

Leader Guide Summer Camp 2023

Natchez Trace Council, BSA
Camp Yocona
Week 1 - June 11-17
Week 2 - June 18-24





Dear Scout Leaders,

Welcome to Summer Camp 2023 at beautiful Camp Yocona. We are excited to celebrate Camp Yocona's 77th Summer of BSA Summer camp. We are glad you have taken the first step to planning an unforgettable camp experience for your Scouts. We are striving to add fun, new experiences that build your Scout's character, citizenship, leadership, and physical fitness.

Our camp objectives are to provide advancement opportunities for Scouts, familiarize youth with the Scouting program through the outdoor experience, stimulate Troop programming before, during, and after camp and most importantly, HAVE FUN!

It is very important that you read everything in this leaders' guide to gain all the benefits we have for you and your troop.

To have a successful experience and fun at camp, Scouts need to plan carefully. Many merit badges require preparation before or after your week at camp. It is the responsibility of the Camp Staff to instruct requirements that can be completed at camp. A list of completed and uncompleted requirements will be given to Scoutmasters the last day of camp. Every effort will be made to inform Scouts on their progress throughout the week. Leaders are encouraged to visit with camp staff.

In the following pages, you will find the information needed to plan your 2023 summer camp experience. There have been several changes to various parts of this guide. If any further information is needed, or if you have questions, please do not hesitate to contact us. We are committed to make your experience one that you will talk about and remember for years to come.

We look forward to seeing you at camp!

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Our Commitment

The staff of Camp Yocona is committed to providing your troop a quality summer camp experience. You will note that we have made changes to this year's leader's guide as well as to programs offered at Camp Yocona. These changes are the direct result of comments that we have received from Scouts and leaders. We look forward to seeing you and your troop at Camp Yocona this summer.

INCENTIVE PLAN

FAMILY FRIENDS OF SCOUTING

Based on the unit's December 2022 membership, all units that raise an average of \$50 per family will receive one free leader at summer camp. All units that raise \$75 per family will receive one free leader at camp and free rank advancement from the date of the presentation through February 2024. **It is the unit's responsibility to contact their District Executive to schedule the presentation.** You can contact your District Executive by calling the Natchez Trace Scout Service Center.

In order to qualify, all units must schedule a presentation no later than May 1, 2023. Call your District Executive today, it only takes 10 minutes and helps ensure the future of Camp Yocona. The unit **MUST** be currently registered to attend summer camp at the time of the presentation in order to qualify.



PLANNING INFORMATION

- Sign up for a campsite as soon as possible. Be ready to give an initial estimate of how many Scouts and leaders will attend. Make reservations by submitting a non-refundable **\$100.00** campsite reservation fee. The reservation fee is applied to final amount due for camp.
- A physical examination before camp is mandatory for each Scout and Adult attending camp. This physical examination must be current within 12 months. Physicals must be completed on the official BSA "Annual Health and Medical Record, Parts A, B, and C." (**No other physicals can be accepted**) This form is available online at: https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf. Persons without a current and complete BSA Annual Health and Medical Record will not be allowed to remain at camp.
- Hold a parent's night to promote Summer Camp. (Agenda in appendix)
- Discuss the Summer Camp program with the troop and have each Scout complete an Individual Application and Activity Worksheet. (Appendix)
- If you plan to have troop members tapped out at camp for the Order of the Arrow, you must have an election before camp. **These elections must be conducted by an official Election Team from your local council's lodge.**
- Discuss and assemble troop equipment and personal gear you will need to bring with you to camp. Polaris (First-Year program) Scouts and Scouts completing Camping Merit Badge must bring a tent for the overnight campout. Remember that leader's tents are not provided by the camp.
- Arrange for qualified two-deep leadership for your troop to be in camp at all times. All troops must have two registered, YPT trained leaders who are over the age of 21. A provisional troop will be available for youth that are not attending with their troop. Contact the council for registration in a provisional troop. All Leaders must provide a copy of their Medical Form and Youth Protection Certificate at check-in. There is a form for this information in the appendix.
- **Merit Badge and activity registration can be completed online.** Space for some Merit Badges is limited, so sign your Scouts up early to get the merit badges they desire. Space is available on a "1st come, 1st serve" basis. Note: If you are unable to complete the registration online you may turn in your Scout's requests as a troop into the council office. **Do not send individual Scouts to the council office to register.**
- You may pay online by credit card or by check to the Council Service Center. There are no additional service fees for paying online.
- When paying by troop or with personal checks, please indicate your troop number on the check and make payable to: Natchez Trace Council, BSA.

CAMP FEES & CAMPSITE REGISTRATIONS

CAMPSITE RESERVATION

To reserve a site for Camp Yocona troops must make a non-refundable deposit of \$100.00. Campsites are reserved based upon the number of Scouts signed up and the actual number arriving at camp. Make sure you have given the Council Service Center accurate projections. It is our hope that all troops can have their first choice of campsite; unfortunately, this is not always possible. Campsites may be changed if your estimate decreases or increases

A provisional troop may be established each week. The troop leadership is provided by trained Camp Yocona Staff. If your troop can only provide one leader each day, there are a limited number of spots available for them to attend camp as part of the provisional program. To participate in the provisional program you must contact the Camp Director to discuss this option. Same fee schedule applies to provisional Scouts.

Fees can be transferred within a troop to a new Scout, but are **not refundable**.

CAMP YOCONA 2023 FEESCHEDULE

Jan 1 - March 31	\$275.00
April 1 - April 30	\$300.00
May 1- May 31	\$325.00

Return a second week for \$175

- All fees must be paid in full by May 31, 2023.
- Fees can be transferred within a troop to a new Scout, but are not refundable.
- Same fee schedule applies to provisional Scouts



CAMP REFUND POLICY

A \$50 non-refundable deposit will be charged for any Scout that is registered for camp that cannot attend or a Scout recruited to fill the spot.

Refunds must be requested in writing to the Natchez Trace Council within 1 week after camp ends. The balance of the fee is refundable upon written request by unit leadership, under the following conditions:

- Illness of the Scout prevents attendance at summer camp.
- Illness or death in the family of the Scout prevents attendance at summer camp.
- The Scout's family has moved from the local council, making it impractical to attend.
- If a Scout becomes ill while attending camp and is sent home by camp medical personnel, they may be entitled to a pro-rated refund of the balance. This request must be made in writing by the troop leadership, within 1 week after camp ends.
- Fees are not refundable for homesickness, or for Scouts or adults sent home for disciplinary reasons.
- Leader fees are refundable under the same conditions as camper fees.
- Campership awards are not refundable and NOT transferable.

SCOUTS WHO NEED FINANCIAL HELP

Limited camperships are available to registered Scouts in the Natchez Trace Council in need of financial assistance. Applications are available in the appendix of this guide. Early filing is necessary to ensure equitable distribution of available funds. **The deadline for campership applications is May 1, 2023.**

A campership will not pay the entire fee. The Scout's family, troop, and chartered organization should pool their resources first with a campership request to meet the balance. Usually, half of a Scout's camp fee is met with a campership, but smaller amounts can be requested. **A Scout must participate in either the Popcorn Sale or the Camp Card Sale in order to qualify for camperships. A Scout is thrifty.**

CAMP POLICIES & PROCEDURES

- Campers must report all accidents, injuries, illnesses, or lost persons to the Camp Staff immediately.
- The speed limit in camp is 12 mph. Drivers may not transport passengers in truck beds. You must have a vehicle pass to enter camp.
- Vehicles must be left in the parking lot at all times. The only vehicles allowed to operate within the camp property are authorized by the Camp Ranger and the Camp Director. One troop trailer may be kept near the campsite. (without a vehicle attached)
- Swimming, boating, archery, shooting, and climbing are allowed only in designated areas and at designated times. All program areas are off-limits unless camp staff members are present.
- Personal firearms, ammunition, and archery equipment are not to be brought into camp.
- No flames are allowed in tents or cabins.
- No air conditioners or T.V.'s are allowed in cabins. Any electrical devices in cabins may be removed at the discretion of the Camp Director or Ranger.
- All fuel is to be handled by adults only (Propane, charcoal lighter...)
- No trees or bushes are to be cut without permission from the Camp Ranger.
- Everyone who comes into or leaves camp must sign in/out at the Administration Building. THIS INCLUDES LEADERS AND VISITORS. Everyone coming into camp will be issued a wristband to wear at all times while on camp property.
- All Scouts must be in their own campsites between taps (10:30 p.m.) and reveille (6:30 a.m.). If they are out of their campsite, they must be accompanied by appropriate unit leadership following youth protection standards or may be subject to being sent home immediately.
- Closed-toed shoes are to be worn at all times including on the way to the waterfront or shower.
- Campfires can only occur in existing fire rings. Please limit size and use of campfires.
- The Camp Phone is available for emergencies only and a Scout must have permission from their Camp Leader.
- The Buddy System will be enforced at all times on Camp Yocona property. A buddy pair is 2 youth of the same gender or 3 with two being the same gender and no youth more than 2 years apart in age.

CAMP POLICIES & PROCEDURES continued

- The Camp Staff must inspect each campsite and approve its condition before its occupants depart.
- Campers are not permitted to capture or hunt any animals in camp. Firearms are forbidden outside of approved use.
- Tobacco use in camp is prohibited except in the parking lot. Set the example, if you must use tobacco KEEP IT OUT OF SIGHT OF SCOUTS.
- Fireworks, portable generators, and electric or liquid fuel heaters are forbidden.
- Secure all valuables. The camp is not responsible for any lost or stolen property.
- Campers may not bring pets to camp. Visitors' pets are restricted to the parking lot and not allowed in camp without the Camp Director's permission.
- Campers must avoid maintenance areas, storage facilities, and construction sites.
- There are no secret organizations recognized by the Boy Scouts of America. All Scouting programs are open to parents and leaders.
- Proper clothing must be worn for all activities. **Swimsuits should be comfortable, functional and modest.**
- For males, swim trunks or board shorts are appropriate. Modest tankinis or one-piece swimsuits for females.
- There is to be no defacement (GRAFFITI OR VANDALISM) of buildings, picnic tables, or any other structure in camp. Any such vandalism will be charged to the unit(s) involved.
- The use or possession of alcoholic beverages, drugs, or narcotics is not a part of camp life. These substances are not allowed on camp property and violations provide grounds for immediate dismissal from camp. Further legal action may be taken. **NO SECOND CHANCES** and absolutely **NO EXCEPTIONS.**
- Scouts can bring bicycles to camp. Helmets must be worn properly while riding. Bicycles will only be used during daylight hours.



GENERAL INFORMATION

TROOP LEADERSHIP

All troops in camp must be under the leadership of at least two adults at all times. Leaders may rotate, but at least two leaders must be on camp property 24 hours a day unless prior arrangement is made with the Camp Director. Parents, committee members, and other adults may serve as substitute or additional summer camp leaders. They must meet all qualifications for the summer camp leader's position in which they serve including current BSA registration and Youth Protection. It is recommended that the Scoutmaster be present at summer camp, but if they are not available the troop committee should select a Camp Leader. The main leader, Scoutmasters and all other troop leaders must be at least 21 years old. **Leaders must tent alone or stay in a cabin with other leaders.**

PATROL METHOD

To help maintain the methods of Scouting, troops camping at Camp Yocona are expected to follow the patrol method. Acting leaders should be designated for senior patrol leaders and patrol leaders who are not attending camp with the troop. The Senior Patrol Leader participates in regular meetings of the Camp Senior Patrol Leader Council.

TRANSPORTATION

Each troop is responsible for safe transportation to and from camp. All vehicles and drivers must be covered by liability and damage insurance as mandated by their state. The transporting of Scouts in the bed of a pickup truck, covered or uncovered, or in the back of an open vehicle is against BSA National Health and Safety policies. You will be allowed to take in one vehicle, per unit, to transport gear to your campsite. Vehicles must be left in the parking lot at all times. Each troop is allowed one trailer in their campsite for storing gear and troop equipment. Only service and camp vehicles will be allowed on roads past the parking lot. The camp speed limit is 12 miles per hour. Only two vehicles will be allowed per campsite at any one time and only when arriving or departing for the week.

CAMPSITES

All troops will be housed in eight-person cabins for the Scouts and five-person cabins for leaders. The cabins have bunk beds, and each camper will be required to bring some type of sleep pad, foam, air mattress, etc. There is a leader cabin in each campsite. Shower houses are available at all campsites and have single occupancy showers and toilets.

HEALTH & SAFETY

A health lodge is available with qualified medical personnel on duty 24 hours a day. In addition, we have an agreement with local hospitals for emergency medical services. The BSA Annual Health and Medical Record will be left with the medical personnel at the Health Lodge at the start of the week and returned to unit leaders when the troop checks out. The medical form can be found at the Council Service Center or online at www.scouting.org

INSURANCE

All registered Scouts and leaders have secondary Accident and Sickness insurance through the Natchez Trace Council. Out of council troops must show proof of insurance at check-in. If the out of council unit does not have insurance, please notify Camp Director at least 2 weeks prior to arrival at camp.

YOUTH MEMBER BEHAVIOR GUIDELINES

The Boy Scouts of America is a values-based youth development organization that helps young people learn positive attributes of character, citizenship, leadership, and personal fitness. The BSA has the expectation that all participants in the Scouting program will relate to each other in accord with the principles embodied in the Scout Oath and Law.

One of the developmental tasks of childhood is to learn appropriate behavior. Children are not born with an innate sense of propriety and they need guidance and direction. The example set by positive adult role models is a powerful tool for shaping behavior and a tool that is stressed in Scouting.

Misbehavior by a single youth member in a Scouting unit may constitute a threat to the safety of the individual who misbehaves, as well as the safety of other unit members. Such misbehavior constitutes an unreasonable burden on a Scout unit and cannot be ignored.

MEMBER RESPONSIBILITIES

All members of the Boy Scouts of America are expected to conduct themselves in accordance with the principles set forth in the Scout Oath and Law. Physical violence, hazing, bullying, theft, verbal insults and drugs and alcohol have no place in the Scouting program and may result in the revocation of membership in the unit.

If confronted by threats of violence or other forms of bullying from other youth members, Scouts should seek help from their unit leaders or parents.

UNIT RESPONSIBILITIES

Adult unit leaders are responsible for monitoring the behavior of youth members and interceding when necessary. Parents of youth members who misbehave should be informed and asked for assistance in resolving misbehavior issues. The BSA does not permit the use of corporal punishment by unit leaders when disciplining youth members. The unit committee should review repetitive or serious incidents of misbehavior in consultation with the parents of the child to determine a course of corrective action including possible revocation of the youth's membership in the unit.

If the problem behavior persists, units may revoke a Scout's membership in that unit. When a unit revokes a Scout's membership, it should promptly notify the council of the action. The unit should inform the Scout Executive about all incidents that result in a physical injury or involve allegations of sexual misconduct by a youth member with another.

ADVANCEMENT RECORDS

Camp Yocona uses the services of Tentaroo for Advancement Records for all activities. Merit Badge Applications, a.k.a. Blue Cards, are optional and must be provided by the Troop. Leaders responsible for registration can login and view each Scout's Advancement Records.



EMERGENCIES

The camp has set procedures for handling a variety of emergencies. These procedures will be discussed with unit leaders at the orientation on Sunday evening. In addition, an emergency drill will be held within the first 24 hours of camp. In case of a medical emergency, the Health Officer should be notified immediately. The unit leader should also be notified before any action is taken. If there is an emergency in a Scout's family, the unit leader will be contacted immediately. They will then inform the Scout and take other steps as necessary.

ACCESS ROADS ARE NOT TO BE BLOCKED AT ANY TIME, IN CASE OF EMERGENCIES. If the Camp Director deems that a situation has become a hazard, their decision and action is final.

VISITORS

We welcome visitors at Camp Yocona; however, in order to maintain a safe environment for our Scouts all visitors, parents and leaders must sign in and sign out at the Administration Building, where they will be issued a wristband.



PARENTS DAY

Wednesday is Parent Day and is a special time for visitors. Parent's Day begins at 10:00 a.m. What makes this day special is the extraordinary Order of the Arrow campfire and call-out ceremony. Parent Night visitors may join their Scout for dinner in the dining hall. A \$15 fee per person for lunch and dinner meal must be paid at the Administration Building when signing into camp. Please let your Scoutmaster know if you are coming so that we can have a head count for food. (\$10 Dinner only)

ENTERING & LEAVING CAMP

Many times, Scouts and/or Leaders may need to leave camp. When this need arises, the person leaving must sign out on the clipboard provided at the Administration Building.

When returning to camp, he/she must also sign in on the same clipboard at the Administration Building. All participants, Scouts, leaders, and visitors will receive a wristband that must be worn at all times, to identify that they belong on camp.

MOBILE PHONES

It shall be the duty of the Scoutmaster or adult in charge to make sure Scouts are instructed in the proper use of mobile phones. Scouts should know the appropriate times and users for their individual phones. Scout leaders may use cell phones, but we ask that you limit the use as not to disrupt the camp program.

TRADING POST

Spending money is recommended (between \$50 and \$75) since Camp Yocona maintains a well-stocked trading post. Trading Post hours will be posted, usually the trading post is open throughout the day and evening except during flag ceremonies, meal hours, and campfires. Items such as soap and toothpaste will be available along with craft kits, patches, and items for advancement sessions (merit badge pamphlets, handbooks, etc.). Soft drinks, candy, fruit, and a variety of other snacks are also available at the Trading Post.

FOOD SERVICE

All Scouts, Leaders, and visitors enjoy cafeteria-style dining at the Camp Yocona Dining Hall. Troops must supply two waiters per meal for every table to set up tables and clean up. Seating is by troops. Table assignments will be made on the Sunday of your arrival. The waiter system will be explained to your troop as part of the check-in process.

EQUIPMENT

Each campsite has a bulletin board, fire rake, and fire flap in the bathhouse. Each campsite has at least one picnic table. A limited supply of equipment such as cooking gear is available for troop use. Troop equipment and tools can be checked out at the trading post by the



Camp Quartermaster. The unit leader is responsible for all equipment checked out by the Camp Quartermaster. If equipment is lost or destroyed it must be paid for before leaving camp. Equipment must be clean and in good order upon its return.

MAIL & COMMUNICATIONS

Mail is delivered and picked up daily at noon. Outgoing mail can be dropped off at the Administration Building. Mail sent to Scouts should include the Scout's name and Troop number and be sent to the camp address:

Scout's Name & Troop Number

C/O Camp Yocona

878 Boy Scout Road

Randolph, MS 38864

All mail to Scouts should be mailed prior to camp to be received during their camp week. Mail that arrives after the Scout leaves camp will be sent to the Council Service Center.

EMERGENCIES ONLY

If you need to contact camp during an emergency, you may call the Camp Director or Program Director at **Camp Yocona Administration Phone 662-200-1912** or use the numbers are on the first page of this guide. The Council's office number is (662) 842-2871. You may also contact the Council Scout Executive, Owen McCulloch at (662) 205-5675.

STAFF COMMISSIONER

Each troop is assigned a staff member who serves as the troop's Camp Commissioner for the week. The staff member will take the troop through the check-in process on Sunday and the check-out process on Saturday. No troop is to check-out unless cleared by their staff commissioner. In addition, the staff commissioner checks on the troop on a daily basis and is available to help as needed.

CAMPFIRES

Campfires are held on Sunday, Wednesday, and Friday nights. Sunday's opening campfire is an exciting introduction to Camp Yocona and the staff. During the Wednesday night campfire the Order of the Arrow holds its summer camp and OA call-out ceremony. Friday's closing campfire will feature awards and recognitions along with songs and skits performed by the attending troops.

VESPERS

An inspirational, interfaith worship service will be held at the Chapel on Wednesday evening prior to supper. All are welcome and encouraged to attend.
Remember – A Scout is Reverent.

LOST & FOUND

The camp's lost and found box is located at the Administration Building. After camp, items will be brought to the Council Service Center.

PROGRAM

Pre-registration is important for the Scouts and the staff. Program areas are scheduled and filled based on the registrations received. All merit badge schedules **MUST** be completed online by May 31, 2023.



CHECK-IN PROCEDURE

Your unit will be assigned a check-in time between 1:00 p.m. and 4:00 p.m. on Sunday of your week at camp. Drive directly to the parking lot and check in at the Administration Building.

On arrival at camp, Scouts and leaders are greeted by a member of the camp staff who serves as your staff commissioner and will direct the Troop's activities for the check-in procedure.

- The Troop Leader and Senior Patrol Leader (SPL) should check-in with the Camp Director at the Administration Building. He or she will pay all remaining camp fees, turn in the final troop roster, and the remaining camp application forms. **Only the Scoutmaster and the SPL should come in at this time.**
- The staff commissioner will take your troop on a brief tour of our camp. Highlights include the program areas, as well as the health lodge, dining hall, waterfront, etc.
- Visit the Health Lodge with your physicals. The staff commissioner will obtain the Waterfront buddy tags for you and your Scouts. **Remember that every Scout and adult must have a signed BSA Health & Medical Record.** All medications must be turned in to the health officer in its original prescription.
- Visit the dining hall to receive table assignments and an orientation about the food service and the waiter system.
- Visit your campsite and quickly change into your swimsuit and grab your towel.
- Go to the Waterfront for orientation and swim classification. *Be sure to leave your buddy tag on the out-board as you leave the waterfront.* Troops may choose to conduct swim checks prior to camp and speed up the check-in process. (See details on the following page.) ALL TROOPS must receive the waterfront orientation.
- Return to your campsite, get settled, and change into your Field Uniform (Class A - Scout shirt, Scout shorts/pants, and Scout socks) uniform for flag lowering, supper, and campfire.
- Sunday night flag lowering is at 7:00 p.m. at the parade grounds/flagpoles.
- The Troop Leader and Senior Patrol Leader are required to attend the Leader's Orientation in the Administration Building at 8:00 p.m. Information about emergency procedures, special programs, and any program schedule changes will be addressed at this time.
- Sunday's opening campfire begins at 9:00 p.m. Troops meet at the flagpoles at 8:45 p.m. and are led to the Council Ring by a staff member.
- Taps is at 10:30 PM

SWIM CLASSIFICATION PROCEDURES

The swim classifications of individuals participating in a Boy Scouts of America activity is a key element in both Safe Swim Defense and Safety Afloat. The swim classification test should be renewed annually, preferable at the beginning of each outdoor season. Traditionally, the swim classification test has only been conducted at summer camp. However, there is no restriction that this be the only place the test is conducted. The Natchez Trace Council believes it may be more useful to conduct the swim classification prior to a unit going to summer camp.

All persons participating in BSA aquatics are classified according to their swimming ability. The classification test and test procedures have been developed and structured to demonstrate a skill level consistent with the circumstances in which the individual will be in the water. The Swimmer's Test demonstrates the minimum level of swimming ability for recreational and instructional activity in a confined body of water with a maximum of 12-foot depth and with shallow water footing or a pool or pier edge always within 25 feet of the swimmer.

The various components of each test evaluate the several skills essential to the minimum level of swimming ability. Each step of the test is important and should be followed as listed below:

SWIMMER'S TEST

Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: side stroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting back stroke. The 100 yards swim must be continuous and include at least one sharp turn. After completing the swim, rest by floating.

BEGINNER'S TEST

Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.

ADMINISTRATION OF SWIM CLASSIFICATION TEST

OPTION A (at camp)

The swim classification test is completed during check-in by the Camp Aquatics personnel.

OPTION B (before camp with council-approved aquatics resource personnel)

The swim classification test done at a unit level should be conducted by one of the following **council-approved** resource people: BSA Aquatics Instructor, BSA Aquatics Director, or Natchez Trace Council approved Lifeguard.

Please contact Natchez Trace Council for a list of approved Lifeguards.



UNIT SWIM CLASSIFICATION RECORD

This is the individual's swim classification as of this date. Any change in status after this date (i.e., non-swimmer to beginner or beginner to swimmer) would require a reclassification test by the Camp Aquatics Director.

Special Note: When swim tests are conducted away from camp or at the point of activity, the Aquatics Director shall at all times reserve the authority to review or retest all participants to assure that standards have been maintained. (Please copy and bring completed form to camp)

UNIT NUMBER _____ DATE OF SWIM TEST _____

SWIM CLASSISIFICATION			
FULL NAME (PLEASE PRINT)	NON-SWIMMER	BEGINNER	SWIMMER
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			

NAME OF PERSON CONDUCTING SWIM TEST:

PRINT NAME

SIGNATURE

CERTIFICATION

EXPIRATION

UNIT LEADER NAME

JUST FOR ADULTS



Summer camp planning is made around programming for the Scouts and sometimes the unit leader is overlooked. We have developed activities for unit adults to have many choices for spending their free time. Camp Yocona provides several opportunities to make an adult's stay at camp a pleasant one.

Adult leaders are provided the opportunity to participate in supplemental training opportunities, including three or more of the following:

- A. Understanding and Preventing Youth-on-Youth Abuse for Unit Leaders and Staff
- B. Safe Swim Defense
- C. Swimming and Water Rescue
- D. Climb on Safely
- E. Safety Afloat
- F. Hazardous Weather Training
- G. Other training approved by the council training committee

DESSERT WITH THE SCOUT EXECUTIVE

The Natchez Trace Council will sponsor an opportunity for unit leaders in camp to share their experiences and comments regarding their experience at Camp Yocona. The Scout Executive looks forward to your input and invites you to help make Camp Yocona the best it can be.

SCOUTMASTER MERIT BADGE

Camp Yocona continues to offer the Scoutmaster Merit Badge for unit adults to earn during their stay at camp. Requirements can be found in the appendix of this guide.

ADVANCEMENT ASSISTANCE

Often, adults in camp bring with them special knowledge or skills that would be beneficial to various merit badge sessions. If any adult would like to assist with a merit badge, please see the Program Director or Camp Director to offer your assistance.

CAMP SERVICE PROJECT

The Camp Ranger will be glad to suggest a list of camp projects where you can use your skills and knowledge to help improve camp. Units can plan a service project prior to camp by contacting the Camp Ranger.

CAMP PROGRAM

Scouts may sign up for up to five different merit badges and activities. **(As the unit leader, you should guide their decisions so that they have a good balance of work and fun.)** The Scout's schedule should be placed on their Individual Camper Application and on the Merit Badge Selection Form (both in Appendix).

Each day, Monday through Friday, is divided into classes, with different activities available each class period. The section titled Badges and Activities at a Glance indicates which activities are offered and their times.

The bulk of the activities are merit badges and Scout skills. Other activities include Free Forge, Free Shoot (archery, rifle, and shotgun), Free Swim, Free Boating, BSA Lifeguard, and Mile Swim, BSA.

The Polaris Program is recommended for new Scouts and is oriented towards helping them work toward their Tenderfoot, Second Class, and First Class rank. Scouts enrolled in this program will work on First Aid and Swimming and may be able to complete these Merit Badges.

More advanced Scouts can sign up for merit badges and participate in such programs as Mile Swim and BSA Lifeguard.

ADVANCEMENT HINTS

Here are a few suggestions to help Scouts make camp both productive and fun:

- Get a copy of the pamphlets for the merit badges that you plan to take. Read these pamphlets at least once before camp.
- Carefully read requirements and make sure you are ready to take the merit badge. Do your homework.
- Read the notes in this guide to find out what requirements cannot be completed at camp. Do these requirements as soon as possible, and bring your work to camp or get a note from your Scoutmaster stating that you completed these requirements.
- While you're at it, complete any other requirements you can before you come to camp, especially the writing requirements.
- If you are taking a badge that requires a lot of skill and practice, like rifle shooting, allow free time to practice after receiving proper instruction. Free Shoot is recommended for everyone taking rifle, shotgun, and archery merit badges.
- If a Scout is going to try for the Mile Swim, they must participate in the Free Swim to build their endurance or demonstrate a high level of Experience (I.E. Swim Team)
- Scouts should bring a notebook, some pencils or pens, Scout Handbook, Merit Badge pamphlets, MB worksheets (<http://usscouts.org/mb/worksheets/list.asp>) and any work already completed. Also bring any special equipment needed, such as a pocket knife for wood carving.

When you get to camp, be sure to go to your merit badge sessions every day. Keep up with any work or practice that you have to do at camp.

UNIFORMING

We, the camp staff, believe that the uniform is a very important aspect of Scouting and that it should be worn at all Scout functions, including camp. We realize that many Scouts only have one full uniform, which can get pretty dirty after a week at camp. A plastic bucket makes a pretty good washing machine so you may want to bring some laundry detergent.

The uniform policy at Camp Yocona is as follows: **Field Uniform shirt is required for lowering of colors, supper, and all campfires.** An Activity Uniform (Camp T-shirt or other Scouting T-shirt, Scout shorts, Scout Socks, and hat (optional)) should be worn for raising of colors, breakfast and daytime activities. Staff members will be properly uniformed, and we ask that you do the same. Be proud of the uniform and wear it properly. Also plain or Scout hats only. No Dallas Cowboys, Atlanta Braves, etc.



Summer 2023
Daily Schedule

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:30 AM		Reveille	Reveille	Reveille	Reveille	Reveille	Reveille
7:15 AM		Colors	Colors	Colors	Colors	Colors	Colors
7:30 AM		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
8:30 AM		MB Class 1	MB Class 1	Camp Carnival	MB Class 1	MB Class 1	Check- Out
9:45 AM		MB Class 2	MB Class 2		MB Class 2	MB Class 2	
11:00 AM		MB Class 3	MB Class 3		MB Class 3	MB Class 3	
12:30 PM	Check - In	Lunch	Lunch	Lunch	Lunch	Lunch	
1:30 PM		SPL/SM Meeting	SPL/SM Meeting	SPL/SM Meeting	SPL/SM Meeting	SPL/SM Meeting	
2:00 PM		MB Class 4	MB Class 4		MB Class 4	MB Class 4	
3:15 PM		MB Class 5	MB Class 5		MB Class 5	MB Class 5	
4:30 PM	Free Time Shooting Sports Safety Talk	Free Swim Free Shoot Free Forge Fingerprinting MB Session	Free Swim Free Shoot Free Forge Cit in Nation MB Session	2:15 Family Time Rest	Free Swim Free Shoot Free Forge Cit in World MB Session	Mile Swim Free Shoot Free Forge	
6:00 PM			Troop Photos	Vespers			
7:00 PM	Colors / Dinner	Colors / Dinner	Colors / Dinner	Colors / Dinner	Colors / Dinner	Colors / Dinner	
8:00 PM	SPL Meeting	SPL Meeting	SPL Meeting		SPL Meeting	SPL Meeting	
8:15 PM	Extra Activity	Karaoke Night	Dessert with SE Gaga Tournament		Yocona's Got Talent	Extra Activity	
9:00 PM	Meet at Flagpole			Meet at Flagpole		Meet at Flagpole	
9:30 PM	Opening Campfire			OA Campfire		Closing Campfire	
10:30 PM	Taps	Taps	Taps	Taps	Taps	Taps	

POLARIS PROGRAM

A PROGRAM FOR FIRST YEAR CAMPERS

PURPOSE:

The Polaris Program is designed for those Scouts who have either just crossed over from Webelos or have limited experience in Scouting.

Pre-registration is required.

As new rank requirements are adopted, the program is constantly under review and revision to meet those requirements. Basic Scout skills for the inexperienced Scout form the basis of the program.

Polaris is an all-day program, and Scouts meet in their groups Monday, Tuesday, Thursday, and Friday. In addition to rank advancements, Scouts will have the opportunity to complete the Fingerprinting merit badge and possibly 2 Eagle required merit badges, Swimming and First Aid as well as some requirements for other merit badges like Cooking. Scouts receive instruction in the following skill areas: woods, tools, meal preparation and cooking, pioneering, knots, orienteering, nature, first aid, and outdoor citizenship. Scouts will also have the opportunity to earn their Totin' Chip and Firem'nChit.

PROGRAM HIGHLIGHTS

There is a special **campout** for Polaris participants. Participants need to bring their own tent and water bottle. The Polaris staff will discuss details of this campout.

SCOUT LEADER PARTICIPATION

Scoutmasters are encouraged to lend their support if they have a large number of Scouts participating in Polaris. Adult Scout leaders who would like to assist in this program should bring any teaching aids with them to camp and notify the Camp Director and Program Director on Sunday.



Merit Badges

A Bolded Merit Badge indicates Eagle Required

Aquatics

Canoeing

Limit 15 per class

Recommended for 2nd year campers

Canoeing is a merit badge for Scouters taking their first water front boating course, although it requires strength and stamina. Scouts will learn about the boat and successfully learn skills needed for a canoeing outing.

Must pass BSA Swim test

Lifesaving

Limit 20 per class

Recommended for 3rd year campers

Lifesaving is a challenging program that requires proficiency in the strokes. The Scout will learn the differences in some rescues and dives.

THIS CLASS IS TAUGHT IN TWO CONSECUTIVE SESSIONS!

Equipment: Long Sleeved button shirt, long pants, and shoes that you don't mind getting wet

Must pass BSA Swim test.

Rowing

Limit 10 per class

Recommended for 2nd year campers

Scouts will learn the proper techniques of rowing which is more difficult than canoeing. They will learn the knots that are required when using a row boat.

Must pass BSA Swim test.

Swimming

Limit 20 per class

Recommended for 2nd year campers

Swimming is physically demanding but is easily feasible for scouts. They will learn the proper swimming strokes.

Must pass BSA Swim test.

Kayaking and Motor Boating

Limit 5 per class

Recommended for 2nd year campers

Motor Boating will allow Scouts to become familiar with the parts and proper operation of a motor boat while allowing them to get out on the water and have some fun.

Must pass BSA Swim test.

Delta Discovery

Welding

Limit 15 per class

\$15 fee for materials

In the merit badge Scouts will learn the difference between the types of welds and the technical uses for each type they learn. They will also physically weld during this merit badge.

Automotive Maintenance

Limit 15 per class

Scouts specifically learn about the tires, engine, cooling system, fuel system, ignition, electrical systems, drive train, brakes, and dashboard. They also learn to read the various gauges and meters. Scouts explore career opportunities related to maintaining cars.

Merit Badges

Delta Discovery continued

Metalwork

Limit 15 per class

\$10 fee for materials

Scouts will begin their work on this merit badge by learning the properties of metals, how to use simple metal working tools, and the basic metal working techniques.

Equipment: Paper and pen/pencil

Home Repair and Plumbing

Limit 20 per class

While working on the Home Repairs merit badge, Scouts learn to identify and fix various issues in their homes. They learn why maintaining a home is important and how making repairs in a timely manner can eliminate problems in their homes and improve safety and save money.

While working on the Plumbing merit badge, Scouts learn many aspects of plumbing and pipe fitting. They find out how to use tools. They explore the many uses of plumbing including faucets and drains. Then they use their knowledge by doing some maintenance on a faucet or trap.

Ecology

Environmental Science

Limit 20 per class

Recommended for 3rd year Scouts

Environmental Science is a time-consuming badge which requires Scouts to spend a great deal of time in sessions each day observing, writing, and experimenting with the effects that humans have on nature. **THIS CLASS IS TAUGHT IN TWO CONSECUTIVE SESSIONS!**

Equipment: Paper and pen/pencil

Prerequisites: May require some requirements to be completed pre/post camp

Reptile and Amphibian Study and Mammal Study

Limit 10 per class

Recommended for 2nd year Scouts

Reptile and Amphibian Study teaches Scouts more about animals in our area and the surrounding areas. This is usually recommended for older Scouts because of in-depth conversations. Mammal Study teaches Scouts how to identify mammals.

Equipment: Paper and pen/pencil

Prerequisites: May require some requirements to be completed pre/post camp

Insect Study

Limit 20 per class

Recommended for 2nd year Scouts

Insect Study provides a look into the fascinating tiny world of creatures with tremendous strength and speed. Scouts will observe many different types of insects in their natural habitat. Some requirements will need to be completed at home.

Merit Badges

Ecology continued	
<u>Animal Science</u> Limit 20 per class	Working on the requirements for the Animal Science merit badge helps Scouts understand how to identify and care for various breeds of livestock.
<u>Fish & Wildlife Management</u> Limit 20 per class	Scouts working on the requirements for the Fish and Wildlife Management merit badge learn about the populations of fish, birds, mammals, and other wildlife.
Handicrafts	
<u>Photography</u> Limit 20 per class Recommended for 2nd year Scouts	Photography will teach the Scouts the proper techniques of how to take photos with angles and more.
<u>Art</u> Limit 20 per class Recommended for 2nd year Scouts	Art will allow Scouts to learn the history of art, make 2 dimensional art, and research the different fields of art.
<u>Leatherwork and Basketry</u> Limit 20 per class \$30 fee for supplies	Scouts will learn to make a useful leather item using the same types of raw materials that our ancestors used. This is a good merit badge for young Scouts. Scouts will learn to weave their own basket and make one that they can take home.
<u>Pottery</u> Limit 20 per class Recommended for 2nd year Scouts	Scouts learn to safely create items from clay while doing the requirements for the Pottery merit badge. They familiarize themselves with pottery terminology and methods. Then they create several items of their own. They also explore career opportunities related to pottery.
<u>Animation</u> Limit 20 per class	Scouts learn how to create the illusion of movement through a series of still images. They learn the techniques which make a good story and visual effect. Then they demonstrate their skill by creating their own animations.
<u>Painting</u> Limit 20 per class Recommended for 2nd year Scouts	Painting provides an opportunity for Scouts to learn more about painting including both the artistic and practiced aspects. Equipment: Paper and pen/pencil and old shirt to paint in

Merit Badges

Health & Safety

First Aid

Limit 20 per class

Recommended for 2nd year Scouts

First aid will cover a great deal of material. It will teach Scout the basics of proper care in emergency situations.

Equipment: Paper and pen/pencil, bring your personal 1st aid kit.

Emergency Preparedness

Limit 20 per class

Recommended for 2nd year Scouts

Emergency Preparedness teaches preparation for all disasters and covers a great deal of material.

Equipment: Paper and pen/pencil

Prerequisites: Mandatory completion of First Aid Merit Badge.

Fire Safety and Traffic Safety

Limit 20 per class

Scouts will learn ABC in using fire extinguisher, the importance of having an escape plan, first aid for different types of fires, and how to provide safety measurements.

Working on the requirements for the Traffic Safety merit badge teaches Scouts to be safe as drivers, passengers, and cyclists. They learn about the importance of being alert and unimpaired while driving.

Equipment: Paper and pen/pencil

Personal Fitness

Limit 20 per class

Recommended for 2nd year Scouts

Prerequisites: May require some requirements to be completed pre/post camp

Scouts will learn about different diseases along with proper nutrition. They will also learn fun, safe exercises, perform them and take a mile run around camp.

Equipment: Paper and pen/pencil

Public Health

Limit 20 per class

Prerequisites: Please read requirement 7 and 8 as these may need to be completed pre/post camp.

In earning the Public Health merit badge, you'll **learn about different forms of illness**, understand the systems we have in place to prevent outbreaks, and even see for yourself how our public facilities properly handle materials to prevent contamination!

Merit Badges

Outdoor Skills

Pioneering

Limit 20 per class

Recommended for 2nd year Scouts

Taught in 2 sessions

Pioneering will teach the Scouts the basic knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spares, which is among the oldest of Scouting skills!

Equipment: Gloves may be needed

Prerequisites: May require some requirements to be completed pre/post camp

Cooking

Limit 20 per class

Recommended for 2nd year Scouts

Scouts will practice their cooking skills from making a shopping list to cooking meals. They will learn the proper handling of food including how to buy, store and transport all while avoiding cross contamination.

Equipment: Paper and pen/pencil

Prerequisites: May require some requirements to be completed pre/post camp \$5 extra for supplies

Wilderness Survival

Limit 20 per class

Recommended for 3rd year Scouts

Wilderness Survival teaches Scouts the proper ways to survive in wilderness situations. It requires an overnight camping trip.

Equipment: Backpack, sleeping bag, and ground cloth

Prerequisites: Survival kit can be made at home and brought to camp to allow time for other requirements

Fishing

Limit 20 per class

Scouts taking this merit badge will learn the ins and outs of fishing. The skills they will learn include knots that are used as well as proper handling of the equipment that will be used.

Equipment: Fishing pole and other fishing gear

Search and Rescue

Limit 20 per class

Recommended for 3rd year Scouts

Scouts will learn about search and rescue and what these teams do. They will learn the proper ways to be prepared in case of a hazard situation. This badge is an option for the National Outdoor Award for the Adventure segment.

Equipment: Paper and pen/pencil

May require some requirements to be completed pre/post camp.

Merit Badges	
Communications	
<u>*Communication* and Public Speaking</u> Limit to 20 per class	This badge requires several written and oral activities strengthening a Scout's communication skills. Scouts that prepare some material before camp will find it easier to complete this badge. Scouts learn to present themselves and their ideas with confidence while doing the requirements for the Public Speaking merit badge. They give talks to introduce themselves and on topics of their choosing. They also learn how to give an impromptu talk and to lead a discussion.
<u>Journalism and Graphic Arts</u> Limit 20 per class	While working on the Journalism merit badge, Scouts learn about freedom of the press and ethics issues for reporters. They investigate print and live journalism. They also conduct an interview and explore careers related to this field. Scouts learn about producing printed communications. They learn about different media and design a piece for printing.
<u>Indian Lore and American Cultures</u> Limit 20 per class	Scouts will learn about the rich cultural history of Native Americans. They learn about the history of the interactions between native people and European settlers and later the US government. They also explore how Native Americans continue to express their cultural history today. Scouts will learn about the many cultures which make up and influence the United States of America. They explore the similarities and differences among different groups of people in our country. They also investigate how people of different cultures can get along better and appreciate each other's art, culture, and history.
<u>Moviemaking</u> Limit 20 per class	Scouts capture live action memories while doing the requirements for the Moviemaking merit badge. They learn how to create a visual story and use motion picture equipment such as a camcorder or a smartphone to record it. Scouts create their own short film and explore careers in moviemaking.
<u>*Personal Management*</u>	Scouts learn to manage their time, treasure, and talents while working on the Personal Management merit badge. They investigate different aspects of saving money and investing. They learn time management techniques. And they consider how their talents might lead to a future career and explore those possibilities.

Merit Badges	
Shooting Sports	
<u>Rifle Shooting</u> Limit 15 per class Recommended for ages 13+ and be physically able to handle the equipment	Rifle will teach Scouts the proper handling, cleaning, and firing of 22 long rifles. This class is challenging and time consuming. \$5 fee for supplies
<u>Shotgun Shooting</u> Limit 15 per class Recommended for ages 13+	Shotgun will teach scouts the proper handling, cleaning techniques, and firing of a shotgun. The Scouts will be taught how to hit a fast-moving clay target
<u>Archery</u> Limit 15 per Class Recommended for ages 13+ and physically able to handle equipment	Scouts learn range safety rules. They also familiarize themselves with archery equipment and discover how to maintain it. Then they demonstrate their archery skills using a recurve bow, a longbow, or a compound bow. \$10 Fee for supplies
STEM	
Archaeology Limit 20 per class	By doing the requirements for the Archaeology merit badge, Scouts find out how sites and artifacts from the past help us develop a more accurate picture of how our ancestors lived. They learn about the laws and regulations which protect archaeological sites. They do some hands-on research and explore careers related to archaeology.
Model Design & Building Limit 20 per class	Scouts have the opportunity to learn about different types of models such as architectural, structural, process, mechanical, and industrial models while working on the Model Design and Building merit badge. They make an original model and explore career opportunities related to model design.
Oceanography Limit 20 per class	Scouts find out about life in the sea by doing the requirements for the Oceanography merit badge. Topics include the properties of seawater, waves, underwater topography, and the importance of the oceans. Scouts will also do a hands-on activity and will learn how marine scientists study the oceans.
Nuclear Science Limit 20 per class	Scouts learn about the uses and hazards of radiation while working on the Nuclear Science merit badge. They explore how matter and forces interact and also learn about different careers in fields related to radiation safety and nuclear science.
Game Design Limit 20 per class	Scouts learn about the different components of games while working on the Game Design merit badge. They investigate thematic elements, game play elements, and game analysis. They analyze an existing game and design a new game. Finally, Scouts explore careers related to game design.

	Class 1 8:30 am	Class 2 9:45 am	Class 3 11:00 am	Class 4 2:00 pm	Class 5 3:15 pm	Free Activity 4:30 pm
Aquatics (Classes at Water-front)	*Lifesaving Canoeing	*Lifesaving Rowing	Kayaking *Swimming	*Swimming Canoeing	Motor Boating Polaris Swim	Mile swim practice Free swim
Communications (Classes taught in the dining hall)	*Communications And Public Speaking	Journalism and Graphic Arts	Indian Lore and American Cultures	Moviemaking	*Personal Management	
Delta Discovery (Classes taught behind Trails Peak or at the shop)	Welding	Automotive Maintenance	Home Repair and Plumbing		Metalwork	Free Forge
Ecology (Classes taught in Ecology area)	Fish & Wildlife	Animal Science	*Environmental Science*		Reptile & Mammal Study Insect Study	
Handicrafts (Classes taught in the Handicrafts shed)	Painting	Wood Carving	Art Basketry and Leatherwork	Animations	Photography Pottery	
Health & Safety (Classes taught in the tent outside of Admin)	Traffic Safety And Fire Safety	First Aid	*Personal Fitness	Polaris First Aid	*Emergency Preparedness	
Outdoor Skills (Classes taught in the Outdoor Skill area)	Pioneering		*Cooking	Fishing Wilderness Survival	Search & Rescue Fishing	
Shooting Sports (Classes taught at the Shooting Range)	Shotgun	Shotgun	Archery	Rifle	Rifle	Free Shoot
STEM (Classes taught in the CCC)	Archaeology	Model Design and Building	Oceanography	Nuclear Science	Game Design	

ORDER OF THE ARROW

For over 100 years, the Order of the Arrow (OA) has recognized Scouts and Scouters who best exemplify the Scout Oath and Law in their daily lives. This recognition provides encouragement for others to live these ideals as well. Arrowmen are known for maintaining camping traditions and spirit, promoting year-round and long-term resident camping, and providing cheerful service to others. OA service, activities, adventures, and training for youth and adults are models of quality leadership development and programming that enrich and help to extend Scouting to America's youth.

Mission

The mission of the Order of the Arrow is to fulfill its purpose as an integral part of the Boy Scouts of America through positive youth leadership under the guidance of selected capable adults.

As Scouting's National Honor Society, our purpose is to:

Recognize those who best exemplify the Scout Oath and Law in their daily lives and through that recognition cause others to conduct themselves in a way that warrants similar recognition.

Promote camping, responsible outdoor adventure, and environmental stewardship as essential components of every Scout's experience, in the unit, year-round, and in summer camp.

Develop leaders with the willingness, character, spirit and ability to advance the activities of their units, our Brotherhood, Scouting, and ultimately our nation.

Crystallize the Scout habit of helpfulness into a life purpose of leadership in cheerful service to others.

The Order of the Arrow is a unique organization in that both members and nonmembers must elect its membership. To be elected, a Scout must be First Class or above and be an active, registered member of a BSA troop, crew, or ship. After registration with a troop, crew, or ship, have experienced fifteen days and nights of Scout camping during the two-year period prior to the election. The fifteen days and nights must include one, but no more than one, long-term camp consisting of six consecutive days and five nights of resident camping, approved and under the auspices and standards of the Boy Scouts of America. The balance of the camping must be overnight, weekend, or other short-term camps.

Fifty percent of the registered members of the troop must be present at the election. The unit committee may nominate only one adult, if the unit elected at least one youth. If the unit has more than 50 registered members, the unit committee may nominate two adults each year. Adult applications must be turned in to council office by May 12. Remember that official OA election teams must do unit OA elections. (Elections must be done before arrival at camp.) Out of Council troops must have Lodge Advisor and Scout Executive permission to be included in the call-out.

BROTHERHOOD CONVERSION OPPORTUNITIES

The Brotherhood is for Order of the Arrow members who have been Arrowmen for at least 6 months and meet certain other requirements. Ofi' Tohbi Lodge will conduct a Brotherhood Ceremony for qualifying Arrowmen. Check with the OA Camp Chief to find out more information on obtaining your Brotherhood.

For more information concerning the Order of the Arrow or Ofi' Tohbi Lodge, Contact Lodge Advisor: Vance Perkins @ (662) 231-3229.



Appendix

CONTENTS

- PARENTS' NIGHT AGENDA
- TROOP SITE RESERVATION
- SPECIFIC ASSISTANCE REQUEST FORM
- INDIVIDUAL CAMPER APPLICATION & SUMMER CAMP ACTIVITY WORKSHEET
- WHAT TO BRING
- MAP TO CAMP YOCONA
- MAP OF CAMP YOCONA
- SCOUTMASTER MERIT BADGE
- ADULT LEADER YPT / Days at camp form

Troop Summer Camp Promotion Parents' Night Orientation

1. Welcome and Instructions
2. Why Camp Yocona?
 - ◇ Advancement - merit badges, rank requirements, nights camping
 - ◇ Leadership development opportunities
 - ◇ Memories for a lifetime
 - ◇ FUN!!!
3. Outline Spring Sale of Camp Cards as a fundraiser
4. Fill out Individual Camper Application and Activity Worksheet
5. Hand out "What to Bring to Camp" checklist.
6. Questions?
7. Adjourn

TROOP CAMPSITE RESERVATION

Please register or confirm the troop site for Troop # _____ for the week indicated.
(Check date and number preferred site with 1st, 2nd & 3rd choice)

(2nd and 3rd choices on campsites required.) Camp Director reserves the right to add campers to any campsite that has not been filled to capacity by a troop.

<u>Troop Sites</u>	<u>Site Capacity</u>	<u>Dates</u>
____ Lakeside	40	____ 1st Week—June 11-17
____ Roadside*	32	____ 2nd Week—June 18-24
____ Dogwood	28	
____ Baden-Powell	40	
____ Trails Peak	32	
____ Pines	32	
____ Boyce	24	
____ Chicksa (tents)	20 Tents	

*Troops with handicapped Scouts will receive priority in site.

Troop _____ Council _____

Leader/Contact

Name: _____ Position _____

Address: _____

City/State: _____

Zip Code: _____

Mobile Phone: _____ Home Phone: _____

Email: _____

Enclosed is:

Reservation site fee: \$100.00 \$ _____

Deposit for _____ Scouts at \$50.00 each + \$ _____

Total \$ _____

Date Received: _____

Natchez Trace Council

Specific Assistance Request Form

The goal of the Natchez Trace Council is to promote and develop the Scouting program in all communities. Our Council is committed to ensure that Scouting is available to all youth and adults in need. Only Natchez Trace Council sponsored activities and camps can be supported. Note: One form per request should be submitted.

In order to be considered for this assistance, this form must be completed and returned to your District Executive. Please allow a minimum of 2 weeks for approval. An effort should be made on the part of the family and the unit to help cover some of the requested expenses. In some cases, partial requests may be granted.

Note: Youth uniform requests can only be **submitted after** the youth has attended a minimum of **six meetings** or **include proof of first rank achievement (Bobcat/Scout Badge)**. Adult uniform requests must be accompanied by proof of Leader Basic Training completion.

If this request is for a Camp program or Training course, it must be attached to the completed registration form for that activity and show that a deposit has been paid.

Name of Scout/Scouter: _____ Date _____

(Name of Scout/Scouter requesting assistance)

Name of Parent(s)/Guardian(s) (if request is for Youth Member): _____

Contact Telephone Number: (H) _____ (W) _____ (M) _____

District: _____ Unit Type (circle): Pack Troop Crew Ship Post #: _____

Rank: _____ Chartered Partner: _____

In the last year, this unit participated in (please circle all that apply):

Camp Cards Popcorn Family Friends of Scouting Campaign

This request is for (Please choose only one):

Annual Registration: _____

Uniform (belt up only): Shirt Size: _____ circle: adult/youth Belt Size: _____

Training Course (course name): _____

Summer/Winter camp: _____

Detailed explanation of family need: **(must be filled out, attach additional pages if necessary)**

Total Amount Needed: \$ _____

Amount provided by unit: \$ _____

Amount provided by family: \$ _____

Amount Requested of the Council: \$ _____

By signing this, I certify that the youth has attended at least six Scout meetings or achieved their first class rank

Unit Leader Name: _____ Signature: _____

Contact Telephone (H) _____ (W) _____ (M) _____

District Executive's Approval: _____ Date: _____

Scout Executive Approval: _____ Date _____

INDIVIDUAL CAMPER APPLICATION & SUMMER CAMP

ACTIVITY WORKSHEET

Use this form to help Scouts plan their daily activities for Summer Camp.

Please Print:

NAME _____ Rank _____

ADDRESS _____

AGE _____ PHONE _____ UNIT # _____

EMAIL ADDRESS _____

COUNCIL _____

Scouts: Please indicate your top 3 choices for Merit Badges and other activities for each session. You may sign up for as many or as few activities as you and your Scoutmaster agree upon. Free periods may be left blank.

After completing this form confer with your Scoutmaster to complete this preliminary schedule.

Merit Badge / Activity

	<u>First Choice</u>	<u>Second Choice</u>	<u>Third Choice</u>
Session 1	_____	_____	_____
Session 2	_____	_____	_____
Session 3	_____	_____	_____
Session 4	_____	_____	_____
Session 5	_____	_____	_____

SIGNATURES

I agree to abide by all camp rules and live by the Scout Oath and Law to the best of my ability.

Scout Signature: _____

My son/daughter has permission to take part in all program activities, under proper supervision. (List exceptions on separate page.)

Parent Signature: _____

I certify that this participant is registered in my unit, in good standing, and is eligible to attend camp. I have reviewed and approved this participant's activity schedule.

Leader Signature: _____

When choosing merit badges, consider your travel time from one area to another.

WHAT TO BRING TO CAMP

Please distribute copies of this page to each Scout

Pack swimsuit and towel last so that they will be on the top for easy access when changing for the swim check.

Personal equipment should be packed in a pack, suitcase, or duffel bag. Be sure to mark all equipment and clothing with your Name and Troop number.

PERSONAL EQUIPMENT

Annual Health & Medical Record, (A,B,C)
Scout Uniform (Field Uniform, socks, pants)
5 T-shirts
5 pair of underwear
5 pairs of athletic socks
Swimsuit
Hat or Visor
Poncho or Rain Jacket
2 Pair of closed toe shoes (One gym shoes and 1 hiking boots)
Moccasins or shoes for cabin
Sleeping bag or blankets and sheets
Pillow
Sleep pad or air mattress
Toothbrush and toothpaste
Comb or brush
Soap and shampoo
Bath cloths and towels
Insect repellent
Personal First Aid kit
Pocket Knife & Whistle
Scout Handbook
Flashlight with extra batteries
Pen, Pencil, and Paper
Spending money (suggest \$50-\$75)
Bible or Testament
Water Bottle
Sunscreen
Merit Badge pamphlets & worksheets
Stamps and envelopes
Long Sleeve shirt (Swimming MB & Lifesaving MB)
Blue Jeans (Swimming MB, Lifesaving MB)

DON'T BRING

Firearms
Radios, music players, speakers
Fireworks
Pets (Unless service animal)
Alcohol and Drugs
Pornographic Materials
T.V.'s or Video Games
Laser Pointers
Roller Blades

TROOP EQUIPMENT

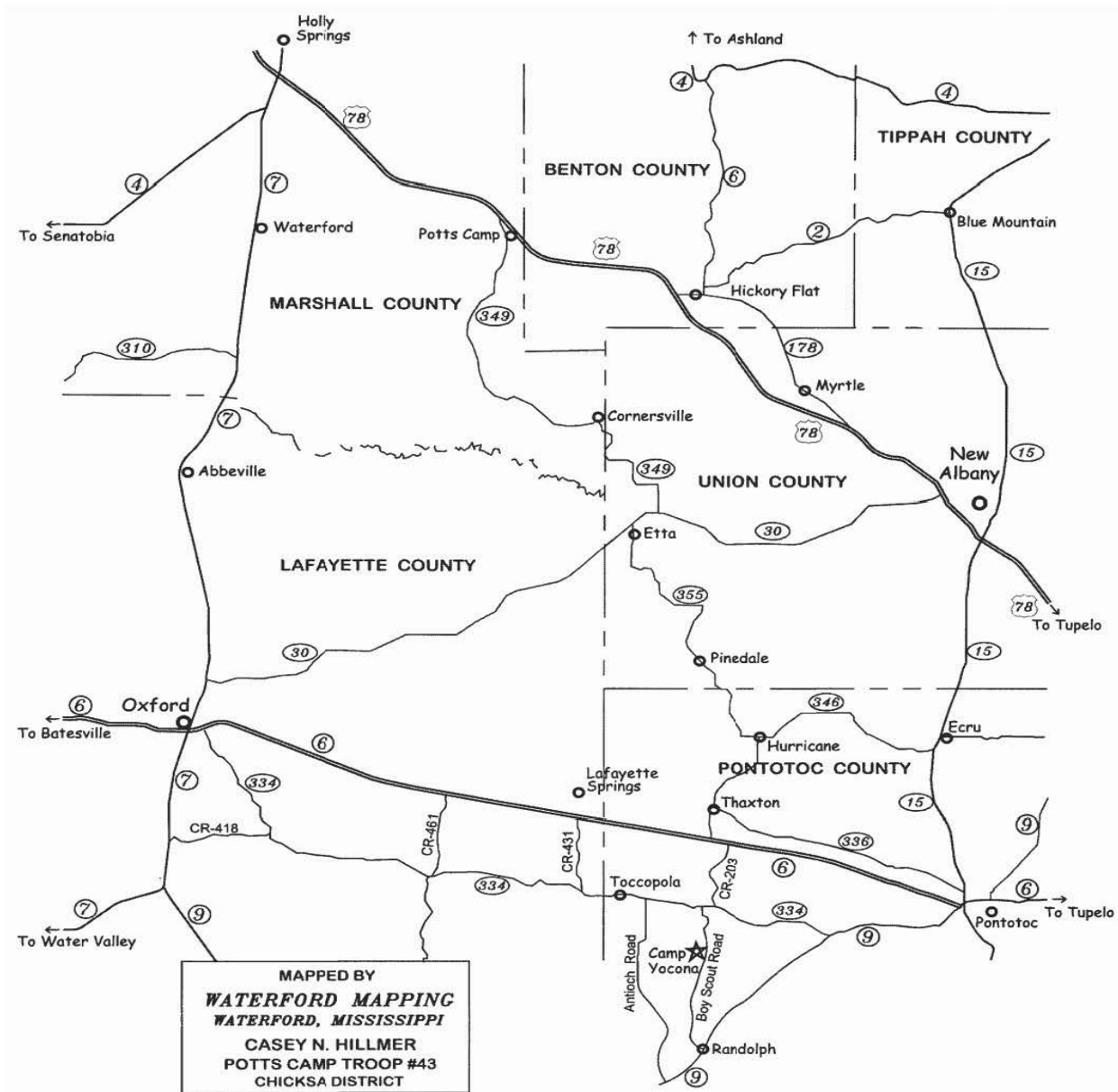
American Flag
Troop & Patrol flags
First Aid kit
Scoutmasters Handbook
Program reference materials
Field Book
Igloo and cups
Wood Tools (ax, saw)
Lantern with spare fuel & mantels
Plastic table cloth
Dining fly with ropes & poles
Battery operated clock
Fishing Poles & Tackle (Optional)
Rope or twine
Cook Kit
Dutch Oven

BOY SCOUTS OF AMERICA

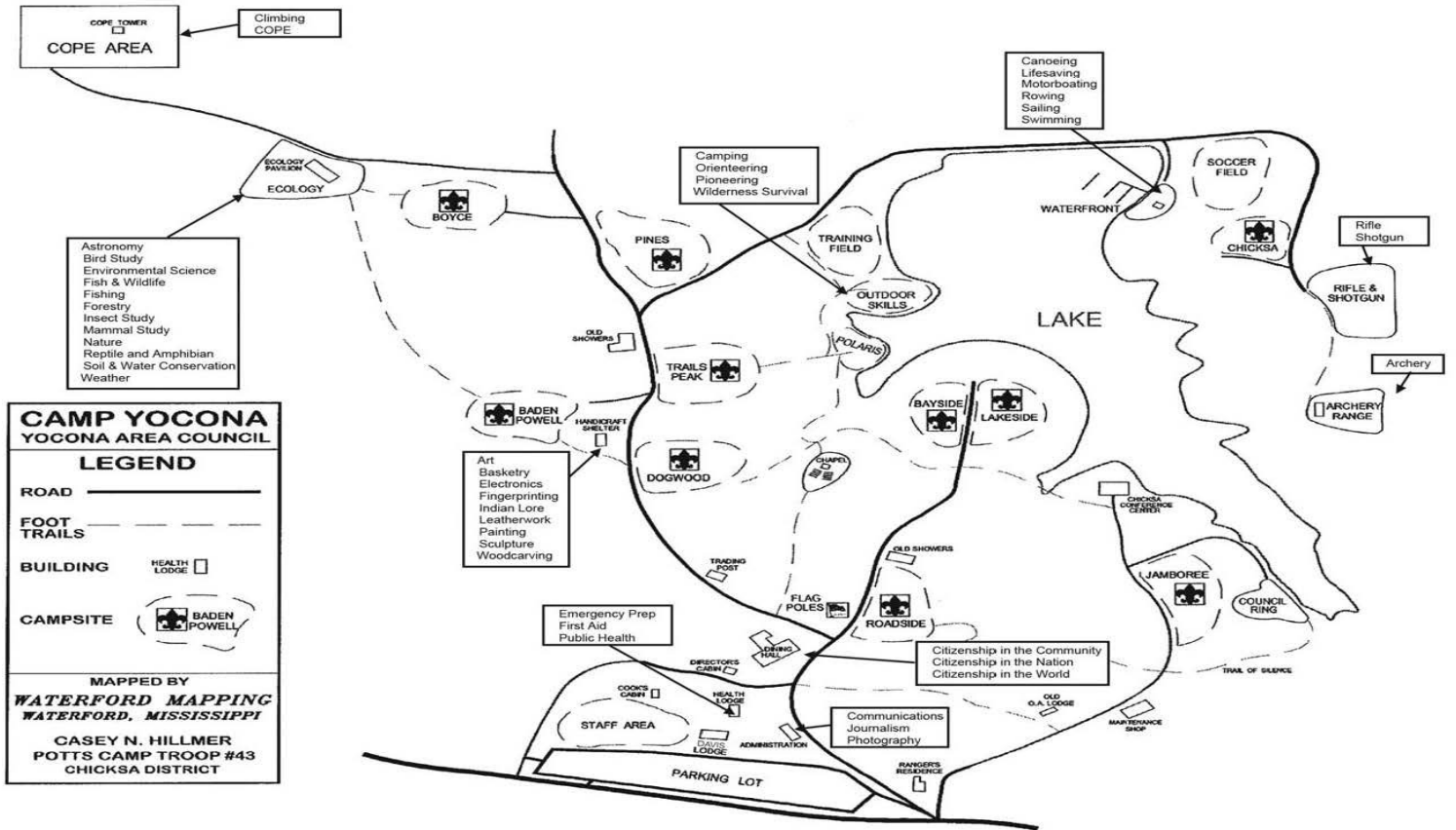
Camp Yocona

878 Boy Scout Road
Randolph, MS 38864

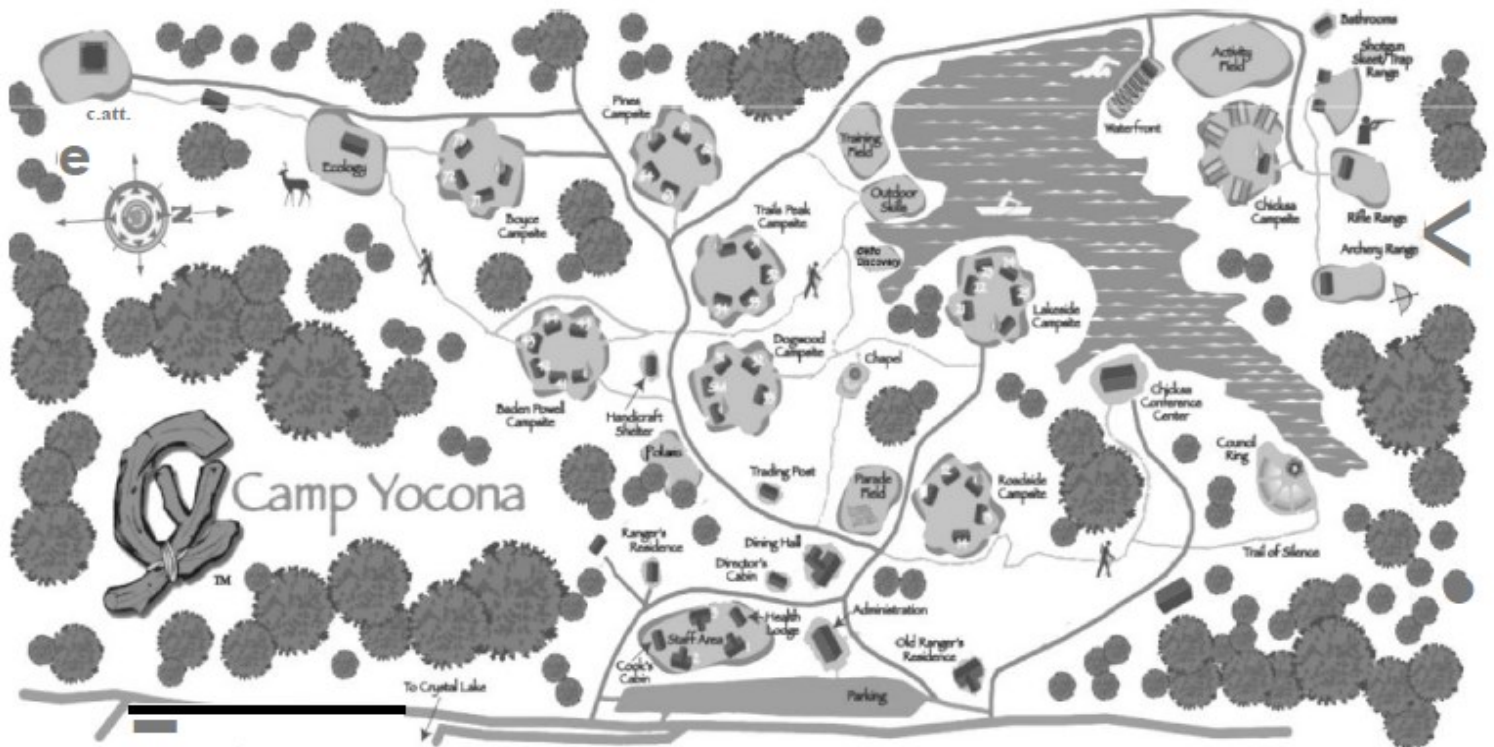
MAP TO CAMP YOCONA



MAP OF CAMP YOCONA



CAMP YOCONA



SCOUTMASTER MERIT BADGE

The Scoutmaster Merit Badge is an award that adults can earn. The purpose is to encourage adults to get involved in camp programs and have an enjoyable experience. To earn this badge adults must complete at least 15 of the 22 requirements.

Scout leaders are “on your honor” to fulfill the requirements.

Upon completion of the requirements turn this completed form into the Program Director. The Scout Leader's Merit Badge is presented at the Friday Night Camp Fire.

@_____ 1. Visit all of the following program areas for at least 15 minutes and get director's initials:

_____ Aquatics

_____ Health & Safety

_____ Polaris

_____ Delta Discovery

_____ Outdoor Skills

_____ Ecology

_____ Handicraft

_____ Shooting Sports

@_____ 2. Introduce yourself to the Camp Director, Program Director, Staff Commissioner, and Camp Ranger

Camp Director _____ Program Director _____

Staff Commissioner _____ Camp Ranger _____

_____ 3. Attend Vespers Service.

_____ 4. Make a handicraft.

_____ 5. Participate in Free Shoot at Shooting Sports.

_____ 6. Assist in a First Aid class.

_____ 7. Attend an adult training class.

_____ 8. Enjoy an afternoon nap.

_____ 9. Participate in a camp service project approved by Camp Ranger.

_____ 10. Play a game of Gaga ball.

_____ 11. Serve 3 meals or act as a steward in the dining hall.

_____ 12. Attend the Wednesday night Order of the Arrow Campfire.

_____ 13. Introduce yourself to a Scout Leader that you don't already know.

SCOUTMASTER MERIT BADGE CON'T

- _____ 14. Buy a Gator Ice in the Trading post.
- _____ 15. Attend at least 3 of 4 Scoutmaster Meetings.
- _____ 16. Invite a staff member to come visit your campsite.
- _____ 17. Pick up a bag of trash while walking around camp.
- _____ 18. Participate in a nature walk in Ecology.
- _____ 19. Make a Dutch oven treat in your campsite.
- _____ 20. Teach a Polaris Scout a skill in the campsite.
- _____ 21. Have your troop conduct a Patrol Leaders Council Meeting.
- _____ 22. Volunteer to assist in a program area.

@ = MANDATORY REQUIREMENTS

You need to complete 15 of the 22 items to earn the Scoutmaster's Merit Badge.

Name: _____

Troop Number: _____

Senior Patrol Leader Signature: _____

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Date Attending Camp _____

The following adults are attending camp with our unit and I certify this information is complete and correct

Check Days That Apply

[illegible]