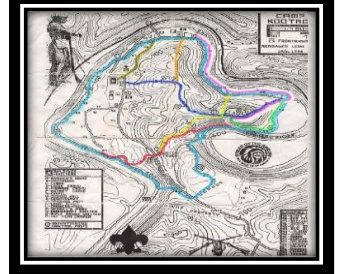
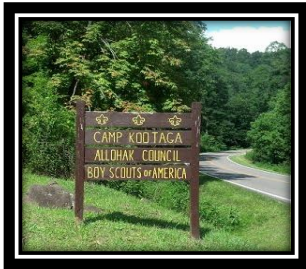


# 2017 CAMP KOOTAGA LEADERS GUIDE



## **CAMP KOOTAGA 2017 SUMMER CAMP DIRECTOR**

Hello,

For those who may not know me I am Bruce Enlow and I have again accepted the position as the 2017 Summer Camp Director for Camp Kootaga. As you know, Boy Scouts of America prepares young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Scout Law. When I ask boys what that means, they talk about being able to do the right thing all the time and having the courage to do so even though it might not be the popular decision.

Camp Kootaga Summer Camp has been continuously running for over 95 years and has provided the summer camp experience to many children in the Allohak Council and beyond. We are focused on an overall camp experience of developing a love for the outdoors and meeting new people.

We have numerous events that will enhance the overall camp experience. Each week we provide an action packed experience. We focus on the environment to help improve our knowledge about what we can do to help our planet, and we do our part to mold a boy into a good citizen. As a young man advances through the Scouting program they learn confidence, leadership skills, outdoor skills, and important social skills. Our young Scouts learn many life lessons that they will not only use in their young lives but as they get older. They learn to step up and get involved. They learn how to deal with difficult situations and how to communicate and work with each other and with adults—all skills that make them successful every day.

This is why I think the Scouting Program is so important and beneficial, and why I want to give back to the Scouting program by providing a quality 2017 summer camp program. I want all of the boys to experience success, achievement, accomplishment, and most importantly, fun. Camp Kootaga offers Scouts many unique and rewarding experiences. Boys who participate in the summer program have fun, experience new adventures, learn outdoor skills, develop leadership skills, and make lifelong friends. The adventures experienced and life skills learned are not typically part of the school curriculum or sports programs. Scouting is a wonderful complement to a boy's academic and physical education. None of this is possible without the involvement of the adult leaders and parent helpers. Historically, Scouts who benefit most and advance the furthest are those whose leaders are actively involved in the program. Leaders also find this very rewarding.

We will also focus on helping build character and self-esteem in each camper. This will be done by meeting new people and finding new skills which will help in developing friendships and skills. My fondest memories of being a part of a camp are the relationships that would not normally be built outside of Scouting. Some of my best friends in the world are the ones I met at summer camp. Our goal will be that every camper makes a strong connection with others. In every activity, our staff will help teach the campers new skills and facilitate learning in a safe and fun environment.

The benefit of camp is the memories that will last a lifetime and at Camp Kootaga we will do that. I am looking forward to a wonderful summer and I hope you are as well. Let the summer of fun and memories begin!

I encourage all leaders to become involved in the planning process in some manner I welcome your interest and participation. I look forward to working with you to maintain and enhance the wonderful programs that Camp Kootaga offers. If you have questions, please contact me at [enlowfamily@sbcglobal.net](mailto:enlowfamily@sbcglobal.net) or by phone Cell 740-350-5424 or Home 740-473-2809.

Yours in Scouting,

*Bruce*

Bruce Enlow

### **Youth Protection Notes We Need Your Help!**

Youth Protection Training is the foundation for all of the Boy Scouts of America's youth protection Initiatives. Unfortunately, our Council records show that many registered Scout Leaders either have no record of completing training or that their training has expired.

The Allohak Council is calling on all of its Unit Leaders, including Scoutmasters, Cubmasters, and Crew Advisors, to make sure that all of your fellow leaders have taken Youth Protection Training within the past year.

Here's what you as a Unit Leader can do:

**Step 1:** Unit Leaders have access to the training records for all registered adults in their Units by going to [my.scouting.org](http://my.scouting.org), logging in, and clicking on "Unit Training Detail." This will bring up a screen listing all Training. Determine the Youth Protection Training Status for all leaders.

**Step 2:** Do one of the following if one or more leaders need a Youth Protection Training update:

- A. Contact any leaders who need to update their Youth Protection Training and ask them to log on to [my.scouting.org](http://my.scouting.org) and take the training. The Leader's training record will be automatically updated and the Council will be notified (make sure that the Leader's BSA ID Number located on the bottom center of their membership card is included in their [myscouting.org](http://myscouting.org) profile)
- B. Arrange for all of your Leaders to attend a Unit or Committee meeting and show the youth protection video. Forward a list of all who attended to John Burns at [John.Burns@scouting.org](mailto:John.Burns@scouting.org) If your Unit does not have a copy of the video, contact the Council Service Center at 1-800-654-5272.
- C. Make the Youth Protection video available to anyone who wishes to watch it privately and once completed, contact John Burns.

**Step 3:** Continue to log on to [my.scouting.org](http://my.scouting.org) throughout the year and determine the status of each of your Unit Leader's Youth Protection Training.

**Step 4:** At recharter time, do not reregister leaders whose Youth Protection Training has expired. Remember, having current Youth Protection Training ensures that each leader is familiar with the youth protection rules for our organization. Knowing the rules is an important step in providing a safe and enjoyable program for our Scouts. Please check your Unit Leader's training status now and update their Youth Protection Training as required.

### **Prepare Your Unit for Summer Camp**

The Boy Scouts of America provides, free of charge, age appropriate youth protection video programs for Scouts. These videos are aimed at reinforcing the "Three R's" (Recognize, Resist, and Report) and providing information on how Scouts can avoid sexual and other abuse. "**It Happened to Me**" is designed for Cub Scouts, "**A Time to Tell**" is intended for Boy Scouts, and "**Personal Safety Awareness**" is intended for Venturers and Explorers. Showing the videos before the summer camping season is an excellent way of developing coping skills for Scouts as well as explaining the proper rules of conduct while camping. It is recommended that you have Cub Scout parents present when you do the video presentation for Cub Scouts and that you have at least parental permission for older Scouts. The videos can be obtained by contacting the Council Service.

**PLEASE LIST ON THE TROOP ROSTER, ALL SCOUTS AND ADULT LEADERS THAT HAVE TAKEN YOUTH PROTECTION BEFORE CAMP, THIS ROSTER MUST BE TURNED IN AT CHECK IN AND WILL BE ON KEPT ON FILE.**

**CAMP KOOTAGA 2017 LEADERS GUIDE**  
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## **Are You New to Camp Kootaga?**

Is this your first visit to Camp Kootaga, or has it been awhile since you have been in Camp? First we say "WELCOME!" We hope you find the Kootaga experience a positive one. If you have any questions about our camp, please contact us. Our staff will work hard to make your time with us a memorable one. Before you plunge into our Leaders guide, we would like to impart some useful information about our camp that sometimes gets lost in the fine print.

### **Campsite**

Each of our campsites have a shelter with picnic tables to allow your troop an area to prepare meals or congregate out of the weather. Although potable water is available in each site, electricity is not available. We provide standard BSA issue camp wall tents with tent platforms for campers (Scouts and Leaders). **We do not provide camp cots or mattresses.**

### **Trail to Adventure**

To help spread the ideals of Scouting to young and old alike, we encourage all Scouts new to Camp Kootaga to attend this unique ceremony of our camp. This is a great way to create lasting memories for you and your unit. This ceremony is for all campers new to Camp Kootaga, no matter how old. It is our time to introduce new campers to Camp Kootaga traditions and start them on a positive Kootaga experience. Young Scouts can bring a leader or older Scout if they are the only new Scout in your unit.

### **STEM Program**

STEM is part of an initiative the Boy Scouts of America has taken on to encourage the natural curiosity of youth members and their sense of wonder about these fields through existing programs. From archery to welding, Scouts can't help but enjoy the wide range of STEM-related activities. To support this initiative, the BSA developed the Nova Awards program so that youth members have fun and receive recognition for their efforts.

### **Family Night**

Thursday night is family night. Family night is a Kootaga tradition allowing family members into camp for an opportunity to have dinner with their Scouts and attend the evening campfire and OA call-out ceremony. Because parents bring food from home, the dining hall will be closed for the supper meal. If you are a long way from home or your parents will not be coming, you need to make arrangements to feed your troop in your campsite on Thursday night. Ask the camp staff about what may be available in the area for obtaining food. **Scouts need to meet parents in the parking lot and help transport food AS VEHICLES WILL NOT BE ALLOWED IN CAMP.** Each Troop will be given a permit to allow **ONE VEHICLE** in and out of camp on family night to help transfer food and persons unable to walk. Vehicles will not be allowed to move through camp from Retreat until after the OA ceremony. Make arrangements with parents ahead of time as to when your vehicle will leave and return to the parking lot. You may consider bringing a wagon to transport supplies. You may consider bringing a wagon to transport supplies.

**PLEASE DO NOT COME BEFORE 5:00PM.**

**Never bring pets or domestic animals to camp. Your pet could be exposed to parasites and diseases carried by wild animals, and /or they could be injured or could injure wildlife if they directly encounter a wild animal or animal nest.**

## **Adult Leaders**

We think leaders should be actively involved with their Scouts experience at Camp. We encourage leaders to visit program areas and to help out in areas where the leader feels comfortable. Our staff can always use help. We have added several new merit badges that fall under the guidelines of the new Science, Technology, Engineering and Mathematics (STEM) program.

Some of the merit badges we need volunteer leaders to serve as counselors or instructors for the week their Troop is at camp. The merit badges we need help on are: **Golf, Auto Maintenance, Farm Mechanics, Electricity, and Welding.**

Perhaps you are not working and would like to get away from the house, we can use your help to work staff.

If you are willing to share your talents with the youth and camp program, we extend an open invitation to you. Please contact: Bruce Enlow at [enlowfamily@sbcglobal.net](mailto:enlowfamily@sbcglobal.net)

Home – 740-473-2809 or cell – 740-350-5424

## **For Adult leaders we offer Indoor and Outdoor Training and Youth Protection.**

### **Wednesday Night**

Wednesday night is for “overnighters” away from the campsite. Programs such as Trail to Adventure, Wilderness Survival, and Canoeing will travel to the backside of camp for an overnight experience with fellow Scouts. Scouts working on these merit badges or programs should bring a back pack, sleeping bag, and ground cloth to pack a few necessities needed for an overnight stay. Overnighters leave after supper and return before breakfast.

### **Mountain Biking**

Camp has added about 3.5 miles of trails to be used exclusively by mountain bikers. Scouts and Scouters 14 years and older wishing to use the trails may want to bring their own mountain bikes to camp. Camp has a limited number of bikes that are used primarily for cycling merit badge and Sports Program only. ***Bikes may only be ridden on designated trails, camp roadways and may not be ridden through general public spaces, foot paths and program areas. All riders must have and wear a cycling helmet, and bikes must be safety inspected by the Camp Ranger prior to use. All bikes must be locked when not in use. There will be an overnight mountain biking trip.***

### **Camp Kootaga**

Our camp is over 500 acres of rugged woodland in the mighty Hughes River valley. The river almost makes our camp an island in the wilderness. The topography ranges from 600 feet above sea level to over 800 feet above sea level at Wind Caves. There are plenty of opportunities for you and your troop to get away from the center of camp to experience nature, or have some quality time together.

### **Bug Spray, Aerosol Deodorants & Food in Tents**

The woods of Camp Kootaga have plenty of bugs and wild critters. We ask that all campers refrain from using bug spray, aerosol deodorants, and keeping food in tents. Bug spray, aerosol deodorants destroy the water repellant used in our tents causing them to leak when it rains. Keeping food invites the critters into tents increasing the risks of an unwelcome wildlife encounter. This can result in damage to camper's camping equipment, or worse yet a wildlife bite, scratch, or skunk spray!

### **C-Pap's and Other Medical Equipment**

Increasing numbers of leaders find that they need electric medical devices in their campsites. Our campsites do not have electricity available. If you need a medical device that plugs in, plan to obtain a battery kit and charger for your device. Camp staff will work with you to arrange a place to recharge your batteries as needed. Please notify camp health officer of this need at check in.

### **Other Electronic Device**

Increasing numbers of campers and leaders want phones, smart phones, video games, electronic tablets and computers to camp. **We discourage the use of these devices as we feel they distract from the outdoor experience.** Further the camp does not have the capabilities to power and recharge devices for everyone. Special needs of leaders will be addressed by camp staff on request. The camp and its staff are not responsible for loss or damage of electric devices brought to camp by campers. **Please do not bring unnecessary electronic items.**

### **Permission to Leave Camp**

Scouts cannot leave camp without a signed "Permission to Leave Camp" form ***signed by the Scout leader and a legal parent or guardian***. This is best accomplished before coming to camp so camp staff knows who is leaving and when. This is a youth protection issue. Forms are found in the appendix.

***Enjoy your time at Camp Kootaga and  
take time to listen to the voices in the woods!***



## **GENERAL GUIDELINES**

**TWO DEEP LEADERSHIP** It is the policy of the Boy Scouts of America that trips and outings may never be led by only one adult. At least two adult Leaders, one of whom must be 21 years of age or older, are required for ALL trips or outings. It is the responsibility of the Chartered Organization of any Cub Scout Pack, Boy Scout Troop, Venture Crew, or Explorer Post to inform the Committee and Leadership of the Unit that sufficient adult Leadership must be provided on all outings and trips.

**CLOTHING** All Scouts and Leaders are to be appropriately dressed for a Boy Scout Camp. ***No alcohol tobacco, or heavy metal band advertisements on T-Shirts, Shorts, and hats. No revealing clothing.***

**ALCOHOL** It is the policy of the Boy Scouts of America that the use of alcoholic beverages and controlled substances is not permitted at encampments or activities on property owned and/or operated by the Boy Scouts of America, or at any activity involving participation of youth members. Possession, consumption, or being under the influence of alcohol, including beer, will not be tolerated. ***Immediate expulsion from camp will result.***

**TOBACCO** In accordance with the policies of the Boy Scouts of America and federal law, the use of tobacco products by anyone under the age of 18 is strictly prohibited. All adults are encouraged not to partake of tobacco products while at camp. ***This includes the use of electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems that simulate tobacco smoking.*** For those who must smoke, the designated smoking area is behind the dining hall.

**ILLEGAL, IMMORAL, OR UNACCEPTABLE ACTS, INCLUDING FIREWORKS**-As a character building organization caring for other people's children in camp, illegal, immoral, or other activities generally considered to be unacceptable to society have no place in the Boy Scouts of America. ***Immediate expulsion from camp will result.***

**EMPLOYEE QUARTERS NO campers** are allowed in any Staff area at any time.

**ADULT LEADERS - All Adult Leaders are to be registered, and must have current up to date Youth Protection Training, with the Boy Scouts of America. And up to date Health Form, Part A-B-C that must be turn in to our Health Officer.**

**NARCOTICS AND DANGEROUS DRUGS** Use, possession, or being under the influence of dangerous drugs, including marijuana, will not be tolerated on the properties of the Boy Scouts of America.

**MEDICAL MARIJUANA** – ***It is unacceptable for anyone to use or be under the influence of medical marijuana at or during any Scouting activity. Immediate expulsion from camp will result.***

## **EMERGENCY PROCEDURES**

**Camp Kootaga uses a siren** mounted on the shower house to initiate emergency procedures. The siren will sound a series of long (more than 15 seconds) or short blasts (less than 15 seconds) during an emergency. When the siren is sounded All Scouts should return to their campsites immediately. Scoutmasters should take a head count and proceed as follows:

**Long blasts** – When all have assembled, Scoutmasters should proceed with their units to the dining hall and report to the Camp Director. Report a head count and any missing Scouts.

**Short blasts** - ***All*** Scouts should return to their respective campsites immediately. The Scoutmaster should account for all members in the unit and send two runners to Centennial Lodge. Report any missing or unaccounted for individuals.

**Each Unit will be prepared to participate in a mock emergency during their stay at camp.**



## **Camp Kootaga History**

Don B. Lowe purchased the property known as Camp Kootaga in 1922 under the Gim-O-Gash tribe of the Boy Scouts of America. The first long-term summer camp was held that year on the banks of the Hughes River in the Kootaga region. This camp consisted of one or two Troops from the Parkersburg area with Don B. Lowe as the Camp Director during the early years. In 1929 Col. R. L. Cole brought a Kiowa Indian named J. Dougannah to help with the camp program. He gave Indian names to the Leaders and named the Boy Scout camp "Kootaga" which means "Good Friends". Through the years, Camp Kootaga has gone through many changes, but one thing has remained constant: helping develop young men into upstanding citizens and outstanding individuals. This year we celebrate ninety-five years of long term summer camping on this site and we are very proud to say that the commitment of the next ninety years burns strong in all of our hearts and minds. We would like to extend a sincere thank you on behalf of the adult Leaders, campers, and staff to all of those who have given in the past to help make camp a place where so many young boys have grown to men. Without caring people like you, Camp Kootaga may have today been just another farm or tract of land.

## **SUGGESTED PARENTS MEETING AGENDA**

The Camp Scoutmaster and Camp Senior Patrol Leader should conduct Camp Kootaga orientation for Scouts, parents and leaders during the month of May.

I. Welcome and purpose of the meeting.

II. Travel Information.

- A. When to meet, what to wear, mode and method of transportation.
- B. What to bring for the trip (medical form, gas and/or lunch money, etc.)  
Medical forms should be turned in to the Scoutmaster or his designee prior to the day you leave for camp.
- C. When and where the Troop will return.

III. Camp Schedule

- A. Visitor's Day dateline and special Troop arrangements.
- B. Ceremony schedule

IV. How parents can communicate with their Scouts.

- A. United States Mail
- B. Emergency telephone number (304-628-3766—Camp Kootaga)

V. What to bring to camp and what not to bring?

VI. Program schedule

- A. What is available for advancements?
- B. What are we doing for fun (hikes, canoe trips, Troop swim, etc.)?
- C. What are we planning as our service project(s) or campsite improvement(s)?

VII. Expenses to anticipate

- Merit badge costs
- Trading post items
- Other miscellaneous items
- Troop banking procedures to be used at Camp.

VIII. Questions from the audience.

IX. Closing.

## **THE PURPOSE OF SUMMER CAMP**

The purpose of good Scouting and Scout camping is to train boys in good character, vital citizenship and personal fitness. The objectives of the Camp Staff and the Camp program are to serve the needs of the Troop and the Scouts. In outdoor Scouting activities, simple skills of camp craft, woodcraft, aquatics, personal fitness and living in a Democratic society are at a premium. They are important because:

1. Learning skills and advancing bring self-confidence.
2. Solving immediate camping problems brings self-reliance.
3. Vigorous outdoor exercise promotes personal fitness.
4. Knowing what to do and doing it promotes personal initiative.  
Making group decisions and implementing them develops cooperation.
5. Facing certain hardships with buddies makes life-long friends.
6. Experiencing nature develops outdoor appreciation and spiritual awareness

Lord Baden-Powell wrote in 1919, "The objective of a camp is:

1. To meet the boy's desire for the open air life of the Scouts; and
2. To put him completely in the hands of the Scoutmaster for a definite period of individual training and character and in physical and moral development."

The basis of this training and character development is the Scout's participation and acceptance of responsibility of his Patrol. Baden-Powell emphasized this in 1936 when he wrote, "The Patrol is the character school for the individual. To the Patrol Leader it gives practice in responsibility and in the qualities of Leadership. To the Scouts it gives subordination of self to the interest of the whole, the elements of self-denial, and the self-control involved in the team spirit of cooperation and good comradeship."

At Camp Kootaga, we intend to reproduce and strengthen the processes by which a Troop ideally operates when it is in its home community. We do not intend to replace the Scoutmaster, the Troop's Leaders Council or the Leadership Corp, but rather to work with them and through them in determining the needs of individual Troops and of the Scouts in them.

Camp will be more than out-of-doors; it will bring an intense and vital training session for the Troops that come and for the boys they bring. It is a vital part of the Scouting program and will endeavor to build Scouts and Troops by supplying those challenges, opportunities and rewards of Scouting in an intensive and reinforcing way. This assists the Scouts and Troops to determine their own Program and effectively operate through their own Leadership.

**Rules for acceptance and participation in all sessions of Camp Kootaga are the same without regard to race, color or national origin.**

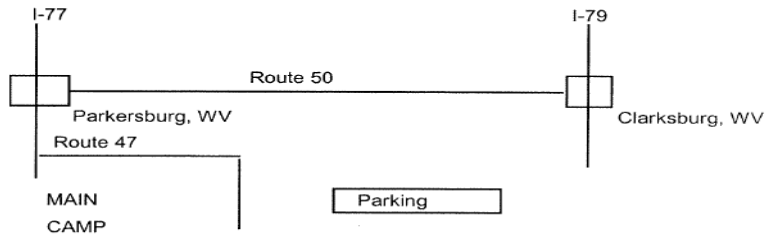
## **WHERE IS CAMP KOOTAGA?**

Camp Kootaga, part of the George A. Stevenson Scout reservation, lies along the Hughes River in Wirt County, WV and is 18 miles from Parkersburg, WV on State Route 47. The reservation encompasses over 634 acres of hilly woodlands, which makes it a natural environment for the outdoor activities of Cub Scouting, Boy Scouting, Venturing and Exploring.

Located in the Reservation is a dining hall, 15 campsites, a training lodge with kitchen, swimming pool with bathhouse, trading post, and a series of maintenance and storage buildings. Each primitive campsite has running water, a latrine, and a permanent shelter.

Where is Camp Kootaga? It is 15 miles east of I-77 on State Route 47.

Camp Kootaga? It is 15 miles east of I-77 on State Route 47.



## **SUGGESTIONS FOR PLANNING YOUR TROOP'S SUMMER CAMP PROGRAM**

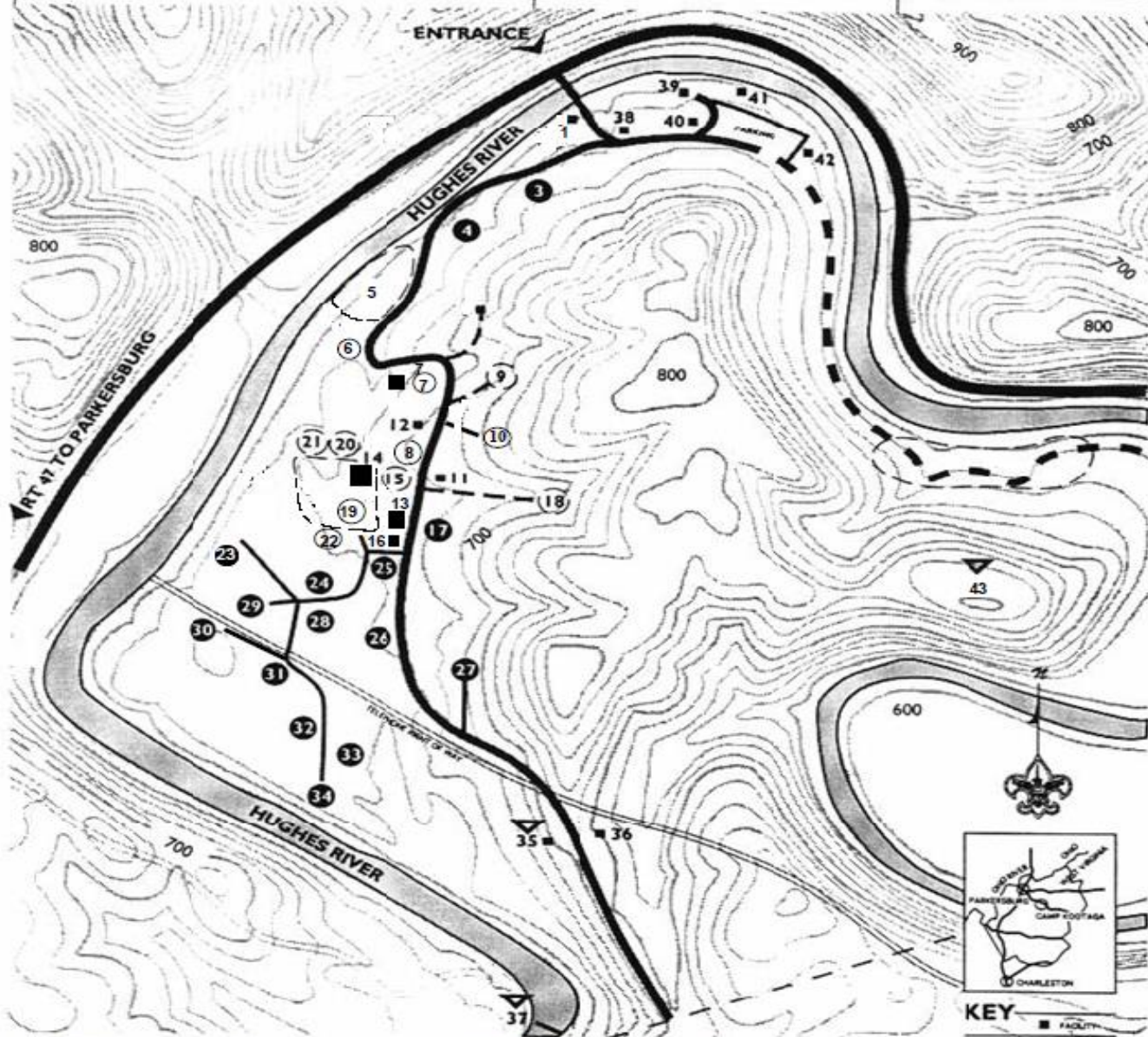
<p><b><u>TROOP AND PATROL ORGANIZATION</u></b></p> <p>Since Summer Camp is the most important event of the Scouting year, it is vital that all members of the team participate. This is the best opportunity for the Senior Patrol Leader, Patrol Leaders, and other officers to function and put into daily practice the PATROL METHOD.</p>	<p><b><u>CAMP STAFF</u></b></p> <p>Each person recruited as part of the Camp Kootaga staff is dedicated to serve your Troop's needs and work along with you to help plan the best program possible. These outstanding young people have been recruited to help you be a successful camp leader. Work with them to accomplish this aim.</p>
<p><b><u>OBJECTIVES</u></b></p> <p>Your Troop should identify what it wants to gain at camp. We suggest that you review your Scoutmaster Handbook, review this Camp Leader's Guide, the Spring and Summer Program helps from Scouting Magazine, etc.</p>	<p><b><u>THE PROGRAM STAFF</u></b></p> <p>The program staff includes the Program Director, Aquatics Personnel, Nature Counselors, Shooting Sports Counselors, Scout craft, First Year Camper personnel, Field Sports Counselors, and the High Adventure personnel.</p>
<p><b><u>DETERMINE WHAT YOUR SCOUTS NEED.</u></b></p> <p>On an individual basis, review with each Scout his camp objectives. Give each Scout an opportunity to express his ideas for both Patrol and Troop activities. Review your camp plans with your Troop Committee and enlist support.</p>	<p><b><u>THE SERVICE DEPARTMENT</u></b></p> <p>The service personnel include the Food Service operation, Health Lodge and Medical Services, Chaplain Service, Camp Commissioner, Trading Post Staff, Ranger and Maintenance Staff.</p>
<p><b><u>PLAN YOUR PROGRAM TENTATIVELY</u></b></p> <p>You and your Senior Patrol Leader can establish your program at the Camp Leader Meeting on Sunday night. Know how many Scouts want to participate in each outpost or special program</p>	<p><b><u>YOUR TROOP'S CAMP SITE COMMISSIONER</u></b></p> <p>Your Camp Site Commissioner (CSC) will be closely working with you. The position is similar to that of a Unit Commissioner. The CSC's job is to help a Troop get the maximum benefit from the program opportunities available at camp, to strengthen the Patrol Method, and counsel with the Scout Leader about any special problems, housekeeping needs, and program scheduling. This individual is there to help you</p>
<p><b><u>CAMP ADMINISTRATION</u></b></p> <p>ADMINISTRATION PERSONNEL INCLUDE THE CAMP DIRECTOR, BUSINESS MANAGER AND OFFICE MANAGER.</p>	

# CAMP KOOTAGA

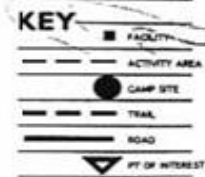
GEORGE A. STEVENSON SCOUT RESERVATION

ALLOHAK COUNCIL  
BOY SCOUTS OF AMERICA  
PARKERSBURG, WEST VIRGINIA

PREPARED: JUNE 1997  
SCALE: 1" = 750'  
CONTOUR INTERVAL 20'



- |                                  |   |                        |                       |
|----------------------------------|---|------------------------|-----------------------|
| 1. Rotary Cabin                  | 12. Commissary  | 20. Climbing/Rapelling | 32. Mahonegon         |
| 3. Subpark                       | 13. Kootaga Lodge<br>(Office, Health Lodge<br>Trading Post) | 21. COPE               | 33. Chippewa          |
| 4. Beechwood                     | 14. Pool/Shower   | 22. Scout Craft Area   | 34. Iroquois          |
| 5. Waterfront                    | 15. Sparkey's Park  | 23. Shawnee            | 35. Cain Cemetery     |
| 6. Chapel                        | 16. DeBarr 1st Year<br>Camper Shelter                       | 24. Seneca             | 36. Water Tower       |
| 7. Dining Hall                   | 17. Baden Powell  | 25. J. M. Bennett      | 37. The Dam           |
| 8. Staff Area                    | 18. James E Parks<br>Archery & Rifle Range                  | 26. Dan Beard          | 38. Rangers Residence |
| 9. Curly Camp<br>Campfire Circle | 19. Parade Field  | 27. William D. Boyce   | 39. Warehouse         |
| 10. Nature Area                  |   | 28. Miami              | 40. Kiwanis Cabin     |
| 11. Meeks Handicraft<br>Shelter  |   | 29. Delaware           | 41. Marinero Lodge    |
|                                  |   | 30. Cherokee           | 42. Lions Cabin       |
|                                  |   | 31. Dakota             | 43. Wind Caves        |



Rev. 11/13

## **CAMP KOOTAGA DATES AND MAILING INFORMATION**

All Questions, concerns, and payments will be handled by the Allohak Council Service Center located at:

1340 Juliana Street  
Parkersburg, WV 26101  
1-800-654-5272 or 1-304-422-4507  
Fax 1-304-428-8594  
Email sara.odell@scouting.org

In an emergency during the camping season, call the camp office at 1-304-628-3766. You must give the Scout's name, Troop number, campsite, and state the emergency. Please understand that it will take several minutes to deliver a message.

To address U.S. Mail to a Scout at Camp Kootaga please address the package or letter to:

Scout's Name and Troop #  
C/o Camp Kootaga  
79 Camp Kootaga Road  
Walker, WV 26180  
1-304-628-3766

### **CAMP DATES FOR 2017**

<b>STAFF TRAINING</b>	<b>JUNE 11 - 17</b>
<b>WEEK #1</b>	<b>JUNE 18 - 24</b>
<b>WEEK #2</b>	<b>JUNE 25 - JULY 1</b>
<b>WEEK #3</b>	<b>JULY 2 - 8</b>
<b>WEEK #4</b>	<b>JULY 9 - 15</b>
<b>WEEK #5</b>	<b>JULY 16 - 22</b>

### **HELPING HAND DATES (SERVICE DAYS 2017)**

<b>Kootaga Service Day</b>	<b>March 4</b>
<b>Kootaga Service Day</b>	<b>April 1</b>
<b>Kootaga Service Day</b>	<b>May 6</b>
<b>Kootaga Service Day</b>	<b>June 3</b>

### **2017 SUMMER CAMP STAFF INTERVIEWS**

**SATURDAY, JANUARY 7, 2017 -- FROM 2:00PM TO 4: 00PM**  
**AT CAMP KOOTAGA**



## **2017 FEE PAYMENT SCHEDULE**

1. To confirm a Troop reservation, a \$100.00 nonrefundable, transferable fee is required with the reservation form. Site preference will be considered. Camp Kootaga reserves the right to place the Unit in any campsite.
2. Final camp fees are to be paid in full on or before the scheduled dates at the Scout Service Center to receive the appropriate fee.
3. Final settlement of the Troop's camping account will be on arrival to Camp Kootaga. Please bring receipts, any necessary paperwork, and funds to pay balance of camp fees. Fee settlement must be made prior to unloading of equipment and orientation tour.

**Note:** For the year 2017, the camp reservation deposit will be \$100.00. This deposit may be applied to your 2017 total camp fees. Units canceling sites on or before March 31, 2017 will receive a full refund of deposit. After March 31, 2017, no refund will be given for deposits. A reservation form is included in the appendix.

Units that have a campsite reserved and do not show up for camp and have not notified the Council office automatically forfeit their deposit.

**A special note for out of Council Troops:**

Please make sure you bring a copy of your Troop accident insurance certificate

## **FEE AND PAYMENT INFORMATION**

***A \$100.00 nonrefundable, transferable deposit is required of each unit at the time of reservation.***

### **2017 Summer Camp Fees: On or Before May 15 2017**

***Dining Facility                      \$250.00***

***Self Sufficient                      \$195.00***

**Late Fee of \$25.00 will be Added After May 15 2017**

**Leaders may attend camp without charge according to the camper/leader ratio:**

<b>1-10 campers = 1 leader free</b>	<b>11 -20 campers =2 leaders free</b>
<b>21-30 campers = 3 leaders free</b>	<b>31-40 campers = 4 leaders free</b>
<b>41 and above = 1 free leader for every 10 youth</b>	

**A fee for each additional Leader exceeding the camper/Leader ratio will be assessed.**

**This fee will be \$120.00 per Leader for Units using the Dining Hall.**

**The fee of \$60.00 per Leader for Self-Sufficient Units.**

**Note:** Leaders coming for the day, who want to eat in the dining hall, can pay for meals at time of check-in. Meal Costs are: **\$6.00 per meal.**

**Pictures:** Each unit will have their picture taken on arrival at camp. Prints are **\$12.00 each.** (Picture prices are subject to change) Orders must be made and paid for at time of check-in. Individual Scout pictures will also be taken. Proofs of individual shots will be available before leaving camp for parents to order at a later time.

## **Refund Policy**

The following refund policy will be in place for this camping season. Please read this carefully and if you have questions, don't hesitate to contact the Council Service Center.

Refund/overpayment requests should be made at check-in on your opening day at camp. A new section of the camp check-in form will include information regarding refunds and how to process them. ***A \$30.00 per person administrative fee will be assessed on all refunds, youth and adult.***

In cases where a request is not made at check-in a written request explaining the reason must be submitted to the Council Service Center no later than August 15, 2017. Request received after the deadline will not be considered.

Refunds may be credited to Unit Deposit Accounts after final settlement of camp fees. Refunds issued will be confirmed and processed for all weeks of summer camp at the conclusion of the camping season and check issued by August 31.

Refunds are subject to the verification and a recap sheet will accompany the Unit Deposit Account (UDA) receipt or the check.

### **Example:**

Scout Timmy Smith is registered to attend Camp Kootaga but is unable to attend.

Registration Fee	\$250.00
Administration Fee	<u>- \$30.00</u>
Refund Amount Due	\$220.00

Examples of things that may affect refund amounts are as follows:  
Pictures – If you have your picture fees deducted from your refund.  
Verifying actual payment schedule for Scout or Leader not attending.

## **SUNDAY CHECK-IN SCHEDULE**

To assist Unit Leaders in making check-in as convenient as possible, your Campsite Commissioner (CSC) will have a schedule for your Unit to follow throughout the check-in procedure. We hope this will eliminate unnecessary delays and long lines.

**1. ALL UNITS MUST CHECK-IN AT DINING HALL BEFORE GOING TO YOUR CAMP SITE.**

Check-in time will be between **1:00 PM and 2:00 PM**. Units will not be allowed to enter camp until 1:00 PM. Upon arrival in the camp's parking lot, you will meet your CSC. He will direct you through the check-in procedure.

**2. Check in and settling of all fees, all 4 copies of Troop Rosters on forms provided in back of this guide. Also Dining Hall orientation and OA Orientation will occur at the check-in area of the Kootaga Dining Hall before leaders or Scouts go to their campsite.** All Scouts and leaders will be issued a security wristband that must be worn at all times during your stay at camp.

**3.** Your Unit will be led on an orientation tour that will end at your campsite. All Scouts will hike into their campsite. Scouts cannot ride in vehicles. **There are no vehicles allowed to stay in camp.** Your Unit may take two (2) vehicles to your campsite to unload equipment and then the **vehicles must be returned to the parking lot.** If your Unit has someone who has special needs, you must contact the Council Service Center ahead of time to make arrangements.

**4.** At your campsite you change into your Class A uniforms and get your swimsuit and towel. Next your CSC will lead you to Sparky's Park for Medical checks. All Scouts and Scouters **MUST** have a properly completed physical form. **NO ONE is permitted to remain on camp property without a properly completed medical**

**form.** Please make sure that the Health Officer is aware of any medication or special problems that your Scouts and Leaders may have. Late arrivals (after 5:00 PM) need to make arrangements through the Camp Director for medical re-checks on Monday, at which time they will turn in any physical forms and receive the buddy tags that are needed.

**6.** Your CSC will complete your orientation tour by taking you to the parade ground to have your Troop picture taken. A professional photographer will be available to take pictures. You will then complete swim classification tests.

**7.** You will then return to your campsite to begin setting up camp. On your way to the campsite your CSC will give a tour of the program areas.

**8.** On Sunday evening at 6:00 PM, the entire camp will meet at the **Dining Hall** for dinner. Dinner will be served to all paid Scouts and Leaders, regardless of your food program.

**9.** Immediately following dinner, a **Leaders meeting will be held at the Sparker's Park.** This meeting will provide an overview of the camp program and introduce key members of the staff. It is important that each Troop be represented by at least one Leader.

**10.** The entire camp will assemble at the parade ground for retreat at 8:00PM.

**11.** All Troops will be lead to the campfire circle for the opening campfire, and Rifle range orientation will be presented.

**12.** All first year campers (those at Camp Kootaga for the first time) are encouraged to attend the first year camper ceremony following Camp Fire.

## **SATURDAY CHECK-OUT PROCEDURES**

1. The camp staff will assist you in checking out as quickly as you wish. All Troops are asked to be out **no later than 9:00 AM.**
  2. All Scouts should pack their personal gear and stow it in a central place in the campsite, on one picnic table if possible. No personal gear or garbage should be left in the site.
  3. All Council owned tents are to be left up. None of them should be left lying flat on the ground.
  4. All fires must be completely extinguished. All non-burnable garbage must be disposed of in proper containers. Don't leave aluminum foil in the fire ring. Secure all garbage bags and place them along the road next to your campsite.
  5. The kybo ("Latrine"), and washstand must be cleaned. They should be left in a condition in which you would like to find them. A roll of toilet paper should be left in each kybo.
  6. Please return items you may have checked-out from the Quartermaster
  7. Please pick up your Merit Badge cards from the Camp Office and pay any outstanding bills. (You may view your Unit's advancement Friday night in the Camp Office after the campfire.)
- 

### **PARENTS AND VISITORS AT CAMP**

Thursday evening between 5:00 PM, **(Please do not arrive early)** and the close of the OA ceremony (approximately 9:30-10:00 PM) have been designated as Family Night at Camp Kootaga. Parents and friends are welcome to visit camp and join the campers for the evening flag ceremonies, dinner, campfire, and Order of the Arrow "Call Out".

Scoutmasters are encouraged to inform parents of the times for visiting and ask their cooperation in not visiting camp at any other time, or returning to campsites following the Order of the Arrow Call out Ceremony.

### **THE TRADING POST**

The Trading Post is maintained as a service to the campers. The Trading Post will be stocked with a supply of program materials, literature, craft materials, snacks, soft drinks, ice cream, and clothing articles. Project materials for Merit Badges will be on sale at the Trading Post. The hours of operation will be posted at the Trading Post.

### **CAMP STANDARDS AND INFORMATION**

Sign-in/Sign-out. The sign-in/sign-out log is located in the camp office. Adult leaders must use this log if leaving camp so we may know the whereabouts of the Unit Leadership. **Scouts are not permitted to leave camp without the permission of the Camp Director and Unit Leader.** Please use the permission slip located in the Appendix L. **This form should be submitted to the camp office at time of registration.**

**CHAPLAIN SERVICE.** The responsibility of conducting any and all religious services in camp rests with the Committees representing various faiths, in cooperation with the Allohak Council, and the Boy Scouts of America. Opportunities are available for groups to worship under their particular religious beliefs. An interfaith Chapel service will be conducted Monday night. The Chaplain will be at camp at all times for needs that may arise.

## **ROLL CALL AND TROOP ROSTERS**

A roll call using the Troop Roster sheets should be made before each meal and at bed check at Taps. If a Scout is missing, a report should be made to the Camp Director IMMEDIATELY. The camp director's office is located at the Health Lodge.

## **YOUTH PROTECTION SERVICES**

**STAFFING:** The Health Lodge will be staffed with personnel who meet the State of West Virginia and Boy Scouts of America qualifications.

**CONSULTATION SERVICES:** Our Camp Doctor can be reached during office hours. After hours the doctor may be reached by using an emergency phone number. **The Camp Director ONLY will notify the Camp Doctor.**

**EMERGENCY TRANSPORTATION AND SERVICES:** Camp Kootaga or the Unit Leader will provide emergency transportation as needed. Camp Kootaga has also arranged with an ambulance service to provide emergency transportation. If advanced emergency services are required, campers will be taken to Camden Clark Medical Center in Parkersburg, WV. **The Unit leader will accompany the Scout to the hospital and wait for the parent's arrival.**

**MEDICATION STORAGE AND ADMINISTRATION:** **All prescribed camper medication must be turned in to the Health Lodge.** They must be in the original container with dosage and frequency clearly marked. The acting Health Officer will be responsible for keeping medication under locked storage. A refrigerator will be available in the Health Lodge if medication needs to be stored there. **Individual Scouts are responsible to see that they report to the health lodge for medications.**

**DAILY OBSERVATION:** It is the Camp Director or Program Director's responsibility to be aware on a daily basis of each camper's physical condition. Any changes in appearance, appetite, activity level, or health habits are to be reported to the Health Officer.

**CAMPER IDENTIFICATION** National Camp Standards require us to have a system in place to identify possible intruders or unauthorized persons in camp. In an effort to comply with this requirement, all campers, leaders, staff members and visitors will be issued ID bracelets when entering camp.

**These bracelets must be worn at all times while in camp.**

Damaged bracelets will be replaced at the camp office.

**All visitors are required to check in and check out at the camp office.**

**PERMISSION TO LEAVE CAMP** Any Scout leaving camp before the end of the week, must have a completed "Permission to Leave Camp" form on file in the camp office prior to Scouts being released from camp. The form must be signed by the custodial parent or guardian and the Unit Leader in camp. Forms should be turned in to camp administration **at the time of check in. All Scouts leaving camp must also sign out at the camp office.**

## **Mandatory National Camp Standard # FA-711**

Vehicles belonging to **staff members, leaders** and **visitors** must be parked in designated camp areas. **Roads though campsites and program areas are restricted to authorized vehicles only.**

The following rules will apply to the Camp Kootaga summer camping program.

1. Two vehicles per campsite will be allowed into camp on Sunday for **set-up** and Friday the evening and/ or Saturday morning for pack-up. **The camp director will determine the times vehicles are allowed in and out of camp.**

2. The **designated parking area** shall be the field beside Jack Marinaro lodge. The field beside Sub-Park, Rotary and the Health Lodge are considered part of camp and **ARE NOT** designated parking areas. **PARKING AT THE HEALTH LODGE ARE FOR THE HEALTH OFFICER, CAMP DIRECTOR AND TRADING POST MANAGER, AND CAMP VEHICLES ONLY.**

3. The Camp Director or his designee may issue a **limited number of permits** to park at the dining hall. These permits must be obtained at the summer camp office after arriving at camp. They will be signed and numbered and may not be duplicated or traded and are not transferable.

4. **All visitors, volunteer merit badge counselors, Scoutmasters, family members, etc., must park in the designated parking lot unless issued a permit for the dining hall.**

5. The camp director may issue a special permit to park/ drive in camp for medical reasons, special needs, etc. ATV's and golf carts may be issued a permit after a safety inspection by the Camp Ranger.

6. All vehicles in camp must be driven by a licensed driver at least 21 years old and have a permit issued by the camp director displayed in the window at all times.

7. Safety belts/ equipment must be used at all times.

8. **No one is permitted to ride in the bed of a truck or tailgate, in a trailer or camper.**

9. **All visitors on family night will park in the parking lot.** Approved placarded vehicles may be driven to the campsite and parked for the duration of the visit and then driven out of camp upon departure. No excuses such as "I have to for hauling food", "I'm just dropping off..." etc. will be allowed.

10. Trailers are permitted in campsites but the **tow vehicle must be moved to the parking area.**

11. Members of the OA dance team shall meet in the parking area and be shuttled along with their gear into camp.

12. **Arrangements to have food, ice and supplies delivered to campsites after camp starts can be made by the Camp Ranger or maintenance staff. Driving in camp will not be allowed for this purpose.**

13. Scoutmasters or family members doing camp service projects for the Camp Ranger must have a permit to drive in camp.

14. **The speed limit in camp is 10 MPH.**

**Please inform anyone that may be visiting camp of these rules and the requirement to walk into camp and carry items they wish to bring. Help us make this a safe and fun camp for everyone!**

## **EMPLOYMENT OPPORTUNITIES AT CAMP KOOTAGA**

### **CAMP STAFF**

Each year the Allohak Council employs appropriate number of Staff at Camp Kootaga. All Staff members are provided with living accommodations, meals, and a salary.

The requirements for Staff are that the applicant be at least 15 years of age, prior camping experience or Counselor in Training experience is preferred.

Applications are available from the Council Service Center, by calling (304) 422-4507 or on the web:

([http://www.allohak.org/forms/camp\\_job\\_app.doc](http://www.allohak.org/forms/camp_job_app.doc)).

### **COUNSELOR IN TRAINING**

The Counselor in Training program is designed for those exceptional young Scouts who display true leadership and maturity within their own Troop. Its purpose is to give training to potential future Staff members.

What are the qualifications to apply? The Scout must be at least 14 years old, he must be at least First Class rank, and he must have the signed approval of both his Unit Leader and his parents. Most importantly, he must be mature enough to place the welfare of the camper above his own and he must have leadership ability.

The program is beneficial to both the potential Staff member and the camp operation. The CIT can experience the life of a Staff member by actually living it for short time. He is assigned to various program and/or support areas so that he can experience what the job requires of him. Every effort is made to place him in an area he requests.

To participate in the program, a Scout must apply to the camp Program Director or Camp Director using the Camp Staff Application. CIT service will be for two weeks; the first week will be staff week and the second week will be scheduled during the remaining five weeks of camp. The length of service can be shortened based on the CIT's attitude and willingness to be part of the team. Service as a CIT does not guarantee future employment as a full time Staff member but it does aid in evaluation of future potential.

There is no fee for participation in the CIT program. The Council does not pay a salary to the CIT. The CIT will be given all the benefits due to any Staff member as determined by the Program Director or Camp Director. All Scouts participating in the CIT program are expected to live by the same guidelines as all other Staff members.

**Applications are available at the Scout Service Center, on the Council's web site, or Appendix J of this book.**



## **Safety Around Animals at Camp Kootaga**

Camp Kootaga offers a wide range of exciting adventures including the opportunity to observe many types of birds, fish and other wildlife. Throughout camp you will see numerous animals especially squirrels, chipmunks, and numerous birds. Undoubtedly the opportunity to observe a raccoon, skunk, turkey, deer or even a black bear will provide lifetime memories.

Animals often will be an exciting part of your adventures. Seeing them in their natural habitat is always a pleasure, but it is wise to remember that they are permanent residents of the camp while you are a visitor. Treat them with respect, give them enough space so they do not feel threatened by your presence, and they'll seldom present a threat to your safety. When an animal feels frightened, threatened, or trapped, it may react by scratching, biting or even attacking. In the event you are injured by a wild animal seek medical treatment quickly even if the injury is minor, for a medical professional must determine the need for any possible rabies treatments.

Each of the animals that live and roam throughout Camp Kootaga has its own characteristics and pattern of behavior. Occasionally a black bear may wander through camp. Despite the common name, black bear, they are not always black. They may be blond, brown, or black. They may have a tan muzzle or a white spot on their chest.

Avoidance of bears, skunks, raccoons and most other wildlife can be summed up in one word – FOOD. If an animal doesn't find abundant food it will move on. Most conflicts between people and wildlife, especially bears and raccoons are related to the careless handling of food and garbage. Learn to live responsibly with wildlife.

Young wildlife sometimes wanders from their parents and appears to be lost or abandoned. In most cases however, the parents know where the youngster is. Taking in or adopting apparently lost or abandoned young animals usually does more harm than good. It is best to leave wild animals in the wild. If the animal is obviously sick or injured, don't approach, pick up or touch the animal, notify the camp ranger or a member of the camp staff.



## **General Wildlife & Habitat Stewardship**

- Hike on designated trails only
- Keep a clean campsite
- Keep food and other “smell-ables” out of your tent especially at night
- Never approach or follow wild animals
- Avoid behavior that the animal may interpret as aggressive
  - Direct eye contact, even though a camera
  - Walking directly towards an animal
  - Following an animal that has chosen to leave
  - Circling or standing around an animal
- Don't feed wild animals
- Don't mistake a passive animal as a sign for you to approach
- Never tease or attempt to pick up wildlife
- Leave young animals alone; a mother is usually nearby
- Never throw stones or sticks at hornet or yellow-jacket nests – Tell the camp staff or their locations immediately
- If you are allergic to insect stings, be sure to carry your medication at all times, and make staff in program areas aware of your need for medication in case of an emergency
- ***Never bring pets or domestic animals to camp. Your pet could be exposed to parasites and diseases carried by wild animals, and /or they could be injured or could injure wildlife if they directly encounter a wild animal or animal nest.***

FOR ADDITIONAL INFORMATION OR ASSISTANCE CONTACT CAMP DIRECTOR AT THE CAMP OFFICE, THE CAMP RANGER, OR ANY AVAILABLE CAMP STAFF.



## **FOOD SERVICE**

### **Camp Kootaga offers two food programs for 2017: Dining Hall and Self-Sufficient**

Under the Dining Hall plan, the camp fee includes 15 meals in the dining hall starting with Sunday evening dinner and ending with Friday dinner. A continental breakfast is provided as part of the dining hall plan for Saturday morning. This can be picked up early on Saturday morning and taken to the campsite. Thursday night dinner is Family Night and the dining hall is closed. Units and families are responsible for their own food. Troops not expecting families to visit will need to check with the Camp Director before Thursday evening. The Sunday evening meal is a camp-wide meal (regardless of your meal plan) in the Dining Hall.

Preparing meals in your campsite should be a Patrol activity. Encourage and direct your Scouts to follow the Patrol Method and meal plan for each meal.

**SPECIAL DIETS:** Advise the Scout Service Center **3 to 4 weeks prior to your arrival** at camp of any special dietary needs. Please use the Special Diet sheet in Appendix E.

**COOKING EQUIPMENT & EATING UTENSILS:** All equipment needed for the preparation and eating of meals in the campsite will be provided by the Troop.

**CHARCOAL AND PROPANE USE:** An adult Leader must be present in the campsite and must supervise the lighting and use of propane. This is a mandatory safety rule and must be followed without fail. Adult Leaders, please make sure that an adult is present in the campsite for the preparation of each meal and to oversee the use of charcoal.

**GARBAGE & TRASH DISPOSAL:** Garbage bags will be provided for transporting or picking up garbage from your campsite. After dinner place your securely tied trash bags at the side of the road near your campsite. The Maintenance Staff will pick up as directed by the camp ranger. Please do not overfill trash bags.

**DISHWATER DISPOSAL:** Your CSC will advise you to the proper disposal of dishwater. You may also refer to your Boy Scout Handbook.

**BREAD, ICE, AND MILK:** Units that are Self-Sufficient can purchase these items through the Trading Post during business hours.

### **SUGGESTED MEAL TIMES:**

**Breakfast 8:00 AM**  
**Lunch 12:15 PM**  
**Dinner 6:00 PM**

**NATIONAL CAMPING STANDARDS:** Units are encouraged to prepare and eat at least 3 meals in their site. Units that normally eat in the dining hall during the week, but are interested cooking their own meals, will be provided food on Friday to prepare a breakfast and lunch in their campsites. You will need to be prepared to bring cooking utensils with you to camp to prepare these meals. Breakfast will be pancakes sausage or bacon, fruit etc. Lunch will be without utensils over the fire. If your unit would like to do this, let the staff know when you check in on Sunday.

**SELF-SUFFICIENT TROOPS:** All Self-Sufficient Troops will be issued a cold chart at check-in. The temperature of all perishable items in coolers will be recorded morning, noon and night. Camp Commissioners will be checking coolers. The Cold Chart will need to be posted at all times.

## **DINING HALL PROCEDURES**

### **TABLE ASSIGNMENTS:**

These will be given to the Unit during the Sunday Check-in Dining Hall Orientation. All Scouts should be assigned to tables Your Unit should enter the dining area as indicated by directions given at the Sunday orientation.

### **SUPERVISION:**

The Unit Leader at each table is responsible for the conduct, manners, and general supervision of the Scouts at his table.

## **BADEN-POWELL TROOP AWARD**

To earn this award, the troop must complete 10 of the items, including an average of 90 points on the daily campsite inspection form. This form should be initialed by the Scoutmaster and turned in to the Program Director when all items needed have been completed.

1. Attend all camp-wide Flag Lowering ceremonies. \_\_\_\_\_  
SM
2. Set and achieve Troop advancement goals as approved by Scoutmaster \_\_\_\_\_  
SM
3. Attend Chapel service as a Troop. \_\_\_\_\_  
Camp Director
4. Complete a Conservation Project as a Troop approved by Nature Director. \_\_\_\_\_  
Nature Director
5. Compete in the Camp-wide Game. \_\_\_\_\_  
Program Director
6. Complete five (5) or more of the following:
  - A. Participate in one of the following Aquatics Activities:
    1. Canoe Trip
    2. Troop choice approved by Waterfront Director.
    3. Kootaga Camp wide games.\_\_\_\_\_ Aquatics Director
  - B. Participate in one of the following Scoutcraft Activities:
    1. Pioneering Skill
    2. Orienteering
    3. Dutch Oven Cook-off\_\_\_\_\_ Scoutcraft Director
  - C. Participate in one of the following Nature Activities:
    1. Nature Hike
    2. Animal Tracking Skills
    3. Troop choice approved by the Nature Director.\_\_\_\_\_ Nature Director
  - D. Participate in one of the following Shooting Sports Activities:
    1. Troop Rifle Shoot
    2. Troop Archery Shoot\_\_\_\_\_ Shooting Sports

E. Participate in one of the following Handicraft Activities:

1. Make a Patrol Flag if you do not have one.
2. Develop a Patrol Totem out of wood or leather.
3. Troop choice approved by the Handicraft Director.

\_\_\_\_\_

Handicraft

F. Participate in an Inter-Troop Campfire

\_\_\_\_\_

Other Unit SM

G. Participate in an Inter-Troop Sporting Event  
(Basketball, soccer, etc.)

\_\_\_\_\_

SPL

H. Participate as a Troop in a Sporting Tournament

\_\_\_\_\_

Sports Director

I. Participate as a Troop in a Camp-wide Campfire.

\_\_\_\_\_

Program Dir.

7. Average Campsite Inspection Score \_\_\_\_\_

\_\_\_\_\_

Camp Comm.

Troop# \_\_\_\_\_ SM/SP OK'd \_\_\_\_\_ Campsite \_\_\_\_\_

Camp Director Approval \_\_\_\_\_

Program Director Approval \_\_\_\_\_

### **BADEN-POWELL AWARD**

**THE PATROL METHOD:** This award, named in honor of our founder, Lord Robert Baden-Powell, has been designed to provide the Scouts in your Troop the chance to participate in the Patrol Method and have a quality camping experience during their stay at Camp Kootaga. We try to provide many opportunities for a Troop to distinguish itself for its achievements at camp. Contests and competition are an active and important part of the camp program and the Baden-Powell Award is an excellent tool to foster good Scout camping habits and a sense of competition.

Listed on the Baden-Powell Troop award sheet is a space for the average campsite score. The Commissioner(s) will evaluate each campsite daily. Any Troop who completes the required 10 items and receives a weekly average of 90 or higher will be presented with a Baden-Powell Award Certificate at the end of the week.

# A. C. E. AWARD

(ADULT CAMPER EXTREMIST)

**To receive the distinguished honor, the A.C.E. Award, one must do 10 of the activities listed below:**

1. Assist in a program area at least 2 hours . \_\_\_\_\_
2. Identify at least 8 constellations in the summer sky or  
15 trees by their leaves. \_\_\_\_\_
3. Be in camp for at least 4 nights. \_\_\_\_\_
4. Participate in a camp-wide service project. \_\_\_\_\_
5. Be present at All Leaders training sessions \_\_\_\_\_
6. Be present at All Flag Ceremonies. \_\_\_\_\_
7. Participate in 1 Polar Bear Swim or a troop boating trip. \_\_\_\_\_
8. Assist a program area by going on an overnighiter \_\_\_\_\_
9. Be the Scoutmaster of the day with the Commissioner \_\_\_\_\_
10. Shoot at the Archery / Rifle Range \_\_\_\_\_
11. Complete the Camp Kootaga Orienteering or Geocache Course \_\_\_\_\_
12. Participate in the Camp Kootaga Knot Club \_\_\_\_\_
13. Earn the Kootaga Trails Award \_\_\_\_\_
14. Climb/rappel the climbing tower. \_\_\_\_\_
15. Complete in Leave No Trace Training \_\_\_\_\_

**Please be sure to have a staff director initial your participation.  
Include name, unit, and T-shirt size upon submission to Program Director.**



## **CAMP KOOTAGA PROGRAM OUTLINE**

### **SCOUTCRAFT**

DUTCH OVEN COOK OFF  
PAUL BUNYAN  
KNOT CLUB  
LEAVE NO TRACE  
GEOCACHING

### **POOL**

MILE SWIM  
POLAR BEAR SWIM  
INSTRUCTIONAL SWIM  
CAMPSITE SWIM  
SNORKELING  
OPEN SWIM  
AQUATICS SUPERVISOR

### **HIGH ADVENTURE**

CLIMBING & RAPPELLING  
LOW COPE

### **SPORTS AREA**

GOLF  
MOUNTAIN BIKING  
VOLLEYBALL TOURNAMENT  
BASKETBALL TOURNAMENT  
GAGA BALL COURT  
CHESS & CHECKER TOURNAMENT  
DISK GOLF

### **SPECIAL EVENTS**

TRIAL TO ADVENTURE CEREMONIES  
CAMP FIRES  
YEAR FIRES  
ORDER OF THE ARROW ICE CREAM SOCIAL - TUESDAY NIGHT  
FOR OA MEMBERS  
ADULT LEADERS INDOOR & OUTDOOR TRAINING  
KOOTAGA IRONMAN  
QUADTHALON - FRIDAY  
COMMISSIONER CORNER  
CAMP WIDE GAMES  
OA CALLOUTS- THURSDAY NIGHT  
FAMILY NIGHT ACTIVITIES  
SCOUT VESPERS - MONDAY

### **NATURE**

CONSERVATION PROJECT  
TUESDAY NIGHT DISCOVERY HIKE

### **STEM**

AUTO MAINTENANCE  
ROBOTICS AT THE DINING HALL  
FARM MECHANICS  
ELECTRICITY  
WELDING

### **WATERFRONT**

OPEN BOATING/CANOEING  
FISHING  
KAYAKING  
ROWING

### **SHOOTING SPORTS**

OPEN ARCHERY  
RIFLE & SHOTGUN SHOOTING  
OPEN RIFLE SHOOTING  
ADULT COMPETITION

### **WEDNESDAY NIGHT ADVENTURES**

MOUNTAIN BIKING  
TRIAL TO ADVENTURE  
WILDERNESS SURVIVAL  
CANOEING  
CAMPING

### **MEETINGS**

ORDER OF THE ARROW  
SENIOR PATROL LEADERS  
SUNDAY LEADERS MEETING AT SPARKY'S PARK  
WEDNESDAY NIGHT LEADERS MEETING &  
CRACKER BARREL AT DINING HALL  
FRIDAY MORNING LEADERS MEETING AT DINING HALL

## **SPECIAL PROGRAMS**

### **Mile Swim**

To receive the mile Swim patch you must come to Mile Swim practices on Tuesday (1/4 mile), Wednesday (1/2 mile), and Thursday (3/4 mile) at 7:00 AM. You will swim the mile on Friday at 7:00 AM.

### **Sports Tournaments**

To participate in the sports tournaments, please contact the Sports Director by Monday night. These tournaments include basketball, volleyball, and horseshoes.

### **Conservation Projects**

Please see the Nature Director to set up a time for your Troop to complete a Conservation Project.

### **Dutch oven Cook-Off**

The Camp Kootaga Staff will compete against any Troop for the right to retain the Official Award for the cook-off.

### **Kootaga Iron Man Quadathlon**

Are you tough enough to complete the new and improved events? This event will take place most of the day on Friday. Can you hiking Camp Kootaga's roughest trails, last long enough to finish the Mile Swim, ride the steepest hills, and canoeing the mighty Hughes? Are you a true Iron Man? Prove it on Friday!

### **Camp Wide Games**

Each troop is encouraged to participate in the camp wide game.

### **Inter-Troop Campfire**

On Tuesday evening Troops are encouraged hold an inter-Troop campfire with another Troop.

### **Patrol Flags**

Bring patrol flags or materials to construct a patrol flag that you can then donate to the dining hall to help use improve the acoustics in the dining hall and to leave your mark for future generations.

### **Moss Man Challenge**

Older Scouts, join the Sports Director on a Wednesday evening mountain bike ride on the Camp Kootaga mountain bike trails.

### **Knot Club**

Lord Baden-Powell wrote in his book Scouting for Boys, "Every Scout ought to be able to tie knots. To tie a knot seems a simple thing, and yet there are right ways and wrong ways of doing it, and Scouts ought to know the right way. A life might depend on a knot being properly tied."

After over 100 years, Scouts are still learning to tie knots. Not only could it help save a life, knowing how to tie knots properly and rope care are the first steps to being self-reliant in the woods. Knots can help you build a shelter and catch your food.

Before a Scout reaches first class he must learn six basic knots. Checking a good knot book, you will soon find that there are hundreds of useful knots. Learning knots is fun! To capture this fun, Camp Kootaga will host the Kootaga Knot Club. Membership is open to all campers (youth and adult). There will be several levels of membership based on the number of knots you can tie. To become a member, you must be able to properly tie at least 10 different knots and know their names and uses. Campers can elevate their membership recognition in increments of 10 knots. Membership levels will be recognized at Friday night's campfire. Knot Club will meet each day after lunch at Scoutcraft.

How would I learn new knots: Learn from other Scouts, leaders, books, friends, and camp staff? We challenge you to learn a hundred! It's fun!

## **SPECIAL MEETINGS WHILE AT CAMP**

### **ORDER OF THE ARROW MEETINGS**

The purpose of the Wednesday Order of the Arrow meeting is to allow you to catch up on what is going on in Nendawen Lodge 618. The Wednesday Troop Representative Meeting is at 1:00 PM at Sparky's Park. During this meeting we will assemble the campfires around the arbor for the Call Out Ceremony, which will be on Thursday night.

### **SENIOR PATROL LEADER MEETINGS**

There are two Senior Patrol Leader meetings that are scheduled during the week. The first meeting is Monday afternoon at 1:00 PM at Sparky's Park. This is an informational meeting to instruct and advise the Senior Patrol Leaders about the activities that are planned for the week. The second meeting is Wednesday at 1:00 PM at Sparky's Park.

### **LEADER'S MEETINGS**

There are three Leader's Meetings scheduled during the week. The 1<sup>st</sup> meeting is Sunday evening after dinner at Starkey's Park, at this meeting we will talk about your week at camp. The 2<sup>nd</sup> meeting is Wednesday at cracker barrel at the dining hall. The 3<sup>rd</sup> meeting is Friday Morning at the dining hall at 9 AM

### **SCOUTMASTER CRACKER BARREL**

Wednesday evening at 9:00 PM in the Dining Hall we will have a Scoutmaster's (Adult leaders) Cracker Barrel. This is a great way to relax, talk and get some food in your belly while the Scouts are out on their overnights. You will also sign up for the next year's camping season.

## **SPECIAL EVENTS**

### **Sunday**

- **Opening Night Campfire:** This is a campfire put on by the Staff. At this campfire the Staff will entertain you with skits, songs, and cheers while informing everyone what will be going on in the different Program Areas throughout your week at camp.
- **First Year Camper Ceremony:** This ceremony is for all First Year Campers at Camp Kootaga, whether you are a Scout or a Leader. If this is your first year at camp, you need to go through this ceremony.

### **Monday**

- **Commissioner Corner:** This is a chance for Scoutmasters to talk and discuss anything that may be of interest to them. The Commissioner Corner is Monday-Thursday at 2:00 PM outside of the Lodge. There will be planned activities as well as topics that Scoutmaster's wish to talk about.
- **Scout Vespers:** After Retreat on Monday evening, everyone will go to the Chapel for a non-denominational service presided over by the Camp Chaplain.
- **Adult Leader Training at 9 AM in the Lodge**

### **Tuesday**

- **HAWAIIAN SHIRT DAY!!!!** – welcome to the Islands, and wear your Hawaiian shirt
- **Commissioner Corner:** 2:00 PM outside Lodge
- **Camp wide games:** starting right after evening Flag Ceremony
- **Inter-Troop Campfire:** after camp wide games
- **Adult Leader Training at 9 AM in the Lodge**

### **Wednesday**

- **Commissioner Corner:** 2:00 PM outside of the Lodge
- **Overnighters:** Almost every Scout should be out on an Overnighter on Wednesday night. First Year Campers, Camping, Wilderness Survival, and Canoeing will have Overnights on Wednesday night. Camp will come together at Retreat, and then after Retreat is over, the Scouts going out on the Overnights will stay in the Parade Field to meet with their instructor(s). They will come back from the Overnighter at 7:00 AM Thursday.
- **Evening Activities:** Nature and Climbing will host individuals out into the wilderness of Camp Kootaga on their own separate adventures.
- **Moss Man Challenge:** The Sports Director will guide older Scouts on an evening bike ride of the Camp's Bike trails. *Meeting time to be announced.*

### **Thursday**

- **Order of the Arrow Day** – Any current dues paid OA member may wear their OA sash to support the OA, as well as be ready for the Call –out Ceremony later tonight.
- **Commissioner Corner:** 2:00 PM outside of the Lodge
- **Family Night:** The program will close for the evening at 5:00 PM. Units will dine on their own schedule. **(Parents are welcome after 5:00 PM. Parents need to park in the parking lot. Remember, no visitor vehicles in camp without a permit.) Please do not show up before 5:00PM. —PLEASE DO NOT BRING PETS**
- At 6:30 PM, demonstrations will begin in Space Exploration in the parade field, followed by retreat which will start at approximately 7:30 PM. The Family Night Campfire (skits will be performed by the Troops, so be prepared) and the Order of the Arrow Call-Out Ceremony will follow Retreat.

### **Friday**

- **Iron Man:** Are you tough enough to endure the Camp Kootaga Iron Man? To participate in the Iron Man, you will start with the grueling Mile Swim at 6:00 AM in the frigid Camp Kootaga Pool. Participants will get a little rest before going back out at 10:00 AM for the Bike Trek across all of Camp Kootaga's 600 plus acres. Then at 1:00 PM, hike 5 miles of the longest trails around camp, and finally if you made it that far canoeing the mighty Hughes River at 3:00 PM. If you can last through all that pain and suffering, then you truly earn the right to be a Camp Kootaga Iron Man.
- **Closing Campfire:** This will be our last meeting of all the Troops. The Campfire is put on by the Troops, so get your skits ready and make them good. The Camp Staff will also be handing out awards to the Scouts for their accomplishments during their week at camp.
- **Year-fires:** This is a tradition at Camp Kootaga. For every year that you have spent at Camp Kootaga, there is a corresponding year-

## **ACTIVITIES COVERED IN “TRAIL TO ADVENTURE”**

<b>Totin’ Chip</b>	<b>Firem’n chit</b>	<b>Map/Compass</b>	<b>First Aid</b>
<b>Knot Tying</b>	<b>Lashing</b>	<b>Swimming</b>	<b>Plant Identification</b>
<b>Cooking</b>	<b>Handicraft Skills</b>	<b>The Buddy System</b>	<b>Outdoor Code</b>
<b>Flag Ceremonies</b>	<b>Knife/Axe Safety</b>	<b>Overnight Camping</b>	<b>Tents</b>
<b>Patrol Method</b>		<b>Safe Hiking</b>	

### **HOW IT WORKS**

This Program is not intended to make boys First Class Scouts during one week at camp. It is intended to supplement the Troop’s skills development training. This Program is designed for new Scouts – those coming to a Boy Scout Camp to work on their Tenderfoot through First Class requirements. The Program is geared toward “hands on” experience for the Scouts so they can master their outdoor skills. Activities will take place in the Trail to Adventure Area, Troop Site, Handicraft Area, Ecology Center, Scoutcraft Area, Shooting Sports Complex and in the pool.

### **THE PROGRAM**

*The Troop has the responsibility for providing Program activities that lead to First Class Rank. The Council can help by providing materials and Staff to assist a Troop in the summer camp Program delivery.*

### **THE PROGRESS REPORT**

At the conclusion of the week, a progress report will be presented to the Scoutmaster for new Scouts. This will be a report that reviews what each Scout did during the week. This does not mean that they have completed these skills for their advancements. ***It is the Scoutmaster’s discretion whether the Scout receives credit on his rank requirements.***

### **THE OBJECTIVE OF THE PROGRAM**

The objective of this program is to assist the Scouts in mastering skills they will use for the rest of their lives, as well as in Scouting. The Scouts should have an opportunity to enjoy camp. Guided free time for Scouts will provide a valuable and enjoyable outdoor experience. The Scoutmaster should review each Scout’s progress prior to advancing to the next rank. We are here to assist your Scouts in their advancement process. Scoutmasters and Leaders are welcome to participate as well, and invited to join the overnigher.



## **TRAIL TO ADVENTURE**

The dedicated Scout skills program is **from 9 AM-Noon and the 2:00-3:00PM period.** Scouts will have the opportunity to test their hand at many skills. **From 3:00-5:00PM Scouts have the opportunity to earn one or two merit badges.** From the Tier One Badges, Scouts will also have the opportunity to enjoy open swimming, boating, program areas.

The First Year program also offers an overnighter on Wednesday night where skills are put to practice. Leaders are encouraged to assist in the program any time and join us for the overnighter. Scouts completing the program will receive their Firem'n Chit and Totin' Chip at the Friday campfire awards.

Be sure first years bring **SWIMMING TRUNKS AND TOWEL** as they will have the chance to swim every day and advance their swimming abilities. It is also helpful for troops to bring a tent or an extra tarp for first years to bring with them for bedding on the overnighter. The overnighter will be hiked in and out so a daypack is also useful. Most importantly First Year Scouts should come ready to have fun and be prepared to learn many new things and make new friends from across Ohio, West Virginia and beyond!



## **TIER SYSTEM**

TIER 1 MERIT BADGES	TIER 2 MERIT BADGES	TIER 3 MERIT BADGES	TIER 4 MERIT BADGES	OPEN PROGRAM
<b><i>Trail to Adventure</i></b>	Canoeing 2 <sup>nd</sup> Year	Golf 3 <sup>rd</sup> Year		Dutch Oven Cook-off
Basketry 1 <sup>st</sup> Year	Rowing 2 <sup>nd</sup> Year	Fish & Wildlife 3 <sup>rd</sup> Year	Auto Maint. 15 yr. Old Req.	Paul Bunyan Woodsman
Indian Lore 1 <sup>st</sup> Year	Game Design 2 <sup>nd</sup> Year	Soil & Water Cons. 3 <sup>rd</sup> Year	Climbing 14 yr. Old Req.	Mile Swim
Leatherwork 1 <sup>st</sup> Year	Woodcarving 2 <sup>nd</sup> Year	Rifle Shooting 3 <sup>rd</sup> Year	Welding 14 yr. Old Req.	Snorkeling
Space Exploration 1 <sup>st</sup> Year	Safety 2 <sup>nd</sup> Year	Pioneering 3 <sup>rd</sup> Year	Electricity 14 yr. Old Req.	Open Swim
Photography 1 <sup>st</sup> Year	Forestry 2 <sup>nd</sup> Year	Kayaking 3 <sup>rd</sup> Year		Open Boating
	Nature 2 <sup>nd</sup> Year	Shotgun Shooting 3 <sup>rd</sup> Year		Nature Night Hike
Geology 1 <sup>st</sup> Year	Reptile & Amphibian 2 <sup>nd</sup> Year	Farm Mechanics 3 <sup>rd</sup> Year		Conservation Project
	Archery 2 <sup>nd</sup> Year	Robotics 3 <sup>rd</sup> Year		Open Rifle Shoot
Chess 1 <sup>st</sup> Year	Cycling 2 <sup>nd</sup> Year			Evening Rifle Shoot
Mammal Study 1 <sup>st</sup> Year	Weather 2 <sup>nd</sup> Year			Archery Open Shoot
	Sports 2 <sup>nd</sup> Year			Low Cope
	Geocaching 2 <sup>nd</sup> Year			
	Orienteering 2 <sup>nd</sup> Year			
	Wilderness Survival 2 <sup>nd</sup> Year			
	Cycling 2 <sup>nd</sup> Year		Any Tier 1 not earned	
	Fishing 2 <sup>nd</sup> Year	Any Tier 1 not earned	Any Tier 2 not earned	
	Any Tier 1 not earned	Any Tier 2 not earned	Any Tier 3 not earned	
Required Merit Badges	First Aid (Tier 2)	Emergency Preparedness (Tier 3)	Personal Fitness (Tier 4)	
	Swimming (Tier 2)	Camping (Tier 3)	Environmental Science (Tier 4)	
		Cooking (Tier 3)	Life Saving (Tier 4)	

### **It's not all about the Merit Badges**

We all know that Scouts and their parents will be caught up in how many merit badges their sons is earning during camp. Let's be honest, a Scout can earn zero merit badges and still have a very productive camp, and year. The goal should never be quantity, but quality when it comes to his summer camp program plan.

Remember that as unit leaders, you are always in charge of your Scouts advancement.

**ALL MERIT BADGES, PREREQUISITE REQUIREMENTS, AND SCHEDULING ARE SUBJECT TO CHANGE AT CAMP OR BEFORE CAMP.**

## **MERIT BADGE SCHEDULE**

MERIT BADGE	PREREQUISITES	COST	MORNING SESSION	AFTERNOON SESSION	EVENING SESSION
<b>AQUATICS</b>					POLAR BEAR SWIM---7:00 TO 7:45 AM
					<b>OPEN SWIM</b> MONDAY - FRIDAY -- 4:00 TO 5:00 WEDNESDAY EVENING --8:00 TO 9:00 PM
					MILE SWIM - 7:00 AM TUESDAY - 1/4 MILE WEDNESDAY - 1/2 MILE THURSDAY - 3/4 MILE FRIDAY (6 AM)- MILE
					EVERY SCOUT A SWIMMER --10:00 &11:00
					SNORKELING --2:00 TO 4:00
<b>LIFESAVING (Tier 4)</b>	<i>Requirements 1A-1B</i>		9:00	3:00	
<b>SWIMMING (Tier 2)</b>			10:00 11:00	2:00	
<b>WATERFRONT</b>					
<b>Fishing (Tier 2)</b>			11:00		OPEN BOATING --4:00 TO 5:00
<b>CANOEING (Tier 2)</b>			9:00 11:00	2:00	CANOEING –WEDNESDAY OVERNIGHTER
<b>KAYAKING (Tier 3)</b>			10:00	3:00	( Don't forget that any person wanting to boat needs to be a Swimmer (this is accomplished by passing the Swim Test given on Sunday.)
<b>ROWING (Tier 2)– SEE WATERFRONT DIRECTOR</b>					
<b>NATURE</b>					
<b>SOIL AND WATER CONSERVATION (Tier 3)</b>	<i>Requirement 7</i>		9:00	4:00	
<b>GEOLOGY (Tier 1)</b>				4:00	
<b>ENVIRONMENTAL SCIENCE (Tier 4)</b>	<i>Requirements 3 &amp; 6</i>		9:00	2:00	<b>Astronomy (Tier 2) See Director</b>
<b>FISH &amp; WILDLIFE MANAGEMENT (Tier3)</b>	<i>Requirements 5-6-7</i>		10:00	3:00	
<b>FORESTRY (Tier 2)</b>	<i>Requirements 5-7</i>		10:00	2:00	
<b>MAMMAL STUDY (Tier 1)</b>			11:00		



<b>REPTILE &amp; AMPHIBIAN STUDY (Tier 2)</b>	<i>Requirements 8</i>			4:00	
<b>WEATHER (Tier 2)</b>	<i>Requirements 9</i>		11:00	3:00	
<b>NATURE (Tier 2)</b>	<i>Requirements 4a &amp; 2</i>		10:00	3:00	NATURE DISCOVERY HIKE TUESDAY – 9:30 PM
<b>SHOOTING SPORTS</b>					MONDAY – OPEN SHOOT AT RIFLE RANGE 8:00 PM TO 10:00 PM, AFTER CHAPEL
<b>ARCHERY (Tier 2)</b>			9:00 10:00 11:00	<b>ADDITIONAL CLASS WEDNESDAY'S 1:00</b>	ARCHERY OPEN SHOOT FOR SCOUTS & LEADERS – MONDAY & WEDNESDAY AFTER EVENING ACTIVITIES
<b>SHOTGUN (Tier 3)</b>			9:00	<b>ADDITIONAL CLASS TUESDAY AT 1:00</b>	ADDITIONAL TIME REQUIRED OUTSIDE OF CLASS
<b>RIFLE (Tier 3)</b>			10:00 11:00		OPEN SHOOT FOR SCOUTS & LEADERS MONDAY-FRIDAY 2:00 TO 5:00
					EVENING SHOTS FOR 2 HOURS AFTER RETREAT ON WEDNESDAY
<b>(PLEASE SEE SHOOTING SPORTS DIRECTOR FOR ALL INFORMATION)</b>					
<b>LIFE SKILLS</b>					
<b>FIRST AID (Tier 2)</b>	<i>Requirements 2D, 3C</i>		9:00	2:00	
<b>EMERGENCY PREPAREDNESS (Tier 3)</b>	<i>Requirements 9A,9B,9C</i>		10:00	3:00	
<b>SAFETY (Tier 2)</b>			11:00	M/W/F	
<b>HANDICRAFT</b>					
<b>BASKETRY (Tier 1)</b>		\$27.00	9:00 M/W	4:00 M/W	
<b>LEATHERWORK (Tier 1)</b>		\$15.00	9:00 M/W	2:00 M/W	
<b>INDIAN LORE (Tier 1)</b>			<u>10:00</u>	<u>3:00</u>	
<b>WOODCARVING (Tier 2)</b>	<u>Requirement 2A</u>		<u>11:00 T/TH</u>	<u>4:00 T/TH</u>	<b>Must have Your Totin' Chip</b>
<b>SPACE EXPLORATION (Tier 1)</b>		<u>\$15.00</u>	<u>11:00</u>		
<b>PHOTOGRAPHY (Tier 1)</b>	<u>Please bring digital camera</u>		<u>10:00 M/W/F</u>	<u>3:00 M/W/F</u>	
<b>CHESS (Tier 1)</b>				<u>3:00</u>	
<b>GAME DESIGN (Tier 2)</b>			<u>10:00</u>		
<b>HIGH ADVENTURE</b>					
<b>CLIMBING (Tier 4)</b>				2:00-4:00	OPEN CLIMBING 4:00-5:00PM
<b>RAPPEL (Tier 4)</b>				2:00-4:00	OPEN RAPPELLING THURSDAY 7:00-8:00 PM

<b>LOW COPE (Tier 1)</b>			9:00 10:00 11:00		
<b>SPORTS</b>					
<b>PERSONAL FITNESS (Tier 4)</b>	<i>Requirements 1,7 &amp;8</i>		11:00	4:00	Monday - Thursday
<b>SPORTS (Tier 2)</b>	<i>Requirement 4</i>		9:00	2:00	Monday - Thursday
<b>GOLF (Tier 3)</b>	<i>Requirement 8</i>			2:00	Monday - Thursday
<b>CYCLING (Tier 2)</b>	<i>Requirements 7A,2,3,4,5,6,7B,7C-OPTION BD</i>			4:00	CYCLING – Wednesday Overnighter
<b>SCOUTCRAFT</b>					
<b>CAMPING (Tier 3)</b>	<i>Requirement 9</i>		9:00	3:00	CAMPING - WEDNESDAY OVERNIGHTER
<b>COOKING (Tier 3)</b>	<i>Requirements 4A,5A,5B,6A,6B,7</i>		9:00-11:00		
<b>GEOCACHING (Tier 2)</b>			11:00	4:00	
<b>ORIENTEERING (Tier 2)</b>				2:00	
<b>WILDERNESS SURVIVAL (Tier 2)</b>			9:00	2:00	
<b>PIONEERING (Tier 3)</b>			10:00		
<b>STEM</b>					
<b>WELDING (Tier 4)</b>			10:00		
<b>AUTO MAINTENANCE (Tier 4)</b>				3:00	
<b>FARM MECHANICS (Tier 3)</b>	<i>Requirements 5,7</i>			2:00	
<b>ELECTRICITY (Tier 4)</b>				4:00	
<b>ROBOTICS (Tier 3)</b>		\$15.00		2:00	<b>AT DINING HALL</b>
<b>TRAIL TO ADVENTURE</b>					
<b>TENDERFOOT</b>			9:00		<b>TOTEM CHIP AND FIREM' CHIT</b>
<b>SECOND CLASS-OR POOL</b>			10:00		<b>AVAILABLE BY REQUEST,</b>
<b>SECOND CLASS-OR POOL</b>			11:00		<b>SEE TTA DIRECTOR.</b>
<b>FIRST CLASS</b>				2:00	

**STEM** for science, technology, engineering, and mathematics. These disciplines are considered by many to be the foundation for academic and professional fields of an advanced society. In many forums – including political/governmental and academic—the strength of its STEM workforce is viewed as an indicator of a nation’s ability to sustain itself.

To engage youth members in science, technology, engineering, and mathematics, the Boy Scouts of America has created a new emphasis that incorporates elements of STEM in its current advancement programs. The BSA’s STEM initiative gives Scouts an opportunity to explore relevant skills and experiences and for their achievements to be recognized. The aim is to expose youth to opportunities and help them develop skills critical for the competitive world market.



# **KOOTAGA MERIT BADGE OUTLINE**

**ALL MERIT BADGES, PREREQUISITE REQUIREMENTS, AND SCHEDULING  
ARE SUBJECT TO CHANGE AT CAMP OR BEFORE CAMP.**

## **All Merit Badges**

SOME MERIT BADGES HAVE REQUIREMENTS THAT CANNOT BE COMPLETED AT CAMP. IF THESE ARE NOT COMPLETED PRIOR TO CAMP THE SCOUT WILL RECEIVE A "PARTIAL" CARD. ALL SCOUTS SHOULD COME TO THEIR FIRST MERIT BADGE SESSION WITH THE BLUE CARD SIGNED BY HIS SCOUTMASTER. ALL MERIT BADGES ARE SUBJECT TO CHANGE.

## **AQUATICS PROGRAM**

As with most Boy Scout camps, the Aquatic Program is a focal point and one of the most popular locations in the camp. Because Camp Kootaga welcomes both Boy Scouts and Ventures, it is important that appropriate swimwear be worn by both youth and adults. **Females must wear a One-piece swimsuit.**

### **Swimming (Tier 2)**

Swimming represents one of the most outstanding skills a Scout can learn. Swimming is important in your Scout training as it provides basic survival and rescue skills, fun and exercise all at the same time.

The Swimming Merit Badge has a moderate level of difficulty and is only offered to Scouts who have passed the Swim Test given on Sunday. First year campers need permission from Aquatics director before taking this badge.

Location: Pool  
Days: Monday – Friday  
Time: 10:00 AM, 11:00 AM, 2:00 PM



### **Lifesaving (Tier 4)**

The primary purpose of the Lifesaving Merit Badge is to prepare you to give assistance to those involved in water accidents. Since drowning is the second major cause of accidental deaths for the Scouting age group in the United States, this training can indeed prepare you to save a life.

Because the Lifesaving Merit Badge has a high level of difficulty, it is recommended for stronger swimmers and is only offered to Scouts who have successfully completed the Swimming Merit Badge. Requirement 1A needs to be completed with the Scoutmaster's approval before camp. Scouts must be prepared to complete requirement 1B on Monday before working on badge.

Location: Pool  
Days: Monday – Friday  
Time: 9:00 AM, 3:00 PM



### **Canoeing (Tier 2)**

The purpose of the Canoeing Merit Badge is to help every Scout become a skilled flat water paddler, able to maneuver a canoe effortlessly, safely and confidently over waters like those paddled by the original American canoeists.

The Canoeing Merit Badge has a high level of difficulty and is only offered to Scouts who have passed the Swim Test given on Sunday.

Location: Waterfront  
Days: Monday – Friday  
Times: 9:00AM, & 2:00 PM



## **AQUATICS PROGRAM OUTLINE**

### **Rowing (Tier 2)**

Recreational rowing has grown because of the public awareness of rowing competitions, the health benefits, and the enjoyment of the sport. In addition to competition and recreation, rowing today is still a commercial activity. Fishermen use rowboats to tend their nets and traps.

**The Rowing Merit Badge has a high level of difficulty and is only offered to Scouts who have passed the Swim Test given on Sunday.**

Location: Waterfront

Days and Times: - See Waterfront Director to arrange times.

Times:



### **Fishing (Tier 2)**

Fishing continues to be one of America's and Scouting's most popular activities. Scouts will learn the parts of the rod and reel. They will learn how to use different types of bait and what kinds of knots are best for fishing.

**The Fishing Merit Badge requirements do not carry a high level of difficulty, but the conditions of the Hughes River may lead to a moderate level of difficulty finishing this Merit Badge while at camp.**

Location: Waterfront

Days and Times: - 11:00AM



### **Kayaking (Tier 3)**

Kayaking has become one of the fastest-growing paddle sports in the US. Scouts will learn the Kayaking BSA provides an introduction to kayaking skills and safety procedures and serves as a program opportunity for Boy Scouts.

Location: Waterfront

Days and Times: - 10:00AM and 3:00PM



### **BSA LIFEGUARD**

BSA Lifeguard is focused on the need to provide professional lifeguards for programming, with training that meets the requirements of government agencies at regulated swimming venues. The program is open to all registered adults and older youth (**15 years and older**).



The BSA Lifeguard certification has a very high level of difficulty. Boy Scouts need to have First Aid, Canoeing, Lifesaving, Rowing and Swimming Merit Badges. Adults and Venturers need to show proficiency in the above list of Merit Badges. All applicants must be able to demonstrate strong swimming ability by passing a 550-yard swim test using all of the following in good form; American crawl, breaststroke, elementary backstroke, and side stroke prior to starting course. Anyone interested in participating in this course needs to sign up with the Aquatics Director on Sunday evening.

Applicants are expected to bring their own copies of Swimming merit badge and Lifesaving merit badge pamphlets to class

To complete this certification at summer camp, applicants must show proof of having completed Red Cross First Aid, and Red Cross CPR/AED or equivalent. Otherwise applicants will have 120 days to complete these courses afterward.

### **POLAR BEAR SWIM**

The Polar Bear swim starts on Tuesday and goes through Thursday morning, starting at 7:00 AM and ends at 7:45 AM.

## **AQUATICS PROGRAM OUTLINE**

### **MILE SWIM**

The ultimate test of swimming endurance that defines the human spirit, the Mile Swim is scheduled for Friday morning at 6:00 AM. If you are going to swim the Mile Swim, you need to show up to all of the Polar Bear Swims for practice: Monday, Tuesday, Wednesday, and Thursday at 7:00 AM.



### **Every Scout's a Swimmer**

Every Scout's a Swimmer is for Scouts who wish to improve upon their swimming ability. Every Scout's a Swimmer begin at 10:00 AM and 11:00 AM The purpose of Every Scout's a Swimmer is to increase the ability of the Scout's swimming and to build his confidence so that by the end of the week he can pass the Swim Test.

### **SNORKELING BSA**

Learn how to snorkel with the best. This challenging course will teach you the proper techniques of snorkeling, the different signals used, and the proper use of the mask, snorkel, and fins. This course has a high level of difficulty and is for Scouts who have passed the Swim Test given on Sunday. Snorkeling classes are at 2:00 PM at the pool.

### **OPEN SWIM**

During the week at camp the pool will be available for what we call Open Swim. This is the time for Scouts and Leaders to come and cool off after a hard day at camp. The pool will have Open Swim from 4:00 PM to 5:00 PM Monday through Friday and on Monday and Wednesday evening from 8:00 PM to 9:00 PM. Make sure you come down to the pool for a little fun in the sun or maybe for a little rest and relaxation.

### **OPEN BOATING**

The Waterfront area is open from 4:00 PM to 5:00 PM, Monday through Friday, to any person who is interested in Open Boating. (**Don't forget that any person wanting to boat needs to be a Swimmer (this is accomplished by passing the Swim Test given on Sunday.)**)

## **NATURE PROGRAM OUTLINE**

### **FORESTRY (Tier 2)**

Scouts taking this Merit Badge will have fun as they learn about forestry and foresters. You will learn what makes trees grow and how to identify them. You will find that forests change. You also will learn about people and what it takes to be a forester. **Requirement 5 & 7 should be reviewed before coming to camp so the Scout is able to discuss this with the Counselor.**

**The Forestry Merit Badge has a moderate level of difficulty.**

Location: Nature Center  
Days: Monday – Friday  
(Additional work required outside of Merit Badge class)  
Time: 10:00 AM. 2:00 PM



### **ENVIRONMENTAL SCIENCE (Tier 4)**

An environmental scientist asks questions about the environment and tries to learn the answers by observing and experimenting. To earn the Environmental Science Merit Badge, you will act like an environmental scientist as you observe and experiment to complete the activities and projects required for the Badge.

**The Environmental Science Merit Badge has a high level of difficulty. Requirement 3 & 6 should be reviewed before coming to camp so the Scout is able to discuss this with the Counselor.**

Location: Nature Center  
Days: Monday – Friday  
(Additional work required outside of Merit Badge class)  
Time: 9:00 AM, 2:00 PM



### **FISH AND WILDLIFE MANAGEMENT (Tier 3)**

Fish and Wildlife Management refers to the needs of any given species, or individual specimen to survive. This Merit Badge will teach Scouts about different forms of wildlife and what kinds of habitats the wildlife can live in.

**The Fish and Wildlife Management Merit Badge has a moderate level of difficulty. Requirements 5, 6, & 7 must be completed with the Scoutmaster's approval before camp.**

Location: Nature Center  
Days: Monday – Friday  
(Additional work required outside of Merit Badge class)  
Times 10:00 AM, 3:00 PM



## **NATURE PROGRAM OUTLINE**

### **Geology (Tier 1)**

Geology includes the study of materials that make up the Earth, the processes that change it, and the history of how things happened, including life on Earth. Human civilization depends on natural materials for its existence. Although much is known about these subjects, much more remains to be discovered, explained, and understood.

**The Geology Merit Badge has a moderate level of difficulty. There is no set time for this Merit Badge. If a Scout wishes to take this Merit Badge, he needs to visit with the Instructor early Monday morning.**

Location: Nature Center  
Days and Times: 4:00PM



### **MAMMAL STUDY (Tier 2)**

For the Mammal Study Merit Badge Scouts will learn what the difference is between animals and plants, invertebrate and vertebrate, and what a mammal really is.

**The Mammal Study Merit Badge has a moderate level of difficulty.**

Location: Nature Center  
Days: Monday - Friday  
Time: 11:00PM



### **NATURE (Tier 2)**

In the Nature Merit Badge class, you will explore a typical wildlife community, find out what "plant succession" means, and try to find out how nature works. **Requirements 4a-2, must be completed with the Scoutmaster's approval before camp.**

**The Nature Merit Badge has a moderate level of difficulty.**

Location: Nature Center  
Days: Monday – Friday  
(Additional work required outside of Merit Badge class)  
Time: 10:00 AM, 3:00 PM



### **REPTILE AND AMPHIBIAN STUDY (Tier 2)**

For the Reptile and Amphibian Study Merit Badge the Scout will have an exciting and educational experience. The excitement will come from finding and capturing one of these animals. With the educational part, the Scout will learn the difference between reptiles and amphibians, what kind of environment these creatures live in, and learn what to do in case of a snake bite or other accident.

**The Reptile and Amphibian Study Merit Badge has a moderate level of difficulty. Requirements 8 need to be completed with the Scoutmaster's approval before camp.**

Location: Nature Center  
Days: Monday – Friday  
(Additional work required outside of Merit Badge class)  
Time: 4:00 PM





## **NATURE PROGRAM OUTLINE**

### **SOIL AND WATER CONSERVATION (Tier 3)**

Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly. **Requirement 7 need to be completed with the Scoutmaster's approval before camp.**

**The Soil and Water Merit Badge has a moderate level of difficulty.**

Location: Nature Center  
Days: Monday – Friday  
(Additional work required outside of Merit Badge class)  
Times: 9:00 AM, 4:00 PM



### **WEATHER (Tier 2)**

This Merit Badge will teach Scouts about all types of weather and how weather affects different people: farmers, sailors, aviators, and construction companies. Scouts will learn about cold fronts and warm fronts, high and low pressure, and how these affect the weather. **Requirements 9 need to be completed with the Scoutmaster's approval before camp.**

**The Weather Merit Badge has a moderate level of difficulty.**

Location: Nature Center  
Days: Monday – Friday  
(Additional work required outside of Merit Badge class)  
Times: 11:00 AM, 3:00 PM



## **Nature Night Hike**

Explore the trails of Camp Kootaga under starlight. Check out what the night life is like at camp; what kinds of animals are running around; learn a little about the stars and constellations. For these hikes you will need to sign up with the Nature Director at the Nature Center.

## **Conservation Projects**

If you're Troop would like to help out with or participate in a conservation project to better Camp Kootaga, just get with the Nature Director during your week of camp and sign up for a Troop project.

## **LIFE SKILLS PROGRAM OUTLINE**

**SOME MERIT BADGES HAVE REQUIREMENTS THAT NEED TO BE COMPLETED BEFORE SCOUTS ARRIVE AT CAMP. THESE REQUIREMENTS MUST BE COMPLETED BEFORE CAMP AND THE SCOUTMASTER MUST SIGN THE BLUE CARD.**

### **EMERGENCY PREPAREDNESS (Tier 3)**

*Do a Good Turn Daily. A Scout is.... Helpful...Brave ... To Do My Duty to God and My Country.... To Help Other People... Be Prepared.* You've heard these words before. Nowhere do they carry more meaning than in emergency preparedness. As you earn this Merit Badge, you will learn how to handle many different types of emergencies in your neighborhood and community.

**The Emergency Preparedness Merit Badge has a high level of difficulty. Requirements 9A, 9B, and 9C need to be finished with the Scoutmaster's approval before coming to camp.**

Location: Life Skills-Sparky's Park  
Days: Monday – Friday  
Times: 10:00 AM & 3:00 PM



### **FIRST AID (Tier 2)**

First aid is just that – the *first* aid, the *first* help, or the immediate care and help given to someone who is hurt or suddenly ill. First aid: the help given before the victim can receive professional medical help – could prevent infection and serious loss of blood. It could save a limb or even a life.

**The First Aid Merit Badge has a high level of difficulty. Requirements 2D and 3C needs to be finished with the Scoutmaster's approval before coming to camp.**

Location: Life Skills-Sparky's Park  
Days: Monday - Friday  
Time: 9:00 AM & 2:00 PM



### **SAFETY (Tier 2)**

Knowing about safety helps Scouts to make the right choices and to take the best actions to avoid accidents by making informed choices in their everyday activities and respond appropriately during an emergency situation.

Location: Life Skills-Sparky's Park  
Days: Monday, Wednesday, and Friday  
Time: 11:00AM



## **HANDICRAFT PROGRAM OUTLINE**

### **LEATHERWORK (Tier 1)**

Like any other skill, leatherworking requires knowledge of the raw materials, dexterity with the tools of the trade, and a desire to create. If you have the desire, the other things will come easily.

**The Leatherwork Merit Badge has a low level of difficulty. Average cost for the project to complete this Merit Badge will be approximately \$15.00. (Actual cost may be more or less depending on items purchased.)**



Location: Handicraft Shelter  
Days: Monday & Wednesday  
Times: 9:00 AM, 2:00 PM

### **BASKETRY (Tier 1)**

Basketry is a unique skill that can provide you with many different and interesting projects. Because most baskets tend to take on a special quality that only the minds and hands of their artists can give them, your finished basket will probably be something rare, reflecting your particular craftsmanship.

**The Basketry Merit Badge has a low level of difficulty. Anticipated cost for the project to complete this Merit Badge will be approximately \$27.00. (Actual cost may be more or less depending on items purchased.)**



Location: Handicraft Shelter  
Days: Monday & Wednesday  
Times: 9:00 AM, 4:00 PM

### **WOODCARVING (Tier 2)**

Learn about why different types of woods are used for different projects. Learn to make different types of cuts and how to use and care for the different woodcarving tools.

**The Woodcarving Merit Badge has a moderate level of difficulty. Requirement 2A must be completed with Scoutmaster's approval before camp. Must have your Totin' Chip.**



Location: Handicraft Shelter  
Days: Tuesday & Thursday  
Times: 11:00 AM, 4:00 PM

### **INDIAN LORE (Tier 1)**

Learn about the history of the Native American people as well as aspects of their day-to-day life.

**The Indian Lore Merit Badge has a low level of difficulty.**



Location: Handicraft Shelter  
Days: Monday, - Friday  
Times: 10:00 AM, 3:00 PM

### **SPACE EXPLORATION (Tier 1)**

Learn what is really out in space; learn the history behind space exploration, and what we are doing in the present day with our space program.

**The Space Exploration Merit Badge has a low level of difficulty. Anticipated cost for the project to complete this Merit Badge will be approximately \$15.00. (Actual cost may be more or less depending on items purchased.)**

Location: Handicraft Shelter  
Days: Monday - Friday  
Times: 11:00AM



### **PHOTOGRAPHY (Tier 1)**

Beyond capturing family memories, photography offers a chance to be creative. Many Photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, scientific breakthrough, an endangered animal, or a time in history.

**You need to bring your own digital camera**

Location: Handicraft Shelter  
Days: Tuesday & Thursday  
Times: 10:00 AM – 3:00PM



### **GAME DESIGN (Tier 2)**

Includes both traditional games and video games, will test Scouts' creativity, problem-solving skills, and planning abilities.

Location: Sports  
Days: Monday – Friday  
Times: 10:00 AM



### **CHESS (Tier 1)**

The USCF (United States Chess Federation) provided the primary contributing writers for the merit Badge Pamphlet. They will be helping to promote the badge through communications with the Chess delegate teams and email blasts, plus website and "tournament news" announcements.

Location: Sports Area  
Days: Monday – Friday  
Times: 3:00PM



## **SPORTS AREA PROGRAM OUTLINE**

### **PERSONAL FITNESS (Tier 4)**

For the Personal Fitness Merit Badge, Scouts will learn the ultimate in keeping themselves physically fit. They will learn what is involved in personal fitness. Scouts will take tests to see how physically fit they are and make a plan to improve these results and carry it out for a 12-week program.

**The Personal Fitness Merit Badge is a high level of difficulty. Requirement 1 needs to be completed before camp. Unless the Scouts have done them before camp, requirements 7 and 8 need to be carried out after camp has finished. If the requirements are already completed the Scoutmaster needs to send a letter of completion with the Scout to give to the Merit Badge Instructor.**

Location: Basketball Court  
Days: Monday - Thursday  
Times: 11:00 AM, 4:00 PM



### **SPORTS (Tier 2)**

The Sports Merit Badge is set apart from Athletics and Personal Fitness by the emphasis on organized competition.

**The Sports Merit Badge has a moderate level of difficulty. Requirement 4 needs to be completed with the Scoutmaster's approval before coming to camp.**

Location: Basketball Court  
Days: Monday - Thursday  
Times: 9:00 AM, 2:00 PM



### **GOLF (Tier 3)**

Golf is unique because the players police themselves. Other sports depend upon referees or umpires to apply penalties or infractions of the rules. In golf, every player is expected to act honorably, and the welfare and integrity of the game rely on every player's honesty. This is why golf is often referred to as a "gentleman's game."

**Requirement #8 needs to be completed with the Scoutmasters approval before coming to camp**

Location: Sports area  
Days: Monday - Friday  
Times: 2:00PM



## **CYCLING (Tier 2)**

Scouts have made the most of their two-wheel adventures – alone and with fellow Scouts, friends, and family – by earning the Cycling Merit Badge. Whether you just got your first bicycle or have been cycling for years, you'll learn more about your bike and what it can do by working on the requirements for this badge.

**The Cycling Merit Badge has a high level of difficulty. 7A, 2, 3, 4, 5, 6, 7B, 7C-Option B, D be completed before camp with the Scoutmasters approval.**

Location: Basketball Court  
Days: Monday – Thursday  
Time: 3:00PM



## **SHOOTING SPORTS PROGRAM OUTLINE**

### **ARCHERY (TIER 2)**

For the Archery Merit Badge, you will learn new skills and share in an adventure as old as history. You will learn the joy of shooting an arrow exactly where you want it to go, and you will gain knowledge of a sport that can last a lifetime. Good luck and good shooting.

**The Archery Merit Badge has a high level of difficulty.**

Location: Archery Range  
Days: Monday – Friday  
(Additional time required outside of the Merit Badge class)  
Times: 9:00 AM, 10:00 AM, 11:00 AM  
Additional class Wednesday's at 1:00PM



**NOTE: NO BOWS MAY BE BROUGHT TO CAMP. YOU MUST USE THE SUPPLIES PROVIDED BY CAMP KOOTAGA.**

### **RIFLE SHOOTING (Tier 3)**

In the Rifle Shooting Merit Badge class, you will learn the parts of the rifle, the proper technique in shooting a rifle, and, most importantly, the safety of shooting a rifle.

**The Rifle Shooting Merit Badge has a high level of difficulty.**

Location: Rifle Range  
Days: Monday – Friday  
(Additional time required outside of the Merit Badge class)  
Times: 10:00 AM, 11:00 AM  
Additional class Tuesday's a 1:00PM



**NOTE: NO RIFLES MAY BE BROUGHT TO CAMP. YOU MUST USE THE SUPPLIES PROVIDED BY CAMP KOOTAGA.**

### **SHOTGUN SHOOTING (TIER 3)**

For the shotgun shooting Merit Badge you will learn the parts of the shotgun, the proper techniques in shooting a shotgun, and, most importantly, the safety of shooting a shotgun.

**The Shotgun Shooting Merit Badge has a high level of difficulty.**

Location: Rifle range  
Days: Monday – Friday  
(Additional time required outside of Merit Badge class)  
Time: 9:00 AM  
Additional class Tuesday's at 1:00PM



**NOTE: NO SHOTGUNS MAY BE BROUGHT TO CAMP. YOU MUST USE THE SUPPLIES PROVIDED BY CAMP KOOTAGA.**

### **Open Shoot at the Rifle Range**

We are offering Open Shoots for Scouts and Leaders Monday through Friday from 2:00 PM to 5:00 PM. Due to Merit Badge classes, the Thursday and Friday Open Shoots are subject to change.

### **Evening Shoots at the Rifle Range**

The Rifle range will be open for anyone to shoot for 2 hours after Chapel on Monday and for 2 hours after Retreat on Wednesday.

### **Archery Open Shoot**

We are offering Open Shoots for Scouts and Leaders on Monday and Wednesday evening after activities until dark.



## **SCOUTCRAFT PROGRAM OUTLINE**

**SOME MERIT BADGES HAVE REQUIREMENTS THAT NEED TO BE COMPLETED BEFORE SCOUTS ARRIVE AT CAMP. THESE REQUIREMENTS MUST BE COMPLETED BEFORE CAMP AND THE SCOUTMASTER MUST SIGN THE BLUE CARD.**

### **CAMPING (TIER 3)**

Of all the things you can take with you on a camping trip, the most important thing is knowledge. No item of outdoor gear will be of any use unless you know what to do with it. If you ever find yourself without a particular piece of equipment, or without any gear at all, you can always rely on your wisdom and resourcefulness to see you through. These are just some of the skills that a Scout will learn while taking this Merit Badge.

**The Camping Merit Badge has a moderate level of difficulty. Requirement 9 needs to be completed before coming to camp with the Scoutmaster's approval.**

Location: Scoutcraft  
Days: Monday – Friday  
Time: 9:00AM & 3:00 PM



### **COOKING (Tier 3)**

Scouts need ingredients to prepare a good meal. Scouts need other ingredients within them to become a good cook. The Cooking Merit Badge will teach Scouts what ingredients it takes to be a good cook and it will teach them how to cook a good meal.

**The Cooking Merit Badge has a moderate level of difficulty. Requirements 4A, 5A, 5B, 6A, 6B, 7 need to be completed before or after coming to camp with the Scoutmaster's approval.**

Location: Scott Clay Cooking Shelter  
Days: Monday – Friday  
Times: 9:00 AM to 11:00 AM



### **ORIENTEERING (Tier 2)**

If you like to figure things out for yourself, Orienteering is your game. It's much like a road rally, but you don't need a car to compete. All you need are a map, compass, curiosity and common sense.

**The Orienteering Merit Badge has a high level of difficulty.**

Location: Scoutcraft  
Days: Monday – Friday  
Times 2:00 PM



### **PIONEERING (Tier 3)**

Pioneering is the knowledge and skill of using simple materials to build structures that are used in a wide range of Scouting activities. These skills are sometimes referred to as “backwoods engineering”.

**The Pioneering Merit Badge has a high level of difficulty.**

Location: Scoutcraft  
Days: Monday – Friday  
Times: 10:00 AM



### **WILDERNESS SURVIVAL (Tier 2)**

As Scouts begin the study of Wilderness Survival, their main goal is to learn the techniques needed to earn the Wilderness Survival Merit Badge. As a result of their efforts, they will not only achieve their Merit Badge; they will become a special person –one who can be counted on in an emergency. Their knowledge of survival and the ability to use this knowledge intelligently could save their life or the lives of others.

**The Wilderness Survival Merit Badge has a high level of difficulty.**

Location: Scoutcraft  
Days: Monday – Friday  
Times: 9:00 AM, 2:00 PM



### **GEOCACHING (Tier 2)**

The word geocaching is a combination of “geo” which means “earth,” and “cache,” which means “a hiding place.” Geocaching describes a hiding place on planet Earth – a hiding place you can find using a GPS unit. A GPS (Global Positioning System) unit is an electronic tool that shows you where to go based on information it gets from satellites in space.

Location: Scoutcraft  
Days: Monday – Friday  
Times: 11:00 AM - 4:00 PM



## **DUTCH OVEN COOK-OFF**

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The Dutch Oven Cook-Off is a competition to see who the best cook in camp is. The competition is open to both Scouts and Leaders.

**The Cook-Off is on Friday afternoon at 4:00 PM at the Scoutcraft area.**



## **PAUL BUNYAN WOODSMAN AWARD**

This is an award for both youth and adults to earn. For this award you have to show that you are an accomplished woodsman by completing a set of difficult requirements. If anyone is interested in earning the Paul Bunyan Woodsman Award, visit the Scoutcraft Director during your week at camp to set up a time for completing the requirements. Requirements can be found in Appendix O in the back of this guide



## **HIGH ADVENTURE PROGRAM OUTLINE**

SOME MERIT BADGES HAVE REQUIREMENTS THAT NEED TO BE COMPLETED BEFORE SCOUTS ARRIVE AT CAMP. THESE REQUIREMENTS MUST BE COMPLETED BEFORE CAMP AND THE SCOUTMASTER MUST SIGN THE BLUE CARD.

### **CLIMBING (Tier 4)**

Maybe you've climbed trees and hiked to the tops of hills. Perhaps you've made your way up the stairs of a fire tower or the observation floor of a tall building. If you've felt the excitement of being above it all, then the sport of climbing may be for you.

The Climbing Merit Badge has a high level of difficulty.

Location: Climbing Tower  
Days: Monday – Friday  
Time: 2:00 PM



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### **LOW COPE (TIER 1)**

**Location: Climbing Tower & Low Cope**

**Days: Monday – Friday**

**Time: 9:00 - 10:00 - 11:00AM**

### **Open Rappel/Climbing Wall**

Try our 40-foot tower. It is a lot higher than it looks, and the Climbing Wall is really challenging. Open Rappel is available to everyone on Tuesday through Friday.

**Location: Climbing Tower**

<b>Days</b>	<b>Time</b>
<b>Monday - Friday</b>	<b>2:00 PM to 5:00 PM</b>
<b>Thursday</b>	<b>7:00 PM to 8:00 PM</b>

## **STEM** **(Science, Technology, Engineering, and Mathematics)**

### **AUTOMOTIVE MAINTENANCE (Tier 4)**

Modern automobiles are important to many aspects of American life. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape.

Location: Warehouse  
Days: Monday-Friday  
Time: 3:00PM



### **WELDING (Tier 4)**

Opportunities in the welding field are endless, and Scouts earning their welding merit badge cannot only explore the fundamentals of welding, but also learn about the different career paths within the industry.

Location: Warehouse  
Days: Monday-Friday  
Time: 10:00AM



### **ELECTRICITY (Tier 4)**

Electricity is a powerful and fascinating force of nature. As early as 600 BC observers of physical world suspected that electricity existed but did not have a name for it. In fact, real progress in unraveling of electricity has come only within the last 250 years.

Location: Warehouse  
Days: Monday – Friday  
Time: 4:00PM



### **FARM MECHANICS (Tier 3)**

From the mattock and hoe to the horse and mule, the cotton gin and reaper, the tractor and air seeder --- this is the story of farm equipment. Today, most farms are mechanized and farmers can do most of their own maintenance work and the adjustments needed on their many intricate farm implements.

**The Farm Mechanics Merit Badge has a moderate level of difficulty. Requirement 5 and 7 need to be completed with the Scoutmaster's approval before coming to camp.**

Location: Warehouse  
Days: Monday – Friday  
Time: 2:00PM



### **ROBOTICS (Tier 3)**

Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); he should demonstrate robot design in building a robot. **The Robotics Merit Badge has a moderate level of difficulty. Average cost for the project to complete this Merit Badge will be approximately \$15.00. (Actual cost may be more or less depending on items purchased.)**

Location: Dining Hall  
Days: Monday – Friday  
Time: 2:00PM



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## **SCOUT'S PRE-CAMP CHECKLIST**

Each Scout should bring the following items for his personal use at camp.  
**EVERYTHING** should be marked with the Scout's name and Troop number.

### **CLOTHING**

(Remember this is a six-day camp)

- Complete Scout Uniform(s): shirt, shorts, socks, belt, neckerchief, and slide
- Order of the Arrow sash (if a member)
- Hat
- Hiking boots or sturdy footwear that provides ankle support
- Long pants
- Long sleeve shirts (at least one for cool evenings)
- Socks (bring extra changes)
- Sneakers or Tennis shoes, **NO OPEN TOE SHOES**
- Shorts
- Swimsuit
- Light jacket or sweater
- Raincoat or poncho
- T-Shirts (appropriate for a Boy Scout camp –no alcohol, tobacco, or heavy metal band advertisements)

### **EQUIPMENT**

- |   |   |
|---|---|
| • Cot   | <b><u>ITEMS NOT TO BRING</u></b>                    |
| • Backpack  | Sheath knives                                       |
| • Pocketknife   | Illegal Drugs and Alcohol                           |
| • Canteen   | Firearms of any kind (handguns, rifles, shotguns)   |
| • Comb  | Fireworks   |
| • Compass   | <b><u>Radios, CD's or TV sets, cell phones,</u></b> |
| • Contacts or eye glasses   | <b><u>Electronic games, iPads</u></b>               |
| • Flashlight with extra batteries   | Ammunition  |
| • Ground cloth  | Open toe shoes                                      |
| • Insect Repellent (non-aerosol type)   | laser pointers/lights                               |
| • Medication (prescribed by doctor)   |   |
| • Merit Badge Books (also available for purchase in Camp Trading Post)                            |   |
| • Notebook, Pens, Pencils   |   |
| • Scout Handbook  |   |
| • Sleeping bag or 2 sheets and 2 blankets and pillow  |   |
| • Soap (hand and hair)  |   |
| • Spending money for Program supplies, Handicraft items and Trading Post                          |   |
| • Sun lotion and sunglasses   |   |
| • Toothbrush, toothpaste and floss  |   |
| • Totin' Chip and Firem'n Chit Cards (If already earned)  |   |
| • Towels (for pool use and for shower use) and washcloths   |   |
| • Watch   |   |
| • <b><u>Current MEDICAL FORM, signed and dated by Doctor and parent in appropriate places</u></b> |   |

**PHOTOCOPY THIS LIST AND GIVE TO EVERY SCOUT**

**ALLOHAK COUNCIL SCOUTREACH APPLICATION FORM**  
**FOR SCOUTS IN EXISTING UNITS**  
[Duplicate as Necessary]

The Purpose of the Allohak Council ScoutReach Program is to provide monetary assistance to those youths in financial need to attend a Council run day and summer camp program and provide uniforms and books. The Council expects all Scouts to provide their own funding for these activities, but recognizes that circumstances beyond the Scouts control may, at times, prevent them from attending camp or that the cost of uniform and supplies may be a barrier for them to join Scouting. This program is an attempt to bridge these shortfalls and provide a quality Scouting experience.

The Council receives funding from a variety of foundations, individuals, and the State of West Virginia's NIP Tax Credit Program. Federal poverty guidelines are used to determine eligibility for certain funds. That helps people know that selection decisions are based on objective criteria. The youth funded through the NIP funding source must meet income guidelines, while those funded from other sources would not necessarily have to meet those guidelines.

It is also anticipated that Scouts attempt to earn as much of their camping fees as possible by saving available funds, participating in Troop, Pack, or Venture Crew fundraising opportunities, work part time jobs such as yard work, shoveling snow, mowing lawns, etc.

The Council hopes that the Unit will support the ScoutReach program by participating in Council fund raising-efforts such as popcorn sales, candy or nut sales, and welcoming a Family Friends of Scouting presentation within their Unit.

Because a request may exceed available funds, follow the following guidelines.

- **Request only what you really need.**
- **All applications must be signed by both the legal guardian and the unit leader.**
- **All applications that are incomplete will be returned.**
- **ScoutReach applications will be judged by the information provided and are not automatic.**
- **ScoutReach applications may not be approved for the full amount requested.**

Scout's First and Last Name \_\_\_\_\_ Rank \_\_\_\_\_

Scout's Phone Number \_\_\_\_\_ Unit Number \_\_\_\_\_

Reasons Scout needs Financial Help (**BE as SPECIFIC as possible**):

**Family Size** [# of People in Family]: \_\_\_\_\_ **Annual Income of Family:** \$ \_\_\_\_\_

**Income eligibility** may already be established if the household is participating in programs that are based on verified low income. These programs would include Home Energy Assistance Program (HEAP), Head start, Home Weatherization Assistance Program (HEAP) and free meals offered through the schools. Does the household participate in any programs based on low income? If so, which program(s)?

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**Additional Information Concerning Need:**

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Funds Requested for:

	Camp Kootaga Boy Scout Camp		Cub Scout Uniform ( <b>Only uniform items listed</b> )
	Cub Scout Day Camp (Specify District)		CS Shirt size:
	Cub Scout Summer Camp		Neckerchief/Slide – Tiger, Wolf, Bear, Webelos
	Fall Cub Adventure Camp (Kootaga or Mahonegon)		Pack Number –
			CSP
			Boy Scout Uniform ( <b>only uniform items listed. NO pants</b> )
	Cub Scout Handbook (Tiger, Wolf, Bear, Webelos)		BS Shirt size (specify Youth or Adult)
	Boy Scout Handbook		Neckerchief / BS slide color -
	Registration fees		Troop #
			CSP

To be eligible for funding from the NIP program, the total household income cannot exceed 120% of the federal poverty guidelines. The current guidelines are shown below.

PERCENT OF POVERTY GUIDELINE -- ANNUAL GUIDELINES		
SIZE	100%	120%
1	11,770.00	14,124.00
2	15,930.00	19,116.00
3	20,090.00	24,108.00
4	24,250.00	29,100.00
5	28,410.00	34,092.00
6	32,570.00	39,084.00
7	36,730.00	44,076.00
8	40,890	49,068.00

For family units of more than 8 members, add \$4,160 for each additional member.

Income eligibility may already be established if the household is participating in programs that are based on verified low income. These programs would include Home Energy Assistance Program (HEAP), Headstart, Home Weatherization Assistance Program (HEAP) and free meals offered through the schools. Does the household participate in any programs based on low income? If so, which program(s)?

To make sure all sources of financial help have been considered, complete the following:  
(Do not mingle numbers) ENTER WHOLE DOLLARS ONLY

**A:** ENTER THE FEE FOR THE CAMPING PROGRAM THE SCOUT WISHES TO ATTEND \$ \_\_\_\_\_

AMOUNT OF CAMP FEES SCOUT WILL EARN OR SAVE \$ \_\_\_\_\_

AMOUNT OF CAMP FEES SCOUT'S FAMILY WILL CONTRIBUTE \$ \_\_\_\_\_

AMOUNT OF CAMP FEES SCOUT'S UNIT WILL PROVIDE \$ \_\_\_\_\_

AMOUNT OF CAMP FEES CHARTERED ORGANIZATION WILL PROVIDE \$ \_\_\_\_\_

OTHER SOURCES OF FUNDS TO BE USED FOR CAMP \$ \_\_\_\_\_

**B:** TOTAL OF LINES 1 THROUGH 5: \$ \_\_\_\_\_

**C:** Subtract Line B from Line A: (this is the amount of campership requested) \$ \_\_\_\_\_

I have read the above and understand all the terms and condition of this application:

\_\_\_\_\_  
Signature of Parent or Legal Guardian

\_\_\_\_\_  
Date

\_\_\_\_\_  
Print Name

\_\_\_\_\_  
Phone Number

**TO BE COMPLETED BY UNIT LEADER:**

How long has this Scout been a member of your Unit? \_\_\_\_\_, Scout Rank \_\_\_\_\_

During the past year have there been opportunities for the Scout to earn all or part of his camping fee by working on Unit fundraisers? \_\_\_\_\_ Amount of potential earning \$ \_\_\_\_\_

Reasons why the Scout didn't participate:

\_\_\_\_\_  
Are there Unit or Chartered Organization help or camperships that are also available to the Scout that are not listed on this form? \_\_\_\_\_

Has your Unit participated in?

☐ Council Fundraisers    ☐ District Fundraiser    ☐ Family FOS Presentation

\_\_\_\_\_  
Signature of Unit Leader

\_\_\_\_\_  
Date

\_\_\_\_\_  
Phone Number

\_\_\_\_\_  
Print Name

\_\_\_\_\_  
Unit Number

\_\_\_\_\_  
Chartering Organization

Application must be signed by Unit Leader

## **2017 CAMP T-SHIRT ORDER FORM**

TROOP # \_\_\_\_\_ DISTRICT \_\_\_\_\_  
CAMPING SESSION ATTENDING (CIRCLE)    1       2       3       4       5  
SCOUTMASTER \_\_\_\_\_  
DAYTIME PHONE# \_\_\_\_\_  
ADDRESS \_\_\_\_\_  
CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

**T-Shirt order MUST be placed by May 15, 2017 to receive shirts upon arrival at summer camp. PAYMENT MUST ACCOMPANY ORDER IN ORDER TO RESERVE SHIRTS.**

T-Shirts (indicate total number of each size)

Adult Sizes Only:

S \_\_\_\_\_ M \_\_\_\_\_ L \_\_\_\_\_ XL \_\_\_\_\_ 2XL \_\_\_\_\_ 3XL \_\_\_\_\_

Total Number of S – XL                      T-Shirts \_\_\_\_\_ @ \$13.00 each = \$ \_\_\_\_\_

Total Number of 2XL – 3XL                      T-Shirts \_\_\_\_\_ @ \$15.00 each = \$ \_\_\_\_\_

### **PRICES SUBJECT TO CHANGE**

**SUBTOTAL AMOUNT SHIRTS ORDERED**    \$ \_\_\_\_\_

**6% SALES TAX**    \$ \_\_\_\_\_  
(Everyone needs to pay this tax; shirts are not a Troop expense)

**TOTAL AMOUNT DUE & ENCLOSED**    \$ \_\_\_\_\_

RETURN TO:      ALLOHAK COUNCIL  
                         BOY SCOUTS OF AMERICA  
                         1340 JULIANA STREET  
                         PARKERSBURG, WV 26101

**DUE IN COUNCIL SERVICE CENTER MAY 15, 2017**  
**PRICES SUBJECT TO CHANGE**

## **CAMP TROOP FACT SHEET**

Please complete and return one week prior to your arrival at camp.

Mail to:                      Allohak Council  
                                    Summer Camp  
                                    1340 Juliana Street  
                                    Parkersburg, WV 26101  
                                    FAX: (304) 428-8594

Troop # \_\_\_\_\_ Chartered Organization \_\_\_\_\_

Town/City \_\_\_\_\_ Age of Troop \_\_\_\_\_

Your Troop will have (number of adults) \_\_\_\_\_ Continuous Leaders

\_\_\_\_\_ Rotating Leaders

Week in Camp (Please Circle):      1      2      3      4      5

Meal Plan                                      \_\_\_\_\_ Dining Hall

\_\_\_\_\_ Self-Sufficient

Camp Troop Leader \_\_\_\_\_

Address \_\_\_\_\_ Phone \_\_\_\_\_

Assistant Camp Troop Leader \_\_\_\_\_

Address \_\_\_\_\_ Phone \_\_\_\_\_

Number of registered Scouts in your Troop \_\_\_\_\_

Number of Scouts attending camp \_\_\_\_\_

Number of Patrols coming to camp \_\_\_\_\_

Number of senior Scouts (14 and older) coming to camp \_\_\_\_\_

Number of junior adult leaders (18 to 21) coming to camp \_\_\_\_\_

Number of senior adult leaders (21 and older) coming to camp \_\_\_\_\_

Number of Scouts in your Camp Troop at each progress level:

\_\_\_\_\_ Scout                                      \_\_\_\_\_ Star

\_\_\_\_\_ Tenderfoot                                      \_\_\_\_\_ Life

\_\_\_\_\_ Second Class                                      \_\_\_\_\_ Eagle

\_\_\_\_\_ First Class

Number of Scouts that will participate in the First Year Camper Program \_\_\_\_\_

## **SPECIAL DIETARY AND PHYSICAL NEEDS REQUEST**

**Request for special assistance for youth and/or adults with special needs at Summer Camp.**

Camper's Name: \_\_\_\_\_

Dates/Week #: \_\_\_\_\_

District: \_\_\_\_\_ Troop #: \_\_\_\_\_

Unit Leader's Name: \_\_\_\_\_

Address: \_\_\_\_\_

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

Type of physical arrangements or assistance requested (Please provide details): \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Dietary restriction (Please provide details): \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

File Date \_\_\_\_\_ Office personnel Initials \_\_\_\_\_

**All requests are due to the Camp Office two weeks before your Troop attends Camp.**

Please mail to: Allohak Council  
Boy Scouts of America  
C/o Camp Kootaga  
Attention: Dietary Needs  
79 Camp Kootaga Road  
Walker, WV 26180  
1-304-628-3766



## **TROOP ROSTER**

TROOP \_\_\_\_\_ DISTRICT \_\_\_\_\_ WEEK AT CAMP \_\_\_\_\_

Youth Protection taken	Name	Address	Phone #	Age	Years at Camp	Rank	Patrol	Patrol Position/ Troop Position

Please list youth and adults that will be attending Camp

## **Parent Information Sheet**

### **Camp Kootaga** **2017 Camping Season**

Troop \_\_\_\_\_ will be attending Camp Kootaga during the  
\_\_\_\_\_ Week of camp and will be staying in \_\_\_\_\_  
Campsite.

Emergency Phone Number: (304) 628-3766.

Mailing Address: Scout's Name and Troop #  
Camp Kootaga  
\_\_\_\_\_ Campsite  
79 Camp Kootaga Road  
Walker, WV 26180

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## **Parents' Night and Order of the Arrow Ceremony**

### **Thursday Night**

Parents are invited to visit camp on Thursday Night.

**Please plan your arrival so that you are *no earlier than 5:00 PM.***

Bring a flashlight and a chair if you wish. We should be finished and have you on your way home between 9:30-10:00 PM

- **Never bring pets or domestic animals to camp. Your pet could be exposed to parasites and diseases carried by wild animals, and /or they could be injured or could injure wildlife if they directly encounter a wild animal or animal nest.**

**Remember, parking is permitted in the parking lot only.**



**PERMISSION TO LEAVE CAMP**

We understand that there may be times when a Unit Leader or Scout has to leave for one reason or another. We ask that all persons leaving camp notify the Camp Director and sign out.

Below are permission slips for leaving camp. If you have someone who will need to leave, please fill out one of the Forms below and present it to the Camp Director upon check in or in the Camp Office. (A Scout may be denied permission to leave camp if the permission slip is not signed by the parent or guardian.)

Scout \_\_\_\_\_ will be leaving camp on \_\_\_\_\_  
\_\_\_\_\_ from \_\_\_\_\_ AM/PM until \_\_\_\_\_ AM/PM

For the following reason: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

I give the above Scout permission to leave camp on the above-mentioned date and time:

Parent/Guardian \_\_\_\_\_ Date \_\_\_\_\_

Leader signature \_\_\_\_\_ Date \_\_\_\_\_

Troop # \_\_\_\_\_ Campsite \_\_\_\_\_

.....



**PERMISSION TO LEAVE CAMP**

We understand that there may be times when a Unit Leader or Scout has to leave for one reason or another. We ask that all persons leaving camp notify the Camp Director and sign out.

Below are permission slips for leaving camp. If you have someone who will need to leave, please fill out one of the Forms below and present it to the Camp Director upon check in or in the Camp Office. (A Scout may be denied permission to leave camp if the permission slip is not signed by the parent or guardian.)

Scout \_\_\_\_\_ will be leaving camp on \_\_\_\_\_  
\_\_\_\_\_ from \_\_\_\_\_ AM/PM until \_\_\_\_\_ AM/PM

For the following reason: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

I give the above Scout permission to leave camp on the above-mentioned date and time:

Parent/Guardian \_\_\_\_\_ Date \_\_\_\_\_

Leader signature \_\_\_\_\_ Date \_\_\_\_\_

Troop # \_\_\_\_\_ Campsite \_\_\_\_\_

Allohak Council – Boy Scouts of America  
1340 Juliana Street  
Parkersburg, WV 26101

***Counselor in Training (CIT) Application at Camp Kootaga***

Counselors in Training (CIT) serve as program assistants during summer camp. CIT are NON-PAID, but include room and board, and a staff hat. It is our goal to rotate CIT's to each of the different program areas during their time at camp so that they become experienced in all aspects of the summer camp staff life. Requirements to be a CIT are: at least 14 years of age, First Class Rank, currently registered with a Troop or Crew, have a current medical form, must have a complete BSA official uniform (shirt, shorts, socks, belt), and be able to work well with Scouts. To be considered, you must complete this application and submit it to the Camp Director. We encourage CIT to also attend Staff Week (the week before camp opens), but this is not mandatory.

Name \_\_\_\_\_ Date of Birth (if under 21) \_\_\_\_\_

Troop/Crew # \_\_\_\_\_ Phone # \_\_\_\_\_

Address: \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Email \_\_\_\_\_ Tee Shirt Size \_\_\_\_\_

Emergency Contact \_\_\_\_\_

Relationship to you \_\_\_\_\_ Phone # \_\_\_\_\_

Will be available for employment (give exact dates) from \_\_\_\_\_ until \_\_\_\_\_

Check Areas of Interest:

<input type="checkbox"/> Aquatics	<input type="checkbox"/> Waterfront	<input type="checkbox"/> Shooting Sports	<input type="checkbox"/> Scoutcraft
<input type="checkbox"/> Nature	<input type="checkbox"/> Archery	<input type="checkbox"/> Handicraft	<input type="checkbox"/> 1 <sup>st</sup> Year Camper
<input type="checkbox"/> Frontiersman	<input type="checkbox"/> Sports	<input type="checkbox"/> Life Skills	<input type="checkbox"/> Other

Are you certified as a BSA Lifeguard? \_\_\_\_\_

Are you trained in CPR? \_\_\_\_\_ Date card was issued? \_\_\_\_\_

List the merit badges you have earned to date:

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Why do you want to serve as Counselor in Training?

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What hobbies, school activities, or sports do you participate \_\_\_\_\_?

\_\_\_\_\_

If you are currently a Scout list your rank and position of responsibility in your Troop \_\_\_\_\_

Do you have any physical disabilities that might interfere with performance of the job for which you are applying?

\_\_\_\_\_ is so, explain \_\_\_\_\_

LIST THREE REFERENCES (ONE MUST BE YOUR SCOUTMASTER)	ADDRESS	PHONE NUMBER

*I understand that if selected as a Counselor in Training (CIT) by the Allohak Council at Camp Kootaga, I will be required to be a registered member of the Boy Scouts of America, must comply with all Camp Staff rules and guidelines and have a current (within 1 year) medical examination.*

Initial to acknowledge statement \_\_\_\_\_ Current Unit of Registration \_\_\_\_\_

Applicant's Signature \_\_\_\_\_ Date \_\_\_\_\_

Parents' or Guardians' Signature \_\_\_\_\_ Date \_\_\_\_\_

Scoutmaster's Recommendation \_\_\_\_\_ Date \_\_\_\_\_

**FOR OFFICE USE ONLY**

Interviewer \_\_\_\_\_ Date \_\_\_\_\_

Week(s) planned CIT \_\_\_\_\_

Notes \_\_\_\_\_

\_\_\_\_\_

Allohak Council Boy Scouts of America  
1340 Juliana Street  
Parkersburg, WV 26101

**APPLICATION FOR STAFF POSITION AT CAMP KOOTAGA**

Name \_\_\_\_\_ Date of Birth (if under 21) \_\_\_\_\_

Troop Number \_\_\_\_\_ Phone Number \_\_\_\_\_

Address \_\_\_\_\_

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

Email address \_\_\_\_\_ Tee Shirt Size \_\_\_\_\_

Name of person to contact in case of emergency \_\_\_\_\_

Relationship to you \_\_\_\_\_ Phone Number \_\_\_\_\_

Will be available for employment (give exact dates) from \_\_\_\_\_ until \_\_\_\_\_

Check Position desired: (Boy Scout Camp)

<input type="checkbox"/>	Camp Director*A	<input type="checkbox"/>	Scoutcraft Director**A	<input type="checkbox"/>	Shooting Sports *A	<input type="checkbox"/>	Climbing Director*A
<input type="checkbox"/>	Program Director *A	<input type="checkbox"/>	Scoutcraft Instructor	<input type="checkbox"/>	Archery Instructor **	<input type="checkbox"/>	Climbing Instructor *
<input type="checkbox"/>	Chaplain**	<input type="checkbox"/>	OA Coordinator	<input type="checkbox"/>	1 <sup>st</sup> Year Camper Director**	<input type="checkbox"/>	Aquatics Director *A
<input type="checkbox"/>	Ranger *A	<input type="checkbox"/>	Handicraft Director **A	<input type="checkbox"/>	1 <sup>st</sup> Year camper Instructor	<input type="checkbox"/>	Aquatics Instructor
<input type="checkbox"/>	Maintenance**	<input type="checkbox"/>	Handicraft Instructor	<input type="checkbox"/>	Health Officer/Nurse**EMS	<input type="checkbox"/>	Waterfront Director**
<input type="checkbox"/>	Business Manager *	<input type="checkbox"/>	Nature Director **A	<input type="checkbox"/>	Camp Cook*	<input type="checkbox"/>	
<input type="checkbox"/>	Office Manager *A	<input type="checkbox"/>	Nature Instructor	<input type="checkbox"/>	Kitchen Staff	<input type="checkbox"/>	Other
<input type="checkbox"/>	Counselor in Training	<input type="checkbox"/>	Life Skills Director**	<input type="checkbox"/>	Kitchen Steward	<input type="checkbox"/>	
<input type="checkbox"/>	Sports Director **	<input type="checkbox"/>	Life Skills Instructor	<input type="checkbox"/>	Trading Post Manager *	<input type="checkbox"/>	

\*Individuals employed in these positions must be at least 21 years of age

\*\* Individuals employed in these positions must be at least 18 years of age

^ National Camp School Required

Please list your choices in order of preference: \_\_\_\_\_ 2 \_\_\_\_\_

3 \_\_\_\_\_ 4 \_\_\_\_\_ 5 \_\_\_\_\_

Have you participated in a CIT Program \_\_\_\_\_ When/Where? \_\_\_\_\_

Have you worked on a summer camp staff before? \_\_\_\_\_ Where? \_\_\_\_\_

When did you work on staff? \_\_\_\_\_ What positions did you hold? \_\_\_\_\_

Have you attended a BSA National Camping School in the last 5 Years? Yes/No (Circle one)

If so, When? \_\_\_\_\_ Where? \_\_\_\_\_ Type of certification obtained \_\_\_\_\_

Which position \_\_\_\_\_

American Red Cross Water Safety Instructors Certificate? Yes/ No Date: \_\_\_\_\_

Other Aquatics Training/\_\_\_\_\_

NRA Rifle/Shotgun Instructor's Certificate? \_\_\_\_\_

EMT or Advanced First Aid Certification? \_\_\_\_\_

Are you licensed to drive a motor vehicle? \_\_\_\_\_

Give a detailed account of your experience, education, and training that will be of value to the position for which you are applying. (Attach a separate sheet if necessary).

If you are currently a Scout list your rank and position of responsibility in your troop \_\_\_\_\_

List the outdoor or camp related merit badges you have earned: \_\_\_\_\_

Why do you want to serve on the Council camp staff?

Have you ever been convicted of a felony? Yes / NO (You may answer "no" if your conviction has been sealed, expunged, or eradicated). Conviction of a crime is not an automatic bar to employment.

All circumstances will be considered, including what you were convicted of and how long ago. Please provide complete information about the conviction by attaching a separate statement.

Are you permitted to become lawfully employed in the United States?  
(Proof of citizenship or immigration status will be required upon employment)

Do you have any physical disabilities that might interfere with performance of the job for which you are applying? \_\_\_\_\_ If so, explain \_\_\_\_\_

Explain any family or special housing required? \_\_\_\_\_

List your three previous employers and positions or references	Address	Date From	Date To

May we contact your present employer? \_\_\_\_\_

I understand that if employed on the Allohak Council Camp Staff, I will be required to become a registered member of the Boy Scouts of America and have a current (within 1 year) medical examination.

Initial to acknowledge statement \_\_\_\_\_ Current Unit of Registration \_\_\_\_\_

Applicant's Signature \_\_\_\_\_ Date \_\_\_\_\_

Parent's or Guardian's Signature \_\_\_\_\_ Date \_\_\_\_\_  
(If applicant is under 18 years of age.)

Scoutmaster's Recommendation \_\_\_\_\_ Date \_\_\_\_\_  
(If applicable)

**2018**

**CAMPSITE RESERVATION/DEPOSIT FORM**

Unit # \_\_\_\_\_

Person Making Deposit \_\_\_\_\_

Position \_\_\_\_\_

Address \_\_\_\_\_

Phone# \_\_\_\_\_

WEEK REQUESTED (List Choices)

1<sup>st</sup> \_\_\_\_\_

2<sup>nd</sup> \_\_\_\_\_

3<sup>rd</sup> \_\_\_\_\_

SITE REQUESTED (List Choices)

1<sup>st</sup> \_\_\_\_\_

2<sup>nd</sup> \_\_\_\_\_

3<sup>rd</sup> \_\_\_\_\_

\*Fees must be submitted no later than 10 days after receipt of form.

\*No changes may be made until the Tuesday after Labor Day.

Office Use Only

Date Received \_\_\_\_\_

Received by \_\_\_\_\_

Fees \_\_\_\_\_