



2020
SCOUTS BSA
SUMMER CAMP
LEADER'S GUIDE



Welcome to our 2020 Summer Camp program. Thank you for choosing to attend one of our Council Camps this summer. We believe you will experience Scouting at its best and we can't wait to have you as our guests. We have two beautiful camps, each with their own unique features and programs.

Saukenauk Scout Reservation (SSR)

602 acres of prime Scout realty that features a lake perfect for swimming and boating in, swimming beach, climbing tower, ziplines, trails for biking and hiking, and so much more!

Camp Eastman (CE)

Over 300 acres located on the banks of the mighty Mississippi River that features a swimming pool, C.O.P.E. Course and easy access to the river for waterskiing, canoeing, sailing, and stand-up paddle boarding!

THE ULTIMATE CHALLENGE!

Scout camp means more than just camping out or a collection of badges. It is an experience in living together and cooperating with others. It is learning to surmount the challenges of camping in the great outdoors and learning to live in harmony with nature. In conquering these challenges, you will gain confidence and a belief in your ability so you can go on to even greater achievements. Set your goals high and resolve to achieve them. You can do it, and we can't wait to see you this summer!

JACK GUNSTEN

Camp Director

CODY WRIGHT

Program Director

Organizing Your Unit

A well-organized and informed Unit will make summer camp more enjoyable for everyone involved and help to increase your attendance at camp as well.

***Unit Leader-** If you are a leader, make sure you are familiar with this guidebook, check the website often, and attend Roundtable for up-to-date information.

1. Start by prepping your Unit early and promote camp year-round to help keep Scouts excited about summer camp.
2. Mark all deadline dates (deposits, Camperships, final payment dates, meetings, etc.) on the Unit's calendar.
3. Work with families and promote camp fees to help Scouts be "Thrifty" and earn their way to camp and help the Unit's Committee with budgetary needs for camp.
4. Schedule time with each Scout to go over possible Merit Badges and special programs to be offered at camp.
5. Schedule time with the Order of the Arrow to conduct unit elections.
6. Conduct a "Troop Camp Kick-Off" to inform families of plans and answer questions.
7. Attend a Pre-Camp Leaders meeting.
8. Finalize Rosters and submit merit badge preferences online
9. Organize all Health Forms, payments, and travel for camp.
10. HAVE FUN!

***Parents-** Informed families can greatly enhance your Scout's summer camp experience and ease anxieties for first time campers. Be familiar with this guidebook and work closely with your Unit leadership to stay informed.

1. Find out which session of Camp your Unit is attending.
2. Mark all deadlines on your calendar – ask your Unit leader as they may require earlier deadlines in order to process all Unit members' money and paperwork before they turn it in as a troop.
3. Schedule time to get your physical done. Use the official BSA Health and Medical Form and turn it into your Unit.
4. Work with Unit Leadership to find out which Merit Badges and programs are good for the Scout.
5. Working with Merit Badge Counselors, complete pre-requisites for camp Merit Badges.
6. Look through suggested items to bring to camp and work with Unit leadership to determine all gear to be taken to camp.
7. Attend "Unit Camp Kick-off" to get latest information and ask questions.
8. Mark Family Night Dates for camp and plan on attending and supporting your Scout!
9. MAKE IT FUN!

Registration Information & Camp Fees

Signing up for Camp

The first step in registering for camp is to fill out a campsite reservation form (appendix). You will need to fill out the form and submit a \$100.00 campsite deposit. **Campsite deposits cannot be rolled over to the next year.**

Additionally, if you want to save a little money per Scout, you can submit a deposit per youth to lock you into Early Bird Pricing. See Below.

Scouts BSA	
Deposit	\$100 Unit \$50/Scout
Lock-In 2019 Pricing If deposit paid by 12/20/19	\$285/Scout \$140/Adult
2020 Early Bird If deposit is paid by 4/20/20	\$300/Scout \$140/Adult
2020 Standard Price If fees paid after 4/20/20	\$325/Scout \$165/Adult

**Youth attending a 2nd Week of Camp: \$150.00

**Units choosing to cook in their campsite (units providing their own food and required food storage) may take \$35 off the fee per person.

Choose your Week

June 7 – 13 – Week 1 (Saukenauk Scout Reservation)
 June 14 – 20 – Week 2 (Saukenauk Scout Reservation)
 July 5 – 11 – Week 1 (Camp Eastman)
 July 12 – 18 – Week 2 (Camp Eastman)
 July 19 – 25 – Week 3 (Camp Eastman)

Choose your Campsite

Saukenauk Scout Reservation:

(Minimum Occupancy)

Main Camp: *Jambo: (20each)*
 Kiowa (15) John Colter
 Ute (15) Kit Carson
 Comanche (15) Baden Powell
 *Sauk (20) Daniel Boone
 Dakota (20) Abe Lincoln
 Potowatomi (10) Buffalo Bill
 Ojibwa (10) Davy Crockett
 Shawnee (15)
 Cayuga (15)
 Huron (15)
 Seneca (15)

Camp Eastman:

(Minimum Occupancy)

*Wrens (20) Owls (15)
 Bluff (20) Indian Point (15)
 Woodcraft (20) Redwing (15)
 Squirrels (20)
 Herons East (15)
 Herons West (15)
 Pawnee (15)
 Apache (15)
 Cheyenne (15)
 Cherokee (15)

Units not meeting the minimum number of people per campsite may have another Unit assigned with them in order to allow more Scouts to attend camp and utilize our facilities to their maximum capacity.

***Sauk Campsite at Saukenauk Scout Reservation and Wrens campsite at Camp Eastman are designated as handicap accessible campsites. Any unit with ADA accessibility needs will have priority in reserving these campsites before the final camp payment date. After that date, the site is open to any unit.**

Camp Program Fees

A few Merit Badges and programs will have additional fees to help cover the cost of extra materials needed for the program. Fees for badges can be paid individually at the camp Trading Post or paid all at once during Check-In. **Merit Badge fees are subject to change before camp:**

3D Printing - \$10.00
Archery - \$6.00
Basketry - \$12.00
Cooking - \$15.00
Electronics - \$15.00
Indian Lore - \$12.00
Leatherwork - \$8.00
Rifle Merit Badge - \$5.00

Shotgun Open Shoot - \$5.00 for 25 rounds
Shotgun Merit Badge - \$10.00
Space Exploration - \$15.00
Woodcarving - \$12.00
Paintball Shooting - \$5.00
Pistol Shooting - \$10.00
Model & Design Building - \$5.00

Council Refund Policy

In all programs offered by the Mississippi Valley Council, BSA, a great deal of planning and purchasing takes place well in advance. These plans include, but are not limited to, staff, food, program materials, patches and awards, rental and purchase of equipment, and in some cases, items of clothing such as T-shirts that are given as part of a program fee. When an individual or group makes a reservation for an activity or program, these items are included in ordering of materials and staffing for that event.

Individuals that cancel their reservation by June 1, 2020 will receive a refund of fees paid, *less an administrative charge*. Administrative Charges are based upon the date the refund request was received. Requests received by May 1st will have a 15% administrative charge. Requests received after May 1st will have a 25% administrative charge. No refunds will be made after June 1, 2020 unless there is a medical or other emergency that prohibited a participant from attending.

If there was a medical or other emergency after June 1st, a refund request form should be sent to Mississippi Valley Council. The request is due to the service center before August 3, 2020. Please be specific and include additional documents if needed (doctor's note, etc.) Refunds will not be granted for schedule conflicts (vacations, sports, etc.), dropping out, no-shows, weather conditions, or behavior issues.

All refunds are first considered by the volunteer committee chairman and professional staff advisor providing leadership to the event. Decisions may be appealed to the Treasurer of the Council. Refunds received after June 1st will be considered at the conclusion of Summer Camp.

General Camp Rules

- All units in camp must have at least two (2) leaders with the troop 24 hours a day. One leader must be at least 21 years of age. The second leader must be at least 18 years of age. Leaders may rotate if necessary.
- The consumption, possession or use of alcohol in any form, and all controlled or illegal substances while on or near the premises of camp property is not permitted. Being under the influence or even having alcohol on the breath is a negative influence on our youth. Those individuals will be asked to leave, whether they are campers, leaders, staff, or visitors.
- No firearms, bows, or arrows of any kind may be brought to camp.
- Absolutely no fireworks or personal ammunition of any kind are permitted at camp.
- Liquid fuels are not permitted at camp. Propane may be used, but only under the supervision of an adult.
- No fires or open flames are allowed in or near tents. This includes self-contained stoves and lanterns, mosquito coils, citronella candles and other such items. All tents must be clearly marked, "NO FLAMES IN TENTS."
- Sheath knives are not practical for the type of camping done at summer camp. Do not allow your Scouts to bring them to camp.
- Avoid using aerosol spray cans while at camp wherever possible.
- Leaders do not smoke in program areas, campsites or anywhere in the presence of youth. Smoking is not permitted inside any camp structures. A designated area will be available for those wishing to do so.
- Campers and RV's are not permitted in camp without prior approval of the Scout Office.
- No electricity, except solar, is to be generated in campsites which includes running of extension cords from power sources.
 - Troops that have disability needs will work with the Camp Director prior to camp to accommodate where possible.
 - Batteries (inverter and/or rechargeable marine batteries) used for medical needs are allowed to be recharged at a location specified by the Camp Ranger.
 - Vehicles will not be allowed to be used as sources of power in campsites
- All private vehicles are to be parked in the camp parking lot. Troop trailers can remain in the campsite, but vehicles cannot.
- Personal bicycles are not permitted on camp property during summer camp.
- No pets are to be brought to camp.
- No additional family members or additional guests will be allowed to stay at camp unless they are registered campers.
- Identification Bracelet - Each Scout and adult leader will be issued a color-coded bracelet for identification purposes. These bracelets must be worn at all times.
- Closed toed shoes/sandals must be worn-please no flip-flops or open-toed sandals. This is done for safety reasons. Flip flops/open-toed sandals are allowed in the shower house, pool, and beach area.

Health and Safety

Health Lodge and Emergency Care

24-hour emergency medical care will be available by a competent Health Officer. A Scout or leader that has a medical problem should report to the Health Lodge as soon as possible. A medical doctor is on call for medical advice and emergencies and an AED is located in the Health Lodge.

Insurance

The Mississippi Valley Council provides accident and liability insurance for those persons registered in the Boy Scouts of America and are registered campers. No other youth are permitted to camp nor participate in the program of the camp for insurance reasons. Out of Council units must present proof of insurance from their council upon check-in on Sunday or mail to the Scout Service Center prior to the camp session. Any accident that occurs while they are at camp is covered. Claim forms must be filled out by the parents and physician and submitted to the Scout Service Center. Additional information about filing claims can be obtained from the Council Service Center (217) 224-0204.

BSA Health and Medical Records

Medical forms can be downloaded at the Council website at www.mississippivalleybsa.org, and are also included in this guide. A medical exam, with Physician's signature and date, is required. **A school, sports, or work physical exam is NOT acceptable.** Any camper that does not have a physician's signature on the BSA Health and Medical Record will not be permitted to stay on site for more than 72 hours.

Medication

While in camp, medications may be held by either the Health Officer or a Unit Leader. A Unit Leader may only keep medication if they can provide lockable storage at all times. All other medications will be checked in with the Health Officer on Sunday.

Emergency Alarms

The camp has its own emergency alarm system located in a central area. It is important for everyone to be aware of the system and how to respond, including visitors. In the case of emergency follow the emergency plans and report to your designated location for a head count. Units should go over emergency procedures before coming to camp and also inform parents of plans so they know how the unit emergency plans will be enacted.

Handicapped Vehicles

Handicap Vehicles such as Golf Carts, must be approved by the Camp Health Officer upon arrival. All vehicles will receive a handicapped placard upon arrival and must be displayed at all times.

NO ATV's/UTV's/Gator's will be allowed. The requirements for approval are:

1. Proof of Insurance must be provided during check in.
2. The requesters Camp Physical, signed by a physician, needs to state that they are in need of this type of assistance.
3. The personal vehicle is to be operated only by the person authorized for its use and shall not be used to transport other passengers.

What to Bring to Camp

You'll want to be prepared for your week at camp. The following lists should be a good beginning. Feel free to add to the list, and check with your unit as to what equipment may be provided.

- Completed and signed BSA Health and Medical Form (Any other form will NOT be accepted).
- Medications labeled with easy to read directions for the Medical Officer
- Scouts BSA uniform: shorts, shirt, socks.
- Scouts BSA Handbook
- Flashlight
- Appropriate hat (Scouts BSA or troop hat preferred)
- Appropriate summer clothing: i.e. t-shirt & shorts (Scouts BSA or Troop shirts preferred)
- Notebook and pencils
- Personal gear (towel, soap, toothbrush/paste, comb)
- Raincoat or poncho
- Sleeping bag or blankets
- Sneakers and/or hiking shoes
- Shower shoes or aqua-socks
- Spending money for the Trading Post
- Sweatshirt or light jacket
- Swim trunks
- Underwear and socks
- Bug spray (non-aerosol)
- Sun screen
- Merit Badge Books for merit badges for which you are registered.
- Small lock box for important items
- Troop and patrol flags

Optional - you might want to bring:

- Camera and film
- Clothes hangers
- Clothes line or rope
- Clothes pins
- Compass
- Individual first aid kit
- Musical instrument
- Pocket knife
- Sewing kit
- Watch

Please **do NOT bring**:

- Cell phones (talk with your Unit leaders about unit policy regarding cell phone use at camp)
- iPods, mp3 players, or gaming systems
- Expensive jewelry or clothing
- Fireworks
- Gasoline fueled stoves or lanterns
- Guns or weapons *of any kind*
- Sheath or switchblade knives

Sunday Check-in Schedule

You're finally here! Plan on arriving at camp as a Unit, and park in the parking lot between 12:00 noon and 1:00PM on Sunday of your arrival. If you will be arriving outside this window, please contact the Camp Director to make other arrangements. Check-in will begin at noon. **Please send a leader to check in prior to going into camp.**

Meet Your Unit's Site Guide-Site Guides will greet you in the parking lot area to assist you in parking your vehicles and organizing your unit for check-in as well as answering any questions you might have. Your Site Guide will stay with you throughout Sunday to assist in setting up your campsite.

Unload gear and set-up camp- Units that bring trailers will be allowed to drive one vehicle back to their campsite to drop the trailer for the week. Additional vehicles will not be allowed to drive into camp. Please plan accordingly.

Check-in procedures:

- ✓ One adult leader will be directed to the check-in area to meet with the Camp Director. If you have worked everything out in advance, your registration should go smoothly. Please don't wait until camp to pay fees or ask unanswered questions as this slows down check-in for other troops behind you.
- ✓ After your Unit is checked in, you will begin the medical recheck. Please bring all official complete BSA medical forms and medications with you to this recheck. We can only accept fully completed, signed, and official BSA Health and Medical Records. If you have a Unit Lock Box for medications, you may keep them in your campsite. Also bring any Scout or Scouter that may need to talk to the Health Officer about particular medical conditions or medications.
- ✓ All Unit members (youth and adults) will participate in swim checks. You may do swim checks prior to arriving at camp (form in appendix). You will still need to visit the swimming area for an orientation.
- ✓ Dining Hall Orientation-All unit members must come to the Dining Hall for orientation. Even if you are cooking in your campsite, please come to learn meal times so you can coordinate your schedule and inquire about services that may be available to you.
- ✓ Camp Photo – You will be given the opportunity to take a Troop Photo. Please plan what you are wearing accordingly (i.e. if you've arrived in uniforms, take the photo before going to swim checks).

Camp-wide Tour

If you are new to camp or just want to see what is new at camp, schedule time with your Unit Guide and see all the program areas, facilities, and ask basic questions!

Emergency Drill

To "Be Prepared" we will be running an emergency drill at approximately 5:30PM that will have the emergency siren going off. Please review all emergency procedures and speak to all Scouts and families about how to properly respond to emergency situations before coming to camp. This will help to ease the anxieties of young Scouts, families, and new adult leaders.

Daily Camp Schedules

Sunday Schedule

12:00 – 1:00PM – Check-In (Trading Post – SSR/Lowther Building – CE)

1:00PM – 5:00PM – Camp Orientation & Campsite Setup

5:30PM – 6:30PM – Flag Ceremony & Dinner

6:30PM – 7:15PM – Opening Day Leader's Meeting

7:15PM – 8:00PM – Sunday Worship Services

8:15PM – 9:00PM – Opening Campfire

10:00PM – Lights Out

Monday - Friday Daily Schedule

7:30AM – Morning Flag Ceremony

2:00 – 2:50PM – Program Session 4

7:35AM – Breakfast

3:00 – 3:50PM – Program Session 5

9:00AM – 9:50AM – Program Session 1

4:00 – 4:50PM – Open Program Areas

10:00 – 10:50AM – Program Session 2

5:45PM – Evening Flag Ceremony

11:00 – 11:50AM – Program Session 3

5:50PM - Dinner

12:15 – Lunch

7:00 – 8:30PM – Evening Programs

Leader Meetings

Adult Leaders and Senior Patrol Leaders will have daily meetings. Senior Patrol Leaders will meet at 8:15AM (after breakfast) at the Dining Hall. Adult Leaders will meet:

Monday, Wednesday, Friday – 10:30 AM

Tuesday, Thursday – 1:30PM

Saturday Check-out

Saturday Check-out starts with meeting your Site Guide in your campsite with a short breakfast to help you get checked out. Site Guides will arrive at 7:00AM. Starting immediately after your breakfast:

- ✓ Your Site Guide will bring the Campsite Check Out Form which will need to be completed before you leave your campsite.
- ✓ Submit your Evaluation Forms you'll receive on Friday.
- ✓ Your departure packet will include troop advancement sheet, summer camp patches, medical forms, and medicines. We strongly suggest that you **review the contents** before you leave camp. It is very difficult to clear up discrepancies after you leave. **All Units must depart camp by 10:00AM.**

Family Night & Visiting Camp

Family Night Schedule (SSR – Thursday, CE – Wednesday)

4:00PM – Families start arriving at Camp

5:00 – 5:45PM – Camp Programs, Trading Post Open

5:45PM – Dinner at the Dining Hall (Troops can choose to eat a pot luck dinner in their campsites)

6:30 – 7:30PM – Camp Programs, Trading Post Open

7:45PM – Flag Ceremony

8:00PM – Honor Society Call Out (SSR – Order of the Arrow, CE – Tribe of the Silver Tomahawk)

Visitors and Visitor Meals

Visitors are always welcome in camp. Visits should be with the knowledge of the Scoutmaster so unit schedules will not be disrupted. Overnight accommodations for parents and visitors are not available in camp. All visitors must register with the Camp Office upon arriving and checking out of camp (except on Family Night). All visitors will be expected to follow all camp rules, please inform families before their arrival. If a visitor does not have a current physical, their activities will be limited. Visitors must be wearing a wristband to be in camp (except for Family Night) and are available at the Trading Post.

Meals for visitors at camp are \$7.00 per meal and meal tickets can be purchased in the Trading Post.

Camper and Visitor Vehicle Policy

1. No cars or trucks are allowed at any time in camp unless authorized by the Camp Director.
2. All cars and trucks will remain in the parking lot with the exception of during loading and unloading of Unit equipment on Sunday and Saturday, respectively.
3. Family night needs for visitors requiring transport will need to contact the Camp Director.
4. No vehicle shall carry passengers except in a seat with a seat belt (for example: no passengers in the bed of the truck, on running boards, etc.).
5. The speed limit in camp is five miles-per-hour at all time. The camp director will revoke privileges for unsafe driving.
6. All vehicles shall be operated on established roads unless necessary. Any turf damage will be repaired by the party causing it.
7. If a troop is cooking in their campsite and must do food runs, you must coordinate with the Camp Director on appropriate times to drive in camp.
8. Registered Youth Campers should not bring vehicles or be allowed to leave camp without parent/guardian permission or supervision. Permissions must be in writing and given to the Camp Director upon arrival at camp (see scout release request in appendix)
9. Handicapped vehicles are allowed but must follow guidelines outlined in the Health and Safety section of this Leader's Guide.

Merit Badge Program

One of the most important parts of the Summer Camp experience is earning Merit Badges from well-trained, enthusiastic counselors. Our Summer Camp staff is thoroughly trained on their area's Merit Badges before your Scouts arrive and are prepared to deliver an exciting program. We encourage Scouts and leaders to follow these steps when choosing Merit Badges:

1. Download the 2020 Merit Badge Schedule and a list of prerequisites online
2. Schedule a time to sit down with each Scout to discuss badges that they would be interested in taking at camp. Keep in mind some Merit Badges require pre-work before arriving, and some may be difficult for first year campers.
3. Develop a schedule for each Scout and encourage each of them to select alternates.
4. Sign up for Merit Badges beginning April 19th.
5. Print off your Merit Badge schedule and confirm with each Scout. Encourage them to begin working on any pre-requisites.
6. Have Fun! Merit Badges should be an opportunity to learn new skills while enjoying your time at Camp.

Merit Badge Sign-up

You may begin signing up for Merit Badges on April 19, 2020. The Summer Camp Registration Portal can be accessed through www.mississippivalleybsa.org and click on the camping section. Due to limited space and resources some Merit Badges will have a cap and will be filled on a first come, first serve basis.

Units that do not sign-up online will need to see what programs are available at camp after the Scoutmaster Meeting, and there is no guarantee that all merit badges will be available at that time.

Being Prepared for Merit Badges and Activities

Make sure you sit down with your Scout, review their MB Schedule, review all pre-requisites, and review any additional costs that are associated with some merit badges. It is important to begin working on this **before** you arrive at camp.



Merit Badge Pre-Requisites

Activity	Merit Badge or Non-Merit Badge Activity	Prerequisites	Post-Camp Work	Requirements
AQUATICS				
Lifesaving	Merit Badge	1a		Blue Swimmer
Lifeguarding*	Non-Merit Badge Activity - Award			Blue Swimmer, Swimming MB
Mile Swim	Non-Merit Badge Activity - Award			Blue Swimmer
Swimming	Merit Badge			Blue Swimmer
Canoeing	Merit Badge			Blue Swimmer
Fishing	Merit Badge	9		
Kayaking	Merit Badge			Blue Swimmer
Motorboating	Merit Badge			Blue Swimmer
Rowing	Merit Badge			Blue Swimmer
Stand-up Paddle boarding	Non-Merit Badge Activity - Award			Blue Swimmer
Small Boat Sailing	Merit Badge			Blue Swimmer
Port of Camp Eastman (CE)	Non-Merit Badge Activity			Canoeing MB
Watersports (CE)	Merit Badge			Blue Swimmer
SCOUTCRAFT AREA				
Camping	Merit Badge	4, 8d, 9	2	
Cooking	Merit Badge	4,6		
Orienteering*	Merit Badge			
Pioneering	Merit Badge	2a		
Wilderness Survival	Merit Badge	5 (bring to camp)		
COMMISSIONER AREA				
Citizenship in the Nation	Merit Badge	2		
First Aid	Merit Badge	1, 5(bring to camp)		
Chess	Merit Badge			

First YEAR PROGRAM				
First Year Camper	Non-Merit Badge Activity			
HANDICRAFT				
Art	Merit Badge	6		
Basketry	Merit Badge			
Model Design & Building*	Merit Badge			
Fingerprinting	Merit Badge			
Leatherwork	Merit Badge			
Space Exploration	Merit Badge			
Woodcarving	Merit Badge			
NATURE				
Astronomy	Merit Badge	5b, 8		
Environmental Science	Merit Badge			
Fish & Wildlife	Merit Badge	5c		
Forestry	Merit Badge			
Geology	Merit Badge			
Oceanography*	Merit Badge			
Nature	Merit Badge			
Sustainability*	Merit Badge	2 (water: a),(food: a), (energy: b or c), (stuff: a)		
Weather	Merit Badge			
STEM				
3D Printing (CE)	Non-Merit Badge Activity			
Chemistry (CE)	Merit Badge			
Electronics	Merit Badge			
Engineering	Merit Badge			
Aviation*	Merit Badge	4		
Inventing (CE)	Merit Badge	8		
Movie Making	Merit Badge			
Nuclear Science	Merit Badge			
Robotics	Merit Badge			

SHOOTING SPORTS				
Archery	Merit Badge			
Action Archery	Non-Merit Badge Activity			
Long-Range Rifle Shooting (SSR)	Non-Merit Badge Activity			
Rifle Shooting	Merit Badge	1d-f		
Shotgun Shooting	Merit Badge	1d-f		
Paintball	Non-Merit Badge Activity			
Pistol Shooting (SSR)	Non-Merit Badge Activity			14+ years old
HIGH ADVENTURE				
Climbing (SSR)	Merit Badge			
COPE (CE)	Non-Merit Badge Activity - Award			13+ years old
ATVs				
ATVs (SSR)	Non-Merit Badge Activity			16+ years old
MECHANICS				
Automotive Maintenance (SSR)	Merit Badge			
Farm Mechanics (SSR)	Merit Badge	5		
Home Repairs (SSR)	Merit Badge			
Welding (SSR)	Merit Badge			
OA				
Indian Lore	Merit Badge			



Additional Camp Programs

Adult Leader Training

Leaders will have many opportunities in camp for training. Tentatively, Youth Protection Training and Scoutmaster/Assistant Scoutmaster Specific Training will be available. Additional trainings will be available based on resources in camp. A full schedule of offerings will be available before camp begins.

Aquatic Adventures

Mile Swim – Scouts and Leaders will have the opportunity to swim the mile. Practices will be before Breakfast (specific time announced at camp) and are required to complete the mile at the end of the week.

ATV High Adventure (Saukenauk Scout Reservation)

Scouts who are at least 16 years of age will be eligible to register for our special ATV High Adventure Program. This program will teach Scouts safety on an All-Terrain Vehicle under the supervision of a certified instructor. Scouts will be able to ride the back trails of camp and complete an ATV rider safety course. Additional fee and registration are required. Space is limited.

OA Pow Wow

Scouts will have the opportunity to learn about Native American culture through Indian games and activities, drumming, dancing, and a pow-wow. Scouts with appropriate regalia are encouraged to dress for the evening.

Paintball & Action Archery

Scouts up for a new challenge will want to check out the new Action Archery course featuring paintball marking! The course will be every day and will feature different challenges throughout the week.

Service Projects

Many troops have asked for the opportunity to do service projects. This year at both camps, we will develop a list of projects that can be done to help improve camp. We will circulate a list at a later date.

First Year Camper Program

The goal of the First Year Camper Program is to create a true first year camper experience with opportunities to earn merit badges, rank advancement and see all the fun that camp has to offer. Unique themes and activities will keep the Scouts interested all week long! Unit Leaders will be provided with a list of requirements that Scouts worked on throughout the week.

Provisional Camping Program

Scouts who want to come to camp without their unit and experience a completely new camping program have the opportunity with the Provisional Program. Scouts can earn special Merit Badges, participate in unique programs, and meet new Scouts from around the Council. See the Appendix for more information.

Afternoon and Evening Programs

We want Scouts to have several advancement opportunities while at camp! However, we have a lot more to offer Scouts than just the Merit Badge program. Several activities will be available at each camp after dinner and in the evenings:

After lunch programs

After each lunch, we will have a fun activity planned for the Scouts to do at each camp. These activities will start around 4:00PM each day.

Monday

- Scouting History Merit Badge

Tuesday

- S.T.E.M. vs Nature expo

Wednesday

- Camp Olympics (Field Games Tournament) SSR
- Family Night Campfire (CE)

Thursday

- Family Night Campfire (SSR)
- Dutch Oven Cookoff Competition (CE)

Friday

- Closing Campfire

Evening Programs

After a long day of Merit Badges and activities, each camp will offer exciting programs starting at 7:00PM.

Monday

- OA Pow Wow
- Night Climb/Glow Zip (SSR)
- COPE Games (CE)

Tuesday

- Water Carnival
- Staff vs. SM Shoot
- Troop Campfire Night (CE)

Wednesday

- Water Barrel (SSR)
- Troop Campfire Night (SSR)
- Family Night Campfire (CE)

Thursday

- Family Night Campfire (SSR)
- Camp Olympics (Field Games Tournament) CE

Friday

- Closing Campfire



Friday's Camp-wide Aventure!

At Saukenauk Scout Reservation we will be unveiling the "Camp Iroquois Outpost Adventure" and at Camp Eastman, the "Pumphouse Flats Outpost Adventure"! Get ready to explore the "back-country" of both camps and have a blast in the meantime. Your adventure will consist of a history of either back-country area and then a multitude of outpost adventure activities!





BLACK HAWK LODGE

ORDER OF THE ARROW

Order of the Arrow - Black Hawk Lodge

The Order of the Arrow is Scouting's National Honor Society. Black Hawk Lodge is the Order of the Arrow Lodge for the Mississippi Valley Council. We are a "Brotherhood of Cheerful Service". The purpose of our Order is fourfold: to recognize those Scouts and Scouters who best exemplify the Scout Oath and Law in their daily lives; to maintain camping traditions and spirit; to promote Scout Camping; and to crystallize the Scout habit of helpfulness into a life purpose of leadership in cheerful service.

Some of the services offered by Black Hawk Lodge include crossover ceremonies, Scout Service Center leaf raking, camping promotion presentations and materials, and Cheerful Service at camp.

The Lodge will conduct a Call Out ceremony each Thursday night at Saukenauk Scout Reservation and Friday Night at Camp Eastman. Parents and Guests are welcome to attend and learn about the rich traditions of the Order while celebrating the honor being bestowed upon their Scout. We encourage all Arrowmen to wear their sashes throughout the day culminating in the call-out ceremony at the evening's opening campfire.

Within the Lodge we have many activities as well. Every year we hold Fall Reunion and Spring Conclave in August and April, respectively. At these campouts, our brotherhood is enlarged and solidified. We also hold a Winter Banquet every December where we discuss how our Lodge has grown and what our plans are for the coming year.

For more information about Black Hawk Lodge, visit them online at www.blackhawkclodge.org or email at adviser@blackhawkclodge.org



Tribe of the Silver Tomahawk

Purpose

The Tribe of the Silver Tomahawk is a unique honor society to the Mississippi Valley Council. The primary purpose of the Tribe is to promote summer camp and to encourage Scouts and Scouters to attend summer camp. The Tribe is one of the many programs that is offered during the Summer Camp sessions. Its goals are to intermingle with all of the other programs which are offered during Summer Camp and not to interfere or take priority over any other program that is offered. At summer camp, the Tribe conducts meetings, builds fires and has ceremonies in order to encourage older Scout participation.

Membership Requirements

Prior to Summer Camp, individual units will need to select new candidates from its units for membership to the Tribe (if units need assistance please contact a member of Chief's Council). Once the unit has selected its candidate(s) for membership then the Scoutmaster or his/her designee will need to turn in the appropriate forms (see attachments) to the Tribal Coordinator during their week of camp at check-in.

Youth:

- Candidate must be a current registered member of the Boy Scouts of America
- Candidate must have 15 days and nights of camping experience, six (6) of which are in long term continuous camp
- Candidate must be attending at least his third year of camp
- Candidate must be present during a tap out ceremony
- Candidate must have earned the Camping Merit Badge
- Candidate must be at least a First Class Scout

Adults:

- Candidate must be a current registered member of the Boy Scouts of America
- Candidate must have participated in at least seven (7) nights of Scouts BSA Camping with a unit
- Candidate must have spent at least three (3) nights at a Scouts BSA Camp during its summer session
- Candidate must be present during a tap out ceremony
- Candidate must have some direct involvement with the development of the youth in his/her troop (through positions such as Scoutmaster, Assistant Scoutmaster, Merit Badge Counselor, etc.)
- Candidate must be 21 years of age or older.

Leader's Guide Appendix

- ✓ **2020 Campsite Reservation Form**
- ✓ **2020 Merit Badge Schedule**
- ✓ **2020 Program Schedule**
- ✓ **BSA Health and Medical Record**
- ✓ **Mississippi Valley Council Campership Form**
- ✓ **Council Refund Request Form**
- ✓ **Swim Test Procedures**
- ✓ **Scout Release Request**
- ✓ **2020 Staff Application**
- ✓ **Camp Eastman Map**
- ✓ **Saukenauk Scout Reservation Map**
- ✓ **ATV Program Hold Harmless**