

Dear Scoutmaster:

Here is your 2010 Camp Lewallen Leader's Guide. You will find it divided into the following sections:

- General Information           page 1
- Program                       page 9
- Advancement               page 20
- Aquatics                     page 40
- Food Service               page 43
- Order of the Arrow       page 49
- Forms

Please read the leader's guide thoroughly. Thank you to the leaders who made constructive suggestions on the evaluation form last summer. Thank you to the camp staff and Council Camping Committee that offered their comments and ideas.

**Please carefully read the information concerning medical forms in the manual. Significant changes have been made by the National Council concerning medicals.**

We look forward to seeing you at camp this summer.

Best wishes,

*2010 Camp Lewallen Staff*

# GENERAL INFORMATION

Lake Potashnik, wild flowers, rocks, bluffs, the St. Francis River, 580-acres of forest, trails, and boundless excitement, all of which makes Camp Lewallen a great place for summer camp.

## CAMPSITES:

Ten different campsites at Camp Lewallen allow your unit to operate as a troop and away from the crowd. The campsite is your home away from home. We encourage each troop to make its site as comfortable as possible. Please wait for a member of the camp staff before setting up any canvas on your campsites. This will avoid having to move equipment that was placed in the wrong area. The Scoutmaster or other adult leader is in complete charge of his troop.

## HOURS OF OPERATION

### **Trading Post and Quartermaster**

9:00 - 11:30 a.m.	Monday - Friday
1:45 - 4:30 p.m.	Monday - Thursday
7:00 - 8:00 p.m.	Sunday - Friday
9:00 - 10:30 a.m.	Saturday (Adults only)

### **Office**

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

## CHECK-IN AND CHECK-OUT TIME

Check-in time for your troop is Sunday afternoon – 1:00 p.m. to 2:30 p.m. **Troops should not arrive before 1:00 p.m. on Sunday.** No arrangements will be made for Saturday or early Sunday arrivals. Checkout for all campsites will be by 10:30 a.m. on the following Saturday.

## ***FEES***

**\$210.00 per week.** A \$10.00 savings will apply if the full fee is paid by May 3. The reservation fee is \$5.00 per Scout and is not refundable after May 3. Unused reservation fees cannot be applied to any other camp expense and, if not used, will be forfeited. All camp fees should be paid 15 days before the troop goes to camp. A troop may make special arrangements on all-or-none basis to provide their own food for religious, dietary, or personal preferences. Call the Director of Camping for details.

One leader is free with three to 10 Scouts. One additional leader is free for each additional 10 Scouts or fraction thereof. For Webelos who transfer after May 3, we will offer the Camper Savings of \$10.00 to those who pay in full by June 15 and show proof of transfer after May 3.

Additional leaders at Camp Lewallen, above the free-leader policy, will be charged \$75.00 fee to cover food costs.

Visiting leaders also have the option of bringing their own food or purchasing individual meals for the dining hall. Prices and times are as follows:

	<b>Time</b>	<b>Price</b>
Breakfast	8:00 a.m.	\$5.00
Lunch	12:30 p.m.	\$5.00
Supper	6:00 p.m.	\$5.00

### **REFUNDS**

All requests for refunds must be made in writing, within 30 days of the troop's departure from camp. The maximum refund per Scout is \$110.00. Refunds are not available for those arriving in camp late or leaving early. No refunds will be made after September 30, 2010.

### **TROOPS VISITING FROM OUTSIDE THE GREATER ST. LOUIS AREA COUNCIL**

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

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

### **DAD & LAD WEEKEND**

The Camping Service of the Greater St. Louis Area Council will conduct a Dad & Lad Weekend at Camp Lewallen. This program enables Cub Scouts and their dads to enjoy a well-planned program under the direction of a qualified staff. The weekend is

June 26-27

Check-in time is 1:00 p.m. on Saturday, and check-out is 11:30 a.m. on Sunday. Due to the nature of the program and lack of experience, tents are left standing from Boy Scout camp for the Cub Scouts and their dads.

### **MEDICAL EXAMINATIONS AND HEALTH CARE**

Please read the following paragraphs carefully concerning the medical forms.

**NEW IN 2010:** Every Scout and leader going to camp must, upon arrival, present a completed health record, **Parts A, B, and C** of the Annual Health and Medical Record (form 34605). **Part B** is to be signed by licensed medical personnel. Licensed medical personnel are limited to a doctor of medicine, a doctor of osteopathy, a physician's assistant, or a nurse practitioner. The Annual Health and Medical Record requires a yearly medical exam by licensed medical personnel for all Scouts and adults attending camp.

**NEW IN 2010:** Adults who will be spending less than 72 hours in camp are classified as visiting leaders and are not required to have the physician's statement. They must complete **Parts A and C** of the Annual Health and Medical Record (form 34605). **Note:** Visiting leaders

may not swim, boat, or use the climbing tower unless they have **Part B** of the Annual Health and Medical Record (form 34605) signed by licensed medical personnel.

Medical forms are available on the Council's web page: [www.stlbsa.org](http://www.stlbsa.org)

Scouts and adults will not be allowed to participate in any physical activities, such as swimming, boating, or rappelling, until the correct medical form, the Annual Health and Medical Record (form 34605), arrives in camp.

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

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

Camp Lewallen has limited first aid supplies in the Camp Office and at the pool. The unit leader will conduct all treatment of youths. All medications will be kept locked up by and dispensed by the unit leader. 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 Medical Director is available at the Medical Lodge. If the Medical Director is not in the Medical Lodge, a sign is posted on the door indicating his whereabouts. An adult unit leader must accompany a Scout to the Medical Lodge.

The Medical Director provides first aid treatment; the camp staff does not. Arrangements have been made with Polar Bluff Regional Medical Center in Poplar Bluff, Missouri and the Parkland Health Center in Farmington, Missouri to accommodate cases needing attention beyond the scope of the Camp Medical Director. 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 the Scout are responsible for the cost of any treatment that cannot be done in camp. Transportation of a Scout or Scouter to a hospital is the responsibility of the troop. In case of an emergency, transportation will be provided by the local authorities and the cost of the transportation will be the responsibility of the Scouter or parents of the Scout.

## **LEADERSHIP**

Each troop must have at least two registered Scouters in camp at all times. After the first leader, who must be at least 21, the other leaders may be 18 years old or older. Visiting leaders have the option of bringing their own food or purchasing meals in the dining hall. All leaders must wear a colored wristband which will be provided during the check-in process.

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

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

### **VEHICLES IN CAMP**

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

**Note: For the safety of our campers we can not allow private vehicles to drive about camp at free will. The campsite roads will be closed to private vehicles. Personal vehicles will not be permitted on campsites during the week.**

Operators of vehicles are expected to observe the speed limit: 15 miles per hour on paved roads and 10 miles per hour on gravel roads.

### **TROOP TRAILERS**

We allow one vehicle per troop into the campsite on Sunday to haul a trailer. Trailers may be moved onto campsites after arrangements have been made with the camp office. The vehicle cannot be left there and must be moved to the parking lot. Trailers may be left on the site as long as the trailer is not blocking the camp truck road or the central area of the campsite. The unit leadership is required to walk the road before moving the trailer onto the campsite to check road conditions. **Note:** In case of inclement weather, vehicles and trailers will not be allowed on the campsites or the truck roads. A camp truck will not be available to move a unit’s trailer to the campsite.

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

### **DIRECTIONAL SIGNS FOR TROOPS**

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

### **CAMP SAFETY PROCEDURES**

The buddy system should be used at all times.

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

Swimming or wading in the St. Francis River is prohibited. An adult leader must accompany Scouts using the river area for fishing.

Fires should be put out when leaving your campsite. No fire should be left unattended. Fire Orders and Severe Weather Procedures should be posted in each campsite and reviewed with the

entire membership of the troop. Unit leaders need to appoint a fire marshal for their troop and review the responsibilities of that position with the selected Scout.

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

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

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

The camp setting offers a great opportunity to observe plant and animal wildlife in their natural surroundings. Please inform your Scouts and adults not to feed or catch any wildlife. If there is a problem with any type of wildlife you should contact the Camp Office or Camp Staff Member immediately. Additional information on wildlife can be found in the Camping section on the Council's website.

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

Camp staff under the guidance of their Camp Director will monitor the camp for unauthorized persons. Adults providing leadership for a registered troop in camp must wear a colored wristband which will be provided during the check-in process. The Camp Rangers will provide assistance when necessary. Any questions or concerns regarding an unauthorized person will be referred to the Camp Director. Those persons found not to be official guests of Camp Lewallen 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 Camp Director or his designee.

### **SCOUT DISCIPLINE**

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

- The Scout Oath and Law are the rules in camp. They are all that are needed, and unit leadership is responsible for enforcing these rules and disciplining those Scouts that break them.
- In the case of inter-troop conflicts or concerns, the unit leadership of the individual Scouts involved is responsible for disciplining each of the individual Scouts.
- The camp administration, beginning with the Camp Director of any camp involved, is available and prepared to assist in establishing communication in the event of inter-troop concerns.

- If the camp administration determines further action is necessary from the unit leadership, they will request it. If it is not forthcoming, the chartered organization and/or the District Executive will be contacted.
- The camp administration reserves the right to take action, if necessary, including sending a Scout home immediately who steals, vandalizes, possesses a controlled substance, or intentionally places himself or another Scout in danger of harm.
- Hazing, “midnight raids,” tent ditching, or other such activities are not allowed at any time at camp. Such activities place Scouts at unnecessary risk of injury and may cause bigger problems to occur as a result of seemingly small rituals getting out of control.
- Scouts will be expected to be on their campsites by 10:00 p.m. An adult leader or camp staff member should accompany the Scout who needs to be away from his campsite after the 10:00 p.m. curfew.
- All discipline should be constructive in nature and in keeping with the guidelines of Safe Scouting and Youth Protection.
- Inappropriate behavior should be reported to the Camp Director or Program Director as soon as possible.
- Finally, it is expected that all Scouts and adults camping at Camp Lewallen will live up to the principles and values of the Scout Oath and Law.

### **EQUIPMENT**

All equipment needed for camping is provided at no additional cost. The equipment will include the following items for each troop: 9'x7' wall tents (2 man), floorboards, cots, and picnic table. The only equipment that Scouts and leaders must bring to camp is their personal duffel. All other equipment will be on the campsite waiting for Scouts' use. The campsites are equipped with a shelter, latrine, washstand, shower, and flagpole. Troop leaders must not remove equipment from other campsites. This practice only makes providing the proper amount of equipment for everyone more difficult.

Troops may bring troop tentage or cots if desired. Please inform the camp business office in advance if your troop will bring any such equipment, so that we may avoid double handling of equipment. Extra equipment should be returned to the quartermaster on Sunday by the troop and staff.

### **QUARTERMASTER EQUIPMENT**

A Quartermaster is in charge of camp equipment, such as picks, rakes, shovels, axes, and brooms. All supplies of this nature are checked out to troops without charge for use in camp. Troops are held responsible for the return of equipment in good condition to the Quartermaster before leaving camp.

Troops will be expected to pay for lost or damaged equipment prior to their departure from camp.

### **COTS**

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

## **RIFLES AND BOWS**

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

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

## **CAMPING DURING WEEK NO. 1**

If you are attending camp the first week, beginning June 13, you may want to bring a gas-powered weed whip to knock down foliage on the fringes of your campsite.

## **MAIL SERVICE**

The correct mailing address is:

Scout's Name, Troop \_\_\_\_\_

Camp Lewallen, Campsite \_\_\_\_\_

HC 1, Box 1955

Silva, MO 63964

## **TELEPHONE SERVICE**

**Camp Lewallen, 573-224-3420.** This phone number is for emergencies or leaving messages. If you need to contact a Scout or Scouter in an emergency, leave a message for him to return a call. It would be difficult for us to locate the camper while you waited on the phone.

Please refrain from calling between 9 p.m. and 8 a.m., unless it is a true emergency.

A pay phone is available on the porch of the dining hall for use by Scouts and Scouters.

## **CAMP VISITING HOURS**

Parents who take their sons to camp on Sunday are welcome to inspect our facilities. Visiting hours for parents and relatives are Wednesday from 5:00 p.m. to the conclusion of the Order of the Arrow Call-Out. See the parent information sheet in the Forms section of this manual. Please photocopy and distribute to each Scout's parents so that they are invited and "in the know."

Scoutmasters should inform parents of visiting hours and ask their cooperation by not visiting camp at any other time or returning to the campsite following the Order of the Arrow ceremony.

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

## **PETS**

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

### **RELIGIOUS OBSERVANCE**

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

A nondenominational vesper service will be held in each Scout camp. Check the bulletin board in the Camp Office for details. A chaplain will be available on a limited basis.

### **USDA SUMMER MILK PROGRAM**

Greater St. Louis Area Council-BSA camps participate in the USDA Summer Milk Program and the USDA Surplus Commodities Program through the Missouri Division of Family Service. Program benefits and services are available to all children without regard to race, color, sex, handicap, age, or national origin. If you feel you have been discriminated against, write immediately to the Secretary of Agriculture, Washington, DC 20250.

### **TRADING POSTS AND CAMP EMBLEMS**

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

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

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

# PROGRAM

## IN GENERAL

Scout camp is probably the greatest experience that the troop will have during the year. You'll get tremendous satisfaction out of seeing the following:

- Each Scout having fun in the great outdoors.
- Each troop leader becoming more responsible.
- Each patrol functioning as a team.

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

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

## PROGRAM SUPPORT

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

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

## PROGRAM DIRECTOR

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

## CAMP COMMISSIONER

Your campsite is the base from which your troop program at Camp Lewallen operates. A Camp Commissioner is assigned to your campsite to assist you while you are in camp. The degree of assistance rendered by the Commissioner will depend on the needs, desires, and experience of each troop. Thus, the type and extent of Commissioner service will vary with each troop. He will visit your campsite every day to answer questions and check on your needs.

## TROOP COUNSELORS

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

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

## **SCHEDULED CAMP PROGRAM**

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

### **FLAG CEREMONIES**

On each campsite a flagpole has been erected, and an American flag is provided for proper flag ceremonies. Flag ceremonies should be held each morning and 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.

Camp-wide formal flag ceremonies are held each day before breakfast and supper in front of the dining hall.

### **REST PERIOD**

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

### **ORDER OF THE ARROW**

The Order of the Arrow plays a vital role in the camping program of our council. Scouts who have demonstrated their ability as honor campers are recognized. Each troop in camp will have the opportunity to conduct an Order of the Arrow election on Wednesday morning before breakfast at 7:00 a.m. A member of the camp staff will help you with your election. Election procedures are in this manual.

Unit leaders need to have in camp the advancement and camping records for the Scouts eligible to the Order of the Arrow.

The Scouts and leader in your troop elected to membership in the Order will be notified of their election during the O.A. ceremony on Wednesday evening. At 7:45 p.m. the entire camp will assemble at the Parade Ground.

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

A special barbecue for Order of the Arrow members is held on Monday evening at 6:00 p.m. You will need to notify the Program Director at Monday's Leader Meeting as to the exact number of O.A. members participating in the special meal. Units and Arrowmen will be asked to assist with the preparation of the Wednesday call-out Ceremony.

**Citation Fees:**

The Anpetu-We Lodge citation fee is \$20.00. The Pre-Ordeal takes place on Friday night of your induction weekend, not at summer camp.

The Shawnee Lodge citation fee is \$20.00. The Pre-Ordeal takes place on Wednesday night at Camp Lewallen if there are enough Shawnee Lodge candidates to conduct a ceremony.

Citations and fees for both lodges are due in the Camp Business Office following the election between 9:00 and 11:00 a.m. Wednesday.

**CAMPWIDE ACTIVITIES**

- Opening Campfires: The Opening Campfire will be held in the Council Ring on Sunday night. Assemble on the Parade Ground at 8:15 p.m.
- Water Carnival: A water carnival is held at 7:45 p.m. on Tuesday night. This fun event has great Scout appeal. Your troop will want to participate. Additional events may happen during the week; watch for them. Your senior patrol leader should secure the events and organize your troop.
- Parent's Night Campfire: This campfire will give the Scouts a chance to shine for their parents. Troops that participate in the campfire must have their skits or songs approved by the Senior Patrol Leader and Program Director. Assemble on the Parade Ground at 7:45 p.m.
- Golden Arrow and Silver Bullet Competitions: Contests in these areas are held for the best archer and marksman from each troop. Awards for winners are presented at the Closing Campfire. The competitions will be held on Friday at 4:00 p.m. Adult competitions will be conducted as well. The same Scout and/or adult may not participate in both events.
- Mile Swim BSA: A chance for each Scout or adult who is a Swimmer to swim a mile is held on Friday during your troop's respective free swim time. Any participant in the Mile Swim must have a minimum of four hours of practice to qualify, which can be accomplished in camp prior to the Mile Swim.
- A Closing Campfire is held on Friday night at the Council Ring. Assemble on the Parade Ground at 8:15 p.m. Songs, skits, awards, and recognitions are the highlights.

**FIELD SPORTS**

The Field Sports Area is open Monday through Friday for scheduled troop shoots. An adult leader from each troop must accompany the troop to the archery or rifle ranges. Contact the Program Director for details concerning a troop shoot. Troop shoots are a popular activity and if for some reason your unit is unable to attend your assigned shoot please notify the Program Director as early as possible. This will allow us to substitute another troop for the shoot. Remember, "A Scout is Courteous."

- Rifle: a gun safety instruction is provided; .22 caliber ammunition provided for scheduled troop shoots and the Rifle Shooting Merit Badge. Scouts and leaders will shoot free during these times.
- Archery: shooting at standard stationary targets for a competitive score.
- Shotgun Merit Badge – Scouts taking the merit badge must pay a \$15.00 fee in the Camp Office and present the receipt to the instructor before being allowed to shoot. Due to the amount of shooting involved, this merit badge is limited to the first 15 Scouts who sign up for the merit badge.
- Shotguns: available for use in the Older Scout program. The cost is \$5.00 per Scout.

### **ECOLOGY**

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

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

### **OLDER SCOUT PROGRAMS**

The program is designed for Scouts who are 14 years old or in their fourth year of camp. Scouts should sign up for the program Sunday night after dinner. The Older Scout schedule is somewhat flexible according to what the Scouts want to do. Two staff members are available for the program which will allow more than one activity to take place at a time. The Older Scout Program has seen some changes in the last few years. This summer will be no different.

#### **Monday**

Morning: Climbing Merit Badge, Wiffle Ball

Afternoon: Washers Competition

Evening: OA Dinner, Open climbing at the tower

#### **Tuesday**

Morning: Climbing Merit Badge, Shooting Sports

Evening: Water Carnival

#### **Wednesday**

Morning: Climbing Merit Badge, Leader's Climb

Evening: OA Callout

#### **Thursday**

Morning: Trip to S-F Scout Ranch

Afternoon: Trip to S-F Scout Ranch

## Friday

Morning: Iron Man Competition

Afternoon: Afternoon Float

Evening: Closing Camp Fire

Climbing Merit Badge is designed for older Scouts and will meet at 9:15 a.m. at the Climbing Tower on a daily basis except Thursday. Climbing Merit Badge will be limited to 15 Scouts through a mail in pre-registration and/or the first Scouts to sign-up on Sunday. See merit badge schedule for details.

The Aquatics Supervision Awards are available to older Scouts. Please review the applications on the council website for details and requirements.

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

How can older Scouts who remain in camp find more time to participate in the older Scout programs, and not lose out on merit badges? Many merit badges have requirements or prerequisites that can be done before camp which will allow more time for high adventure fun.

## **ADULT LEADER TRAINING**

Unit leaders will have the opportunity to view the Boy Scout Fast Start Training video.

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

Pressurized Fuel Training for adults will be held at the Spring Hollow shelter at 2:00 p.m. on Monday. Please take your equipment with you to the training.

Safe Swim and Safety Afloat instruction will be held in the Aquatics Area on Tuesday at 10:30 a.m. This is a “dry” training session.

Climb on Safely Training will be held at 10:00 a.m. on Wednesday at the Climbing Tower shelter.

Trek Safely and Leave No Trace Training will be held at 3:00 p.m. on Wednesday at the Spring Hollow shelter.

Youth Protection Training will be held on Thursday at 3:00 p.m. in the Medical Lodge.

## **RANGER PROGRAM**

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

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

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

A total cost of \$220.00 will be charged for the Ranger Program, which includes an emblem and camp segment. All fees must be paid in full by May 1. Adults are welcome on the program. Scouts should meet at 2:00 p.m. on Sunday at the Scout Lodge in the Camporee Area. The program will end around 6:30 p.m. after dinner on Friday at the Ranch Headquarters area. Check out the Council's website for more information, [www.stlbsa.org](http://www.stlbsa.org). A registration form is available in the Forms section of this manual.

**River Ranger Program** offers older Scouts the opportunity to float the Eleven Point River. The program will be held June 6-11 and the cost will be \$235.00. Participants will be able to float the river, swim, fish, and take side hikes. Additional information can be found in the Forms section of this manual.

## **HORSE CAMP**

The 2010 long-term horse program will be a seven-day, adventure-filled experience at Nagel Base of the 2,400-acre Beaumont Scout Reservation. Features include horseback riding, swimming, skeet shooting, campfires, float trip, and much, much more. A horse show will be the grand finale on the seventh day. Each participant in this exciting program must be a registered Boy Scout, Venturer, or Explorer and 14 years of age by June 1, 2010. Dates for the Horse Camp are June 6-12, 2010. Maximum number of participants is 40. The cost is \$220.00, which includes meals, lodging, and program materials. A non-refundable reservation fee of \$25.00 will hold a spot. All fees must be paid in full by May 1, 2010. Leadership is provided by the Council Trail Guide Committee. A registration form is in the Forms section of this manual.

## **BASKETBALL**

Camp Lewallen has a basketball area set up for troops to play any time during the day. Try an inter-patrol or inter-troop match. Basketballs can be checked out from the Quartermaster for troop or individual use.

## LEADERS MEETINGS

### Leaders' Meetings

<u>Day</u>	<u>Time</u>	<u>Location</u>
Sunday	Immediately after dinner	Spring Hollow Pavilion
Monday	10:30 a.m.	Spring Hollow Pavilion
Tuesday	10:30 a.m.	Pool
Wednesday	9:30 a.m.	Climbing Tower Pavilion
Thursday	10:30 a.m.	Spring Hollow Pavilion
Friday	10:30 a.m.	Spring Hollow Pavilion

### Senior Patrol Leader's Meetings

<u>Day</u>	<u>Time</u>	<u>Location</u>
Sunday	Immediately after dinner	Trading Post Deck
Monday	1:15 p.m.	Spring Hollow Pavilion
Tuesday	1:15 p.m.	Trading Post Deck
Wednesday	1:15 p.m.	Spring Hollow Pavilion

## EVENING PROGRAM

### Monday Night:

- Camp-wide games – Competitions, games, and open climbing at tower in the camporee field and around the dining hall.
- OA Barbecue – Braswell Pavilion
- Free Swim – Pool
- Star Gazing – Meets at Pump House Pavilion

### Tuesday Night:

- Water Carnival – Competitions and games at the pool
- Star Gazing – Meets at Pump House Pavilion

### Thursday Night:

- Outpost Night – Thursday night will provide an opportunity for Scouts to camp out away from their campsites for an evening. The Mount Logan hike is a long-standing tradition at Camp Lewallen, which involves a rigorous hike up scenic Mount Logan.

The camp will provide two staff members for the trek; however, one adult for every ten of their Scouts **must** also accompany Scouts on the trek. If Scouts show up without a unit leader, they will not be able to participate in the hike. The Mount Logan Hike meets at the Trading Post deck at 7:00 p.m.

There will be radio communications and an emergency plan to come down Mount Logan if conditions warrant it. All Scouts going up will need a plastic ground cloth, sleeping bag, flashlight, raingear, good hiking boots, bug repellent, and water. No sandals.

## TROOP PROGRAM

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

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

Daybreak hike or fishing trip	Horseshoe contest
Pig roast	Troop scavenger hunt
Patrol of the Day	Scout of the Day

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

*Seems like there's just too much to do in one week?*

*That's the way we like it — to keep your Scouts and you coming back year after year!*

# The Camp Lewallen Song

Words by Charlie Boehme

In the pine-covered country of Southeastern MO  
There's place where Scouting folks gather,  
It lies on the edge of the Ozark plateau,  
And they call the old place Camp Lewallen.

This land was once home to the ancients unknown,  
The Spanish and French stake their claims there.  
And the Cherokee pass through, and the Delaware too,  
Through the land that's known as Lewallen.

Oh the river still winds through the towering pines,  
The Osage and Creole once trapped there.  
And the waters plied by canoes as they glide,  
Silently passed Camp Lewallen.

Old Logan looks down, from its leaf-covered crown,  
The guardian of all that surrounds him.  
And the tee-pees below cast a magical glow,  
From the flickering fires of Lewallen.

Through history peoples have come and they've gone,  
But there's one thing the years will not challenge,  
That the spirit of Scouting will always live on,  
In the land that's known as Lewallen.

In the pine-covered country of Southeastern MO  
And they call the old place Camp Lewallen.

## **RECOMMENDED ITEMS FOR TROOPS TO TAKE TO CAMP:**

1. Lawn chairs for leaders.
2. Badminton or wiffle ball game for campsite.
3. Troop merit badge pamphlet library.
4. Troop first aid kit — include sunscreen and after-burn lotion such as aloe.
5. Water cooler.
6. Large battery-operated clock.
7. Cooler for ice, extra foodstuffs, and medicine storage — varmint proof.
8. Wax fire starters and newspapers.
9. Coffee, tea, and creamer.
10. Hose and nozzle.
11. Duct tape — lots of uses including covering thumbs during woodcarving.
12. Clothesline and clothes pins.
13. Binders twine.
14. Troop records for O.A. citations.
15. Troop checkbook.
16. Advancement chart.
17. Sealable drywall buckets are great for tinder, “smellables” storage, or as a clothes washer.
18. Soft soap and dispenser for wash basin.
19. Dutch oven.
20. Citronella candle.
21. Large trash bags.
22. Cobbler mixings, peanut butter, and instant soup mix.
23. Glow-in-the-dark Frisbees.
24. Hand ax and bow saw.
25. Medical forms.
26. Dining flys and poles.
27. Cooking equipment for campsite use.

## PERSONAL EQUIPMENT LIST FOR BOY SCOUT SUMMER CAMP

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

### NOTES:

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

# ADVANCEMENT

## MERIT BADGES — OUR PHILOSOPHY

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

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

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

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

With merit badges:

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

## **LEADERS IN PROGRAM AREAS**

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

Leaders who assist in a program area for a minimum of one hour per day the entire week will be recognized at the Friday night campfire. Please sign-up on the Troop Program sheet found in the Forms section of this manual.

## **TROOP SCHEDULE BUILDING**

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

Scouts may sign-up for merit badges in the program areas on Monday at the beginning of the session. No merit badge sign-ups are permitted after Tuesday evening.

### ***Here's the Plan...***

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

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

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

## VOYAGEUR PROGRAM

The Voyageur Program was started at Camp Lewallen in 1990 to assist the new advancement criteria set out by the Boy Scouts of America. The program is meant to be for first year campers who are 10-12 years of age. The program is designed to have the following objectives:

- Be fun, exciting, and action oriented.
- Provide recognition
- Advancement to First Class
- Work on Swimming Merit Badge

The Voyageur Program is a challenged-based, patrol method program. We are confident your Scouts will enjoy the area. Below is some of the tentative information with a list of requirements that may be covered. A list of what requirements were actually covered at camp will be presented to the troop leader during the check-out on Saturday.

The final outcome of all of this is for the Scout to want to come back to summer camp next year. Come down to the Voyageur Area and check it out. We strongly encourage unit leaders to assist the Voyageur Staff so that a quality and productive program is provided for the Scouts.

### **Camp Lewallen Voyageur Program**

The Voyageur Program actually gets its start on Sunday evening, as the Scouts participating in the program are to assemble at the central flagpoles after dinner. At this meeting the Voyageurs will be divided into Session I and II. It will be based on the Scout's campsite.

**IMPORTANT NOTE:** The only way we will change this is if we have too many Voyageurs in one session or we need to even out the numbers of Voyageurs in each session. Our goal is to have no more than 32 Voyageurs in any one session.

Voyageur Program  
Session I  
10:15 a.m. – 12:00 noon

Voyageur Program  
Session II  
2:00 p.m. – 3:45 p.m.

Campsite  
Blackfoot  
Davy Crockett  
Daniel Boone  
Kit Carson  
Buffalo Bill

Campsite  
Crow  
Apache  
Pawnee  
Chippewa  
Comanche

The Voyageur Program scheduling is as follows:

### **Session I –**

9:15 a.m. – 10:00 a.m.	Swimming Merit Badge or swimming instruction
10:15 a.m. – 12:00 noon	Voyageur group work
2:00 p.m. – 2:50 p.m.	Free swim with troop
3:00 p.m. – 5:00 p.m.	Time to be with troop or schedule a merit badge of Scout's choice.

## **Session II –**

9:15 a.m. – 11:00 a.m.	Time to be with troop or schedule a merit badge of Scout's choice.
11:15 a.m. – 12:00 noon	Swimming Merit Badge or swimming instruction
2:00 p.m. – 3:45 p.m.	Voyageur group work
4:00 p.m. – 4:50 p.m.	Free swim with troop

The group work for the Voyageurs will be divided into five periods of instruction.

### *Period 1: Basic Scout Skills*

10:15 a.m. – 12:00 noon on Monday for Session I

2:00 p.m. – 3:45 p.m. on Monday for Session II

In this session the Voyageurs will learn basic Scout skills such as the proper use of a knife and ax, knot tying, and lashings.

The advancement requirements taught here are:

Tenderfoot – 4b

Second Class – 3c

First Class – 7a, 7b

### *Period 2: First Aid, Rifle and Archery*

10:15 a.m. – 12:00 noon on Tuesday for Session I

2:00 p.m. – 3:45 p.m. on Tuesday for Session II

This session is meant to give some in-depth training on first aid from the Tenderfoot through First Class.

The advancement requirements taught here are:

Tenderfoot – 12a, 12b

Second Class – 7a, 7b, 7c

First Class – 8b, 8c, 8d

### *Period 3: Nature Walk and Compass*

10:15 a.m. – 12:00 noon on Wednesday for Session I

2:00 p.m. – 3:45 p.m. on Wednesday for Session II

This session is aimed at taking a nature trail hike that identifies poisonous plants, native plants and trees, and wild animals – birds, mammals, reptiles, and fish. A compass course will be included teaching basic map and compass skills.

The advancement objectives to be taught are:

Tenderfoot – 5, 11

Second Class – 1a, 6

### *Period 4: Lakefront Activities*

10:15 a.m. – 12:00 noon on Thursday for Session I

2:00 p.m. – 3:45 p.m. on Thursday for Session II

The activities that the Scouts will participate in are canoeing and rowing. This day is designed for Scouts to enjoy the lake and learn a few skills in boating.

*Period 5: Fire Building and Fire Safety*

10:15 a.m. – 12:00 noon on Friday for Session I

2:00 p.m. – 3:45 p.m. on Friday for Session II

The activities will include building basic fires, matchless fire building, making fire starters, fire safety, and fire building competitions.

The advancement requirements taught in this session are:

Second Class – 3d, 3e, 3f

Period 6 of the Voyageur Program is swimming instruction. We will offer the Swimmers the Swimming Merit Badge and the Learners and Beginners will receive swimming instruction during the following times:

Session I      9:15 a.m. – 10:00 a.m.

Session II     11:15 a.m. – 12:00 noon

The advancement requirements to be completed at this time are:

Second Class – 8

First Class – 9

## CAMPSITE SCHEDULES SWIM TIMES

<u>Campsite</u>	<u>Instructional Swim</u>	<u>Voyageur Program</u>	<u>Free Swim</u>
Buffalo Bill	9:15 a.m.	10:15 a.m. – 12:00 noon	2:00 p.m.
Kit Carson	9:15 a.m.	10:15 a.m. – 12:00 noon	2:00 p.m.
Daniel Boone	9:15 a.m.	10:15 a.m. – 12:00 noon	2:00 p.m.
Davy Crockett	9:15 a.m.	10:15 a.m. – 12:00 noon	2:00 p.m.
Blackfoot	9:15 a.m.	10:15 a.m. – 12:00 noon	2:00 p.m.
Apache	11:15 a.m.	2:00 p.m. – 3:45 p.m.	4:00 p.m.
Chippewa	11:15 a.m.	2:00 p.m. – 3:45 p.m.	4:00 p.m.
Comanche	11:15 a.m.	2:00 p.m. – 3:45 p.m.	4:00 p.m.
Pawnee	11:15 a.m.	2:00 p.m. – 3:45 p.m.	4:00 p.m.
Crow	11:15 a.m.	2:00 p.m. – 3:45 p.m.	4:00 p.m.

### **Instruction Swim**

- Scouts should take the Swimming Merit Badge during their campsite instructional swim time.
- Scouts needing to complete the swimming requirements of Second and First Class Ranks should attend their instruction swim. The “rank instruction” will take approximately three days.

## **MERIT BADGE SCHEDULE SUMMER CAMP 2010**

### **Scoutcraft**

Basketry	11:15 a.m. & 4:00 p.m.
Camping	9:15 a.m. & 4:00 p.m.
Indian Lore	10:15 a.m. & 4:00 p.m.
Leatherwork	9:15 a.m. & 4:00 p.m.
Orienteering	11:15 a.m. & 3:00 p.m.
Pioneering	9:15 a.m. & 2:00 p.m. (2 hour sessions)
Wilderness Survival	11:15 a.m. & 3:00 p.m.
Wood Carving	11:15 a.m. & 2:00 p.m.

### **Ecology**

Astronomy	10:15 a.m. & 3:00 p.m.
Environmental Science	9:15 a.m. & 2:00 p.m. (1 ½ hour sessions)
Fishing	2:00 p.m. & 3:00 p.m.
Forestry	9:15 a.m. & 4:00 p.m.
Geology	11:15 a.m.
Mammal Study	10:15 a.m. & 3:00 p.m. (Monday and Tuesday) (Wednesday and Thursday)
Reptile and Amphibian Study	9:15 a.m. & 4:00 p.m.
Weather	11:15 a.m. & 2:00 p.m.

### **Aquatics**

Swimming	9:15 & 11:15 a.m.
Lifesaving	10:15 a.m. & 3:00 p.m.
Canoeing	9:15 & 10:45 a.m. (Sessions are 75 minutes)
Rowing	9:15 a.m. & 11:15 a.m.
Second and First Class Rank Instruction	9:15 & 11:15 a.m.

### **Field Sports**

Archery	2:00 p.m. (2 hour session)
Rifle Shooting	2:00 p.m. (2 hour session)
Shotgun Shooting	9:15 a.m. (2 hour session)

### **Older Scout Program**

Climbing	9:15 a.m.
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Detailed information concerning the merit badges can be found on the following pages.

If you find conflicting information concerning the scheduling of merit badges please contact the Director of Camping prior to camp or the Camp Lewallen Camp Director after June 5 at Camp Lewallen.

**MERIT BADGES  
SUMMER CAMP 2010  
CAMP LEWALLEN**

**First Year**

Basketry  
Fishing  
Indian Lore  
Leatherwork  
Mammal Study  
Swimming  
Wood Carving

**Second Year**

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

**Third Year**

Archery  
Astronomy  
Environmental Science  
Geology  
Rifle Shooting  
Shotgun Shooting  
Weather

**Fourth Year**

Climbing

**ADDITIONAL PROGRAMS**

**First Year**

Mile Swim BSA  
Voyageur

**Second Year**

Mile Swim BSA

**Third Year**

Mile Swim BSA

**Fourth Year**

Mile Swim BSA  
Kayaking BSA  
Snorkeling BSA  
Aquatics Supervision  
Awards

Requirements for Aquatics Supervision Awards, Mile Swim BSA, and Snorkeling BSA can be found in the Boy Scout Requirement 2009 book or on the council web site.

<b>ARCHERY</b>
<b>TIMES OFFERED</b>
2:00 p.m.
<b>LOCATION</b>
Archery Range
<b>AVAILABLE TO</b>
Third-year campers and older
<b>RECOMMENDED ADVANCE WORK</b>
Study requirement 3 and 4.
<b>REQUIRED MATERIALS AND/OR PREPARATION</b>
Requires skill and practice prior to camp.
<b>ANTICIPATED COSTS</b>
Approximate cost of materials is \$5.00.
<b>OTHER INFORMATION</b>
Each merit badge session is 2 hours. Personal equipment allowed but must be locked in camp office. Merit badge is limited to 20 Scouts

<b>ASTRONOMY</b>
<b>TIMES OFFERED</b>
10:15 a.m. 3:00 p.m.
<b>LOCATION</b>
Ecology Area
<b>AVAILABLE TO</b>
Third-year campers and older
<b>RECOMMENDED ADVANCE WORK</b>
Knowledge and practice in identifying constellations. Sketches for requirements 4c and 7a should be completed prior to camp.
<b>REQUIRED MATERIALS AND/OR PREPARATION</b>
Requirements 5b, 6, and 7b must be completed prior to camp.
<b>ANTICIPATED COSTS</b>
<b>OTHER INFORMATION</b>
Writing and drawing materials are needed. Night observations required for merit badge. Details will be posted at camp.

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

<b>BASKETRY</b>
<b>TIMES OFFERED</b>
11:15 a.m. 4:00 p.m.
<b>LOCATION</b>
Scoutcraft Area
<b>AVAILABLE TO</b>
All Scouts
<b>RECOMMENDED ADVANCE WORK</b>
<b>REQUIRED MATERIALS AND/OR PREPARATION</b>
Stool and 2 basket kits – one square and one round.
<b>ANTICIPATED COSTS</b>
Approximate cost of materials is \$20.00 to \$25.00.
<b>OTHER INFORMATION</b>
Amount of time spent in Scoutcraft Area is dependent on the needs of the Scout.

<b>CAMPING</b>
<b>TIMES OFFERED</b>
9:15 a.m. 4:00 p.m.
<b>LOCATION</b>
Scoutcraft Area
<b>AVAILABLE TO</b>
Second-year campers and older
<b>RECOMMENDED ADVANCE WORK</b>
Requirements 2 and 3 should be completed before camp.
<b>REQUIRED MATERIALS AND/OR PREPARATION</b>
Requirement 8c, 8d, and 9 must be completed prior to camp.
<b>ANTICIPATED COSTS</b>
<b>OTHER INFORMATION</b>

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

<b>CANOEING</b>
<b>TIMES OFFERED</b>
9:15 a.m. 10:45 a.m.
<b>LOCATION</b>
Lake Area
<b>AVAILABLE TO</b>
Second-year campers and older
<b>RECOMMENDED ADVANCE WORK</b>
Studying requirements 4, 5, and 10 prior to camp would be helpful.
<b>REQUIRED MATERIALS AND/OR PREPARATION</b>
Must be a swimmer. Physical strength required to carry canoe and rescuing a swamped canoe.
<b>ANTICIPATED COSTS</b>
<b>OTHER INFORMATION</b>
Cannot be completed in camp unless Scout has proof of CPR instruction.

<b>CLIMBING</b>
<b>TIMES OFFERED</b>
9:15 a.m. Monday through Wednesday & Friday
<b>LOCATION</b>
Climbing Tower
<b>AVAILABLE TO</b>
Fourth-year campers and older
<b>RECOMMENDED ADVANCE WORK</b>
Read merit badge book to gain knowledge of equipment and terminology.
<b>REQUIRED MATERIALS AND/OR PREPARATION</b>
Good physical condition. Climbing can be strenuous.
<b>ANTICIPATED COSTS</b>
<b>OTHER INFORMATION</b>
Limited to 15 Scouts. Merit badge sign-up will be prior to camp using the Older Scout Program registration form.

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

<b>ENVIRONMENTAL SCIENCE</b>
<b>TIMES OFFERED</b>
9:15 a.m. 2:00 p.m.
<b>LOCATION</b>
Ecology Area
<b>AVAILABLE TO</b>
Third-year campers and older
<b>RECOMMENDED ADVANCE WORK</b>
It is helpful to complete Requirements 3 and 5 prior to camp.
<b>REQUIRED MATERIALS AND/OR PREPARATION</b>
Requirement 3f must be completed prior to camp. Bring completed items to camp.
<b>ANTICIPATED COSTS</b>
<b>OTHER INFORMATION</b>
Each merit badge session is 1½ hours long – 45 minutes of instruction and 45 minutes of observation. The Boy Scout Fieldbook is a helpful resource. This is a time-consuming merit badge.

<b>FISHING</b>
<b>TIMES OFFERED</b>
2:00 p.m. 3:00 p.m.
<b>LOCATION</b>
Lake Area
<b>AVAILABLE TO</b>
All Scouts
<b>RECOMMENDED ADVANCE WORK</b>
Practicing the knots in Requirement 4. Studying the Outdoor Code and Leave No Trace prior to camp would be helpful. Requirement 7 involves knowledge of state and local regulations.
<b>REQUIRED MATERIALS AND/OR PREPARATION</b>
Fishing rod and reel, line, bait or lures are needed for Requirement 9.
<b>ANTICIPATED COSTS</b>
<b>OTHER INFORMATION</b>

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

<b>FORESTRY</b>
<b>TIMES OFFERED</b>
9:15 a.m. 4:00 p.m.
<b>LOCATION</b>
Ecology Area
<b>AVAILABLE TO</b>
Second-year campers and older
<b>RECOMMENDED ADVANCE WORK</b>
Completing requirement 7 would be helpful.
<b>REQUIRED MATERIALS AND/OR PREPARATION</b>
Requirement 5 must be completed prior to attending camp.
<b>ANTICIPATED COSTS</b>
<b>OTHER INFORMATION</b>
A tree identification guide and a spiral notebook would be helpful.

<b>GEOLOGY</b>
<b>TIMES OFFERED</b>
11:15 a.m.
<b>LOCATION</b>
Ecology Area
<b>AVAILABLE TO</b>
Third-year campers and older
<b>RECOMMENDED ADVANCE WORK</b>
Completing requirement 5 prior to camp would be helpful.
<b>REQUIRED MATERIALS AND/OR PREPARATION</b>
<b>ANTICIPATED COSTS</b>
<b>OTHER INFORMATION</b>
A rock and mineral identification guide would be helpful.

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

<b>INDIAN LORE</b>
<b>TIMES OFFERED</b>
10:15 a.m. 4:00 p.m.
<b>LOCATION</b>
Scoutcraft Area
<b>AVAILABLE TO</b>
Second-year campers and dder
<b>RECOMMENDED ADVANCE WORK</b>
Research the history of an Indian tribe is needed for Requirement 1. Make model for 2c.
<b>REQUIRED MATERIALS AND/OR PREPARATION</b>
Requirement 2d must be completed prior to camp if Scout plans to use them to fulfill Requirement 2.
<b>ANTICIPATED COSTS</b>
Costs range depending on the sophistication of the project.
<b>OTHER INFORMATION</b>

<b>LEATHERWORK</b>
<b>TIMES OFFERED</b>
9:15 a.m. 4:00 p.m.
<b>LOCATION</b>
Scoutcraft Area
<b>AVAILABLE TO</b>
All Scouts
<b>RECOMMENDED ADVANCE WORK</b>
Knowledge of Requirement 1 and 2 prior to camp would be helpful.
<b>REQUIRED MATERIALS AND/OR PREPARATION</b>
Materials for project may be purchased at camp or brought from home.
<b>ANTICIPATED COSTS</b>
Cost of materials is \$7.00 to \$18.00 depending on type of project.
<b>OTHER INFORMATION</b>

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

LIFESAVING
TIMES OFFERED
10:15 a.m. 3:00 p.m.
LOCATION
Pool
AVAILABLE TO
Second-year campers and older
RECOMMENDED ADVANCE WORK
Practice swimming skills prior to camp. Must be a strong swimmer.
REQUIRED MATERIALS AND/OR PREPARATION
In order for a Scout to sign-up for the merit badge he <b>must</b> have completed his Second and First Class swimming requirements prior to camp. Long-sleeve shirt and long pants are needed for requirement 7e.
ANTICIPATED COSTS
OTHER INFORMATION
Must be a strong swimmer. Cannot be completed at camp unless proof of CPR training is presented.

MAMMAL STUDY
TIMES OFFERED
10:15 a.m. - Monday and Tuesday or Wednesday and Thursday 3:00 p.m. - Monday and Tuesday or Wednesday and Thursday
LOCATION
Ecology Area
AVAILABLE TO
All Scouts
RECOMMENDED ADVANCE WORK
Completion of reports prior to camp would be helpful.
REQUIRED MATERIALS AND/OR PREPARATION
ANTICIPATED COSTS
OTHER INFORMATION
Writing materials such as paper and pen are needed for reports. Friday morning is scheduled as a help session if needed.

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

<b>ORIENTEERING</b>
<b>TIMES OFFERED</b>
11:15 a.m. 3:00 p.m.
<b>LOCATION</b>
Scoutcraft Area
<b>AVAILABLE TO</b>
Second-year campers and older
<b>RECOMMENDED ADVANCE WORK</b>
Requirement 7 prior to camp would be helpful. Contact St. Louis Orienteering Club.
<b>REQUIRED MATERIALS AND/OR PREPARATION</b>
Compass needed for running courses. Requires skill and practice prior to camp.
<b>ANTICIPATED COSTS</b>
<b>OTHER INFORMATION</b>
This merit badge requires a good deal of running and hiking. Sturdy shoes or boots are important.

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

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

<b>REPTILE AND AMPHIBIAN STUDY</b>
TIMES OFFERED
9:15 a.m. 4:00 p.m.
LOCATION
Ecology Area
AVAILABLE TO
Second-year campers and older
RECOMMENDED ADVANCE WORK
Completing requirements 1 and 9 prior to camp would be helpful.
REQUIRED MATERIALS AND/OR PREPARATION
Requirement 8 must be completed prior to camp. Bring records and written materials to camp.
ANTICIPATED COSTS
OTHER INFORMATION

<b>RIFLE SHOOTING</b>
TIMES OFFERED
2:00 p.m.
LOCATION
Rifle Range
AVAILABLE TO
Third-year campers and older
RECOMMENDED ADVANCE WORK
Requires knowledge of state and local regulations. This information should be reviewed prior to camp.
REQUIRED MATERIALS AND/OR PREPARATION
Rifle Shooting merit badge book. Requires shooting skill and knowledge of firearms.
ANTICIPATED COSTS
OTHER INFORMATION
Sessions are 2 hours. This merit badge can be time-consuming.

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

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

<b>SHOTGUN SHOOTING</b>
<b>TIMES OFFERED</b>
9:15 a.m.
<b>LOCATION</b>
Shotgun Range
<b>AVAILABLE TO</b>
Third-year campers and older
<b>RECOMMENDED ADVANCE WORK</b>
Knowledge of state and local regulations.
<b>REQUIRED MATERIALS AND/OR PREPARATION</b>
Shooting skill is necessary.
<b>ANTICIPATED COSTS</b>
Cost of the merit badge is \$15. Pay at Camp Office and bring receipt to Shotgun Range.
<b>OTHER INFORMATION</b>
Sessions are 2 hours. Merit badge is limited to 15 Scouts.

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

<b>SWIMMING</b>
<b>TIMES OFFERED</b>
9:15 a.m. 11:15 a.m.
<b>LOCATION</b>
Pool
<b>AVAILABLE TO</b>
All Scouts
<b>RECOMMENDED ADVANCE WORK</b>
Swimming practice prior to camp would be helpful. Requirement 10c should be completed prior to camp.
<b>REQUIRED MATERIALS AND/OR PREPARATION</b>
In order for a Scout to sign-up for the merit badge he <b>must</b> have completed his Second and First Class swimming requirements prior to camp.
<b>ANTICIPATED COSTS</b>
<b>OTHER INFORMATION</b>
Cannot be completed in camp unless Scout has proof of CPR instruction.

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

<b>WEATHER</b>
<b>TIMES OFFERED</b>
11:15 a.m. 2:00 p.m.
<b>LOCATION</b>
Ecology Area
<b>AVAILABLE TO</b>
Third-year campers and older
<b>RECOMMENDED ADVANCE WORK</b>
Requirements 6.
<b>REQUIRED MATERIALS AND/OR PREPARATION</b>
Requirement 8 must be completed prior to camp. Bring work with you to camp.
<b>ANTICIPATED COSTS</b>
<b>OTHER INFORMATION</b>
Cannot be completed at camp unless requirement 8 is completed prior to camp.

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

<b>WILDERNESS SURVIVAL</b>
<b>TIMES OFFERED</b>
11:115 A.M. 3:00 P.M.
<b>LOCATION</b>
Scoutcraft Area
<b>AVAILABLE TO</b>
Second-year campers and older
<b>RECOMMENDED ADVANCE WORK</b>
Knowledge of requirements 1, 2, 6, 7, 9, and 10 would be helpful.
<b>REQUIRED MATERIALS AND/OR PREPARATION</b>
Survival kit and materials for shelter.
<b>ANTICIPATED COSTS</b>
<b>OTHER INFORMATION</b>
Scouts need to be prepared to build structure and sleep overnight in it.

<b>WOOD CARVING</b>
<b>TIMES OFFERED</b>
11:15 a.m. 2:00 p.m.
<b>LOCATION</b>
Scoutcraft Area
<b>AVAILABLE TO</b>
All Scouts
<b>RECOMMENDED ADVANCE WORK</b>
Requirement 1 and practice and knowledge of sharpening a pocket knife.
<b>REQUIRED MATERIALS AND/OR PREPARATION</b>
Scouts should have earned the Totin' chit prior to camp.
<b>ANTICIPATED COSTS</b>
Scouts should anticipate costs of \$6.00 to \$10.00 for materials.
<b>OTHER INFORMATION</b>

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

# AQUATIC SAFETY AND FUN

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

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

The Camp Director through his Aquatic Director is the final authority on any question of safety, policy, or procedure.

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

Learners - No test

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

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

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

## **PROGRAM**

- Each troop will be able to swim twice a day! Once for instructional swim, learners and beginners are taught swimming and swimmers work on their Swimming Merit Badge. The other time each troop has an open recreational swim time. See previous section in this manual for specific times.
- Troop leaders will be given the opportunity for instruction in the Safe Swim Defense Plan and Safety Afloat, Thursday 10:30 a.m. in the Aquatics Area.
- Recreational canoeing and rowing is available Monday through Thursday from 2:00 p.m. to 5:00 p.m.
- BSA Lifeguard – The National Council has made major revisions to the BSA Lifeguard program. 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. 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 in 2010.

- Aquatics Supervision Award: Swimming and Water Rescue and Aquatics Supervision Award: Paddle Craft Safety – These two hands-on courses provides 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 of age to work on the Aquatics Supervision Awards.
- Mile Swim BSA – The Mile Swim will be held Friday at 1:45 and 3:45 according to your troop’s free swim time. Scouts and adults must have four hours of practice swimming prior to the Mile Swim. The unit leader is responsible for insuring the practice swimming occurs.
- Kayaks are available for all Scout's and leaders recreational use during the afternoon. Check for specific times at camp. They're great fun - try 'em.
- All aquatic merit badges contain first aid and CPR requirements. Instruction prior to camp is needed in order for the Scout to complete the merit badge.
- Swimming and Lifesaving Merit Badges – A Scout must have completed all of the swimming requirements for Second and First Class **prior** to camp in order for him to take Swimming or Lifesaving Merit Badge at camp.
- An instructional swim which will assist Scouts in the completion of swimming requirements for Second and First Class will be conducted during the 9:15 and 11:15 instructional swims. This “rank instruction” will take approximately three instructional swims to complete.

## **BOATING**

- Waterfront activities are only allowed on Lake Potashnik under the strict supervision of the Aquatics Staff. Anyone violating this rule may be dismissed from camp immediately. Wading is not permitted at the lake or river.
- The Buddy Plan will be in use at all times, including boating.
- The use of any watercraft is restricted to daylight hours from 1/2 hours before sunrise to 1/2 hour after sunset.
- Coast Guard approved personal flotation device for each person aboard a watercraft will be worn at all times except in closely supervised situations as determined by the Aquatics Director.

- In the event of any swamping or capsizing campers should remain with the craft, which will float and not attempt to swim to shore or another craft.
- Always check in and out through the Boating Buddy Board.

## **WHO MAY BOAT**

Only qualified Swimmers may use the canoes or rowboats. Beginners and Learners are not permitted in these types of crafts according to National guidelines.

There should be at least two but no more than three campers in a craft. Scouts working on merit badges may solo with the permission of a member of the Aquatics Staff.

Scouters bringing their own craft to camp must have 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. Private craft must be docked at the camp boating area.

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

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

## **FISHERMEN**

Please note: Wading not permitted.

Also, please do not fish near the boating area at Lake Potashnik.

# FOOD SERVICE

## DINING HALL

During the Sunday check-in process, the Dining Hall Steward will assign your troop to tables and explain the waiter system. Every one of your Scouts will rotate as your waiter during your stay at camp. Tables are designed for eight Scouts and/or leaders.

The waiter and assistant waiter should report 15 minutes before each meal to set the table and receive any special instructions. They remain after the meal to clean-up at the table: scraping plates, moving all glasses, plates, bowls, and utensils to the dishwashing window, wiping off the tables, dispose of the trash, sweeping the floor, and setting the chairs on top of the tables. A pan of warm water and towels should be picked up from the Dining Hall Steward for table clean up.

An adult leader from the unit should remain after each meal to insure the waiter and assistant waiter perform their responsibilities in a timely and Scout-like manner.

Attire for the evening meal should be full Scout uniform while attire for breakfast and lunch can be a Scout t-shirt with Scout shorts. Everyone entering the dining hall must be dressed appropriately, in other words “no shoes, no shirts, no service.” Please, no hats in the dining hall.

## TYPE OF MENUS:

The menus for all meals to be served at camp have been thoroughly reviewed by a dietitian and field-tested. Menus are reviewed each year prior to camp. They are wholesome, plentiful, and have boy-appeal.

## GARBAGE AND TRASH DISPOSAL:

Trash bags will be provided for transporting garbage to the disposal area located adjacent to the dining hall. Garbage should be disposed several times over the course of the week. Please help us keep Camp Lewallen clean!

## ICE:

As in years past, ice is made available to unit leaders outside of the Trading Post. We will have 10 lb. bags and blocks of ice for purchase to keep leaders from having to drive to town to procure extra ice supplies. Ice is paid for at the Trading Post.

## MEAL TIMES:

Breakfast	8:00 a.m.	Flag ceremony ten minutes prior to breakfast.
Lunch	12:30 p.m.	
Dinner	6:00 p.m.	Flag ceremony ten minutes prior to dinner.

## WEDNESDAY NIGHT MEAL:

Many troops provide dinner for their Scouts and parents on Wednesday night. Because of this, no evening meal will be served in the Dining Hall on Wednesday night. If your unit plans to

have the optional meal, you will need to notify the camp office during the Sunday check-in procedures.

**THURSDAY BREAKFAST:**

A non-cooked meal will be served on Thursday morning. The troop should send their waiters and/or assistant waiters to the dining hall at 7:50 a.m. to pick-up the food and paper products for the entire troop. The unit will eat on the campsite. The meal is being called a “sleep in” breakfast.

**SPECIAL DIETS:**

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

## Camp Lewallen 2010 Tentative Menu

### BREAKFAST

#### Monday

Apple Juice  
Sugar Smacks  
Buttermilk Pancakes  
Maple Syrup  
Sausage Links  
Milk

#### Tuesday

Fresh Orange  
Fruit Loops  
Scrambled Eggs  
Bacon Strips  
Bread & Butter  
Milk

#### Wednesday

Banana  
Captain Crunch  
Biscuits with  
Gravy  
Sausage Patty  
Butter & Jelly  
Milk

#### Thursday

Grape Juice  
Bagels w/ Cream Cheese  
Jelly & Butter  
Granola Bar  
Pop Tart  
Milk

#### Friday

Orange Juice  
Cocoa Krispies  
Scrambled Eggs with  
Diced Ham  
Cinnamon Roll  
Bread, Butter, & Jelly  
Milk

#### Saturday

Fresh Fruit  
Blueberry Muffin  
Cereal  
Bread & Butter  
Jelly  
Milk

### LUNCH

Chicken Nuggets with sauce  
Macaroni & Cheese  
Celery & Carrot Sticks  
Bread & Butter  
Chilled Canned Peaches  
Chocolate Cookies  
Orange Drink

Pepperoni & Cheese Pizza  
Baked Potato Chips  
Fruit Cocktail  
Cherry Jell-O  
Fruit Punch

Grilled Hamburgers  
Baked Potato Chips  
Lettuce, Cheese, Pickles  
Tomatoes, Ketchup, Mustard  
Fresh Apple  
Vanilla Ice Cream  
Fruit Punch

Soft Shell Tacos w/  
Diced Tomatoes,  
Lettuce & Cheese  
Nacho Chips  
Taco Sauce  
Chilled Applesauce  
Yellow cake w/icing  
Lemonade

Sliced Cold Cuts & Cheese  
Lettuce, Tomatoes, Pickles,  
Mustard and Ketchup  
Apples  
Ice Cream  
Cherry Punch

### DINNER

Ground Beef Steak  
Corn on the Cob  
Baked Potato  
Bread and Butter  
Chocolate Cake w/icing  
Milk

Hot Dogs and Buns  
Ketchup, Mustard, & Relish  
Oven Fries  
Chilled Peach Slices  
White Cake w/icing  
Chocolate Milk

#### PACK OUT:

Salami, Bologna, Turkey  
on Hoagie Bun  
Mustard & Mayonnaise  
BBQ Chips  
Fresh Fruit  
Cookies  
Fruit Drink (pint)

Chicken Patty  
Mashed Potatoes & Gravy  
Buttered Mixed Vegetables  
Tossed Salad  
Hot Rolls  
Chocolate Pudding  
Milk

Spaghetti & Meat Sauce  
Texas Garlic Toast  
Tossed Salad  
Ranch Dressing  
Cinnamon Applesauce  
Strawberry Shortcake  
Milk

#### Sunday Dinner

Italian Mostaccioli  
with meat sauce  
Buttered Peas & Carrots  
Texas Garlic Toast  
Ice Cream  
Milk

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

## GRACE AT MEALS IN CAMPS

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

### Morning Graces

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

### Noon Graces

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

### Evening Graces

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

### Graces suitable for any meal

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

### Scout Benediction

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

## **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.

## **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

## **Philmont Grace**

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

## **Florida Sea Base - The Keys Blessing**

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

## **Northern Tier Wilderness Grace**

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

# ORDER OF THE ARROW

## ELECTION INFORMATION

### Scoutmaster Instructions

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

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

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

## THE ELECTION

### The Leader

Provides ballots (may be preprinted) and candidate list.

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

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

In addition, he:

- Calls forward the candidates and has them form a line in the front of the troop.
- Asks if any Scouts feel that their names should be on the eligible list.
- Asks if anyone has influenced the Scouts on how to vote.

### The Troop Counselor

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

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

### **Scoutmaster Instructions**

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

Fill out election results on the Election Report Form.

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

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

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

Blank or completed citations should not leave the office.

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

The following item is for S bar F only:

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

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

- I. Ordeal Honor Qualifications  
Youth candidates are designated as those less than 21 years of age. Adult Leader candidates are 21 and older at the time of the election.
- A. Be currently registered in a chartered Scout Troop
  - B. After joining a troop or team, have experienced 15 days and nights of Boy Scout camping during the two-year period prior to the election. The fifteen days and nights must include one, but no more than one, long-term camp consisting of six consecutive days and nights of resident camping, approved and under the auspices and standards of the Boy Scouts of America. The balance of the camping must be overnight, weekend, or other short term Boy Scout camps.
  - C. Be elected by a vote of the troop members present at the election conducted according to procedures outlined elsewhere in these rules. (See Section II F.)
  - D. Youth members must hold the rank of First Class Scout at the time of the election and must be approved by their Scoutmaster.
  - E. Adult candidates are subject to the approval of the Scout Executive. The Scout Executive may choose to authorize a waiver for adult leaders for the requirement for long-term camp upon the recommendation of the Lodge Adviser. Only conditions related to job security or health of the adult may be considered. Approval must be secured two weeks prior to the adult election at the troop committee meeting.
- II. Ordeal Election Procedures
- A. An Order of the Arrow election may be held by any Scout troop or Varsity team in the Greater St. Louis Area Council under the following guidelines;
  - B. Who may vote in the election?
    - 1. Scout election: Every registered troop member under 21 years of age present at the election may vote. Scout leaders may not vote on Scout candidates.
    - 2. Scout leader election: Every registered troop Scout leader present at the election may vote. Scouts may not vote on adult leader elections.

C. When and where are elections held?

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

D. How many Scout candidates may a troop elect?

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

E. How many adult candidates may a troop elect?

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

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

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

#### F. Method of election

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

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

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

he believes are worthy to become members of the Order of the Arrow.

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

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

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

G. Ordeal citation procedures

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

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

H. Time limitation on completion of the Ordeal

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

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

I. Disabled Scouts and leaders

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

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

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

**SECTION I. Name, Affiliation, and Organization**

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

**SECTION II. Membership - Information and Procedures**

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

**A. Ordeal Honor Qualifications**

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

- 1. Be currently registered in a chartered Scout troop.
- 2. After registration with a troop or team, have experienced 15 days and nights of Boy Scout camping during the two-year period prior to the election. The 15 days and nights must include one, but no more than one, long-term camp consisting of six consecutive days and five nights of resident camping, approved and under the auspices and standards of the Boy Scouts of America. The balance of the camping must be overnight, weekend, or other short-term camps.
- 3. Youth members are elected by a vote of troop members present at the election. Adult leaders are elected by a majority vote of adult Scouters present at the election.

Elections are conducted according to procedures outlined elsewhere in these rules.

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

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

## **B. Ordeal Election Procedures**

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

- c. A unit may hold only one youth and one adult election during any calendar year. To hold an adult election, a valid youth election must be held in that same year with youth candidate(s) elected.
4. How many Scout Candidates may a Unit Elect?
  - a. There is no maximum or minimum number of candidates a unit may elect.
  - b. To be elected, a candidate must receive votes from at least 50% of those registered and active members participating in the election. A voter may list any combination of names, including all eligible candidates who he believes are worthy to become members of the Order of the Arrow.
5. How Many Adult Candidates May a Unit Elect?
  - a. Adult Scouters may elect one of their group to membership during any given calendar year. Troops or teams having more than 50 registered, active youth members on or after May 1 of the year of the election may elect an additional adult for every 50 registered, active youth, or fraction thereof.
  - b. The adult election should be held at a regular troop committee meeting. Every registered leader in attendance may vote. Follow youth election procedures as possible.
  - c. An adult Scouter should only be elected to membership when his job in Scouting will enable him to make the Order of the Arrow program more meaningful to the lives of the boys, as the Order is principally a young men's organization. Scouters are not elected to membership as recognition.
  - d. Adult Scouters not registered with chartered units may be elected to candidacy by the Executive Committee of the Lodge. The camping requirement may be waived at the discretion of the Scout Executive. (see Section II A. 8.)
  - e. Members of the Council's Executive Staff are members ex-officio of the Lodge, and when newly appointed, if they have not previously been inducted into some lodge of the Order, should be given an early opportunity to take the Ordeal and the Ordeal ceremony. Camp staff members are to be elected in their own unit or if they are council or district Scouters, they should be elected by the Lodge Executive Committee.
6. Method of Election at Summer Camp

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

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

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

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

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

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

#### Ordeal Citation Procedure

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

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

8. Time Limitation on Completion of Ordeal

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

9. Disabled Scouts and Scouters

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

## Camp Lewallen Check-In

**SPECIAL NOTE:** Do not erect any canvas on your campsite until a member of the Camp Staff is present to work with you on planning your campsite layout. Your Troop Counselor will meet you at the front gate at approximately 1:00 p.m.

**CHECK-IN: Check-in time at the camp office is between 1:00 and 2:30 p.m. on Sunday.** The first meal served is the Sunday evening meal. Meet your Troop Counselor on your site. He will assist you check-in process and the set-up of your campsite. Have the following ready to check with the Business Manager at the camp office:

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

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

- Completed medical form for presentation to the staff members

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

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

_____	Tents in order	_____	Beds made
_____	Site in order	_____	All campsite facilities reviewed by
_____	Equipment needs from Q.M. secured		your Troop Counselor
_____	Scouts made aware of schedule		

**RETREAT:** On Sunday evening the entire camp will stand Retreat in complete uniform. Senior Patrol Leaders will want to assemble their troops so they can arrive at the main flagpole at 5:50 p.m.

**DINNER:** The Sunday evening meal will be served at 6:00 p.m.

**LEADERS MEETING:** Leaders meeting will be held immediately after dinner at the Spring Hollow pavilion. The meeting will last approximately 1 hour.

**SPL MEETING:** Immediately after dinner on Sunday at the Trading Post deck.

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

## Camp Lewallen Check-out

Troop No. \_\_\_\_\_ Campsite: \_\_\_\_\_ District: \_\_\_\_\_

No. of Patrols: \_\_\_\_\_ No. of Scouts: \_\_\_\_\_ No. of Leaders: \_\_\_\_\_

Dear Scoutmaster:

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

1. Per the instruction of a Camp Staff member, do the following:

- \_\_\_\_\_ Take down, fold, and store tents as requested.
- \_\_\_\_\_ Store all cots as requested.
- \_\_\_\_\_ Stack all floorboards against a tree.
- \_\_\_\_\_ Clean your campsite, burn all paper, put cans, bottles and similar items in the proper container and dispose of in the containers behind the dining hall. Bring any garbage to the containers behind the dining hall.
- \_\_\_\_\_ Be sure your latrine is as clean as you would like to find it if you were coming into camp. Restock toilet paper and topside sprayer.
- \_\_\_\_\_ Stack duffel.

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

Signed: \_\_\_\_\_

Camp Staff Member

- 
2. All tools/equipment from the Quartermaster have been returned. \_\_\_\_\_  
Quartermaster

The following items were missing and should be paid for: \_\_\_\_\_

\_\_\_\_\_

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

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

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

\_\_\_\_\_ Date

\_\_\_\_\_ Scoutmaster

# Camp Lewallen Program Sheet 2010 Summer Camp

TROOP \_\_\_\_\_ CAMPSITE \_\_\_\_\_

DISTRICT \_\_\_\_\_ WEEK \_\_\_\_\_

Our registration information for our camp is:

No. of Scouts \_\_\_\_\_ No. of Male Leaders \_\_\_\_\_ No. of Female Leaders \_\_\_\_\_

Patrols \_\_\_\_\_

We will want the supper meal on Wednesday.     Yes     No

We will bring the following troop equipment:     tents     cots

other \_\_\_\_\_

### Troop program scheduling

    Troop instructional swim (preset — see page 25)    \_\_\_\_\_:15 a.m.

    Troop free swim (preset — see page 25)    \_\_\_\_\_:00 p.m.

    Number of Scouts expected to participate in the Voyageur Program: \_\_\_\_\_

    Number of Scouts expected to participate in the Older Scout Program: \_\_\_\_\_

    Number of Older Scouts taking Climbing Merit Badge: \_\_\_\_\_

        List names on back of this form.

We would like our program plan to include:

\_\_\_\_\_ Troop Archery Shoot                      \_\_\_\_\_ Troop Rifle Shoot

We are interested in performing a service project at camp.     Yes                       No

Our unit will have leaders participating in the following adult leader training sessions:

\_\_\_\_\_ Pressurized Fuel

\_\_\_\_\_ Youth Protection Training

\_\_\_\_\_ Climb on Safely

\_\_\_\_\_ Trek Safely/Leave No Trace

\_\_\_\_\_ Safe Swim and Safety Afloat

\_\_\_\_\_ Boy Scout Leader Training (cost is \$20.00 which is paid at camp)

**over**

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

<b>Leader</b>	<b>Merit Badge or Voyageur Program</b>	<b>Best Time</b>
_____	_____	_____
_____	_____	_____
_____	_____	_____

**Older Scouts taking Climbing Merit Badge.**

_____	_____	_____
_____	_____	_____

Mail two weeks before camp to:

Camp Lewallen  
Camp Director  
HC 1, Box 1955  
Silva, MO 63964

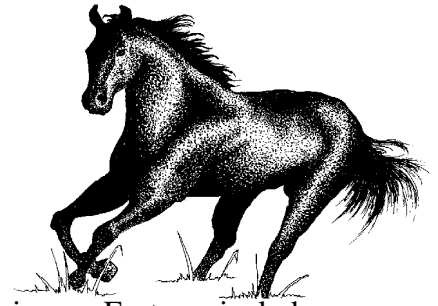
**Name** \_\_\_\_\_

**Position** \_\_\_\_\_

**Phone number** (\_\_\_\_\_) \_\_\_\_\_

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

# HORSE CAMP



The 2010 long-term horse program will be a seven-day, adventure-filled experience. Features include horseback riding, swimming, skeet shooting, climbing tower, campfires, and much, much more. A horse show is conducted at the end of the week. To be a part of this exciting program, you must be a registered Boy Scout, Venturer, or Explorer and 14 years of age by June 1, 2010. Dates for the Horse Camp are June 6-12, 2010. Sign up today! Maximum number of participants is 40. Cost is only \$220.00, which includes meals, lodging, and program materials. A reservation fee of \$25.00 will hold your spot. The registration fee is non-refundable. All fees must be paid in full by May 1, 2010. Leadership is provided by the Council Trail Guide Committee. The program takes place at the Nagel Base of the Beaumont Scout Reservation.



Greater St. Louis Area Council

Boy Scouts of America

**2010 Horse Camp Application**  
**June 6-12, 2010 Nagel Base**

Print all information

Troop No. \_\_\_\_\_

Crew No. \_\_\_\_\_

Post No. \_\_\_\_\_ District/Area \_\_\_\_\_

Name \_\_\_\_\_ Telephone No. \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip Code \_\_\_\_\_

Date of birth \_\_\_\_\_ Age \_\_\_\_\_

\_\_\_\_\_  
Parent Approval/Date

\_\_\_\_\_  
Leader Approval/Date

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

OFFICE USE

Reservation Fee \$ \_\_\_\_\_ Date received \_\_\_\_\_ Receipt Number \_\_\_\_\_

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

**River Ranger Program**  
**June 6-11, 2010**

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

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

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

Individual Scouts may sign up for the River Ranger Program as their second week in camp. A cost of \$235.00 will be charged for the River Ranger Program, which includes meals, program materials, canoe rental from private outfitter, transportation to and from the S-F Scout Ranch, and Ranger Program patch. All fees should be paid in full by May 1, 2010. Adults are welcome on the program. Scouts should meet at 5 p.m. on Sunday at the Scout Lodge in the Camporee Area. The program will end around 6:30 p.m. after dinner on Friday at the Ranch Headquarters area. Check out the council's web site for more information, [www.stlbsa.org](http://www.stlbsa.org).

Greater St. Louis Area Council

Boy Scouts of America

**2010 APPLICATION FOR RIVER RANGER PROGRAM**

Troop No. \_\_\_\_\_ of \_\_\_\_\_ District

Name \_\_\_\_\_ Address \_\_\_\_\_

City \_\_\_\_\_ Zip Code \_\_\_\_\_ Phone No. \_\_\_\_\_

Age \_\_\_\_\_ Birthdate \_\_\_\_\_

I wish to attend the River Ranger Program from June 6-11, 2010.

Enclosed is my \$25.00 nonrefundable deposit. All fees should be paid in full by May 1, 2010. Additional information will be sent to the Scout once the deposit is made at the Scout office.

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

Unit leader's name (print) \_\_\_\_\_ Phone number \_\_\_\_\_

Unit leader's signature \_\_\_\_\_ Date \_\_\_\_\_

Parent's signature \_\_\_\_\_ Date \_\_\_\_\_

**OFFICE USE ONLY**

Received \$ \_\_\_\_\_ Receipt No. \_\_\_\_\_ Date \_\_\_\_\_  
Received \$ \_\_\_\_\_ Receipt No. \_\_\_\_\_ Date \_\_\_\_\_



**Parent's Information Sheet**  
**2010 Summer Camp**  
**Camp Lewallen**

Troop\_\_\_\_\_ will be in camp the week of \_\_\_\_\_.

We are on \_\_\_\_\_ campsite at Camp Lewallen.

The emergency phone number is **573-224-3420**.

This phone number is for emergencies or leaving messages. If you need to contact a Scout or Scouter in an emergency, leave a message for him to return a call. It would be difficult for us to locate him while you waited on the phone.

The mailing address for the troop: Scout's name, Troop\_\_\_\_\_  
Camp Lewallen, Campsite\_\_\_\_\_  
HC 1, Box 1955  
Silva, MO 63964

**Parent's Night**  
**Wednesday Evening**

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

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

Scouts will gather at the flagpoles at 7:45 p.m. for the campfire and OA ceremony.

Parents should gather at Lake Council Ring at 7:45 p.m. for the campfire and OA ceremony.

No pets are allowed at camp at any time.

You should bring an insect repellent.

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

SUMMER CAMP AWARD

Troop No. \_\_\_\_\_ District \_\_\_\_\_

Camp \_\_\_\_\_

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

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

Signed: \_\_\_\_\_  
Troop Leader

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

FOR CAMP OFFICE USE ONLY

Award was made on: \_\_\_\_\_ Signed: \_\_\_\_\_  
Date Camp Director



## Scoutmaster: Some Reminders

- \_\_\_\_\_ Provide the parents of the Scouts with the Parents Information Sheet and a map of the camp.
- \_\_\_\_\_ Collect and review all medical forms. All Scouts and adults attending summer camp must have a medical record, Annual Health and Medical Record (form 34605), signed by a physician, physician's assistant, or nurse practitioner.
- \_\_\_\_\_ Fill out a roster of those attending camp.
- \_\_\_\_\_ Pay all fees two weeks prior to attending camp.
- \_\_\_\_\_ Mail the Troop Program Sheet to Camp Lewallen two weeks prior to your arrival.
- \_\_\_\_\_ Trailers may be moved onto the campsites on Sunday afternoon. **Each unit will be responsible for moving their trailer.** Personal vehicles must be moved to the camp's parking lot after moving the trailer. In case of inclement weather vehicles and trailers **will not** be allowed on the campsites or the truck roads. A camp truck will not be available to move a unit's trailer to the campsite.
- \_\_\_\_\_ **Wait for the camp staff before setting up any canvas.** This will avoid the possibility of having to move the tents and flies. The Troop Counselor will meet you at the front gate at 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 between 1:00 p.m. and 2:30 p.m. with the following items:
  - Any fees that need to be paid.
  - Receipts of fees paid at the council Service Center.
  - Troop roster listing Scouts and adults. The roster should include names, addresses, phone numbers, and ages.
  - A count and fees of any adult taking the Adult Leader Training Course.
  - Out of council units need their tour permit and proof of insurance.