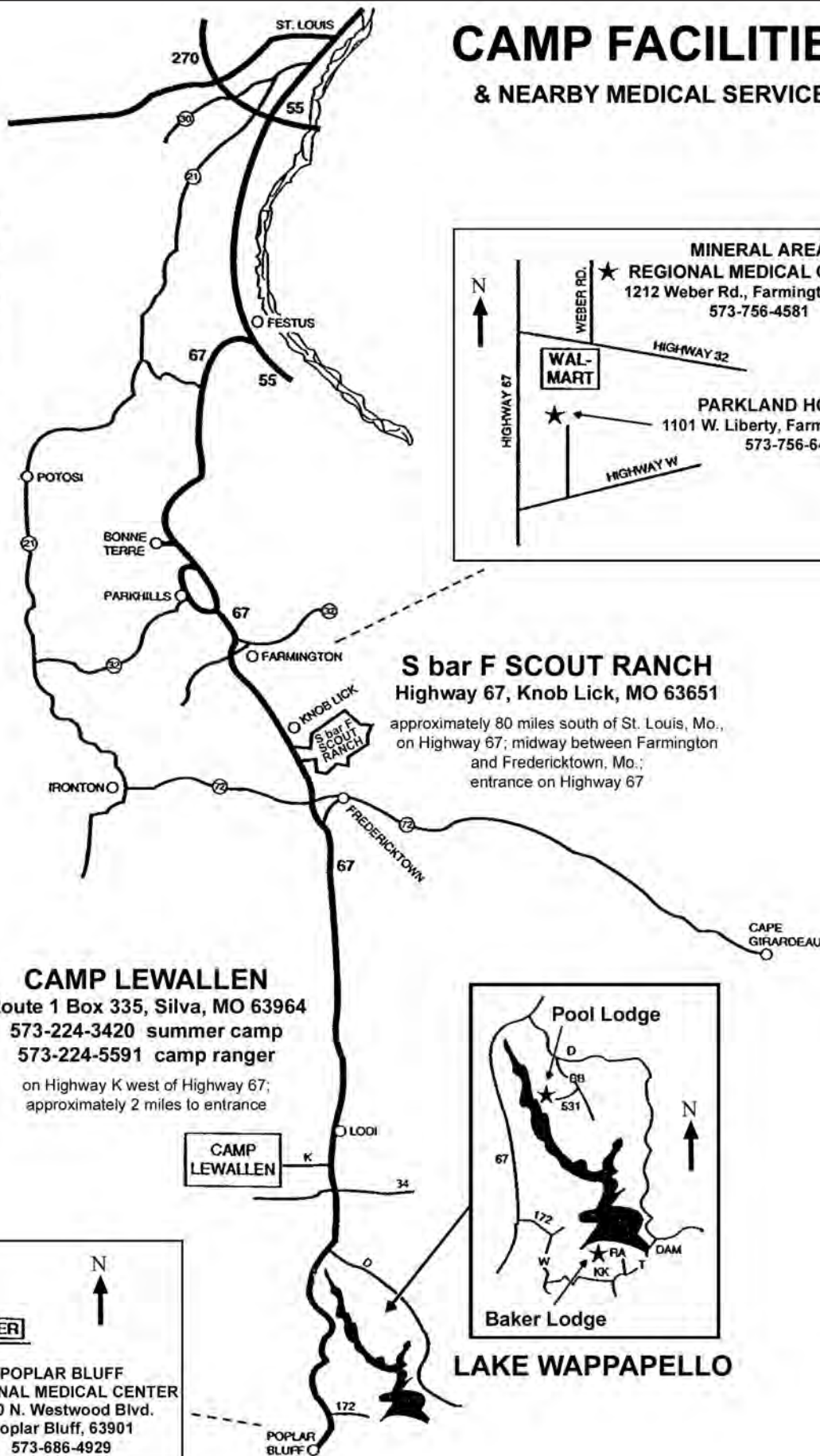
Meet at the Older Scout Area.

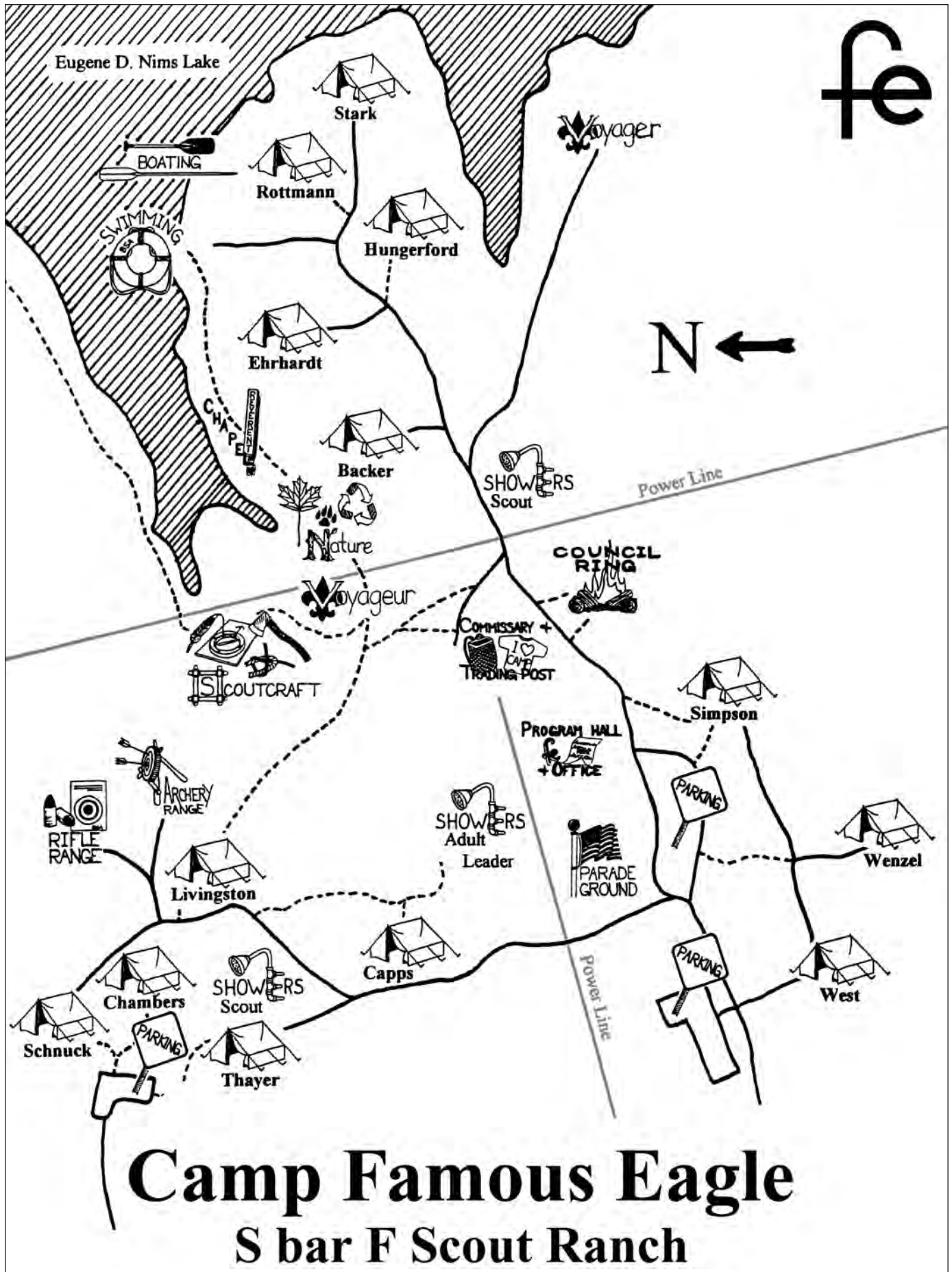
8:15 p.m.: Opening Campfire

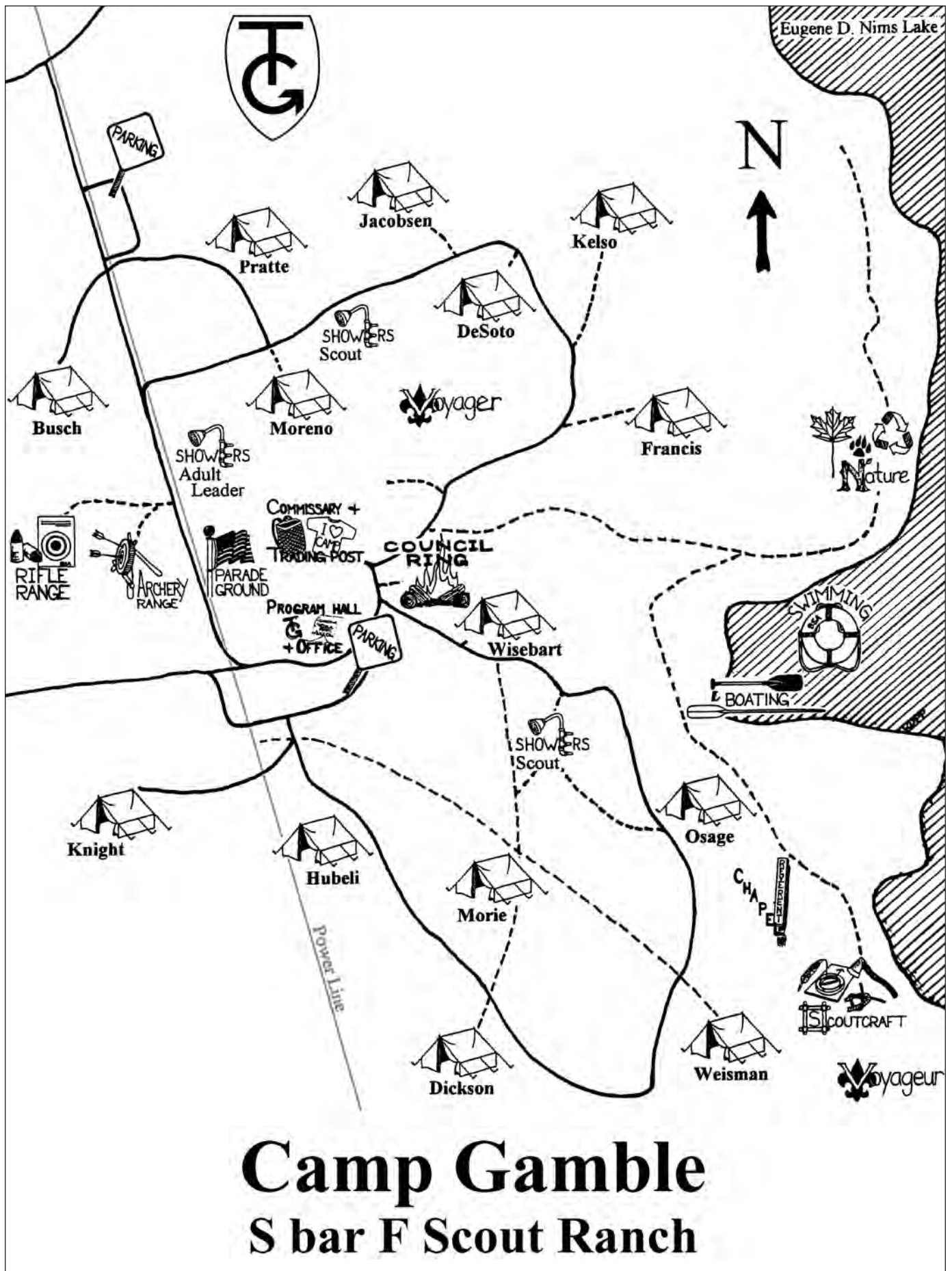
Assemble in uniform on the parade ground by 8:15 p.m.

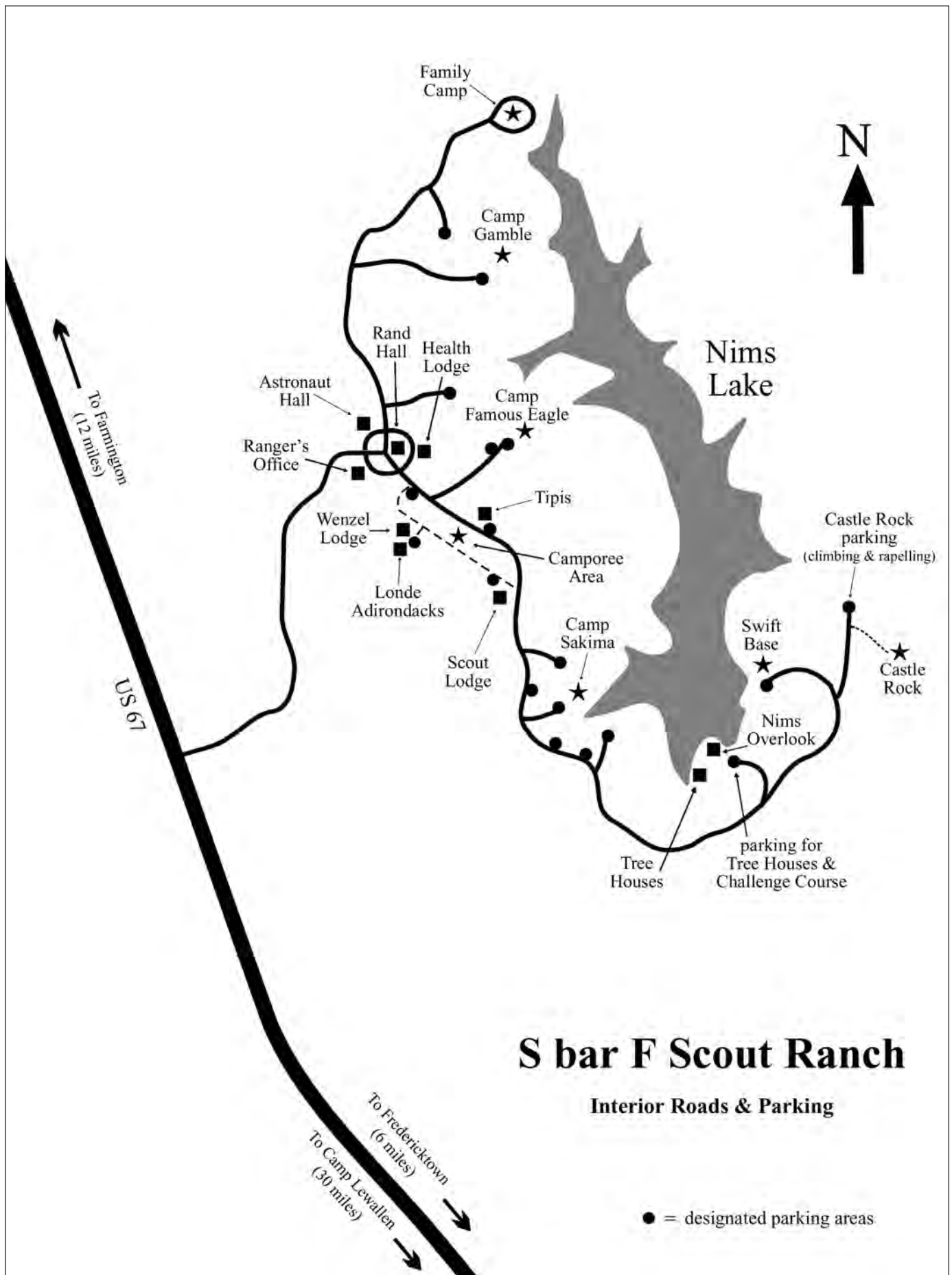
CAMP FACILITIES

& NEARBY MEDICAL SERVICES









Camps of the Greater St. Louis Area Council



Beaumont Scout Reservation
High Ridge, Mo.



Camp May at
Beaumont Scout Reservation



Nagel Base at
Beaumont Scout Reservation



Camp Lewallen
Silva, Mo.



Pine Ridge Scout Camp
Makanda, Ill.



S bar F Scout Ranch
Knob Lick, Mo.



Swift Base at
S bar F Scout Ranch



Camp Famous Eagle at
S bar F Scout Ranch



Camp Gamble at
S bar F Scout Ranch



Camp Sakima at
S bar F Scout Ranch



BOY SCOUTS OF AMERICA®
GREATER ST. LOUIS AREA COUNCIL

stlbsa.org