



GREAT RIVERS COUNCIL, BSA
2020 Scouts BSA Summer Camp Leader's Guide

Lake of the Ozarks Scout Reservation

Camp Hohn

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All necessary forms are in the forms section of the camp website at:
www.lakeoftheozarksscoutereservation.org

**Updates will be posted to the website as well as on the Facebook page for
Lake of the Ozarks Scout Reservation as they become available!**

Welcome!

The summer of 2020 is a special year for us at the Lake of the Ozarks Scout Reservation as we conduct our 55 year of Scout camping at Camp Hohn! Literally 1000's of Scouts and leaders have joined us for a week of Scouting adventure over the last 54 years, and this year, we are taking things to an even higher level of camping and outdoor fun, just for you and your unit!

The highlight of the Scouting year for every young person in our program is summer camp. Scouts from all over the council and in fact beyond our council borders, will converge at the Lake of the Ozarks Scout Reservation looking for a fun filled program for an entire week. Our staff has been preparing for a fantastic summer program for all the Scouts to enjoy. Additionally, we have made a lot of significant improvements to our camp, including the introduction of our new Welcome Center/Medical Lodge and Aquatics Center with a pool in 2015, unlike any you will find anywhere else! And our Sinquefield Invention Lab continues to grow and will play a major part in our 2020 camping program. Several new and exciting programs are also being introduced in 2020 and several existing programs are being revamped and improved!

To help make sure you and your Scouts are prepared for all we have to offer, we have prepared this in-depth guide with information on everything you need to know for your Scouts BSA camping experience in 2020. Please take the time to prepare yourself for your adventure at camp by reading this guide from cover to cover, absorbing all the information in it and passing it along to your other leaders, parents, and your Scouts. We feel that this year's program will be our best and most energetic effort ever. For more information and forms please visit us at our camp website at www.lakeoftheozarksscoutereservation.org.

Scout camp is where memories are made, and lifelong friendships are forged. In 2020 we are going to be doing just that, building lifelong memories for our campers all summer long! Make your plans now to get your unit signed up for this exciting adventure.

Take time before camp to determine what your troop program needs are and communicate that information to us before you arrive. That will give us the opportunity to assist you in meeting your goals. If you have any questions, special needs, or just want to talk about your week in camp, feel free to contact us. We will be happy to work with your troop in any way we can. We look forward to seeing you at camp.

Yours in Scouting,

Dennis Kerns
Camp Director
Dennis.Kerns@scouting.org

Important Updates

CAMPER FEES FOR 2020 – The 2020 camper fees are \$260.00 Adult fees are \$120.00 in 2020

Second Week Half-Price – Any Scout who wishes to attend camp for a second week may do so at half-off the standard camp price (\$140.00).

Cluster Classes - We will again be offering several “Cluster Courses”. You will see these special courses listed on the merit badge schedule which is included in this guide.

Motorboating & Sailing Merit Badge – By State Law, **ALL** Scouts wishing to take Motorboating & Sailing Merit Badges **MUST** be 14 years old and complete the Missouri Boating Safety Course and Exam **PRIOR** to coming to camp. Information about this course is available online at: <http://www.boat-ed.com/mo/index.htm> JETSKI?

Health Form - ALL Scouts and leaders are required to have a complete medical exam prior to arriving at camp, including all 4 parts of the official BSA physical form which can be found on the camp website in the form’s library. Scouts and leaders arriving without a completed and signed physical form **will not** be allowed to remain at camp. Precamp Screening Form will be turn in at check in.?

Volunteer Camp Commissioner Corps – Each week during the summer season a corps of volunteer camp commissioners assists the staff in seeing to it that troops have a successful camp experience. The Volunteer Commissioners will support the Camp Commissioner by providing Unit Service & Program Support in a variety of ways. This is a great way for you to bring more leaders to camp at no additional cost.

Pre-Camp Swim Checks – Remember that units have the option of conducting their own swim tests prior to camp following our Swim Classification Procedure. The form to complete and bring to camp is on the camp website.

Summer Camp Web Resources – In an effort to improve and facilitate pre-camp communications, we have created several new information, email and file sharing forums:

Website: www.lakeoftheozarksscoutereservation.org

Email: greatrivers.lotosr@scouting.org

We also have a Facebook page dedicated to the Lake of the Ozarks Scout Reservation – ***Like us!***

Chess Tournament – Our annual camp wide tournament in 2020 with two different brackets, one for leaders and one for Scouts, to test your skills in the game of Chess. Get your game pieces on!

3-D Archery –We will continue our 3-D archery and advanced archery program in 2020. The 3-D range will be available during troop shoot time (daily 7-8pm) and as a part of our advanced archery program.

Invention Lab – The Siquelfield Invention Lab will continue to have a strong presence in our camping program in 2020! We invite all Scouts and Leaders, whether in an invention lab class or not, to make a visit to the lab this summer! We've got some new and exciting things in the lab this year!

Adult/Advanced Blacksmithing - You must have completed the blacksmithing portion of the Metalworking merit badge prior to arrival at camp to participate in the Advanced Blacksmithing class. Proper attire is required when attending this class. NO synthetic clothing materials or open toe shoes are to be worn when in the blacksmithing area. The cost for Adult Advanced Blacksmithing is \$25.00

Getting Ready for Camp

Youth Camp Fee

One week (7 days, 6 nights): \$260.00 This fee includes a camper buff and souvenir bottle of hand sanitizer for all campers! A second, or third week: \$140.00 (Campers Savings discount **does not** apply)

Adult Leader Fee

The \$120.00 Adult Leader fee is designed to cover the cost of meals during camp, a camp patch, T-shirt and facilities usage. **There is a fee of \$8.00 per meal for leaders or guests who do not attend camp all week.**

National BSA policy requires two (2) registered adult leaders for all Scouting activities, including long-term camp and field trips out-of-camp. Each unit must have at least two adult leaders in attendance. Small units may want to make arrangements with another unit to share campsites and leadership responsibilities. Please let the Council Office know if you need assistance with that process.

Campers Savings

The requirements for a unit to receive the Campers Savings discount are as follows:

- Scouts Camp fees paid in full by May 1 (transferring Webelos Scouts may receive Campers Savings until June 1)

Please remember that Scouts receiving camperships **are not eligible** for the Camper Savings discount and Scouts who stay for a second or third week **are not eligible** for the Camper Savings discount on any week other than the first.

Camperships (Program Grants)

Through the generosity of our Friends of Scouting a limited number of camperships are available to help boys in need of financial assistance. The deadline for applying for a campership is April 10, 2020, and all camperships are based on the full camp fee (\$280). Early requests are necessary to ensure equitable distribution of available funds. The amount of the campership given to each Scout will vary based on economic need, but in nearly all circumstances will not exceed 50% of the price of camp. **Scouts receiving camperships are not eligible for the Camper Savings discount.** A copy of the Program Grant Application is available on the camp website.

Camp Refund Policy

Prior to the May 1 Camper Savings Day, all fees, less the \$25 camper deposit, are refundable and transferable. Please check your Scouts' prior commitments to summer sports and family vacations before May 1.

After May 1 Camper Savings Day, the following policy applies refund requests MUST be submitted in writing to the Camp Business Manager prior to departing from camp. A unit leader or Scout may request a refund of the fees under the following conditions **ONLY**:

- Illness or serious accident of Scout prevents his attendance at camp.
- Family illness or emergency prevents the Scout's attendance at camp.

Camper fees are nontransferable between scouts or leaders.

Refund requests for a Scout or leader who changes their mind about attending or decides to not attend for any reason other than those listed above WILL NOT BE considered.

If the refund request is granted, the \$25 reservation deposit and an additional 25% camp readiness fee will be withheld. However, if your unit wants your refundable fees transferred to your unit Scout Shop account, the readiness fee that is not refundable will be reduced to 15%. Scouts leaving camp early will not be eligible for partial refunds. **Refund requests submitted after leaving camp will not be honored. Fees for ALL merit badge classes are NON-REFUNDABLE or transferable!**

Campsite Reservation

Campsite reservations are made on a first-come first-served basis by completing a campsite reservation through our online registration system. The early sign up date is October 1, but there is plenty of room for your troop to attend camp and online sign ups continue through May 1, 2020! If you have not completed a reservation, please do so today! A \$25.00 per person, youth and adult, deposit will reserve a spot in the campsite of your choice; **however, the camp Director will decide how to best fit the units and patrols within a given campsite.** This means that you cannot reserve a patrol site within a particular campsite. Final registration will be handled through our online registration system.

Provisional Camping

We will offer a provisional camping opportunity each session of camp. Provisional camping is an excellent summer camp alternative for:

- Scouts who are unable to attend with their home unit due to time conflicts
- Scouts and adults who would like an opportunity to attend camp for a second time
- Scouts and adults from units that camp at Summer Camps outside the Great Rivers Council.

What to Bring to Camp?

All of each Scout's clothing and personal equipment should be marked clearly with the scout's name and troop number. Be advised that there is not a safety deposit box for valuable personal articles.

Scout Personal Gear

- Complete Scout uniform
- Scout Handbook
- Sweater or jacket
- Dirty clothes bag
- Sneakers and/or hiking boots
- Raincoat or poncho
- Swim trunks
- Towel and soap
- Toilet articles
- Insect repellent (non-aerosol)
- Blankets or sleeping bag
- American Indian attire for OA
- Knife, fork, spoon, plate
- Flashlight and extra batteries
- Spending money
- Cot or air mattress
- Ground cloth
- Hat
- Notebook/ pen or pencil
- Suntan lotion
- Compass
- Canteen or Water Bottle

Leather gloves for Climbing MB and
Blacksmithing program

Tents

Thermometer (non-oral)

Optional Scout Equipment

- Bible or book of one's faith
- Camera and film
- Baseball glove, ball, Frisbee, etc.

Troop Equipment

Troop records (physicals, advancement...)

- Plastic to protect wood supply
- Bulletin board with cover
- U.S. and troop flags
- Roll of small wire
- Sharpening file or stone
 - Scoutcraft and game equipment
 - 100 feet of sash cord
 - Coffee pot and coffee
- Plastic tablecloth
- Patrol duty roster
- Propane lanterns (adults only)
- Matches
- Thumb tacks
- First aid kit

What to Bring to Camp?

- Bow saws
- Hammer and nails
- Twine
- Cooking glove
- Troop Checks (3 recommended)
- Troop library
- Sewing kit

Optional Troop Equipment

- Folding chairs
- Extra dining flies
- Extra tent stakes
- Laundry detergent (Washing machines and dryers are available)

Equipment Provided by Camp

- Two man-tents
- Dining flies
- Patrol cooking box
- 1/2 barrels w/ grates for wood fire cooking
- Tent platforms

Class & Activity Information

As always, the two biggest questions about camp are “what classes are being offered?” and “how do we get our Scouts signed up?” The answers to these and any other questions you might have can be found in the forms section of the camp webpage and in this guide. Specifically, the items you will want to review are as follows:

- 2020 Camp Reservation form – if you haven’t reserved your spot at camp yet
- 2020 Scoutmaster’s Pre-Camp check-list – a what-to-do timeline for Scoutmasters as they prepare their Troop for camp.
- 2020 Tentative Camp Schedule – the day-to-day comings and goings of camp
- 2020 Class Schedule – what classes are offered when
- 2020 Troop Roster – the form you will need to complete and bring to camp

Many of these forms are being developed and the specific schedule is also being developed so watch the camp web site and the reservation Facebook page for updates as they become available.

Other supplemental forms that will be of assistance include:

- Maps ‘to’ and ‘of’ Camp – how to get here and how to get around once you’re here
- Medical Form – **required for all campers-youth and adult!**
- Swim Classification form – for documenting swim-checks prior to camp
- Special Needs form – for providing advance notice about Scouts (or leaders) with special accommodation needs (physical, medical, food)
- Grant Application – for Scouts that need financial assistance to pay for camp
- Provisional Camper application – for Scouts that cannot attend with their home unit or are coming to camp for a second week
- Order of the Arrow election forms – from your troop elections

Back this year is our online merit badge registration and recordkeeping system. On January 4, 2020, at 8:00 am. the online class registration system will open. Each unit will need to log-in to register your Scouts in the system. If you need any Assistance can be provided by calling the Camp office at 573/374/5761, or the council service center and asking for our program specialist who can offer support if needed. **If your unit has an account already established in the Doubleknot system, please do not set up a new account, instead use the one you used in prior years.** End-of-camp records will be distributed to Scoutmasters in a convenient consolidated printed spreadsheet.

If you have any questions, special needs, or just want to talk about your week in camp, feel free to contact us by email at greativers.lotosr@scouting.org. Or Call us at the Camp Office at 573/374/5761 or Council Office at 573/449/2561. We will be happy to work with your troop in any way we can. We look forward to seeing you at camp.

Your Stay at Camp

Sunday Check in Procedure

Check-In is from 1:00 PM until 4:00 PM Sunday. Troop trailers **must** be dropped off between 9:00 AM and 12:00 PM on Sunday, except by permission of the Camp Director or Ranger. If you need to drop off your trailer outside of this time, please contact the Reservation office at least one week before your arrival at camp.

Medical check will be happening at the welcome center 1:00 pm.

To make your arrival at camp a pleasurable one, **please do not have your unit plan on arriving before 1:00 PM, as the camp will not be open, and the staff will not be available to assist you.** Please also remember that the first meal at camp will be dinner on Sunday night at 6:00pm. (Welcome Dinner at show and Do) and there is no midday meal available. Also note that any personal gear that was not delivered with the troop trailer will need to be packed in. Upon your arrival please follow these steps:

- Please stop at the **Welcome Center to confirm your campsite** prior to entering with trailers.
- Park vehicles in parking lot at the Welcome Center or other areas as directed.
- Meet your site host in your campsite. Your host will assist you through the check-in process. Remember they are there to help you!
- At 1:00PM Scoutmaster goes to the Welcome Center with the following items **(If you did not fill out on line) if you did fill out all form you do not have to check in at the welcome center. You will be checked in by your site host at this time. (Please leave scouts and medical forms in the campsite for Med checks).**
 - **Complete Troop roster** of all campers and adults including names of adults staying with unit full-time and part-time. Please add your Leaders and Scouts to their Patrol Rosters, and please fill out your Commissary needs as well so

we can get there needs met for them and your troop. and then email to camp one week before coming to camp.

- The **statement of fees paid** that you received from the council service center, and balance of fees, if any due. **ALL Camper fees and extra program fees MUST be paid at this time.**
- **Troop Checks.** We do not have a means to charge unit Scout accounts for activities at camp, nor can we provide fee refunds. In order to speed the check-in process; we ask that units be fully paid prior to arriving at camp. Those not fully paid will need to settle up upon check-in, and again at check-out (to reflect changes during the week (class changes, OA and SDB fees...)). We recommend bringing three checks: one for check-in, one for check-out and one 'just in case'.
- Commissary special needs list. Please fill out this form and send it in with your troop roster.
- **Copies of youth OA election results and adult nomination forms.**
- **Swim test results, if your unit performed its own swim tests before camp.**

Once your unit has checked-in, your campsite host will guide you to the Quartermaster where you will pick up your patrol bags. You will then be given a tour of camp. You will then proceed to the waterfront for your swim tests (if needed) and Aquatics area orientation. Upon completion of the swim test you will then return to your site, finish setting up camp and get ready for dinner. Your campsite host will be joining you for dinner tonight!

There will be a Scoutmaster and SPL meeting on Sunday night where additional information will be distributed. You will be given a detailed schedule upon check-in that will have the exact time and place of this meeting, along with other important information about your week at camp.

Contacting Camp

Parents often ask where their child will be and how they can reach them... and rightfully so! Please encourage parents to write, but not to call unless it is an emergency. The main telephone in camp is for camp business and emergencies ONLY.

U. S. Mail Service

Outgoing mail is picked up daily from the reservation office in the Welcome Center. Please address all incoming mail as follows to assure that it is delivered to your Scout in a timely manner.

Scouts Name and Troop #
Lake of the Ozarks Scout Reservation
525 Camp Hohn Drive
Gravois Mills, MO 65037

Telephone

The camp telephone is (573) 374-5761 and it is used for camp business and emergencies only. Telephone messages should be limited to emergencies only.

Cell Phones and Homesickness

It is not unusual for Scouts to develop homesickness during a week of camp. Research and experience have shown several ways to help kids make the most of their week away from home.

- Leave cell phones at home, or at least leave them with the Scoutmaster 'for emergency use only'. Scouts need to be able to participate in all the fun that camp has to offer and develop self-confidence away from home. The cell phone offers a 'lifeline' to home, friends, etc. that diminishes that opportunity.
- ALL campers – Leaders and Scouts are reminded that **NO cell phones are allowed at the camp shower houses at any time. This applies to all photographic equipment.**
- Encourage your scout to try new things and get involved prior to camp and send mail/email messages during the week. Tell them how much fun you know they will have at camp and how proud you are of them. Avoid comments like "I don't know what I'll do without you", "the dog has whined at your door all week"
- Don't make pick-up deals. If a Scout is told that they will be picked up if they becomes homesick, several things have occurred: 1) the idea has been planted that they might become homesick 2) they have been subliminally told that they can't handle the separation and 3) they have been given an easy out rather than an opportunity for personal growth.

Tips for Camp Success

Over the last few years, comments made by Scoutmasters in their evaluations suggested the need for a section of helpful hints based on previous experiences at camp. This is a collection of what experience has taught us regarding merit badges and advancements:

1. Summer camp is not a merit badge mill, where you pay a fee and get four badges automatically. Instead, camp offers merit badges as one portion of the overall program. Look into the Outback Ranger, Society of Daniel Boone, and other program opportunities.
2. You should plan on a maximum of four merit badges per week per boy.
3. The most difficult badges to earn are those requiring a great deal of physical skill, coordination and stamina (i. e. Metalworking, Archery, Rifle Shooting).

4. With the number of changes to merit badge requirements over the years, many merit badges require work outside camp. Every effort is made in the Merit Badge Detail Information page that is in this guide to indicate which requirements cannot be completed at camp. Scouts are encouraged to get the merit badge book well ahead of camp, read it and complete the prerequisite work. The class will go much more smoothly for them and they will leave camp having completed the badge. There will be a form posted on the website and it is in this guide that is to be signed by the leader, indicating what advance requirements have been completed prior to arrival at camp. **You my being this to the Leaders Meeting.**

5. Scouts should try doing something new at camp and get a well-rounded experience. Try a variety of badges from different program areas: Ecology, Shooting Sports, Aquatics, Climbing, Handicraft, Outdoor Skills, Invention Lab and Blacksmithing.

6. Troops should plan ahead and come to camp prepared. Make sure you turn in as much paperwork before camp as possible. Have patrols already organized. Elect patrol leaders. Preview safety issues and assign daily fire marshals. Work on ideas as patrols and have the patrol leaders represent the group at camp.

7. Your campsite is your home for the week, so work at making it comfortable by bringing banners and flags to dress it up. Keep Patrol sites neat and clean. They will be visited and judged daily with prizes awarded at the end of the week.

8. Make a Troop Pioneering project or Campsite Gateway – these are great for team building, camaraderie and are judged with prizes at the end of the week.

9. Schedule time for rest! That's right. Too often, you don't take time to sit and enjoy the beauty at camp around you. Don't keep such a pace that you miss the trees, the nature, and the clean, fresh air.

10. Top troops show spirit. The troop that comes to camp with ideas and spirit and challenges make the rest of camp come alive. Bring your troop cheer to camp and show everyone that your number one.

11. Be flexible. Each week 200-250 boys attend camp and while staff is there to meet everyone's needs, a Scout is friendly, cheerful, and courteous. We need to practice the Scout law in camp when dealing with others.

12. Communicate: If you have a special need or want to do something spectacular, tell us about it and we'll give it our best shot. **At camp, we maintain RIGID FLEXIBILITY!**

13. In the event a situation requires you or one of your Scouts to go to the hospital, it is a good idea to have a photocopy of each troop member's insurance card for more efficient processing and faster service. **Non-emergency transportation of a Scout in your troop to the hospital or urgent care is the responsibility of the unit.**

14. For your benefit, it would be advisable to have no less than 2 copies of each camper's and leader's health forms while at camp. One for your unit's file and one for the Medical Lodge file.

Camp Program

Advancement Philosophy

Program at summer camp is more than merit badges. For an entire week, Scouts have the opportunity to experience and enjoy the out-of-doors. Summer camp offers many ways to keep the Scouts busy other than with merit badge classes. Scouts should balance their merit badge schedule with patrol activities and open activities and keep some daily free time. Scouts may wish to participate in a troop or patrol activity, go to free swim, or simply relax while at camp. It does take some planning to make sure Scouts have this balance during the week, and to keep in mind the goal of getting them back to camp in the next years. Also, bear in mind that many badges may require time outside of the allotted class time.

Here are a few suggestions of programs to enjoy for each year. Remember that summer camp is not just a merit badge mill. Ordinarily, Scouts should select four or fewer merit badges. Consider that advanced merit badges require additional work before and during camp.

Year 1: Brownsea, First Aid, Swimming, Cooking, Free Swim, Patrol Shoot and other Troop and Patrol activities.

Year 2: Swimming (if not completed in the first year), Canoeing, Archery, Camping, First Aid, Ecology Cluster, Rifle Shooting.

Year 3: Climbing, Motor Boating, Lifesaving, Rowing, Environmental Science, OA Brotherhood, Metalworking, Geocaching, Orienteering, Pioneering, Search & Rescue, Engineering and Shotgun Shooting.

Year 4: I Lab 2.0, Specialty Shooting Sports, Water Sports, Personal Watercraft.

Year 5+: Counselor in Training, camp staff.

It is easy to see how each camp and our various program areas have a natural progression. For example, in the Aquatics area a first-year camper should plan to take instructional swim. The second year they look forward to Swimming and possibly also Canoeing. During year number three they are ready for Motor Boating, or Rowing. Fourth year promises the excitement and challenge of Small-Boat Sailing or Waterskiing, or maybe even.

Merit badges have suggested age levels. We rely on the Scoutmaster to help enforce this plan while working with the Scouts to choose their schedule. Scouts that are generally too young for a badge should consider alternative classes. Please help us avoid this situation by encouraging your Scouts to participate in age-appropriate programs.

Non merit badge program opportunities are available for every Scout in camp whether a first-year or veteran camper. Special activities are available to experienced campers to use their skills and keep them challenged. For beginning campers, emphasis is placed on activities to assist them in completing early advancement requirements and practice basic camping skills.

Individual, Patrol and Troop Activities

- 3-D and field Archery shoots
- Rifle shoot
- Troop climbs
- Canoeing
- Open Aquatics & swims at the pool
- Fishing
- Chess Tournament

Scheduled Camp-wide Activities

- Flag Ceremonies: Respect for the flag is very important. Each troop is encouraged to conduct their own flag ceremonies in their campsite.
- Vespers Service: A Scout is Reverent. Sunday evening features a camp-wide vespers service.
- Campfires: At your campsite you will be doing opening and closing campfires will be in your camp site. These are vital to the summer camp program experience.

For First Year Scouts - The Brownsea Program

The Brownsea program is designed to give the first-year camper a great Scouting experience. This well-rounded program will provide a firm foundation for his Scouting activities. **Brownsea will run HALF DAY Monday through Thursday (Block 1).** The name of the game in Brownsea is FUN with a purpose. Each participant will get a real "hands on" program, in order to introduce and enhance his basic Scouting skills. Activities are built around the Tenderfoot, Second Class and First-Class rank requirements. Brownsea Scouts will also have the opportunity to sign up for merit badges during the afternoon.

A special Brownsea Graduation Ceremony will be held during the retreat ceremony on Thursday evening (Family Night).

The Brownsea program is **optional** and your first-year campers do not have to participate. In fact, the Brownsea program will not be beneficial for those first-year campers who have completed a majority of the requirements for Tenderfoot, Second Class, and First-Class ranks. Please note that the Brownsea staff will not sign off Scout Handbooks. We believe that is the right and the responsibility of the Scout's home unit.

If you have Scouts participating in this program, **we ask that one leader from your troop attend each day with your Scouts.** A list of potential activities will be available on the camp website.

Activities for Older Scouts

Personal Watercraft Program (Jet Skis)

We will have a limited number of openings for Scouts to learn about and use Personal Watercraft (PWC - aka Jet Skis) during camp. By State Law, **ALL** Scouts wishing to participate in the PWC program **MUST** be 14 years old and complete the Missouri Boating Safety Course and Exam **PRIOR TO COMING TO CAMP.** Information about this course is

available online at: <http://www.boat-ed.com/mo/index.htm>. The program will be offered in the two afternoon program blocks (3 & 6), is limited to twelve (10) participants per block.

SPECIAL NOTES –

- Participation in this activity will require a separate parental permission slip.
- Participants must bring their certificate of completion of the Missouri Boating Safety Course with them to camp in order to participate. There are no exceptions to this!

Climbing and Rappelling Tower

The Lake of the Ozarks Scout Reservation is proud of its 36-foot climbing and rappelling tower. We are excited this year about several additions to the tower designed to make it more interesting and challenging. Troop climbs are a very popular and high-demand feature of camp. Be certain to request one on your advance information sheet.

Order of the Arrow

For further information about the Order of the Arrow, and eligibility for election, contact your local chapter chief. Your chapter chief should contact you to schedule a Unit Election prior to camp. Units unable to complete an election prior to camp will have the opportunity to complete one early in the week at camp. Units should also complete an Adult Nomination prior to camp. Please maintain a copy for your records and bring that copy to camp.

Order of the Arrow Call-Out Ceremony

The Order of the Arrow will have a weekly “call-out” ceremony on Thursday night of each week. Members will be asked to help with the Order of the Arrow call-out ceremony serving as torchbearers, runners, fire builders, smudge pot builders, and torch builders. All youth Arrowmen are encouraged to bring their American Indian regalia to camp and wear it to the OA ceremonies.

The prospective candidate must be sure to follow the guidelines outlined in the OA Handbook. These include memorize the signs of the Ordeal Membership, advance in your understanding of the Ordeal, develop your unit plan for service in the lodge, and write a letter to the Lodge.

For Adults - Volunteer Camp Commissioner Corps

Each week during the summer season a corps of volunteer camp commissioners will assist the staff in seeing to it that troops have a successful camp experience. During each session of camp there is a need for anywhere from three to six volunteer camp commissioners. Commissioners will camp overnight with their home unit (or the provisional troop), but otherwise eat with and functions as camp staff members (they may also choose to eat with their home unit if they prefer).

Volunteer Commissioners arrive by 10am on Sundays, and usually depart by 10am on Saturdays. The Commissioner Corps will work together with the Camp Commissioner by visiting their troops' sites on a daily basis and providing a variety of other unit-service and

program-support functions. Some might assist the Camp Commissioner with instructing. Others might conduct campsite inspection visits; provide instruction assistance to our Program staff; offer evening merit badge instruction; or provide transportation and leadership support.

Camp commissioners must be experienced Scouters with the ability to physically endure a week of walking at the camp. **Camp Commissioner Volunteer Corps members will attend camp at no charge.** These positions are limited and will be filled by application. The 2020 application is available on the Reservation website and must be submitted prior to November 30, 2019 to be considered for Camp Commissioner Volunteer position. Individuals selected for this program will be notified and expected to attend Commissioner Corps orientations to begin in January or February.

Other older Scout and Leader activities include I Lab 2.0, Advanced Blacksmithing, Advanced Sailing and Advanced Archery.

General Policies

Membership: The Boy Scouts of America requires that all campers participating in the summer camp program be registered members. Make sure all your campers are currently registered. Rosters should be submitted to the Scout office with your final payment. You should also have a roster to present at check-in; not having rosters ready will delay the check-in process.

Swim Qualifications: All Scouts and leaders participating in aquatic activities will be placed in one of three ability groups: learner, beginner, or swimmer. Only swimmers may take Canoeing, Rowing, Waterskiing, Small-Boat Sailing, or Motorboating merit badges or participate in the Jet Ski program. Scouts must also be at least 14 years of age to take Motorboating merit badge and participate in the Jet Ski program. The swim test can either be administered by the aquatics staff on check-in day or at the unit level prior to camp following the guidelines in our Swim Classification Procedure. Any increase in status (learner to beginner, or beginner to swimmer) after this date would require a reclassification test by the Camp Aquatics staff during instructional swim periods (or other times as arranged by the Aquatics staff). Aquatics merit badge classes will allow for those who pass the swimmers test Monday to remain in classes.

Patrol Method: We use the Patrol Method. This means that it is the responsibility of the troop's Senior Patrol Leader to organize and run the troop. It is their job to get the campsite ready for inspection each day and to post the duty roster and unit fireguard chart.

Patrol Cooking : Each Patrol will be cooking the food that is been drop off at their campsite for each meal. If your patrol needs cook gear you will be able to go to the Quartermaster and check out what they will need at no cost.

Travel: Transportation to and from camp shall be by approved means only. All campers and adults are required to use seat belts. NO ONE may ride in the back of a truck or pickup. Observe insurance and safety precautions as stated in the current edition of the *Guide to Safe Scouting*.

Pressurized Fuels: National BSA policy permits the use of liquid fuel only under the direct supervision of a knowledgeable adult leader. Gasoline and other flammable substances are

to be stored in the approved fuel storage area in camp. Consult the Camp Director upon arrival at camp for specific instructions.

Leaving Campsite: After 10:00 P.M. each evening, Scouts should not leave their campsite without a buddy and adult leadership. This includes use of the shower facilities.

Shower Facilities : (**Each troop will need to send at least one adult leader with their troop goes to the showers.)**

Alcoholic Beverages: The possession or use of alcoholic beverages is prohibited in camp. Those unwilling to abide by this policy will leave camp immediately. Leaders, please inform parents of this so they are aware of this policy on visitors' night.

Illegal Drugs: The possession or use of illegal drugs is prohibited. Law enforcement will be notified if this policy is violated.

Tobacco: Please refrain from using tobacco in camp. Remember the 11th point of the Scout law. No Smoking on the trails or in any tent. No one under the age of 18 years old will be permitted to use tobacco products in camp. Smoking is prohibited in all buildings. Leaders set the example.

Firearms and Archery Equipment: Firearms and archery equipment are prohibited in camp anywhere except the shooting sports area. **Personal firearms and archery equipment are not allowed at camp.** This is a BSA national policy. **Ammunition may not be brought to camp.** Ammunition for the shooting sports area is issued at the range.

Leaving Camp: Leaving camp during your stay for any reason requires signing-out at the camp office. Campers may not leave camp unless under the direct supervision of unit leaders. Camp will only release a Scout when signed-out at the camp office by the unit leader.

Prohibited at camp: The following list includes other items prohibited at camp: pets, fireworks, alcoholic beverages, narcotics, motorcycles, tobacco, un-Scout-like literature, firearms, and ammunition. This list is not comprehensive. Please reference the *Guide to Safe Scouting* for other prohibited items. Campers found in violation of these rules may be asked to leave camp and **no refund** will be given.

Vehicles in Campsites: No vehicles will be allowed in camp after 12:30 PM on Sunday. If your unit wishes to bring a troop trailer to camp, it must be brought and dropped between 9:00 AM and 12:00 PM on Sunday. Special arrangements may be made to deliver your trailer on Saturday **IF arranged and approved in advance.** Wheelbarrows will be available to carry gear to your campsite. **VEHICLES ARE TO REMAIN IN DESIGNATED PARKING AREAS.** Only emergency and service vehicles will be allowed in camp during the

week. On Checkout Saturday, you may retrieve your troop trailers after you coordinate that with the camp commissioner.

Health Examinations: Every Scout and adult must have a Personal Health and Medical Record, completed and signed by an examining physician. The Boy Scouts of America has a medical form that is approved for use at the camp. All participants must use this form. Sports and other physicals will be accepted **only if accompanied by Parts A & B1,B2 of this approved form**. Pay particular attention to the following:

- The date of the last tetanus shot
- Any current ailments and medication
- Allergies
- PARENTS MUST HAVE SIGNED THE FORM WITHIN 12 MONTHS OF THE END OF YOUR CAMP SESSION.

Medical examinations are not provided at the Lake of the Ozarks Scout Reservation. *If a Scout OR leader does not bring his medical examination form, or if his medical examination form does not have a current parent signature, the Scout OR leader will not be permitted to remain at camp.* There are no exceptions to this policy. Leaders are encouraged to develop a mechanism to ensure that no Scout arrives at camp without a current parent permission signature on his form.

Special Needs: Please notify the Camp with any special dietary needs by phone or email prior to June 1, 2020.

Trips to the hospital or doctor: It is the responsibility of the unit leadership to provide transportation for members of their units requiring non-emergency attention from a doctor or hospital. One adult leader from the unit will accompany the unit member requiring services. He must obtain the health form from the health lodge before leaving. The Reservation Medic, after consultation with the Reservation Director and Camp Director, will notify parent or guardian immediately of any serious illness or injury. If parents will not be at home while you are at camp, have them advise you (unit leader) how they can be contacted.

Trading Post: The Trading Post is stocked with needed merit badge items, souvenirs, candy, T-shirts, patches, and much more. No food or drink will be sold if trash becomes a problem in camp, so keep your litter in its proper place. Additional trash bags are available through the Quartermaster. The Trading Post hours will be posted in the camp office and at the Trading Post.

Uniforms: Scouting has always been a uniformed organization. The official uniform is required for all participants, both youth and adult. Complete field uniforms are to be worn for evening flag ceremonies, vespers, and campfires. Activity uniforms are appropriate for the remainder of the day. Activity uniforms are Scout pants or shorts, socks and Scout related t-shirts. The staff will set the example.

Lost and Found: Lost and Found items may be turned in at the camp office, pool, Trading Post, and waterfront. Leaders and parents should encourage Scouts to mark their personal belongings with name and troop number. Camp management and staff are not responsible for lost items but will make every effort to store these items during the summer. Items will not be held beyond the close of the summer camp season.

Youth Protection: All BSA Youth Protection policies are to be followed during camp. Youth Protection Training is available online and through your District Training Committee. **Any actions or suspect behavior is to be reported immediately to the Reservation Director. It is the policy of the Boy Scouts of America that any suspected abuse of any kind be reported to the appropriate authorities.**

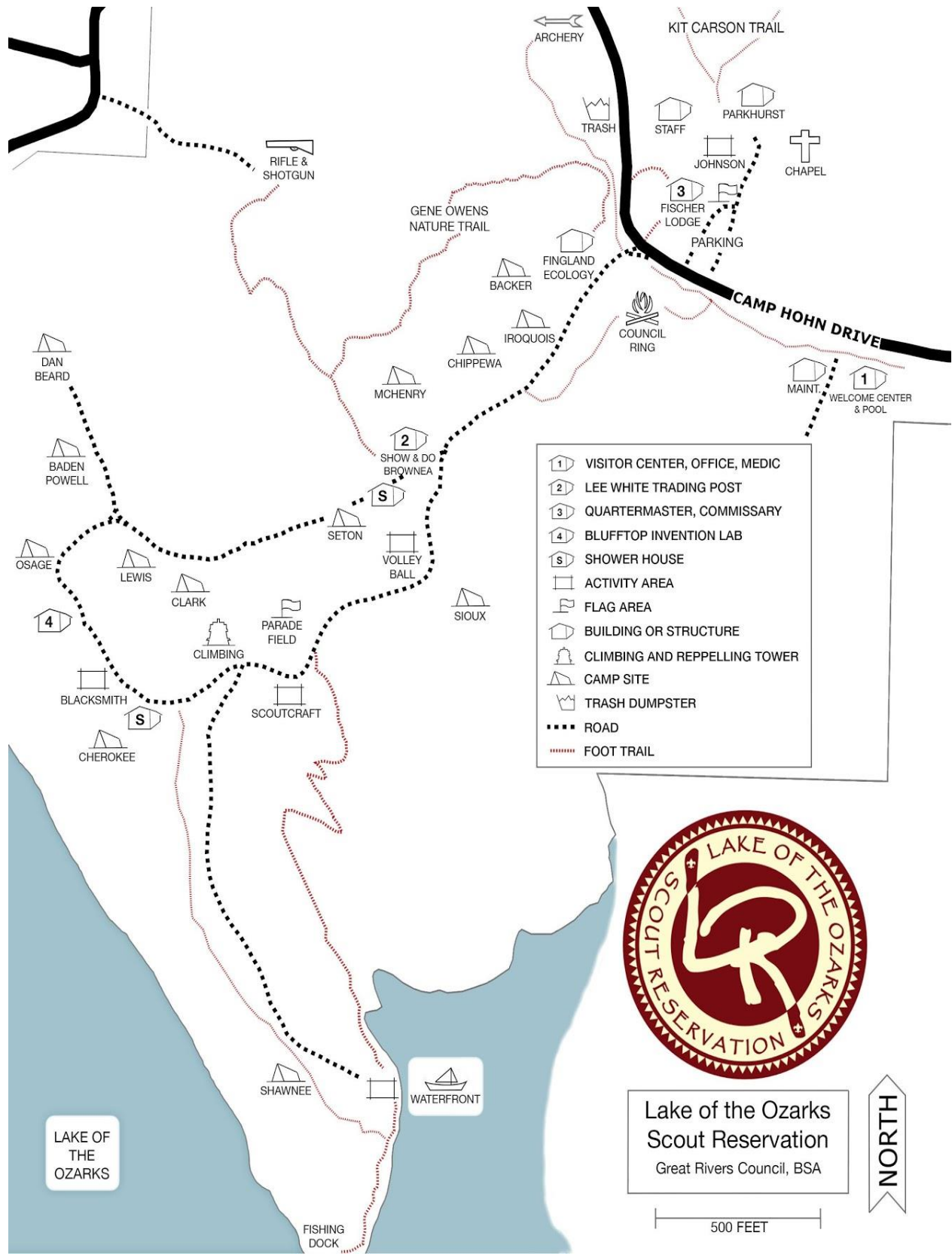
Quartermaster

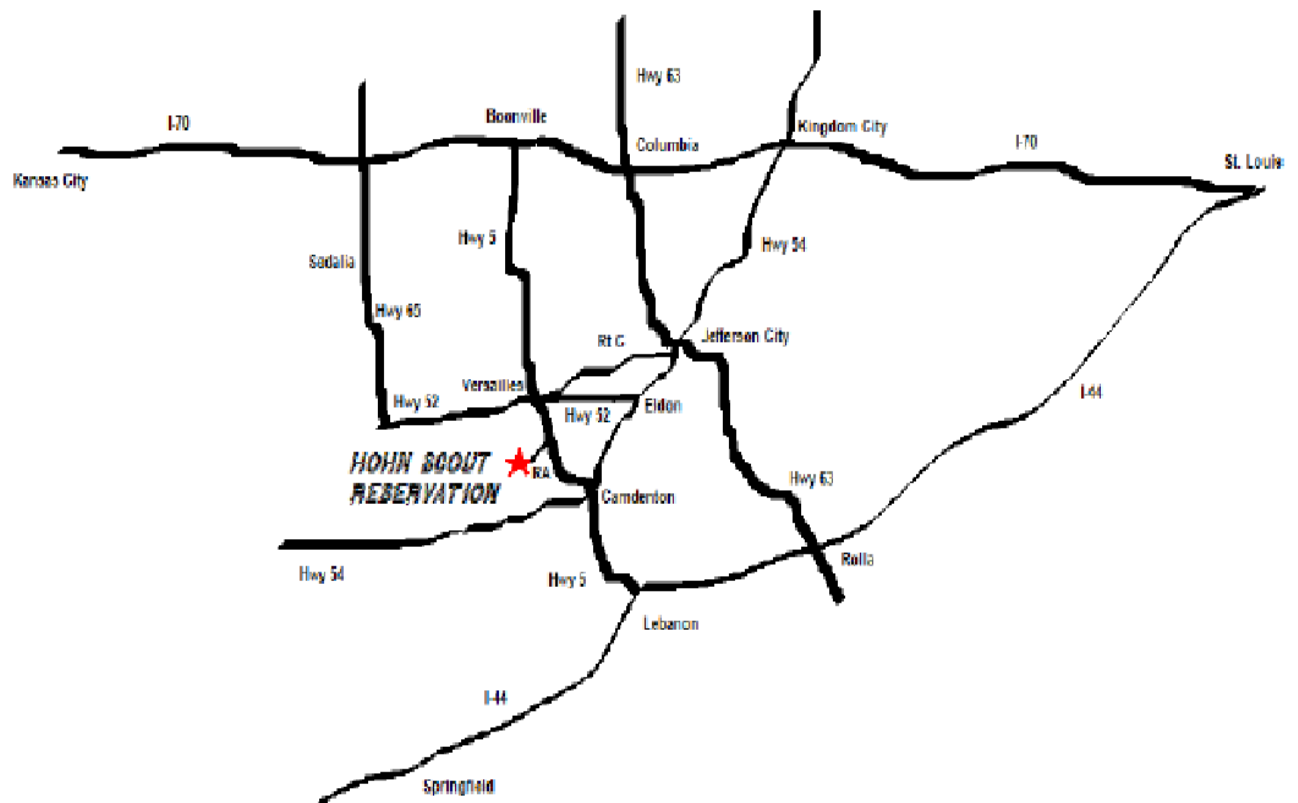
The Quartermaster will have specific posted hours of operation. Units may pick up latrine supplies and cleaning equipment, as needed. Scout leaders may also pick up tools and other material for special camp projects. The troop is responsible for the return of all items checked out in clean, working order. All items checked out are to be returned no later than 2:00 PM Friday.

DAMAGE TO EQUIPMENT AND FACILITIES

All campsites and camp-owned equipment will be inspected before checking in and out of Camp. Any damages that occur will be assessed by the Camp Director and Camp Ranger and must be paid for by the troop prior to leaving camp. Damages may include lost or damaged equipment, defacing tents or facilities or damage to the natural environment. Please note and report any damage you detect on your check-in when you and your troop counselor inventory your campsite Sunday evening. Damage charges are as follows:

- Tents & Dining Flies: Rips & tears per inch \$5.00
- Writing on canvas: Each panel \$50.00
- Destroying waterproofing (cost determined on an individual basis) Note: Use of aerosol spray cans in a tent will destroy waterproofing.
- Tent Replacement \$550.00
- Fly Replacement \$300.00
- Tent platforms, picnic & cook tables: cost determined by individual case (minimum \$20.00)
- Ridge poles: \$20.00
- Upright poles: \$20.00
- Permanent Structures: Damage will be assessed on an individual basis.
- Environmental Damage: Damage to live trees \$25.00
- Improper disposal of trash and litter: \$100.00
- Smoke alarms: \$50.00
- Fire extinguishers: \$100.00
- All other equipment: current catalog or retail price





Driving Directions:

From Columbia: South on Hwy 63 to Jefferson City. West on Hwy 54 to Rt. C (exit Rt C/Ellis Blvd). West to Hwy 52 at Versailles. Hwy 52 joins Hwy 5. Stay on Hwy 5, south to Laurie. West on Rt. RA, 4 miles to camp.

From St. Louis: West on I-70 to Kingdom City. West on Hwy 54 to Jefferson City and Rt C. West to Hwy 52 @ Versailles. Hwy 52 joins Hwy 5. Stay on Hwy 5, south to Laurie. West on Rt. RA, 4 miles to camp.

From Kansas City: East on I-70 to Hwy 65. South through Sedalia to Cole Camp Junction. East on Hwy 52 to Versailles. South on Hwy 5 to Laurie. West on Rt. RA, 4 miles to camp.

From Springfield: East on I-44 to Lebanon. North on Hwy 5 through Camdenon to Laurie. West on Rt. RA, 4 miles to camp.