



BOY SCOUTS OF AMERICA®
 GREATER ST. LOUIS AREA COUNCIL

BOY SCOUT CAMP MANUAL

S bar F Scout Ranch

- Camp Famous Eagle
- Camp Gamble

Summer 2013

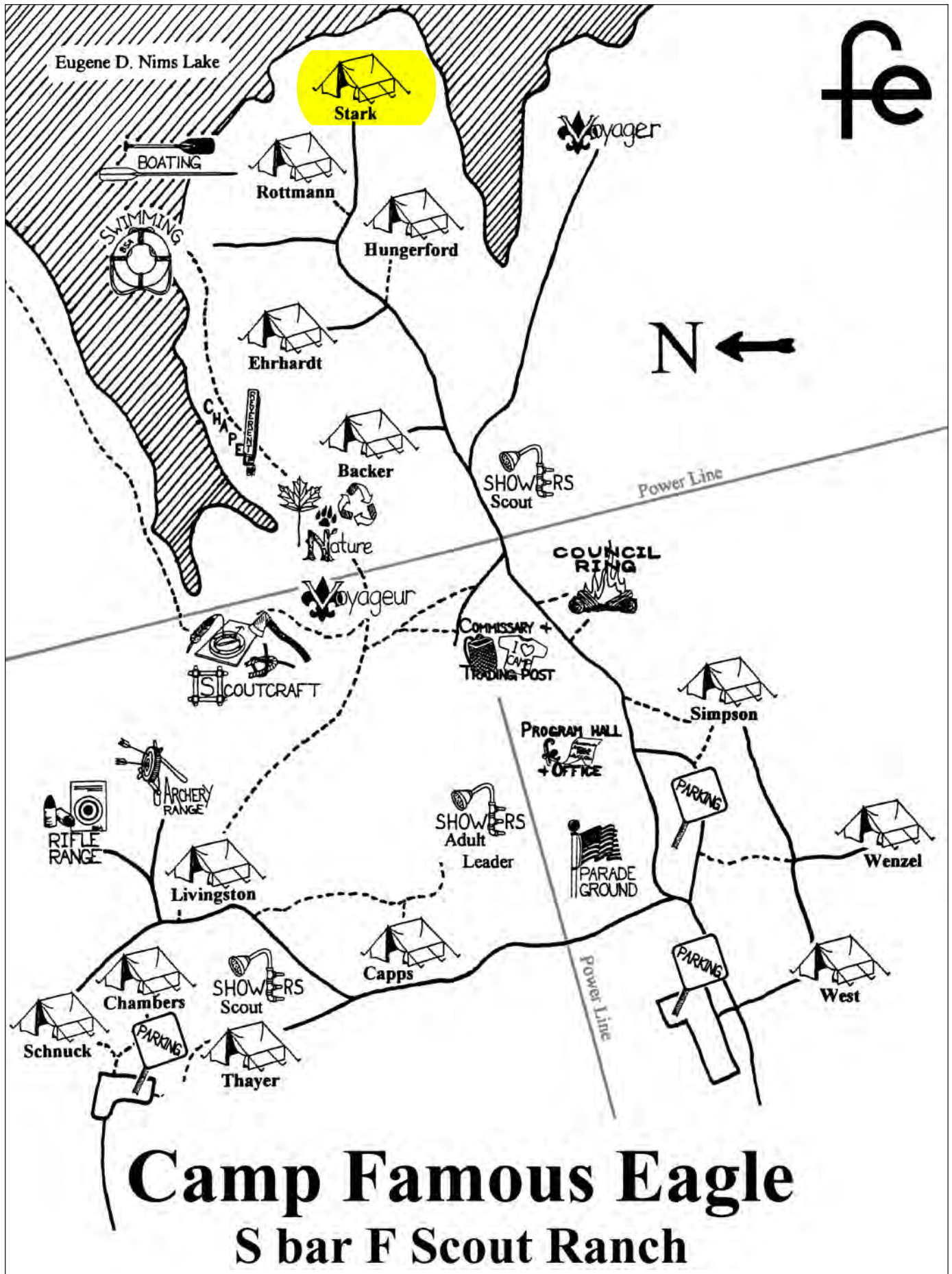
Prepared. For Life.™

Name _____

Unit _____

Campsite _____





Camp Famous Eagle

S bar F Scout Ranch

About This Camp

WELCOME TO THE RANCH!

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

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

CHECK-IN

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

HOURS OF OPERATION

Office

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

Quartermaster

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

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

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

LEADERS MEETINGS AT CAMP

Troop Leaders Meetings

(camp office front porch)

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

Senior Patrol/Older Scout Leaders Meeting

(Older Scout Program Area)

Sunday	7:15 p.m.
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Recommended Personal Equipment to Bring to Camp

Highlighted items are REQUIRED

- | | |
|--|---|
| <p><input type="checkbox"/> 1. Summer camp physical completed and signed yearly by licensed medical personnel and parent</p> <p><input type="checkbox"/> 2. Medications with directions — give to unit leader for safekeeping at camp</p> <p><input type="checkbox"/> 3. Tote; Day pack</p> <p><input type="checkbox"/> 4. Uniform</p> <p><input type="checkbox"/> 5. Sturdy shoes or boots suitable for hiking We have venomous snakes in Missouri!</p> <p><input type="checkbox"/> 6. Sandals</p> <p><input type="checkbox"/> 7. Work gloves</p> <p><input type="checkbox"/> 8. Ball glove</p> <p><input type="checkbox"/> 9. Cap or hat</p> <p><input type="checkbox"/> 10. Raincoat or poncho</p> <p><input type="checkbox"/> 11. Sweatshirt or jacket</p> <p><input type="checkbox"/> 12. Underwear</p> <p><input type="checkbox"/> 13. Socks (at least 1 pair for hiking), including Scout socks</p> <p><input type="checkbox"/> 14. Camp T-shirts</p> <p><input type="checkbox"/> 15. Handkerchiefs</p> <p><input type="checkbox"/> 16. Pajamas or sleeping attire</p> <p><input type="checkbox"/> 17. Extra changes of clothing</p> <p><input type="checkbox"/> 18. Hawaiian shirt for Beach Party</p> <p><input type="checkbox"/> 19. Trash bags for wet and muddy clothes</p> <p><input type="checkbox"/> 20. Swim suit (pack on top of duffel)</p> <p><input type="checkbox"/> 21. Towels (pack on top of duffel)</p> | <p><input type="checkbox"/> 22. Washcloth</p> <p><input type="checkbox"/> 23. Toothbrush and paste</p> <p><input type="checkbox"/> 24. Hand soap in container, body wash, bar soap</p> <p><input type="checkbox"/> 25. Shampoo</p> <p><input type="checkbox"/> 26. Brush or comb</p> <p><input type="checkbox"/> 27. Sunscreen</p> <p><input type="checkbox"/> 28. Insect repellent (non-aerosol only — see notes on next page)</p> <p><input type="checkbox"/> 29. Personal first aid kit</p> <p><input type="checkbox"/> 30. Wristwatch</p> <p><input type="checkbox"/> 31. Flashlight and batteries</p> <p><input type="checkbox"/> 32. Pocketknife</p> <p><input type="checkbox"/> 33. Pen, pencil, and paper</p> <p><input type="checkbox"/> 34. Sleeping bag or blankets & sheets</p> <p><input type="checkbox"/> 35. Pillow (if desired)</p> <p><input type="checkbox"/> 36. Canteen or water bottle</p> <p><input type="checkbox"/> 37. Camp stool/chair</p> <p><input type="checkbox"/> 38. Boy Scout Handbook</p> <p><input type="checkbox"/> 39. Merit badge work completed prior to camp and pamphlets</p> <p><input type="checkbox"/> 40. CPR red card (Scoutmaster will have)</p> <p><input type="checkbox"/> 41. Bible or prayer book</p> <p><input type="checkbox"/> 42. Spending money</p> <p><input type="checkbox"/> 43. Camera with extra film (disposable recommended)</p> <p><input type="checkbox"/> 44. Fork, knife, spoon, plate, bowl, and cup (for S bar F Scout Ranch only)</p> |
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If your son is on medication during school, please keep him on it for camp!

NOTES:

* = Not allowed!

- Items not recommended at camp are electronic devices* (such as Nintendo DS, iPods, radios, cell phones), items of value*, extra food that might attract animals. No food is permitted in tents, must be stored in trailer.
- Items prohibited are firearms or ammunition, fireworks, alcoholic beverages.
- Campers should mark all of their equipment and clothing with their name.
- Insect repellent should be a lotion-type, as bug spray removes the waterproofing from canvas tents.
- A Scout is welcome in any Scout camp, whether or not he owns a Scout uniform.

Section 05 • General Information

MEDICAL EXAMINATIONS

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

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

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

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

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

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

HEALTH CARE & FIRST AID

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

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

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

EQUIPMENT

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

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

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

Cots

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

Rifles & Bows

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

- Bows are maximum 40 lbs. pull weight.

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

Section 02 • Advancement

MERIT BADGES AT SUMMER CAMP

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

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

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

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

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

VOYAGEUR PROGRAM

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

The goals of the Voyageur Program are:

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

General Information

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

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

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

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

Activities

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

Scouts need to bring to camp:

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

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

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

Registration

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

Detailed sign-up for the program occurs on Sunday during the office check-in process. Unit leaders need to complete the Voyageur Program Registration Sheet and submit the form and fees during the check-in at camp.

The cost of the Voyageur Program is \$10 per Scout, and fees cover the cost of program materials such as wood carving neckerchief slide, beads, rope, patrol flag, progress cards, leather lace, and totem.



ARCHERY

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

where: Archery Range

who: For third-year campers and older

recommended advance work: Study requirements 3 & 4

required materials/preparation: Skills and practice prior to camp

anticipated costs: Approximately \$5 for materials

other information: Each session is 1 1/2 hours; personal equipment allowed but must be locked in camp office (see Equipment in “Section 01 • General Information”)



ASTRONOMY

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

where: Nature Area

who: For third-year campers and older

recommended advance work: Knowledge and practice in identifying constellations

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

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



BASKETRY

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

where: Scoutcraft Area

who: For all Scouts

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

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

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



CAMPING

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

where: Scoutcraft Area

who: For second-year campers and older

recommended advance work: Requirements 2 & 3 prior to camp

required materials/preparation:

Requirements 8c, 8d, & 9 completed prior to camp



CANOEING

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

where: Boating Area

who: For second-year campers and older

recommended advance work: Study requirements 4, 5, & 10 prior to camp

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

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

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



CLIMBING

when: Wednesday morning & all day Thursday

where: Older Scout Area

who: For fourth-year campers and older

recommended advance work: Read merit badge book to gain knowledge of equipment and terminology

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

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



COOKING

when: Determined by Scoutmaster

where: Campsite

who: For second-year campers and older

required materials/preparation: Requirements 3, 4, 5, 6, & 7 completed prior to camp

other information: Merit badge instruction takes place on campsite and is led by leader; prior to issuance of merit badge cards, unit leader submits list of Scouts who completed merit badge to camp office; cannot be completed in

camp if work for requirements 4-7 are not completed prior to camp

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



ENVIRONMENTAL SCIENCE

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

where: Ecology Area

who: For third-year campers and older

recommended advance work:

Requirements 3 & 5 prior to camp

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



FIRST AID

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

where: Scoutcraft Area

who: For all Scouts

recommended advance work: Read merit badge book

required materials/preparation:

Requirements 2d & 7 prior to camp



FISHING

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

where: Nature Area

who: For all Scouts

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

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

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

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



FORESTRY

when: Monday–Friday: 4:00 p.m.

where: Nature Area

who: For second-year campers and older

recommended advance work:

Requirement 7 prior to camp

required materials/preparation:

Requirement 5 completed prior to camp

other information: Session is 4 hours (2 hours each consecutive afternoon); tree identification guide and spiral notebook helpful



HORSEMANSHIP

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

where: Corral at north end of Camporee Area

who: For fourth-year campers and older

recommended advance work:

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

required materials/preparation:

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

anticipated costs: \$15

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



INDIAN LORE

when: Monday–Friday: 2:00 p.m.

where: Scoutcraft Area

who: For second-year campers and older

recommended advance work: Make model for 2c

required materials/preparation:

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

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



KAYAKING

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

where: Boating Area

who: For all Scouts

recommended advance work: Must be a Swimmer

**LEATHERWORK**

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

where: Scoutcraft Area

who: For all Scouts

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

required materials/preparation:

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

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

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

**LIFESAVING**

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

where: Swimming Area

who: For second-year campers and older

recommended advance work: Practice swimming skills prior to camp

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

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

**MAMMAL STUDY**

when: Monday–Friday: 2:00 p.m.; 3:00 p.m.; 4:00 p.m.

where: Nature Area

who: For all Scouts

recommended advance work: Complete reports prior to camp

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

**MOTORBOATING**

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

where: Boating Area

who: For fourth-year campers and older

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

Missouri Boater Education online at boat-ed.com/missouri/ before being allowed to sign up for this badge

NOTE: Class size is limited due to equipment available.

**ORIENTEERING**

when: Monday–Friday: 9:15-10:30 a.m.; 10:45 a.m.-noon

where: Scoutcraft Area

who: For all Scouts

recommended advance work: Events with the St. Louis Orienteering Club, stlouisorienteeing.org

required materials/preparation: Red Card

**PIONEERING**

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

where: Scoutcraft Area

who: For second-year campers and older

recommended advance work: Good knowledge of knots and lashings

required materials/preparation:

Requirement 7; bring completed scale model to camp

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

**RIFLE SHOOTING**

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

where: Rifle Range

who: For third-year campers and older

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

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

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

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



SHOTGUN SHOOTING

when: Monday–Friday: 9:15 a.m.; 10:45 a.m.
where: Shotgun Range in Camporee Field
who: For fourth-year campers and older
recommended advance work: Knowledge of state and local regulations.
required materials/preparation: Shooting skill

NOTE: Merit badge cost is \$15; pay in camp office and bring receipt to Shotgun Range; participation limited; sign up prior to camp using Older Scout registration form



SMALL-BOAT SAILING

when: Monday–Friday: 9:15 a.m.; 10:45 a.m.
where: Boating Area
who: For third-year campers and older
recommended advance work: Review sailing terminology and points of sail
other information: Weather may impact completion of the badge



SPACE EXPLORATION

when: Monday–Friday: 10:15 a.m.; 11:15 a.m.; 2:00 p.m.
where: Nature Area
who: For third-year campers and older
recommended advance work: Read merit badge book
required materials/preparation: Requirements 2, 5, & 7



SWIMMING

when: Monday–Friday: 9:15 a.m.; 10:15 a.m.; 11:15 a.m.
where: Swimming Area
who: For all Scouts
recommended advance work: Swimming practice prior to camp; knowledge of Safe Swim Defense Plan; requirement 10c prior to camp
required materials/preparation: Scout must have completed Second and First Class swimming requirements prior to camp
other information: Merit badge cannot be completed at camp unless proof of CPR training is presented; scheduled dry session Wednesday night after beach party



WATER SPORTS

when: Monday–Friday: 9:15 a.m.; 10:15 a.m.; 11:15 a.m.
where: Boating Area
who: For fourth-year campers and older
required materials/preparation: Red Card; must be a Swimmer

NOTE: Class size is limited due to equipment available.



WILDERNESS SURVIVAL

when: Monday–Friday: 11:15 a.m.; 4:00 p.m.
where: Scoutcraft Area & wilderness campsite
who: For second-year campers and older
recommended advance work: Knowledge of requirements 1, 2, 6, 7, 9, and 10
required materials/preparation: Survival kit and materials for shelter
other information: Scouts, prepare to build structure and sleep overnight in it

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



WOODCARVING

when: Monday–Friday: 9:15 a.m.; 4:00 p.m.
where: Scoutcraft Area
who: For all Scouts
recommended advance work: Requirement 1; practice and knowledge of sharpening pocket knife
required materials/preparation: Earn Totin' Chip prior to camp
anticipated costs: \$5-\$10 for materials
other information: Assistance available in Scoutcraft Area 2:00-5:00 p.m.

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

Merit Badge Schedules

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

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

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

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

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

SCHEDULED CAMP PROGRAM

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

Flag Ceremonies

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

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

Rest Period

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

CAMPWIDE ACTIVITIES

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

- **Opening Campfire:** The opening campfire is held in the Council Ring on Sunday night. Assemble on the parade ground at 8:15 p.m.
- **Top Shot:** New for 2013! Exciting shooting sports programs with daily eliminations resulting in the camp "top shots" being recognized at the closing campfire. Top Shot replaces the Silver Bullet and Golden arrow competitions.
- **Monday & Tuesday Evening Programs:** Programs are conducted in each Scout camp by the camp staff. The programs are developed during staff training week. Information is posted in camp and announced at the Sunday leader's meeting and camp-wide assembly.
- **Beach Party/Water Carnival:** A beach party is held at 7:15 p.m. on Wednesday. This fun event has great Scout appeal. Scouts and leaders are encouraged to dress for the occasion in beach attire such as a Hawaiian shirt, grass skirt, or straw hat. Each troop will want to participate.
- **Mile Swim BSA:** Scouts and adults who are swimmers can swim a mile on Friday. Those wanting to participate in the Mile Swim report to the area at 1:45 p.m.; orientation and swim begins at 2:00 p.m. No swimmers will be allowed in the water once the buddy board has closed.

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

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

SHOOTING SPORTS

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

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

NATURE

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

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

HIKING & OUTPOST CAMPING

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

AQUATICS

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

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

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

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

During swim times:

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

Aquatics Program Features

- **Each troop can swim twice a day!** During the morning instructional swim, Learners and Beginners are taught swimming and Swimmers work on Second and First Class swimming rank requirements, Swimming merit badge, or Lifesaving merit badge. In the afternoon, each troop has an open recreational swim time. For specific times, see the schedules in the center of this booklet.
- **An instructional swim** assisting Scouts in the completion of swimming requirements for Second and First Class is conducted during the 9:15, 10:15, and 11:15 a.m. swims. This “rank instruction” takes approximately three instructional swims to complete.

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

Huck's Cove

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

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

Floating Iceberg Climbing Wall

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

Boating, Canoeing, Rowing, & Sailing

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

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

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

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

Who May Boat

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

Canoe Float

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

Participant requirements:

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

Rowboats cannot be substituted for canoes on overnight floats.

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

Fishing

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

General Fishing Rules

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

Rules Regarding the Use of Camp Boats By Adults for Fishing

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

Personal Craft

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

OLDER SCOUT PROGRAMS

This program is designed for Scouts who are 14 years old or in their fourth year of camp. Two camp staff members coordinate activities for the older Scouts at Camps Gamble and Famous Eagle. Several programs have a cost for participation; the \$5 fee for shotgun shooting and water tubing is collected at camp.

To assist older Scouts in planning their week, a sign-up form is included in this packet. A Scout should complete the form and mail it directly to S bar F Scout Ranch by June 1 of the current camp year. Scouts might not get to participate in every activity due to several factors: number of requests for a specific activity, size limits of certain programs for safety, or the amount of program materials.

Older Scout Schedule (subject to change)

Monday	morning:	mountain bikes
	afternoon:	shotgun shooting (camporee field), waterskiing
	evening:	Ultimate Frisbee
Tuesday	morning:	Huck's Cove
	afternoon:	mountain biking, waterskiing
	evening:	hamburger barbeque for 15-year-olds
Wednesday	morning:	Climbing merit badge instruction – part 1, Shotgun Shooting merit badge
	afternoon:	kayak polo, waterskiing
	evening:	Water Carnival
Thursday	morning:	Climbing merit badge at cliffs – part 2, Shotgun Shooting merit badge, Horsemanship merit badge
	afternoon:	Climbing merit badge at cliffs – part 2 continued, waterskiing
	evening:	Order of the Arrow ceremony
Friday	morning:	stand-up paddleboard lake tour
	afternoon:	waterskiing
	evening:	closing campfire

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

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

Note: Scouts interested in Horsemanship, Climbing, Shotgun Shooting, and Water Sports merit badges must submit the Older Scout Program Registration Form. Submitting a form does not guarantee a spot for the merit badges, but it does help in determining which individuals will be able to participate in the merit badge sessions.

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

See “Section 04 • Advancement” for more information on merit badges.

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

TROOP PROGRAM

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

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

RANGER SPECIALTY CAMPS AT S BAR F SCOUT RANCH

Cost: \$250 • sessions begin June 9, June 16, June 23, June 30, July 7, July 14

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

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

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

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

Scouts participating in the Ranger Program have an opportunity to earn Pulp & Paper, Archaeology, and Wilderness Survival merit badges.

Campsite Schedules

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

Instructional Swim Period & Merit Badges

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

Older Scout Programs

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

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

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

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

Leaders Meetings

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

Section 03 • Order of the Arrow

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

MEETINGS

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

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

CITATION FEES

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

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

ACTIVITIES

Activities are offered throughout the week at camp.

Monday Night Overnight

Sign-ups begin at the O.A. meeting on Monday at 1:15 p.m. The overnight is open to three Arrowmen per troop. The sign-up sheet is available during office hours for additional Arrowmen to fill remaining spots; there 20 spots per camp available. All participants meet at 7:15 p.m. at the pontoon dock and must bring a sleeping bag and change of clothes. Arrowmen have an hour to swim at Huck's Cove and then participate in a variety of activities at the tree houses, such as Brotherhood conversion discussion, regalia presentation, activities discussion, snacks, and more.

NOTE: Monday Night overnight requires a sign-up and is for youth members.

O.A. Thursdays

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

Size of Patrols

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

Duty rosters should be used by each patrol.

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

Cooking Equipment

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

Eating Equipment

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

Staple Issuance

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

Ice

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

Food Pickup

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

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

Suggested Meal Times

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

Extra Supplies

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

Garbage & Trash Disposal

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

Dishwashing

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

Special Diets

Occasionally, an individual has varying dietary needs for religious, personal, or health reasons. The camp menu listed below will assist unit leaders in planning for that individual's needs.

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

Dishwater Disposal

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

Fire Building

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

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

Charcoal

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

S BAR F SCOUT RANCH PATROL COOKING MENUS

(subject to change)

	<i>BREAKFAST</i>	<i>LUNCH</i>	<i>DINNER</i>
Monday	Oranges Cereal with milk Scrambled eggs Diced ham Bread & butter Jelly	Cold cuts & cheese Potato chips Lettuce & tomatoes Whole wheat bread Mustard & mayonnaise Fresh apple Granola bar Fruit punch	Pan-fried chicken patty Buttered corn Lettuce, tomatoes, dressing Mayo & bread Sliced peaches Cookies Milk
Tuesday	Orange juice Cereal with milk Sausage patties, eggs, tortilla shells Taco sauce	Hot dog on bun Mustard & relish Cheese sticks Goldfish crackers Apples Cherry drink Oatmeal cookies	Hamburger on bun Cheese, lettuce, tomato Ketchup, mustard Applesauce Chocolate pudding Chocolate milk
Wednesday	Cereal with milk French toast with syrup Sausage links Butter & jelly	Cold cuts Peanut butter & jelly Mustard & mayo Chips Applesauce Granola bar Lemon drink	Grilled ham steaks Tiny whole potatoes Pineapple tidbits Cookies Bread & butter Chocolate milk
Thursday	Apple juice Pop Tarts Cereal with milk Fresh oranges Granola bar	Sloppy joe sandwiches on buns Baked Cheetos Macaroni & cheese Pears Fruit punch	(optional meal) Sliced turkey Baked potato chips Tomatoes & sliced cheese Deli buns Oatmeal raisin cookies Milk
Friday	Cereal with milk Apple pancakes with syrup Sausage patty Butter	Cold cuts & cheese Chips White bread Mustard & mayonnaise Orange drink	8 oz. ground beef steak Hash browns Buttered corn Bread & butter Snack cake Chocolate milk
Saturday	Apple Cereal with milk Sweet rolls		

For its nutritional value, turkey meat products are substituted where possible.

GRACE AT MEALS IN CAMPS

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

Morning Graces

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

Noon Graces

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

Evening Graces

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

Graces Suitable for Any Meal

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

Scout Benediction

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

S bar F Ranch Grace

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

Camp Lewallen Grace

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

Philmont Grace

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

Florida Sea Base – The Keys Blessing

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

Northern Tier Wilderness Grace

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

See other graces on page 24.

SUNDAY SCHEDULE

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

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

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

Medical forms are left on the campsite.

Medical Recheck

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

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

Campsite

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

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

6:15 p.m.: Sunday Retreat

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

6:30 p.m.: Sunday Dinner

7:15 p.m.: Leaders Meeting

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

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

Meet at the Older Scout Area.

8:15 p.m.: Opening Campfire

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

CAMP SAFETY PROCEDURES

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

SCOUT DISCIPLINE

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

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

Camps of the Greater St. Louis Area Council



Beaumont Scout Reservation
High Ridge, Mo.



Camp May at
Beaumont Scout Reservation



Nagel Base at
Beaumont Scout Reservation



Camp Lewallen
Silva, Mo.



Pine Ridge Scout Camp
Makanda, Ill.



S bar F Scout Ranch
Knob Lick, Mo.



Swift Base at
S bar F Scout Ranch



Camp Famous Eagle at
S bar F Scout Ranch



Camp Gamble at
S bar F Scout Ranch



Camp Sakima at
S bar F Scout Ranch



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