

Orange County Council  
Boy Scouts of America

# Schoepe Scout Reservation at Lost Valley



## 2022 Leaders' Guide

Dear Scouters,

Thank you for choosing Schoepe Scout Reservation at Lost Valley as the destination for your 2022 Summer Camp experience! The past few years have been challenging and we hope that you are looking forward to camp as much as we are. We want all our Scouts, Scouters and staff to find their adventure at Lost Valley and celebrate being at Lost Valley for summer camp. Safety is Lost Valley's number one priority, and the management team has been working hard to create the best and safest program for you and your Scouts. As of right now, we plan to operate in a traditional summer camp format similar to 2019. If for any reason, we need to pivot to a different model, we will amend this Leaders' Guide with that guidance.

Schoepe Scout Reservation at Lost Valley is proud serve its Scouts and Scouters with safe, fun, engaging and intentional program. Lost Valley is accredited by the American Camp Association, as well as nationally accredited as a Scouts B.S.A. Summer Camp. Lost Valley is nestled in the Anza Borrego desert along the Anza Borrego State Park and Cleveland National Forest. Its 1400 acres offer a variety of stunning views, winding trails, and a sense of adventure in our little piece of wilderness.

We pride ourselves on our Merit Badge program and variety of evening programs that allow Scouts, buddies, patrols and/or Troops to learn, lead and have fun! We aim to offer a diverse program that Scouts can customize to fulfill advancement requirements and their sense of adventure with activities including a climbing, COPE and ATVs.

The Leaders' Guide is designed to familiarize yourself and your unit with what to expect during your time at Lost Valley. It is broken down into five sections - Preparing for Camp, Our Camp Program, Your Arrival at Camp, Your Week at Camp, and Checking Out of Camp. These sections will give an overview of the process at camp and steps to have the most successful summer camp experience. We understand your questions may exceed the content of the guide, so please feel free to contact myself or our Camping department with any further questions. We are also having periodic online leader's meetings to keep you updated with camp changes and program opportunities. You can find this information on our website.

We look forward to hosting you at Lost Valley for Summer Camp this year! We know this is going to be an amazing year filled with fun, adventure, and celebration!

Tori Harris  
Senior Program Director



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## Part 1 PREPARING FOR CAMP

Preparing for camp is an important part of assuring that you and your Scouts have a great experience at Lost Valley. Here are five important steps your Troop needs to take to properly prepare for camp:

1. Plan with your Scouts for their advancement, Merit Badge goals, and other programs at camp.
2. Sign up for Merit Badges and special programs before camp (see page 8).
3. Attend our Down-the-Hill informational meetings taking place.
4. Notify camp management of any special medical, dietary, and/or program needs at least one month before your arrival at camp (see page 6).
5. Make sure that each Scout and adult leader have properly completed medical forms and permission forms with them prior to arrival at camp (see page 5).

Find out what your Scouts want to do and schedule time at troop or PLC meetings to talk about camp. This will get Scouts thinking about camp, and increase their excitement for the summer ahead. Scouts need to know what programs are available, what activities to prepare for, and what to bring. Troop leaders need to consider the advancement and activity goals set by the Scouts and plan their participation accordingly. Parents need to know when camp is, where it is, how much it costs, how to send mail, and how to get in touch with someone in case of an emergency.

### 2022 CAMP FEES AND PAYMENT SCHEDULE

The 2022 Cost per Scout for a week at Lost Valley is \$529. The cost per adult leader is \$329. Adult leaders may split the week, if schedules do not allow a full week at camp. Two-deep leadership must always be maintained.

The unit reservation deposit for 2022 is \$400; this will be deducted from your overall camp fees when final payment is made. To secure a camp reservation, register online at <https://scoutingevent.com/039-SummerCamp2022> or submit a completed claimstake form and a \$400 non-refundable unit deposit.

- Your first payment of \$100 per Scout is due January 20, 2022.
- Your second payment of \$200 per Scout is due April 16, 2022.
- All remaining fees, including adult leader fees, must be paid in full by May 17, 2022.

### CAMPERSHIPS

No Scout should ever be turned away from camp due to financial reasons. To help make sure all your Scouts can be part of the excitement here at Lost Valley, we are proud to offer the opportunity for camperships for our Orange County youth to attend camp. For those interested, please visit <https://www.ssriv.org/campership> for an application. Camperships are granted on a first-come, first served basis. The deadline for campership applications is three weeks prior to the start of camp.

## REFUND POLICY

All but \$25 per Scout of the fee is refundable through June 1, 2022. No fees will be refunded after June 1, 2022, unless there is an illness or injury documented by a medical doctor, a death in the family or relocation of the family out of the area. Since camp has already incurred expenses related to camp staff, supplies and food, \$100 of the fee IS NOT REFUNDABLE REGARDLESS OF CIRCUMSTANCES after June 1st. The unit leader or camp coordinator must request all refunds in writing and submit to the Orange County Council on or before the planned date of arrival in camp (letters may be submitted at check-in at camp.) NO REFUND REQUESTS WILL BE HONORED IF RECEIVED AFTER CHECK-IN. Fees are transferable to other Scouts as long as the total number of scheduled Scouts does not decrease.

## ADULT LEADERSHIP

All troops, at all times, must be under the supervision of their own adult leaders in accordance to National BSA policy. In summary, these standards state, there must always be at least two adult leaders, ages 21 or older, in camp at all times. All adults must be registered members of the Boy Scouts of America, Mandated Reporter Training and have completed the appropriate Youth Protection Training, even if they are the parent of a youth on the trip. For Girl troops, the troop must have at least one female leader age 21 or older with them at all times. The best plan is to have your Scoutmaster and one or more assistant leaders in camp the full week. If this is not possible, Scoutmasters should plan to be in camp all week, with other adults rotating in and out of camp during the week (but always with two or more adults in camp). This is difficult for both Scouts and adults but is acceptable under BSA policy. If at least two adults are not available at any time, your Scouts will have to be sent home.

## PHYSICALS AND CONSENT FORMS FOR PROGRAM AND TREATMENT

All Scouts and adults attending camp for any amount of time must submit a copy of the BSA's Annual Health and Medical Record, including parts A, B, and C. Parts A and B must be filled out and signed annually by the Scout's parent or guardian. Part C requires a physical examination performed by a certified and licensed physician (MD, DO), nurse practitioners, or physician assistant within the past 12 months. All adults will need to fill out the general information and consent to treat section of their Scouts' and their medical forms (Parts A and B). **All medical forms are available at <https://www.ssriv.org/adult-leader-info>**

NOTE: If a Scout's religious beliefs will not allow them to have medical care and treatment, vaccinations and/or immunizations required by the BSA, contact the Orange County Council for a Request for Exemption from Medical Care and Treatment, or an Immunization Exemption Request form. A medical evaluation and screening by a licensed health-care practitioner are still necessary for attendance at camp.

All participants will receive a medical re-check during the check-in process. In order to maintain a happy and healthy camp, we need your help! Prior to your arrival, we ask that leaders check-in with campers and parents/guardians of campers about any flu or cold-like symptoms and sickness within the families or communities of the Scouts. If any families report any sickness to you, we ask that you contact the Camp Director so they can take appropriate action. As much as possible, we need to take preventive measures to



limit the spread of any illness to any other campers in camp that week. We thank you in advance for your cooperation and assistance.

## **MEDICATIONS AT CAMP**

All allergies must be listed on the camper's medical form, signed by their doctor. **Medications such as inhalers and Epi-pens must be kept with the person at all times.** Scouts who list life-saving medication such as inhalers and Epi-pens on their medical form will be required to show them during medical form checks on the first day. BSA National Camping Standards require that all other prescription drugs be kept in locked storage. Locked storage is provided in the camp health office. Units choosing to store medication in their campsite must keep medication in locked storage and ensure that Scouts take their medication as prescribed. Medication kept in the camp health office will be distributed to Scouts and leaders, as needed, by the camp's health officer. A limited amount of medication may be carried by a Scout or leader for life-threatening conditions. It is the responsibility of unit leaders to ensure that all Scouts take their medication(s) as prescribed. All medication must be in the original container, clearly marked with the content and dosage instructions and should include enough medication for their entire stay at camp.

## **INSURANCE**

Orange County Council units are covered by our council insurance policy. The council policy is a secondary policy that will cover expenses above those covered by a family's own insurance. The council policy will serve as the primary policy for those families that do not have their own insurance. Those units from outside the Orange County Council must have unit accident insurance and bring proof of that insurance with them to camp, including policy number and claim forms. All questions regarding your unit insurance coverage should be directed to your insurance provider.

## **SPECIAL DIETARY, MEDICAL, OR PROGRAM NEEDS**

We will endeavor to accommodate any dietary requirements, medical, or program needs of your Scouts and adult leaders. Please let us know of these needs **at least one month in advance** so we have time to make accommodations. You can let us know through your BlackPug registration or email [nicolav@ocbsa.org](mailto:nicolav@ocbsa.org).

While we do our best to have foods available for those with allergies, if one of your Scouts has extreme allergies, parents may want to send meals to camp. These may be stored in the camp kitchen and served in place of the camp food. Meals will need to be labeled with the Scout's name and troop number. We are unable to provide detailed ingredient lists in advance. We will make every effort to accommodate your needs. While at camp, the Scout must identify themselves to the food service staff as someone that has special dietary restrictions. As much of our food is served cafeteria style, the Scout must be responsible for food choices that meet their medical dietary restrictions. Please email all special dietary requests to [NicolaV@ocbsa.org](mailto:NicolaV@ocbsa.org) or you may call (714) 546-8558 ext. 164.

**Please provide at least one month notice for special dietary needs.**

Accommodations can be made in many of our program areas for those with physical limitations. Even COPE can be accommodated if you work with the camp staff. We encourage all Scouts to do their best and challenge themselves. Just let us know what your needs are and we will do our best to help. Email program requests to both [NicolaV@ocbsa.org](mailto:NicolaV@ocbsa.org) and [summercamp@ssrlv.org](mailto:summercamp@ssrlv.org). Scouts with a medical need for transport during the week may be transported by a troop leader as long as both Youth Protection, buddy system and seatbelt rules are followed. A Handicapped parking/driving pass must be displayed at all times.

**CPAP:** Your campsite will not have electrical power for CPAP and similar medical machines that need to have a power source. Please make sure you have battery power for these machines. Batteries can be charged in the dining halls or trading post. Our staff will be happy to assist you in finding a charging location.



## **WHAT TO BRING**

### **Clearly mark all items with your name and troop number!**

Note: This equipment list is meant to serve as a guide. Use your discretion in choosing what to bring and what to leave. Things do get broken or lost. Please plan accordingly and leave valuable items at home.

### **DON'T FORGET:**

- CAMP MED FORM (Parts A, B, & C) & PROGRAM CONSENT FORMS- <https://www.ssriv.org/adult-leader-info>
- SPENDING MONEY (Approx. \$60-\$80, in addition to money for Merit Badge projects and special activities)

**Closed toed shoes must be worn everywhere except in the shower house and on the pool decks!**

### **CLOTHING and TOILETRY KIT:**

- FULL SCOUT UNIFORM (uniform shirt, belt, pants, socks)
- TOOTHBRUSH/TOOTHPASTE
- JACKET/SWEATER
- SUNSCREEN
- PONCHO/RAIN GEAR
- LIP BALM
- RUGGED LONG PANTS
- KLEENEX
- T-SHIRTS (six or more)
- COMB and/or BRUSH
- SHORTS
- INSECT REPELLENT
- UNDERWEAR (six or more pair)
- HAND SOAP
- TENNIS SHOES
- BATH TOWEL
- SOCKS (six or more pair)
- DEODORANT
- SWIMMING ATTIRE
- PAJAMAS

### **SUGGESTED ITEMS:**

- HAT OR VISOR
- SUNGLASSES
- HIKING BOOTS & HEAVY SOCKS
- MOUNTAIN BIKE and HELMET
- OA SASH (if a member of the OA)
- HAT

### **CAMP NECESSITIES: PATROL AND TROOP GEAR:**

- WATER BOTTLE or HYDRATION PACK
- CLOTHES LINES & PINS
- SLEEPING BAG & PILLOW
- PATROL/TROOP LIBRARY
- FLASHLIGHT WITH FRESH BATTERIES
- PATROL BOXES (optional)
- SCOUT OUTDOOR ESSENTIALS (aka your 'Ten Essentials')
- MESS KITS (optional)

- see the Camping section of the BSA Handbook)
- ☐ LANTERNS (BSA approved)

### **MERIT BADGE ITEMS:**

- ☐ TROOP FLAG
- ☐ SCOUT HANDBOOK
- ☐ CAMPSITE DECORATIONS
- ☐ MERIT BADGE BLUE CARDS \*Signed by Unit Leader
- ☐ PENCIL/PEN & NOTEBOOK
- ☐ MERIT BADGE BOOKS

### **PROHIBITED ITEMS**

- We do not allow ATV's, golf carts, motorbikes, or similar devices in camp. Battery powered wheelchairs for medical reasons are allowed.
- RVs. Adult leaders are not permitted to stay in RVs in any camp parking lot. Nor do we allow RVs in campsites for the week.
- Pets. Pets are not allowed at Lost Valley (this includes the parking lot areas). Please let all families and potential guests know to leave their pets at home. Documented Service Animals are excluded. The animal must remain on a leash and under adult supervision at all times.
- **A Notice to One and All! - Firearms are NOT permitted. DO NOT bring firearms, ammunition, bows and arrows, or fireworks to camp.**

### **MERIT BADGES**

Summer camp is an ideal place for Scouts to earn Merit Badges. Scouts should be encouraged to plan their Merit Badge programs well in advance and to be aware of the Merit Badge requirements and prerequisites that must be completed at home. We recommend that they purchase the Merit Badge pamphlet for each badge before camp. Scouts will be expected to take responsibility for the Merit Badges they decide to work on by participating in class, attending overnights/events outside of class, and completing assigned fieldwork. Just showing up for classes is not enough. Some Merit Badges have requirements which cannot be completed at camp. We require a note from a troop leader or a qualified Merit Badge counselor to document any requirements completed before camp. **A list of Merit Badge pre-requisites can be found on our Merit Badge list:** <https://www.ssriv.org/openeconomymodeladvancement>.

If a Scout does not complete all the requirements, a "partial" will be given. It is then up to them to find a Merit Badge counselor to complete the Merit Badge. Partial has no expiration date (except a Scout's 18th birthday). There are no exceptions to completing requirements, and they cannot be changed for any reason. Please note some Merit Badges have costs, age requirements, or other limitations.

### **MERIT BADGE AND PROGRAM SIGN-UPS**

The primary contact on the Claimstake form, usually the Scoutmaster or Committee Chair, will be able to use BlackPug to sign up for Merit Badges on May 1st, 2022. You must enter your troop roster and have made the first and second payment per Scout to sign up Scouts for Merit Badges and programs before coming to camp. This is the only way your Scouts and leaders will receive credit for long-term camp in their official records. Even if individual Scouts and/or adults are not signing up for any program, they still must be listed on the roster. This includes leaders that are not spending the entire week. Please print a copy of your roster for personal use at camp after you have entered your final list. The camp website will have the latest list of Merit Badges and pre-requisite requirements. It will also have the latest news, updated regularly, about what's going on at camp. **Please Note:** Please make sure all printouts and sign-ups are completed before that time. Please print out individual copies of each Scout's schedule prior to the cut-off day. Space

permitting, your Scouts can still sign up for Merit Badges or other programs at the start of their summer camp week. Some Merit Badges have limited space available due to safety or other concerns.

### **AGE AND PHYSICAL LIMITATIONS ON MERIT BADGES**

Lost Valley's number one priority is safety. We ask that leaders assist Scouts in finding appropriate Merit Badges based on their age, maturity, and advancement needs. Generally, it is up to each area director to use their discretion on which Scouts are ready to safely enjoy an activity or work on a Merit Badge.

**Some Merit Badges and activities that may be better suited for older Scouts include:**

**Rifle Shooting and Shotgun Shooting** requires physical strength to handle the firearms safely and achievement of a set shooting score.

**Archery** requires that Scout must be able to draw the bow repeatedly and achieve a minimum score to complete the Merit Badge.

**Climbing** requires physical strength and coordination.

**Lifesaving** requires strength and stamina in the pool.

**Metalwork and Welding** require the maturity to handle red-hot metal.

**COPE** requires maturity and some physical strength. All participants are subject to the approval of the COPE Director. Camp Borrego is designed for older Scouts ready for a more self-guided program with outdoor adventure experiences. Participants should be 13 years or older.

**ATV Certification Program** participants need to be 14 years or older and should dress in long pants and long sleeves.

**Pistol Program** participants need to be 14 years or older.

### **MERIT BADGE APPLICATIONS ("Blue Cards")**

Scouts may bring physical blue cards for each class they are taking at camp signed by their Scoutmaster OR they can use digital blue cards through the BlackPug registration system. If a Scout is using physical blue cards, they should bring their Blue cards with them to class the 1<sup>st</sup> day. Thursday of each week, the program team will put on a Blue Card Party for adults to check-in on the progress of their Scouts before Merit Badge make-ups on Friday. All physical blue cards will be given back at the end of the week, showing whether the Scout completed the Merit Badge, or earned a partial. All digital blue cards will be updated and ready to print by the week as well.



### **RANK ADVANCEMENT**

Lost Valley offers various ways for your Scouts to work on their rank advancement, these being the Trail to First Class program, Eagle University, and service and conservation projects throughout the week. As Troop leadership, please assist your youth in finding the program that best supports their advancement and success.



## Part 2      OUR CAMP PROGRAM

### FIVE TYPES OF PROGRAM

There's more to Lost Valley than just Merit Badge-based advancement. We provide multiple opportunities to help young youth grow into good Scouts outside of their Merit Badge classes. A Scout advances by trying new things, setting and meeting goals, and doing things on their own, with their friends, with their patrol, or with their troop. We are proud of the limitless opportunities that abound at Lost Valley. Programs are offered for everyone from the first year camper to the skilled veteran.

**The summer camp experience at Lost Valley is geared to reach your Scouts in five different ways:**

- **FOR EACH SCOUT:** There are opportunities for advancement, to try new things, and to receive recognition for what they have done. This includes our Polar Bear Swim; and opportunities to try rifle, archery, and shotgun shooting, rock climbing, or our COPE course.
- **FOR BUDDIES:** We have made the buddy system more than just a safety precaution. It's a way Scouts can learn together with one or two friends. This works especially well in areas like handicraft, hiking, swimming, etc.
- **FOR PATROLS:** There are activities that allow Scouts to work together to gain confidence and leadership skills which will make them a stronger team back home. Wednesday troop meals and Friday afternoon competitions give patrols a chance to show their stuff.
- **FOR TROOPS:** There are recognition and events to bring your Scouts together as a group. Summer camp should pay off for your troop all year long. In addition to all of the above activities, there are campfires, camp-wide games, and instructional opportunities all week long.
- **THE TOTAL CAMP EXPERIENCE:** Summer camp gives troops the opportunity to work with other troops, and learn from them. Each troop can make a contribution to the total camp experience. This includes meal times, assemblies, Scout's Own, and evening programs.

### DO'S AND DON'TS

**Here are some Do's and Don'ts for a successful week in camp:**

DO:

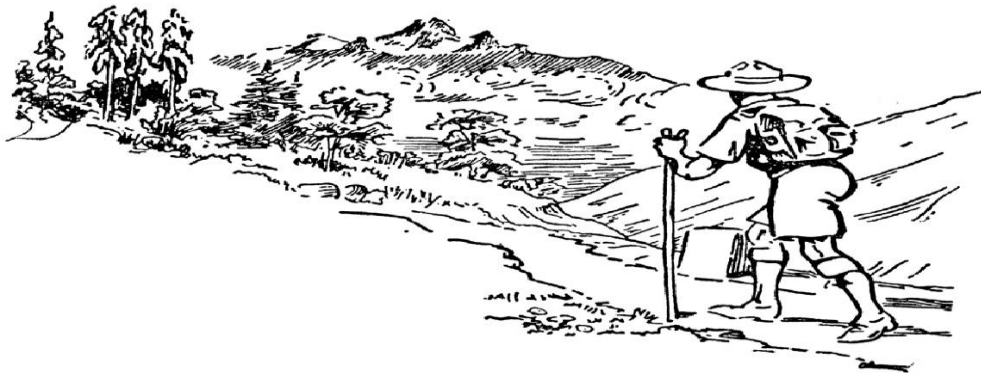
- Let your Scouts decide what they want to do.
- Always leave time for extra activities. The success of summer camp is the Scouts' experiences and new memories made.
- Keep in touch with the staff. Get to know them and don't be afraid to ask them questions or invite them to do things with your troop.
- Visit program areas with your Scouts.
- Stay flexible. Sometimes changes to the schedule are necessary as new ideas come along.

## DON'T:

- Schedule too many activities. This allows for free time where the Scouts can reflect and relax.
- Emphasize activities and advancement that are more appropriate to be done at home.
- Forget that there's more than one troop in camp. Scouts, adult leaders, and camp staff all need to work together as a cohesive group to create the best possible summer camp experience.

## EXPERIENCE TELLS US . . .

- Summer camp is a great environment to earn Merit Badges, but should not be the sole purpose of visiting Lost Valley. Merit Badges are just one part of our program. Scouts and adults should take advantage of other programs to have the best camp experience.
- For first-year campers, we suggest working on rank advancement and taking two Merit Badges. Younger Scouts tend to be most successful if they take Merit Badges that they can complete during the week, not badges that require lots of pre-requisites. Outdoor Skills and Handicraft are great places for first-year campers.
- For older Scouts, we suggest working on no more than three or four Merit Badges during the week. They will usually be working on more difficult or time-consuming Merit Badges. Some of the harder Merit Badges require fieldwork outside of class in order to complete them.
- When assisting in choosing a Scout's Merit Badges, keep in mind that some require more skill and/or physical strength. Lifesaving, Rifle and Shotgun Shooting, Archery, Climbing, Metalwork, Welding, and Woodcarving are some examples.
- Don't forget to schedule some rest time too! That's right, take some time to just sit back and enjoy the wilderness around you. This goes for adults as well as Scouts



## PROGRAM AREAS

### Aquatics

Lifesaving – Swimming

Lost Valley's pool is busy from sunrise to sunset, offering a variety of aquatic activities throughout the week. Besides Merit Badge classes, we also offer free swim, the early morning Polar Bear Club, and the Mile Swim award. The pool hosts our weekly Aquacade with fun and competition for troops and patrols.

## **Dirty Jobs**

Metalwork – Home Repair – Welding

Scouts can get a taste of gritty, hands-on work in one of our newest program areas. In Dirty Jobs, Scouts will get practical experience in Welding, Metalworking, and Home Repair, possibly even finding a future career here. It is suggested that Scouts are 13 years or older and/or mature. All Scouts must wear long pants (boots are also preferred) to participate in Metalwork or Welding Merit Badges.

## **Eagle University**

Citizenship in the Nation – Citizenship in the World – Communications – Emergency Preparedness

The Trail to Eagle runs through Lost Valley, and these Merit Badges will help Scouts get there while learning valuable skills and good citizenship. Eagle-required Merit Badges are often the hardest for youth to earn, but at Lost Valley we strive to use our wilderness setting to change their perspective to excite Scouts about their Merit Badges.

## **Handicraft**

Art – Basketry – Fingerprinting – Game Design – Leatherwork – Pottery – Woodcarving

Offering a wide range of projects from Art to Woodcarving, Handicraft is a great place for younger Scouts to start their Merit Badge experience. Our Handicraft area is open during all four sessions and free time so Scouts can come in and work on Merit Badges at their leisure.

## **High Adventure**

ATV – Climbing – Camp Borrego (Lost Valley's COPE Program)

High Adventure is the place for older Scouts. It encourages personal growth, leadership, and team building skills while challenging the Scout's physical abilities. The Climbing Merit Badge is a double session Merit Badge. Project COPE – Scouting's Challenging Outdoor Personal Experience – is a combination of physical and mental challenges, beginning with simple initiative games and building towards our "high ropes" course with its thrilling zip line. The age for Borrego/COPE is recommended to be at least 13 years old, but all participants must be approved by the COPE Director, based on their maturity and physical ability.

## **Nature**

Astronomy - Environmental Science – Mammal Study – Nature

Scouts will experience the wonders of the natural world at our Wiatava Nature Center. They can discover the beauty of our local plant and animal life and the wonders of Lost Valley's terrain. In addition to the list above, Mammal Study and Nature Merit Badges are offered as walk-in classes during selected sessions. Scouts may drop in during those times to work with the Nature staff on completing the requirements for those Merit Badges.

## **Scout Skills**

Camping – Cooking – First Aid – Search and Rescue – Wilderness Survival

The fundamentals of Scouting come alive in our Outdoor Skills area, from the campfire joys of Dutch oven cooking to amazing pioneering projects where Scouts can build the gadgets of their dreams! Besides Merit Badges, we also offer Totin' Chip and Firem'n Chit.

### **Shooting Sports**

Archery – Pistol Program – Rifle Shooting – Shotgun Shooting

Designed to give Scouts an appreciation for safe shooting techniques, the shooting program teaches Scouts how to become good marksmen while also learning proper safety techniques. Your Scouts can work on the Archery Merit Badge as well as Rifle Shooting and Shotgun Shooting, taught by our N.R.A. certified instructors. All shooting sports Merit Badges are double session Merit Badges; either Sessions 1 and 2 (mornings), or 3 and 4 (afternoons). There is also open shoot during Open Program and Troop/Patrol Shoots during Evening Program. Merit Badges have participant caps each session because of limited shooting positions. It is suggested that Scouts be 13 or over for Shotgun Merit Badge; scouts under 13 must be able to safely handle a shotgun. This determination is made at the discretion of the director.

### **STEM Center**

Photography – Space Exploration

The STEM Center offers Scouts and Scouters opportunities to explore the world of photography, history of space and the majestic night sky. The STEM Center also runs our very popular "Make Your Own Ice Cream" evening program, combining two great things - science and ice cream! Stop by and explore the world of STEM!

### **Trail to First Class**

Tenderfoot – Second Class – First Class – First Year Camper

Our Trail to First Class Program is ideal for your young Scouts looking to work on advancement and get a few Merit Badges along the way. The First Class rank is the cornerstone of the BSA advancement program and instills the basic Scout skills and confidence in Scouts. In our Trail to First Class program, our staff will help Scouts reach this important milestone.

There are three paths in the Trail to First Class program:

1. For new Scouts who have few or no requirements completed, we offer a four-session program course that fulfills requirements towards Tenderfoot through First Class, as well as completion of the Wood Carving Merit Badge (plus Totin' Chip). Scouts will have our Open session to work on other Merit Badges, if they choose.
2. For Scouts that have achieved the ranks of Tenderfoot and/or Second Class, they can join the Second Class or First Class specific classes. During those sessions, they will be working on requirements for their desired rank.
3. Scouts who only need a requirement or two can drop by during open session to work with our staff. Note, the TFC staff does not sign off requirements in the Scouts' handbook. A passport for each Scout will be returned to the troop with the skills and concepts demonstrated to them during the week. It is up to the troop leadership to have them demonstrate they understood the concepts and/or sign off the Handbook.

## **SPECIALTY PROGRAMS**

### **ATV PROGRAM**

Everything's better with ATVs! We guarantee your Scouts that sign up for this program will agree. In our ATV area, your Scouts will receive nationally certified training through the ATV Safety Institute, and then will set off to explore Lost Valley in a whole new way. This is a single session program, restricted to Scouts at least 14 years of age and there is a fee of \$60 for the program. Pants and long sleeve shirts are required.

### **MOUNTAIN BOARDING**

What's a mountain board? It's a skateboard built for the backcountry, and it's been a popular activity at BSA National Jamborees that has now come to Lost Valley. Led by our top-notch team of mountain boarders, your Scouts will discover the twists, turns, and thrills of this growing sport. They'll build confidence and teamwork while proving their skills.

### **SHOOTING SPORTS**

A can't-miss program for Scouts 14 and older is our Cowboy Action Shooting Range! Scouts will have a chance to show their skills with a six-gun pistol and a lever action rifle, directed by our top of the line shooting sports team in full Wild West regalia. And don't miss our new Paintball Target Range where Scouts can experience the thrill of this competitive sport guided by our trained and experienced staff as they fine-tune their paintball skills on our 3-D target range. Scouts will be able to participate during open program time.

### **CAMP BORREGO**

Interested in trying something new, developing leadership skills, and doing fun things? Here is something just for older Scouts and Venturers! Camp Borrego offers a full week of special activities, from COPE and rock climbing to hiking, backpacking, and other exciting events. Bag the highest peak in the Anza-Borrego Desert State Park! Explore the Water Caves! Go mountain boarding! Try your hand at Cowboy Action Shooting or make a splash on our Paint Ball Range! Still, want some time for Merit Badges? We've got that – both morning sessions are open for Scouts to work on the badges they choose.

We take participants as young as age 13 years or older, at the discretion of our high adventure director. You can sign up your Scouts on BlackPug, just like Merit Badges. Camp Borrego is open to Venture Crews as well! Contact us for more details. This is a great opportunity for your older Scouts. Many of our former Borrego participants have grown up to join the Lost Valley Staff.





## ADULT PROGRAM

For adults, we offer the Pathways Program. The four Pathways adults can take are Tranquility, Adventure, Service and Knowledge. Each of these Pathways offers various activities that fit under the theme of each path. Such as within the Adventure Pathway, adults will go on hikes and have the opportunity in elements of the COPE program. Along with the pathways, we offer a variety of adult trainings including IOLS.

### “ONE OF US” (FUTURE CAMP STAFF)

Lost Valley is always looking for qualified Staff, both young and old. Scouts age 14 and 15 can apply to be Counselors-in-Training, who serve on staff for three weeks (two plus a training week). Adult Scouters are welcome to apply as summer camp staff or as volunteers for a week. For more information, contact the camp at [summercamp@ssrlv.org](mailto:summercamp@ssrlv.org). Each week, Scouts interested in working on staff are invited to a special meeting to learn more about what it takes to be “One of Us.” Or you can also apply on our website at

[www.ssrlv.org](http://www.ssrlv.org)

Application for 2022 Summer Camp will be available October 2022.

## OTHER SPECIAL PROGRAMS & AWARDS

After Merit Badge classes are done for the day, there’s still plenty to do at Lost Valley! During the afternoons, Monday through Thursday, there’s time to experience what different program areas have to offer, from open swim at the pools to target shooting on our rifle or shotgun ranges. Most program areas offer special activities beyond their regular programs. Evening Sessions, Monday, Tuesday, and Thursday are another opportunity for Scouts, patrols, and troops to do what they want to do. Your troop will receive a list of the week’s special programs at check-in on Sunday.

## HONOR PATROL PROGRAM

The Lost Valley Honor Patrol Program is designed to foster Patrol growth by allowing your Scouts to participate in activities as a patrol. Activities will run throughout the week and at various areas. At each activity, patrols will be asked to take a photo of themselves participating in the program before moving onto their next activity. This program is great for youth to work together with their fellow Scouts as well as have fun! Points are also awarded to those that have Patrol flags and yells!

## THE POLAR BEAR CLUB

Do you have trouble waking up in the morning? A quick dip in the pool or nature hike can help with waking you up. The Polar Bear Club meets every morning at 6:15 a.m.!

**Throughout the week, we offer five different types of Polar Bear:**

- Swim - You’ll also learn how to walk, talk, hunt, swim, and tan like a Polar Bear.
- Nature Hike- Stroll around the Valley as the sun peaks over the mountains to see nature at its finest.
- Chapel – Worship in the great outdoors during our Sunrise Service.
- Tenderfoot Run – Join the TFC staff for a jog around camp that wakes you up, and it fulfills a requirement for new Scouts.

For those who can handle four morning meetings, you’ll receive a membership card into the Polar Bear Club which allows you to purchase a special patch at the trading post.

The Polar Bear Club is open to both Scouts and adult leaders – but it’s not for the faint of heart!

### **WEDNESDAY CAMPSITE COOKING**

Grab your patrol box because it's the ultimate top chef challenge! Wednesdays Troops will cook and prepare their own Breakfast, Lunch and Dinner. Food and recipes will be provided by the Lost Valley kitchen. Troops will need to provide their own cookware for Wednesday breakfast and top chefs. Wednesday is the perfect opportunity for Scouts that need to get their cooking rank advancements worked on. If Troops want to bring additional ingredients or extra cookware, they are more than welcome to. Checkout the menu to see what you are cooking!

### **DUTY TO GOD AWARD**

While at Lost Valley, Scouts can work toward a special Schoepe Scout Reservation Duty to God Award. Recognition patches are available for purchase in the Trading Posts. See the Camp Chaplain to schedule this rewarding program.

### **HOMESTEADER AWARD**

Since 1977, the Homesteader Award has been presented to Scouts who've gone the extra mile at camp. Each troop will have the opportunity to select one Scout as their "Honor Camper" for the week. This award serves to remind Scouts of Lost Valley's past while honoring the Scouts of today. The Homesteader Award has no specific criteria except that the troop chooses the youth. The award can be given to a youth that worked to live the Scout oath and law, stepped up as a leader, or displayed exceptional Scout spirit. It is up to the discretion of the troop to choose who they think is the most deserving of the Homesteader Award.

### **WESTERN FRIDAYS**

Fridays at Lost Valley are different from any other day. Friday afternoon features camp-wide games and competitions followed by our poolside Aquacade – a Lost Valley tradition for more than half a century. There's also a Tri-Range shooting tournament for adult leaders. Friday evenings the Staff will be in their Western best to kick off the final night of camp. Dinner will follow. Next, it's time for our traditional Western Carnival at the Stables, offering a variety of unique activities and competitions. The mobile trading post will also be there to provide a selection of refreshments and Lost Valley swag. It all ends with our closing Stage Show, a great finish to round out your week with laughter, songs, awards, and a few serious moments as well. It's a memory to last a lifetime.

## Part 3 YOUR ARRIVAL AT CAMP

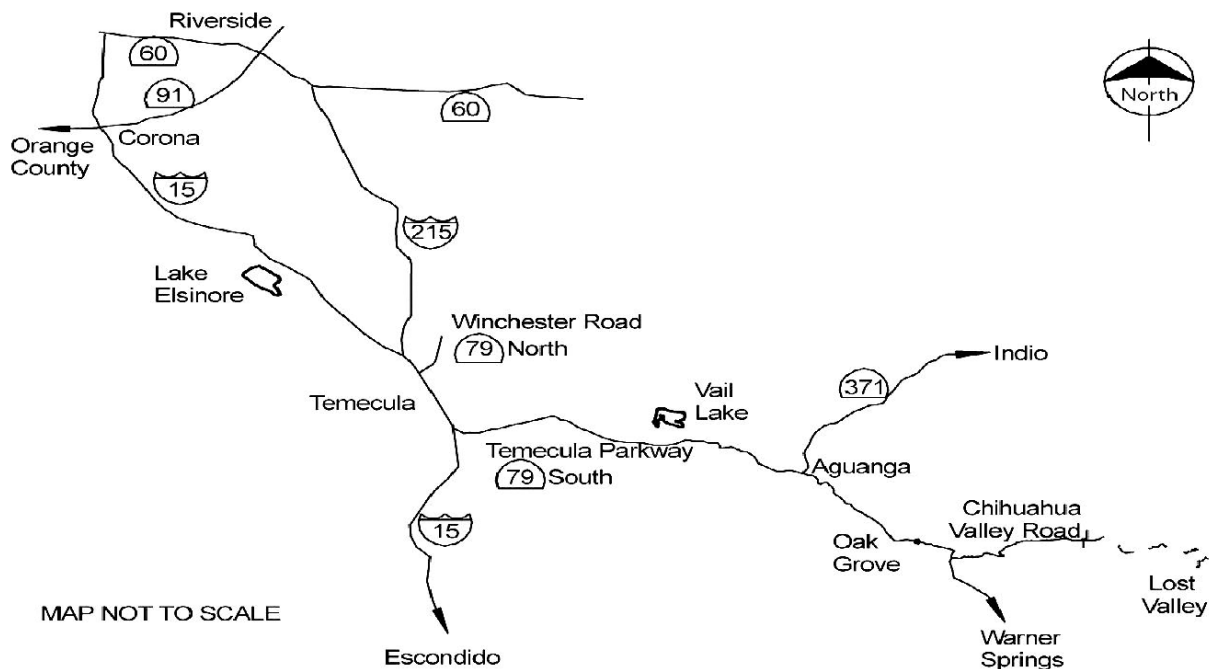
### SUNDAYS

Please plan to arrive in camp between 1:00 p.m. and 5:00 p.m. on Sunday. The gate will not be open until 1:00 pm, so please plan accordingly to meet the arrival times. The Camp Commissioner will call ahead of time to coordinate your Troop's check-in window.

### DRIVING DIRECTIONS

**(From the North)** Take Interstate 15 to Temecula. Exit at Temecula Parkway / Indio (Highway 79 South). Head east on Highway 79 South through Temecula for approximately 30 miles (you will pass Vail Lake, and Aguanga). Continue on Highway 79 South past Oak Grove. About 3.3 miles beyond Oak Grove, turn left onto Chihuahua Valley Road. Proceed for approximately 6.5 miles to the dirt road entrance to Lost Valley, which will be straight ahead as the road makes a sharp right. Lost Valley awaits you at the end of a 10-mile scenic journey along this unpaved entrance road.

**(From the South)** Follow Highway 79 north through Warner Hot Springs and Sunshine Summit (do not turn on the "Lost Valley Road" between Warners and Sunshine). Turn right on Chihuahua Valley Road and follow the directions above.



### TRAVEL TIME

Lost Valley is approximately a 90-minute drive from Temecula – 45 minutes on pavement, and 45 minutes on the dirt road leading to camp. Please allow enough time for your trip. When driving the dirt road, look out for oncoming traffic, and please be mindful of drivers behind you. There are a number of places to pull off and let others pass you. **The speed limit is 15 miles per hour!** Take it slow, and you'll be fine.

### GAS AVAILABILITY

There is no gasoline available in camp. We strongly recommend filling up in Temecula or Ramona before heading into camp. The closest gas station is located at Sunshine Summit, approximately 20 miles from camp and it is not always open.

## **VEHICLES IN CAMP**

Private vehicles may not be driven around camp during the week. Each troop will be allowed to drive to the entrance of their campsite to drop off troop gear. All vehicles must then be parked in approved parking lots for the remainder of the week. This will help preserve our trees and meadows, be safer for our Scouts, and cut down on the dust. Parking passes will be issued at the start of each week. There are two long-term parking areas: Northwest of Beckman Hall in Grace and to the Southeast of the front gate for Camp Irvine. Please plan on parking by backing in next to the closest vehicle. Be careful not to block anyone in. Please park as close together as you reasonably can to ensure that we can maximize our parking capacity. All gear vehicles must be moved to a parking lot by 5:00 p.m. Sunday. Many troops choose to bring gear trailers into camp. Trailers may be parked next to your campsite for the week, but must not block any road.

## **ON YOUR ARRIVAL**

You will be greeted at the entrance gate by our staff. Your troop will be escorted to your campsite by your troop's staff guide. There will be time to unload all your gear and return all vehicles to the parking lot. Once all vehicles are in the parking lot, the check-in team will do medical re-checks with your Troop before going to the pool or on a camp tour. We will review your troop roster for any changes. Any questions about payments or attendance will be handled at the Trading Post. Please have all the necessary paperwork ready. Medical re-checks will be done in your campsite where every Scout and adult leader will have their medical forms (Parts A, B, C) reviewed by our staff. Swim checks will be offered at our pools, so make sure your Scouts have their swimwear and towels ready. Along the way, your troop guide will also be familiarizing you with the layout of camp, and giving details about some of the different program areas. By the end of the afternoon, you will be back in your campsite where you should have some time to get settled in before dinner. The Scoutmaster and SPL should attend the orientation meeting at 4:30 p.m. in the dining hall. Your troop guide will return to your campsite after dinner to escort your troop to our opening show Sunday evening.

## **MONDAY ARRIVALS**

For troops that choose to arrive on Monday, please be in camp no later than 7:00 a.m. Proceed to your respective dining hall for breakfast and medical re-checks. Your Scouts will have an opportunity for swim tests during the afternoon. Please provide us two weeks' notice if your troop plans to arrive on Monday. Contact the Camping Department at (714) 546-8558 x 164.

## Part 4 YOUR WEEK AT CAMP

### YOUR CAMPSITE

Your campsite will be your home during the week's stay with us. Troops will need to provide their own tents for all youth and adults.

#### Your campsite will be equipped with the following:

- Picnic table
- Flagpole
- Bulletin board with fire guard chart and necessary camp information
- Campfire ring
- Drinking fountain
- Garden hose
- Broom, rake, and shovel
- Trashcan with liners

If any of these items are missing, or if you have other special needs, please see your troop guide or camp commissioner. Campsite restrooms also need to be treated with respect. Cleaning duties should be shared between our staff and the troop(s) using them. Please see your commissioner for additional toilet paper, cleanser, or urinal cakes.

### CAMPSITE INTEGRITY

Just like your campsite is your home for the week, the other campsites are home for other troops. Please do not enter another campsite without permission. This goes for the staff cabin areas as well. Pranks, vandalism, and theft will not be tolerated, and are grounds for immediate dismissal from camp and relevant legal action.

### CAMPSITE INSPECTIONS

Our Commissioner Staff will do campsite inspections throughout the week. Campsites will be graded on overall cleanliness, care, and storage of troop and personal gear, as well as following all fire and safety rules, with extra points given for campsite improvements. Inspection forms will be posted on your bulletin board in the campsite.

### ASSEMBLIES

Assemblies are an important chance for the Staff to make announcements about upcoming events, recognize Scouts for their achievements, and just to have fun. Assemblies are held before breakfast and dinner every day during the week.. See the weekly schedule for assembly times. There is no assembly for lunch. Please go directly to the dining hall. All troops need to attend every assembly and will take turns acting as color guards for the flag ceremonies.

### UNIFORMS

Full BSA field uniform is expected at the evening assembly. Activity uniforms, including troop t-shirts, are appropriate for the morning assembly and during the day. Throughout the week, we'll have special themed assemblies. We'll release the themes before the Down-the-Hill Leaders' Meeting.

## **TROOP DUTY ASSIGNMENTS**

Troop duty assignments, including setting up for meals, assisting in dining halls, and serving as color guards, will be done on a rotating basis, throughout the week. You will receive a schedule at the beginning of the week. Tables in the dining hall are assigned for each troop. SPLs, with the help of adults, should help ensure proper table manners, safety, and Scout-like behavior.

## **HEALTH LODGE**

Our Health Lodge is equipped with supplies to handle most injuries that could occur in camp. A BSA-approved medical officer is on call 24 hours a day to handle any emergencies. If injuries are serious enough, we will make arrangements to transport the patient to an outside medical facility. An accident report must be completed for any occurrence where the patient is sent out of camp for medical attention. Do not take your Scouts out of camp for medical attention without first checking in with camp staff.

## **THE BUDDY/TRUDDY SYSTEM**

One of the best precautions that you can take in camp is always to use the Buddy System. It is required at the pools, lake, on the hiking trails, and High Adventure activities. Scouts should not be allowed to travel alone and should be encouraged to remain on the roads and the established trails inside camp.

## **LEAVE NO TRACE**

Lost Valley believes firmly in the principles of Leave No Trace camping. In a summer camp setting, this especially means not cutting new trails, not damaging plants, and generally keeping things clean and in good repair. Please pick up trash when you see it and report any problems to a staff member.

## **BICYCLES**

The best way to travel at Lost Valley is on a bike! The roads vary from hard-pack dirt to very soft sand, so we recommend wide tires for traction. We do not provide repair services for bicycles, other than for those that are the property of the camp.

**All riders (Scouts and adults) must obey the following rules:**

1. HELMETS are required for everyone – both youth and adults. Scout hats or baseball caps may not be worn under the helmet, and it must be buckled at all times.
2. STAY ON THE ROADS! Bicycles are not permitted on foot trails, or trails; they can only be ridden on camp roads open to vehicles.
3. PLEASE RIDE SAFE. No excessive speed. No jumping. Yield to cars and pedestrians. Be sure to watch your speed going down hills as there is often soft sand at the bottom. Excessive speed can result in being thrown over the handlebars when you hit the soft sand.

## **LOST AND FOUND**

During the week, lost and found items should be turned in to the Trading Post. On Saturdays, Lost and Found is moved to the Business Office. Items are then sent down the hill to the Orange County Council office at the end of Summer Camp. Please contact Nicki at [NicolaV@ocbsa.org](mailto:NicolaV@ocbsa.org) to check on lost items.

## **WILDLIFE**

Part of the beauty of our camp is its natural setting, but this can bring dangers as well. Scouts must be warned never to try to touch wild animals and to always be aware of snakes.

## **FIRE**

Like much of Southern California, one of the greatest dangers at Lost Valley is fire.

**For that reason, the following rules will be strictly enforced:**

1. Smoking is discouraged in camp, but it is permitted in two places: behind Casey Lodge in Irvine and behind Beckman Hall in Grace. Smoking is not allowed inside any of the buildings at Lost Valley. NEVER smoke on the trail! BSA policy prohibits the use of tobacco in the presence of Scouts.
2. The use of battery-powered or propane lanterns is encouraged. Liquid fuel lanterns and stoves must meet current BSA policies. If in doubt, consult the Guide to Safe Scouting, which is available online at [www.Scouting.org](http://www.Scouting.org).
3. Campfires must always be closely supervised by an adult and must be out cold before leaving the campsite! ALL FIRES IN CAMP ARE AT THE DISCRETION OF THE CAMP RANGER. FIRES MAY BE CANCELED AT ANY TIME DUE TO WEATHER CONDITIONS. NO EXCEPTIONS.
4. Fire tools are provided in each campsite and should not be removed from that site. Troops must also fill out and follow the Troop Fireguard chart provided in each campsite.
5. FIREWORKS ARE NEVER PERMITTED IN CAMP! Anyone bringing fireworks into Lost Valley is subject to immediate removal from camp.
6. Scouts have NO need to bring matches or lighters with them to camp.

## **EMERGENCY MOBILIZATION**

Even at summer camp, there is always the possibility of an emergency such as a fire or a bad storm. In these situations, it is very important to be able to account for the safety of everyone in camp. To do this, we will call for an emergency mobilization. If you or your Scouts hear sirens, you should move immediately to the nearest assembly area to your location - regardless of which camp you are staying in for the week. The Emergency Assembly Points are:

- **Grace Assembly Area**
- **Irvine Assembly Area**
- **Lake Virginia (in front of the Boat House)**

The Staff will then check that everyone is accounted for and, if necessary, give further instructions. We will hold an emergency drill every Monday at 11:30 am to practice what everyone needs to do in the case of an emergency

## **COMMISSIONERS**

Our Camp Commissioners are always ready to help out your troop during your stay at Lost Valley. Got a question? Need some extra outdoor gear? All you have to do is ask. They also handle our campsite inspections during the week.

## **CHAPLAIN SERVICES**

Lost Valley hopes that every Scout will remember their "Duty to God" while at camp. Nondenominational "Scout's Own" services will be held at our chapel during the week. Typically, these services are on Tuesday morning and Thursday evenings, but this is subject to change. Any changes to the schedule will be announced at assembly. Besides Scout's Own services, our Camp Chaplain is also available as a counselor for youth who are homesick or just feeling a little down.

## **RELEASE OF CAMPERS**

It is the responsibility of the troop leader to release Scouts to a parent or person other than the parent or legal guardian if they are to leave camp. The troop leader should have a letter from the Scout's parent/legal guardian stating who is going to pick up the Scout, and at what time. The camp will not release any Scouts.

**This is the troop leader's responsibility!**

## **TROOP MAIL**

Incoming mail will be distributed from the Trading Post. An adult from the troop must pick up the mail. Mail service into camp can take more time than you would expect. Five days from Orange County to camp is not uncommon. Please send mail to your Scout the week before they arrive so it is sure to reach them while at camp. Mail often arrives too late to get to the Scout and must be returned to sender. Be sure to include a return address on the envelope so we can return it to you if needed. Mail for Scouts should be addressed to:

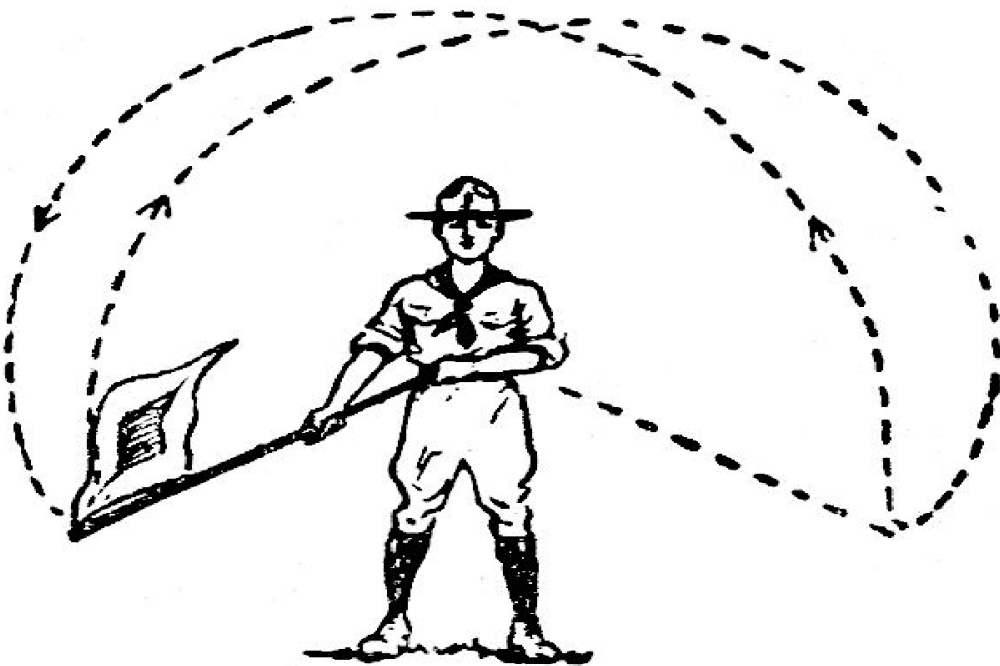
**Scout's name and Troop number  
Week of Camp  
Schoepe Scout Reservation at Lost Valley  
31422 Chihuahua Valley Road  
Warner Springs, CA 92086**

**Scouts may send postcards and letters home. Any outgoing mail should be turned into the Trading Post.**



## TELEPHONE AND INTERNET ACCESS

Sorry, but there is NO cellular coverage in Lost Valley from any cellular provider. Many do not provide service east of Temecula. Telephone and Internet access are available to all adults visiting Lost Valley. Adult leaders will be given Wi-Fi access codes and passwords during check-in. The codes should not be given to Scouts under any circumstances. If a Scout needs to make a phone call, an adult leader must accompany the youth to a phone, and place the call for them. Phone calls should be kept to a minimum. Scouts are not allowed internet or e-mail access while at camp. Please discourage them from bringing cell phones or other devices. There is Wi-Fi access available at the Business Office, Casey Lodge, Trading Post, Stables, and Beckman Hall, but our bandwidth is very limited, so please, keep your online time to a minimum and no large file transfers or streaming media should be downloaded. Please be advised that we have tight filtering and we monitor any attempt to access inappropriate websites.



## Part 5 CHECKING OUT OF CAMP

### Check Out Information

Your medical forms, physical blue cards, camp patches, and any other paperwork will be returned to you at the Carnival and Stage show on Friday night.

Please plan to leave before 10:00 am on Saturday morning. All troops must be checked out of camp by that time. Your troop guide will do a campsite inspection with the SPL/Scoutmaster before you can check out, noting any problems or damage that has occurred. If damage is done to camp property or equipment, your troop will be responsible for all costs incurred.

Vehicles may NOT be brought to the campsite until Saturday morning. All gear should be packed and ready to go before any vehicles are brought to campsites.

If your troop needs to schedule a different checkout time, please contact your Commissioner by Friday lunch. We will be happy to accommodate you.

