

Cherokee Scout Reservation



2013 Leader's Guide

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Tsoiotsi Tsogalii Lodge 70 for sponsoring the publication of this Leader's Guide.*



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Tsoiotsi Tsogalii Lodge 70

Welcome to the 2013 edition of the Cherokee Scout Reservation Leader's Guide Book. Once again, Tsoiotsi Tsogalii Lodge of the Order of the Arrow is proud to sponsor the printing and distribution of this book to each unit in the Old North State Council, as well as each unit from outside of the council who will attend summer camp at Cherokee Scout Reservation.

Publication of this book is one of many services the Lodge provides every year to the Old North State Council. This book provides a means for our Lodge to take an active role promoting the Old North State Council's camping program, which is just one part of a four-fold purpose of the Order of the Arrow:

- *To recognize those campers – Scouts and Scouters – who best exemplify the Scout Oath and Law in their daily lives and by such recognition, cause other campers to conduct themselves in such a manner as to warrant recognition.*
- *To develop and maintain camping traditions and spirit.*
- *To promote Scout camping, which reaches its greatest effectiveness as a part of the unit's camping program, both year-round and in summer camp, as directed by the Camping Committee of the council.*
- *To crystallize the Scout habit of helpfulness into a life purpose of leadership in cheerful service to others.*

The original name of the Order was Wimachtendienk, Wingolauchsik, Witahemui, which in translation means Brother of Cheerful Service. In the words of Dr. Goodman: "The Order is a thing of spirit rather than of mechanics. Organizations, operational procedures, and all that go with them are necessary in any large and growing movement, but they are not what counts in the end. The things of the spirit are what count:

- **Brotherhood** – in a day when there is much hatred at home.
- **Cheerfulness** – in a day when the pessimists have the floor and cynics are popular.
- **Service** – in a day when millions are interested in getting or grasping, rather than giving."

Since founded in 1915, there have been over one million Boy Scouts and Scouters inducted in our Order. Today, there are over 170,000 active OA members in over 295 councils.

Tsoiotsi Tsogalii is the Order of the Arrow Lodge of the Old North State Council. The Lodge name means "We Three are Friends" and was adopted over fifteen years ago upon the mergers of three Lodges, *Tali Tak Taki Lodge 70, Tslagi Lodge 153, and Uwharrie Lodge 208*. The Lodge totem is the Red Tail Hawk. Our Lodge today comprises over 950 arrowmen that are spread over 5 chapters. Each of our chapters is aligned with one of the districts within our council. The lodge is run entirely by our youth members, led by the Lodge Chief, Vice Chiefs, and Committee Chairmen.

During your week at Cherokee Scout Reservation this summer, take a moment to look around and notice the huge presence of the Order of the Arrow and Tsoiotsi Tsogalii Lodge. Once again, over 2/3



of camp staff positions are filled by active OA members of our Lodge. Each one of these OA members, along with the remaining camp staff, strives to make the summer camp program in the Old North State Council one of the best in the country. Make a point to attend the Lodge meeting on Monday evening to learn about opportunities that are available for any Arrowman during their week at summer camp. For your convenience, a 2013 Lodge calendar is posted below.

Brotherhood conversion will again be available during summer camp to any Ordeal member who has been an active OA member for at least 10 months, and also for all new members who completed their Ordeal in the fall of 2012. Any Ordeal member who has paid his dues for the current year can seal his commitment to the Order by converting to a Brotherhood member. The requirements for Brotherhood conversion are not difficult and include memorization of the Obligation, the Song of the Order, the Admonition, the Sign, the Handshake, and others. Conferences for Brotherhood conversion are made available to any eligible Ordeal member at summer camp. A special Brotherhood ceremony is done each Wednesday night to recognize and honor our new Brotherhood members. More information on Brotherhood ceremonies can be found on the Lodge website (www.lodge70.org).

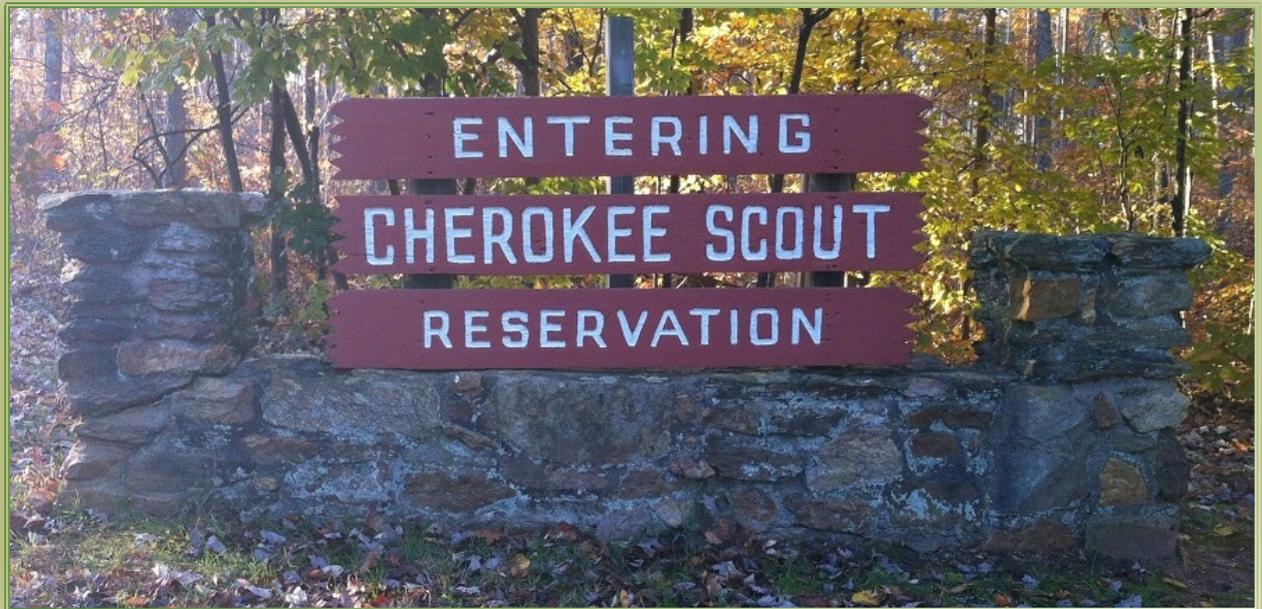
Each Thursday night after the campfire, Tsoitsi Tsogalii Lodge ceremony teams will once again conduct our famous tap-out ceremony for all candidates who were elected by their troop for induction into the OA. This ceremony has been a Thursday night tradition at Cherokee for many years and has been enjoyed by thousands of Scouts and their families. You will not want to miss this impressive call-out ceremony to pay recognition to your honor campers.

Newly tapped-out candidates for the Order of the Arrow must attend an Ordeal weekend to become a full member of the Order. Ordeal weekends for the 2013 tap-out candidates are listed in the Lodge event schedule below. See the Lodge website for additional information.

On behalf of the Tsoitsi Tsogalii Lodge and the Old North State Council, we look forward to seeing you are Cherokee Scout Reservation this summer.

Lodge Event Schedule 2013	
Spring Fellowship (Cherokee Scout Reservation)	March 22-24, 2013
Section Conclave (Camp Durant)	April 19-21, 2013
Woodfield Ordeal (Woodfield Scout Preservation)	September 6-8, 2013
Cherokee Ordeal (Cherokee Scout Reservation)	October 4-6, 2013





Information about Cherokee Scout Reservation

History

Cherokee Scout Reservation was purchased from the Bass Furniture Company in 1966 for just \$67 per acre. At the time, the purchase included 1,200 acres of wooded land. The camp opened for summer camp sessions in 1968 and served as the Cherokee Council's long term summer camp until 1994. At that time, the Cherokee Council merged into the Old North State Council and Cherokee Scout Reservation replaced Camp Wenasa as the Old North State Council's summer camp.

Facilities

Located southwest of Yanceyville, N.C., Cherokee Scout Reservation offers Webelos and Boy Scout units an exciting long term camping experience. At Cherokee Scout Reservation, units stay in individual campsites under their own leadership. Each campsite has access to running water and latrines. Meals are served in the centrally located Dining Hall and hot showers are available in the shower houses located around camp. Scouts will enjoy the fun and diverse programs offered including, but not limited to: a challenging C.O.P.E. course, swimming, sailing, blacksmithing, geocaching, disc golf, a large number of merit badges, and one of the most diverse and extensive shooting sports programs in the Southern Region. This exciting variety of activities gives Scouts a perfect opportunity to earn advancement while exploring new and unique challenges. Cherokee Scout Reservation is also available for weekend camping in the off-season.

Joining the Fun!

Units that wish to reserve a campsite for summer camp at Cherokee Scout Reservation can choose their site on a first come, first served basis at the Old North State Council office. Units that wish to camp in the off-season must obtain a permit from the Old North State Council office at least two weeks before the planned outing.

Getting to Camp

To get to Cherokee Scout Reservation, follow Hwy 29 north to Hwy 158 east. Then follow Hwy 158 east to Boy Scout Camp Road and turn right. The camp entrance is about 5 minutes down the road on the right.



Welcome!

This year, the Program Director and I are facing an incredible challenge. We are challenged to provide a summer camp experience that rivals the 2012 experience. Last year, we had great people on staff that thoroughly enjoyed working with you and all of your Scouts. We look forward to repeating and improving upon that experience.

As a summer camp, we have the greatest responsibility in all of Scouting; to provide the best summer camp experience for your new and seasoned Scouts. Summer camp is the pinnacle of the Scouting program and it is what Scouts look forward to all year round. It is my job to make sure that your Scouts come to Cherokee Scout Reservation and take home the best memories of their young lives.

Summer camp at Cherokee Scout Reservation in 2013 is going to be full of new experiences. For those seasoned Scout veterans of Cherokee, we have added the new CSR X high adventure program. For those Scouts who have a special interest in science and are tired of the normal merit badge experience, we have added the Nova Awards program. We have added several new merit badges, including the brand new merit badge, Search and Rescue.

I am excited about summer camp in 2013! The staff is ready to provide an experience you and your Scouts will never forget. If there is anything we can do to make your experience better, please do not hesitate to contact us before or during summer camp.

Thank you for joining us at Cherokee Scout Reservation!

Yours in Scouting,

Colin Lemon

Camp Director, Cherokee Scout Reservation



Hello campers!

I am excited that you chose to attend Cherokee Scout Reservation for the summer of 2013. Cherokee Scout Reservation is different than many other camps and promises an adventurous week full of many different experiences. Not only do you get to earn merit badges, but you also get to have fun while doing it! This summer will provide you with opportunities to participate in activities you have never experienced before and can only do at our summer camp. We offer 50 merit badges and have 9 different areas including shooting sports, handicraft, metalwork, communications, health lodge, scout craft, FROGS, nature, and the waterfront. The instructors provide hands-on teaching that allows each Scout to learn and apply the material to their troop and future Scouting adventures. Offered to every Scout during the week, we have unique opportunities that include the having fun on the blob (giant float at the waterfront), mountain biking, climbing, frontier heritage night, and swimming. While attending camp, you will not miss out on entertaining campfires and troop team building. These are only a few of the exciting things that we offer at Cherokee Scout Reservation and we are glad that you get to experience them this summer. I look forward to seeing you at camp!

Your Program Director,

Heather Mayton



Why Choose Cherokee Scout Reservation?

Just ask the campers who spent their 2012 summer at Cherokee Scout Reservation!

- ✿ "This year I asked the guys if they wanted to go elsewhere and the whole troop said Cherokee and no other!"
- ✿ "I cannot imagine that any (other camp) could be better than what we have here!"
- ✿ "Our adult leaders have many years of Scouting experience and we compliment you on a very well run program! Thank you!!"
- ✿ "Awesome camp! Love the people!"
- ✿ "This camp far exceeded my expectations in every area."
- ✿ "Food was very good!"
- ✿ When asked if he would recommend the camp to other units, a leader replied: "No. We do not want others taking away slots for our boys. This is a terrific camp and it has been well run."
- ✿ "Please thank your staff. They have worked extremely hard to provide these young men a fun and educational week. The CSR staff is truly what makes this camp so amazing. Please continue this for years to come."
- ✿ "I have been Scoutmaster for 4 years. I have to be honest that this was the best year (2012) my boys have had. They learned life lessons that I'm sure they will remember for the rest of their lives. There are just so many words that I can say or write but if I had one word it would be "Perfect!"



New Programs for 2013!!

CSR X

New high adventure program for older Scouts and Venturers who are tired of working on merit badges. See page 38 of this guide for more information.

Nova Award

Cherokee Scout Reservation has added the STEM (Science, Technology, Engineering, and Math) Nova awards to the summer camp program to kick off the Old North State Council's new STEM emphasis. See page 40 of this guide for more information.

Advanced Archery Shoot

As part of our new older Scout high adventure programs, a new advanced archery shoot will be introduced that will include a trail shooting experience at 3-D animal targets and action targets in a simulated hunt.

Merit Badges

Farm Mechanics and Traffic Safety merit badges have been added and combined with Automotive Maintenance merit badge to create the Transportation program.

Soil and Water Conservation merit badge has been brought back and combined with Geology merit badge for a new two hour session.

Oceanography merit badge has returned to the program to provide more opportunities for Scouts to earn STEM-related merit badges.

Energy merit badge has been added to the program to provide more opportunities for Scouts to earn STEM-related merit badges.

Citizenship in the World merit badge has been added to the program to allow Scouts to broaden their horizons with the help of our International Scout staff member.

Chess merit badge was offered on a limited basis in 2012 and was very popular so it has been added to the program.

Search and Rescue is a new merit badge and has been added to the Scoutcraft area.

Forestry & Plant Science merit badges have been combined and Gardening has been suspended from the program for 2013.

Mammal Study & Nature merit badges have been combined.

Several new training opportunities for adults have been added. Check the "Adult Training Opportunities" section on page 47 for more information.



2013 Summer Camp Dates and Fee Information

Week 1:	June 16 – June 22	Week 4:	July 7 – July 13
Week 2:	June 23 – June 29	Week 5:	July 14 – July 20
Week 3:	July 1 – July 7	Week 6:	July 21 – July 27

Youth Fees

Old North State Council troops and crews	\$250/Scout
Out-of-Council troops and crews	\$260/Scout
Participation in the Provisional Troop	\$10/Scout in addition to the above fees

All fees are due to the Old North State Council office 2 weeks prior to arrival at Cherokee Scout Reservation.

All fees are to be paid by the unit, not individual Scouts, except in the case of those participating in the Provisional Troop.

Early Bird Discount

Scouts who pay \$100.00 by **March 1, 2013** will receive a \$25.00 discount on their total camp fee. These Scouts will also receive an Early Bird patch.

Multiple Week Discount

Scouts attending Cherokee Scout Reservation for multiple weeks will receive the following discounts: 2nd week - \$40.00 discount, 3rd week - \$60.00 discount

Leader Fees

To show our appreciation to adult leaders for their dedication to Scouting, Cherokee Scout Reservation waives leader fees based on the following scale:

Number of Scouts in camp from your unit	Number of leader fees waived
1-6	2
7-16	3
17-25	4

There can be one free leader for every additional 10 Scouts. There must be two leaders in camp at all times. Any additional leaders staying during the week will be charged \$90.00 for meals or \$5.00 per meal.

Leader Tents

Leaders should plan to share tents since the camp will only provide one tent for every 2 leaders. Unfortunately, Cherokee Scout Reservation does not have the resources to provide each leader with a separate tent. Those leaders who wish to guarantee their own tent should make arrangements to bring one from home. Leaders not staying the entire week should plan to provide their own tent. Camp tents will not be moved to accommodate leaders not staying all week.



Camperships

The Old North State Council offers camperships to Scouts with a financial hardship. Camperships do not cover the entire camp fee because all Scouts should work to pay part of the fee. Remember, "A Scout is Thrifty". Camperships can cover up to 1/3 of the camp fee. The campership application is located in the "Resources" section of this guide. The deadline for campership applications is May 1, 2013.

Old North State Council Refund Policy

Please be advised that refunds on council, district, or OA events and activities will be made only if an adult calls the Scout office 10 days before the event (week expected at camp) to cancel that registration. The only exception to this policy will be the case of illness, accident, or death in the family and that cancellation must be called in the day before the event (by Friday of the week before you are expected at camp). Refunds cannot be transferred to future events or functions. Please note, a 5% cancellation fee will be charged on all refunds granted to cover the cost of processing. The only exception to this policy is concerning Philmont. Refer to the Philmont payment schedule for their refund policy.

Campsite Information

Campsites

Nature Lodge Road

Sioux*	2 sites of 30 people
Seneca	2 sites of 20 people
Apache	2 sites of 20 people
Kiowah	2 sites of 20 people

Water Tank Road

Delaware*	2 sites of 20 people
Chippewa*	2 sites of 20 people
Mohawk	2 sites of 20 people
Saura	2 sites of 20 people

Waterfront Road

Pawnee	2 sites of 20 people
Shoshone	1 site of 20 people
Sequoia	1 site of 20 people

Blackfoot Road

Blackfoot*	2 sites of 20 people
Cheyenne*	2 sites of 20 people

*UNITS STAYING IN DELAWARE, CHIPPEWA, BLACKFOOT, SIOUX, AND CHEYENNE CAMPSITES WILL BE ALLOWED TO USE THE POWER IN THE SHELTER IF THEY PAY A NON-REFUNDABLE FEE OF \$25.00 AND FILL OUT THE APPROPRIATE PAPERWORK AT CHECK-IN.

2014 Campsite Reservations

Cherokee Scout Reservation begins accepting reservations for the following year's summer camp on Beaver Day (first Saturday in May) of the current year. Troops can also reserve their campsite for the following year while attending camp this summer. Example: Campsite reservations for 2014 will begin on May 4, 2013. There is a \$50.00 non-refundable deposit per site to reserve a campsite in 2014. **Note: The \$50.00 is for one campsite or one half of a campsite for those with sides A and B (\$100.00 for both A and B or \$50.00 for A).** A unit that brings fewer than 50% of the number of Scouts that the site will hold (must have Early Bird fees paid by the 2014 deadline for the minimum of 50%) might need to share the site or move to a smaller site. Likewise, if a unit exceeds the maximum size of a site, they might need to move to a larger site or share with a smaller unit.



Provisional Troop

Cherokee Scout Reservation offers the Provisional Troop for those Scouts who are attending summer camp for their second week or cannot attend camp with their unit. The Provisional Troop will operate each week of camp and will stay in the Ossipee campsite. The program is limited to 22 Scouts per week and requires a \$50.00 deposit to reserve a space for each Scout. The deposit should be paid to the Scout office once the scout decides to participate in the Provisional Troop. All fees are to be paid one week before the Scout attends camp (two weeks for out-of-council Scouts). **There is an additional \$10.00 fee for participating in the Provisional Troop.** Scouts who are participating in the Provisional Troop should arrive between 2:00 and 3:00 on Sunday to check in with the Provisional Scoutmaster. **Provisional Scouts must have their completed BSA Health Form and Scoutmaster-approved merit badge forms during check-in.** Sunday "walk-ons" will not be allowed. To participate in the Provisional Troop, Scouts must have their Scoutmaster sign their merit badge forms, which should be printed by the Scoutmaster after registering the courses through the merit badge registration system.

Admissions and Non-Discrimination Policy

It is the policy of Cherokee Scout Reservation not to discriminate against any person on the basis of race, color, religion, creed, age, marital status, or any other legally protected characteristic in the administration of any program. Cherokee Scout Reservation will accommodate, as far as is practical, to meet the needs of the disabled under the direction of the Americans with Disabilities Act of 1990. Any Scout or leader with a disability requiring the assistance of the camp staff should contact the Camp Director at least one week prior to arrival at summer camp.

Important Dates and Deadlines!

- ✿ Camp Promotions meeting – February 23, 2013
- ✿ Merit Badge Registration training – February 23, 2013 after Camp Promotions meeting
- ✿ Early Bird Deadline – \$100 fee per Scout by March 1, 2013
- ✿ Pre-Camp Health Checks – March 16, 2013 at Old North State Council office
- ✿ Merit Badge Registration begins! – April 26, 2013
- ✿ Campership Applications due – May 1, 2013
- ✿ Beaver Day and Reservations for 2014 Campsites – May 4, 2013
- ✿ Order of the Arrow unit elections due to the Scout office – May 31, 2013



Check-In/Check-Out

Check-in: 2:00-4:00 PM on Sunday

Units are requested to plan their arrival at camp to be as close to 2:00 as possible. Scouts should arrive at camp as a unit, not individually. This makes the check-in process must smoother and faster. If your unit is sharing its campsite with another unit, please attempt to coordinate your arrival time with the other unit.

1. Scouts should always travel in their Field Uniform.
2. When leaving your meeting place, be sure to place your unit number in the vehicles' window.
3. All of the unit's gear should be packed in no more than two vehicles. These two vehicles will be the only vehicles allowed in camp.
4. Vehicles will be stopped on the road as they enter camp. All vehicles carrying Scouts will be directed to the parking lot. Staff members in the parking lot will direct these vehicles to available parking spaces. It is okay for trailers to be left in the campsite for the week but vehicles must be left in the parking lot after unloading gear.
5. Camp Commissioners and Troop Guides will meet the unit in the parking lot.
6. The Scoutmaster or designee will be directed to the Headquarters Building to complete the unit's paperwork. This leader should have the following with him:
 - a. Receipts
 - b. Checkbook
 - c. Troop Attendance Report
 - d. Campership award letters
 - e. Merit badge pre-registration forms
 - f. Completed merit badge applications

This leader should leave the following with his other adult leaders and the Senior Patrol Leader:

- a. Scouts' BSA health forms
 - b. Pre-camp Swim Check forms
7. The Troop Guide will begin the camp tour which includes these stops:
 - a. Health Lodge
 - b. Dining Hall
 - c. Trading Post and Quartermaster (No time for shopping!)
 - d. Flag Poles

NOTE: The Scoutmaster should be able to catch up to the unit quickly after completing the check-in paperwork. Adults who are driving vehicles should attempt to catch up with the unit during the tour. **An adult leader must be with the Scouts at all times during check-in and the tour.**

- a. The Troop Guide and Scoutmaster will inspect the tents for damage
 - b. All gear should be stored (after tent inspections)
 - c. Everyone will change in swim suits if pre-camp swim checks were not completed
9. During medical checks, Scouts who participated in pre-camp swim checks will pick up their buddy tags. Blank buddy tags will be issued to Scouts who need a swim test.
10. From the campsite, the Troop Guide will continue the camp tour. Program areas will be pointed out to Scouts and leaders on the way to the Waterfront. Units that participated in



pre-camp swim checks will review the rules of the Waterfront upon arrival at the F.R.O.G.S. shelter and their buddy tags will be left with the Waterfront staff.

- a. If units need swim checks, they will continue to the Waterfront.
 - b. If units have campers new to camp, the Scoutmaster can request that the tour include a trip to the Waterfront.
11. Return to the campsite, finish unpacking, and dress for dinner. Field Uniform is required for dinner all week.
 12. Flag lowering is at 6:20 PM.
 13. Vespers is at the Dining Hall shelter at 7:00 PM.
 14. At 7:20 PM, Scouts and leaders will be invited to participate in the Sunday campwide activities. All Scouts taking the Rifle or Shotgun merit badges will need to attend a mandatory safety briefing. Location will be announced at check-in.
 15. The Senior Patrol Leader, Scoutmaster, and key staff meeting is at 7:30 PM at the Headquarters Building.
 16. The opening campfire is at 9:15 PM at the Council Ring.
 17. Lights out is 10:00 PM. All Scouts should be in their campsite.

Check Out Procedure

1. All advancement paperwork and patches should be picked up at the Headquarters Building after 5:30 PM on Friday evening.
2. Pack all personal gear the night before leaving. Double check all gear to avoid leaving things behind. Prepare the campsite for final inspection by your Troop Guide.
3. Tie tent flaps in a bow on all tents.
4. Walk the area for trash and hose down the washstand and latrine.

Remember: A Scout is clean. Please leave the campsite in better condition than you found it!

5. Remove any campsite improvement projects that were made during the week on Friday after lunch.
6. Two vehicles can be brought into the campsite to pick up the unit's gear on Saturday morning. All other vehicles should remain in the parking lot waiting for Scouts.
7. Your Troop Guide will arrive and check the campsite for trash and damage to tents. Once the unit and Troop Guide have completed the inspection, vacate the campsite.
8. Return all camp equipment (shovels, lanterns, flags, etc.) to the Quartermaster.
9. Any camp equipment that is damaged must be paid for before the unit leaves camp.
10. Pick up your unit's health forms and medications from the Headquarters Building.

Travel safely! Thanks for spending your week with us!



General Information

Unit Leadership in Camp

Every unit must be under the supervision of at least two adult leaders at all times. All adult Scouters in camp are considered "Scoutmasters". Unit leadership is responsible for the unit at all times. It is never the camp staff's responsibility to enforce discipline within the units.

All leaders must be currently trained in Youth Protection. This training can be completed online at <http://www.myscouting.org> or at summer camp.

Uniforms in Camp

All Scouts and leaders are encouraged to wear the complete BSA Field Uniform during flag lowering and dinner. The Activity Uniform is encouraged for all other times. Closed-toe shoes and a shirt must be worn at all times.

Trading Post and Commissary

A stock of necessities is available to replace the forgotten toothbrushes, flashlights, and batteries. Items to enjoy during their leisure will also be available to Scouts. Campers will need to purchase supplies for their merit badge sessions from the Trading Post on either Sunday evening or Monday morning. The Commissary contains a host of snacks and refreshments. Decaffeinated products are available. Scouts are responsible for their own money. Please be aware of posted Trading Post and Commissary hours. The Quartermaster is in the Trading Post during posted operating hours.

Trading Post and Commissary Hours

Sunday:	2:00 PM to 5:30 PM 7:00 PM to 9:00 PM
Monday-Wednesday:	8:00 AM to 1:00 PM 1:45 PM to 5:00 PM 7:00 PM to 9:00 PM
Thursday:	8:00 AM to 1:00 PM 1:45 AM to 5:00 PM 7:00 PM to 7:45 PM 8:00 PM to 9:45 PM
Friday:	8:00 AM to 1:00 PM 1:45 PM to 5:00 PM 7:00 PM to 8:30 PM
Saturday:	7:30 AM to 9:00 AM

Special Projects

Any unit wishing to perform a special service project while in camp should notify the Camp Registrar before the unit arrives at camp. Prior notification will allow the camp to gather or purchase the necessary supplies. The unit will need to provide tools for the project.



Religious Services

A Scout is reverent. Scouting vespers will be held Sunday and Monday evening at 7:00 PM. Vespers is a good time to have the entire unit together for reflection. Scouts can earn a special "Duty to God" patch at camp.

Family Night

Each Thursday, from 5:30 to 10:00 PM, parents and guests are invited to camp. Visitors may bring picnic dinners for their family and the Scout and have dinner with the unit in the campsite. Visitors should plan to attend the exciting and entertaining retreat ceremony and campfire beginning at 7:45 PM at the flag pole. **Dinner will not be served in the Dining Hall on Thursday.**

Leader's Roundtables

The first leader's Roundtable will be held on Sunday evening at 7:30 PM at the Headquarters Building. Leader meetings will be held every weekday morning at 9:15 AM with the Camp Director, Program Director, and Commissioners at the Headquarters Building. On Friday morning, a special breakfast for all leaders, key staff, and council leadership will be held under the Dining Hall shelter at 7:00 AM.

Camp Headquarters Building

The Headquarters Building is the business and administration hub of Cherokee Scout Reservation. Here you will find the office of the Camp Director, Program Director, and Business Manager. The Camp Clerk is available during the posted hours for general camp questions and issues related to program registration. Daily leader meetings are held at the Headquarters Building as well as several adult leader training courses throughout the week.

Headquarters Business Hours

Sunday:	2:00 PM to 6:00 PM 7:00 PM to 8:00 PM
Monday-Wednesday:	8:30 AM to 12:00 PM 1:30 PM to 6:00 PM 7:00 PM to 8:00 PM
Thursday:	8:30 AM to 12:00 PM 1:30 PM to 6:30 PM
Friday:	8:30 AM to 12:00 PM 1:30 PM to 6:00 PM 7:00 PM to 8:00 PM
Saturday:	7:00 AM to 9:30 AM

Phone Number and Mailing Address

The emergency phone number for Cherokee Scout Reservation is (336) 694-6440 and is for emergency calls only. If parents need to get in touch with their Scout, they will need to call the above number and give the Scout's troop number along with the Scout's name. There is a phone available for emergency



use at the Headquarters Building. Scouts must have written permission from their unit leader to use this phone.

Mail is delivered to camp daily. Outgoing mail should be placed in the blue mailbox at the fire bell. Incoming mail will be delivered to unit leaders. The camp mailing address is:

Scout's Name
Scout's Troop Number and Campsite
Cherokee Scout Reservation
3296 Boy Scout Camp Road
Yanceyville, NC 27379

Internet Access

Limited internet access is available in the Headquarters Building of camp. The quality of this access is extremely low because of availability in the area and the amount of devices attempting to use it at any given time. **This access is primarily for the purpose of conducting camp business.** While leaders are welcome to come to the Headquarters Building and use the internet to conduct their own business, **online gaming, video chatting, live streaming, and other bandwidth-consuming activities are not allowed.** At times when internet access becomes extremely limited, public access will be turned off so that camp business can continue. Please disable the wireless mode on your cell/smart phone as this takes up a lot of bandwidth even when you aren't using your phone to browse the internet.

Meals

Meals are served cafeteria style in the Dining Hall. For all meals, units will eat together at their predetermined seating area in meal shifts. Units are notified of their meal shift during check-in on Sunday. Units will have the same meal shift for the entire week. Unit waiters will assist in placing tableware, drinks, and condiments on the table and in cleaning the tables after those meals. Waiters should arrive five minutes before their unit's meal shift. Flag ceremonies will be held between meal shifts, as noted in the daily schedule given out at the first leader's Roundtable. Menus are approved by a certified nutritionist and prepared by experienced cooks.

Concerning headgear in the Dining Hall:

According to the BSA Insignia Guide #33066C, Headgear Regulations:

"Official headgear may be worn while the unit or individual is participating in an indoor formal ceremony or service duty, except in religious institutions where custom forbids. Typical indoor activities of this type are flag ceremonies, inspections, orderly duty, or ushering service. In any informal indoor activity where no official ceremony is involved, the headgear is removed as when in street clothes."

Counselor-in-Training (CIT) Program

The Counselor-in-Training (CIT) program is designed for Scouts who are **14 years old prior to the start of camp** to give them the opportunity to have working experience as a staff member. All CITs must receive their parent's permission and approval of their unit leader to participate. The Program Commissioner coordinates the CIT program. Scouts who are interested in the CIT program should check with the Program Commissioner during camp. There is no fee to participate in the CIT program. CITs receive room and board but no pay. For more information and an application, see the CIT section of this guide.



Summer Camp Staff

Each summer, over 80 people are hired to operate our summer camp program. If you, or someone you know, are interested in a summer job unlike anything else you will ever do, contact the Camp Director and submit a staff application. Young men and women must be at least 15 years old and a registered member of the BSA (or willing to become a registered member) to work on summer camp staff. We are always looking for new people to join our staff in the future.



Health and Safety at Camp

Medical Services

All first aid treatment is to be administered at the Health Lodge by the camp's Health Officer except in the case of emergencies. It is the duty of all leaders and Scouts to see that all injuries or illnesses, minor or serious, are reported to the camp Health Officer. Cases of serious injury or illness should also be reported to the Camp Director. It is important that all treatments take place in the Health Lodge so the camp can maintain a record of all cases for public health purposes. If a Scout or leader becomes sick (cold, flu, virus, etc) at camp, he or she will be sent home. Once well, the Scout or leader may return to camp at a later time to make up his missed days at no additional charge as a participant in the Provisional Troop, if space allows.

A physician is on call 24 hours a day and hospitals are within a half hour of camp. Parents should be assured that the health and safety of each camper is a priority. In the case of a minor medical emergency, a Scout leader will be asked to transport the Scout to one of the local hospitals. This allows the camp Health Officer to remain in camp should he or she be needed again.

Insurance

The Old North State Council provides accident and sickness insurance for each person registered with the Boy Scouts of America or Learning for Life and attending summer camp activities. This plan pays the first \$300.00 of covered medical expenses. When surgical treatment or hospital care is involved, benefits in excess of the first \$300.00 will be payable only for covered expenses which are not recoverable under any other insurance policy. If no other collectible insurance is available, this non-duplication provision will not apply.

If an incident occurs at camp, the parent or guardian will receive a questionnaire from the Scout office. This will help with the procedures of filing the insurance claim. Any questions related to BSA insurance can be directed to Sherron Whitesell at the Old North State Council office at (336) 378-9166.

BSA Health Form

All campers (leaders and Scouts) are required by National Camp School standards to provide a completed BSA health form parts A, B, and C for all activities that last over 72 hours. This form needs to be turned in at medical checks during the tour with your Troop Guide unless the health form was turned in during pre-camp health checks. **This health form needs to be completed annually. The health form that is turned in at summer camp must have an expiration date that falls after the week you are attending camp.** If your health form is not up-to-date at check-in, there is a healthcare provider off-site within 15 minutes of camp that is able to complete a physical and update the form for a small fee. This must be completed and reviewed by the camp Health Officer by Monday afternoon in order to stay at camp.

When Part C of the health form is required, the recommendations on the height/weight chart and other risk factors need to be considered when planning to participate in activities at camp. Examples of strenuous activities include but are not limited to work weekends, high adventure treks, hiking, backpacking, climbing, repelling, COPE, and aquatics.



Pre-Camp Health Checks

The Old North State Council will again offer pre-camp health checks on March 16, 2013 at the Scout office. Physicals are available for anyone planning to attend summer resident camp in 2013. These are available for youth and adults who are well. Please do not bring sick children or come sick to the clinic. Cost is \$25.00 per physical and insurance is not accepted. Payment and appointments can be made by contacting the Old North State Council office.

Two Deep Leadership

The Boy Scouts of America requires that a minimum of two adults accompany a unit on all activities and outings. One leader must be registered in the BSA and at least 21 years old and the second can be 18 years old. This requirement can be met by combining participating with another troop. This policy is enforced at Cherokee Scout Reservation and units without the minimum number of leaders will either have to leave camp or move into the Provisional Troop, space allowing.

Two adult leaders must be in camp at all times.

Buddy System

The buddy system is always in effect at Cherokee Scout Reservation. This rule applies to Scouts, leaders, and staff. No person should be alone when walking trails, roads, or in a campsite. This is especially important at night and during adverse weather. Remember, even adults can have accidents when alone so please, stay with a buddy at all times.

Bullying and Fighting

Cherokee Scout Reservation requires that all Scouts and adults adhere to the values and ethics of the Scout Oath and Scout Law. Any Scout or adult who engages in bullying another participant or fighting will be asked to leave camp immediately. This applies to all forms of bullying and harassment, including cyber-bullying.

Footwear

All Scouts, leaders, staff, and visitors are required to wear appropriate footwear at all times at camp. Closed toe shoes are required at camp. Open toed shoes (i.e. sandals, "flip-flops" or the like) are only acceptable **in** the shower or **at** the waterfront (not on the way to or returning from these areas). This is for the safety of the campers to prevent injury. Aqua shoes **are** closed toe shoes and thus meet the requirement; however, they provide only limited protection and should not be used except for waterfront or shower activities.

Drug, Alcohol, and Tobacco Use

The Boy Scouts of America prohibits the use of alcoholic beverages and controlled substances at encampments or activities on property owned and/or operated by a BSA council or at any BSA sponsored activity. Adult leaders should support the attitude that young adults are better off without tobacco and may not allow the use of tobacco products at any BSA activity. If adults feel the need to use tobacco, it must be restricted to the designated and fenced-off smoking area behind the Dining Hall.



Sun Protection

Exposure to the effects of the sun is a given at summer camp. With more than 3.5 million new cases of skin cancer diagnosed each year in the U.S., it is vital that all campers remember to use sun protection when outdoors. Sun protection can be in the form of hats, clothing, that covers the skin, and sunglasses. Use sunscreen frequently and copiously. Sunscreen should have an SPF (sun protection factor) of 30 or higher. Use a sunscreen that protects against UV-A and UV- B rays. Sunscreen should be applied approximately every two hours, after swimming, and more frequently if sweating. Take advantage of shaded areas when available. Remember that sun protection should be used even on overcast days and that sun damage from the sun's rays can occur when reflecting off of water or sand.

Vehicles in Camp

Vehicles will only be allowed in camp on Sunday during check-in and Saturday during check-out for the purpose of loading and unloading gear. During the week, all vehicles must stay parked in the main camp parking lot. Vehicles that are parked along the paved surface road are left there at their own risk. Cherokee Scout Reservation cannot ensure their safety nor are they covered by any form of BSA insurance. **Under no circumstances are passengers allowed to ride in the back of pick-up trucks or trailers!**

Golf Carts

Golf carts are only allowed for Scouts and leaders for medical purposes. Please see the Golf Cart Policy in the "Appendix" section of this guide.

Safety Rules Concerning the Blob at the Waterfront

The blob is a very fun and exciting activity for youth and adults to participate. There are a few rules that must be followed in order to safely participate in the blob at the waterfront.

1. There is a maximum 25-pound weight difference between participants.
2. Only one person can be blobbed at once.
3. No swimming is allowed in blob area.
4. Always follow the rules of the lifeguard on duty and the Aquatics Director.

Scouts Leaving Camp

Campers are not allowed to leave camp during the camp session without the approval of their parents, the unit leaders, and the Camp Director. With prior approval and completion of the Early Release Form, a Scout may leave camp with a responsible adult. The Scout must be signed out in the Headquarters Building. If the Scout returns to camp, he must be signed back in at the Headquarters Building.

Liquid Fuels in Camp

It is the policy of the Old North State Council to limit the amount of liquid fuels in camp. Liquid fuel lanterns are restricted to the personal use of adults only. Under no circumstances are liquid fuels or lanterns allowed in tents. Gasoline and kerosene may not be stored in the campsite. To refuel the latrine lantern, kerosene is supplied by the Quartermaster. All other liquid fuels must be checked in to the Maintenance Area upon arrival on Sunday. All fuels are kept under lock and key. Anyone wishing to use his or her own fuel may do so during specified hours.



Firearms

Firearms and fireworks are dangerous and prohibited on Old North State Council property. The only firearms allowed are those used in shooting sports programs. The camp provides these firearms and ammunition. **Personal firearms and ammunition are not allowed at camp.**

Valuables

Each unit should provide adequate protection for valuables. A foot locker with a lock is recommended. The Old North State Council is not responsible for lost or stolen items due to negligence.

General Cleanliness and Sanitation

A Scout is clean. Showers, toilets, and latrines are available to Scouts and adults. These facilities must be kept clean at all times or privileges will be revoked. Trash bags are provided and a regular trash pick-up will be made. Laundry facilities are available in the camp's central shower house. Machines are coin-operated.

Scouts with Special Needs

Cherokee Scout Reservation is committed to assisting all Scouts. Also, if a Scout or adult has a special dietary need, we will make arrangements to meet his/her needs where possible. Please notify the camp administration at least one week prior to arrival at camp so that preparations can be made.

Old North State Council Diversity Policy

The Old North State Council has zero tolerance for Scouts and Scouters that do not treat others in accordance with the Scout Oath and Scout Law. A Scout must always be aware of actions or behavior which might cause others to be hurt. Adult leaders are responsible for ensuring that this policy is followed at all Scouting events.

Violators of this policy will be sent home.



Tent Damage Policy

All Scout leaders bringing their troop to summer camp should go over with their troop, both before camp and then again at camp, the importance of taking care of all the equipment they use at camp. Any group or unit using council equipment or property is responsible for the care of such equipment or property. Each group or unit will be responsible for having an adult check the condition of the equipment with a designated camp person upon arrival at the campsite and before departure at week's end. Any damage incurred during the week should be reported to the Camp Director immediately. Each group or unit is responsible for the cost of repair or replacement should the equipment or property be damaged while it is in its care, such cost being subject to the type and extent of damage as set forth and published by the Camping Committee. The scope of the damage will be decided by the Camp Director and Camp Ranger. If such damage requires the equipment to be replaced, the group may take what property they pay for. Make all Scouts aware that they will damage a tent by spraying insect repellent in or on the tent or tarp fabric, which results in the canvas losing its water repellency.

Damage Guidelines

Damage to camp property will be classified into one of three categories:

Accidental – *Example:* Scout stumbled as he exits or enters the tent, causing the tent to fall and tearing the fabric in the process.

Accidental but due to irresponsible behavior – *Example:* Scout is in or near his tent, carving with a knife. The knife slips, resulting in a cut in the canvas. This is considered irresponsible because the Scout should not have an open knife in or around the tent. Also, boys wrestling or engaged in rough-housing will be considered in this category.

Malicious – *Example:* Scout throws knife or other object into tent, resulting in a cut to the canvas.

If the damage to the equipment is determined to be accidental, the camp will absorb the cost of repair or replacement. If the damage is repairable and is caused by either irresponsible behavior or malicious behavior, the responsible party or unit will be charged \$25.00 for each occurrence of damage, not to exceed the depreciated value of the item. If the damage is not repairable and is caused by either irresponsible behavior or malicious behavior, the responsible party or unit will be charged for the property based on its depreciated value.

Repair or replacement Policy

Tent roofs and tarps: repairable damage is defined as any cut less than 1 ½ inches in length.

Tent side walls and flaps: damage in this area will be determined to be repairable or replaceable by the Camp Director or Camp Ranger, at their discretion.

Value of Property

Tents and tarps have a life expectancy of 10 years. Each will be marked with the date of purchase and will be depreciated over the 10 year life span. Older tents and tarps that have not been marked with the date of purchase will be governed by the conditional grade assigned to it. Conditional grades will carry depreciation values of 3, 5, 7, and 8 years.

The Camp Director, at his sole discretion, can make any deviation from these depreciation values. Damage costs are due before the unit leaves camp.



Making the Most of Your Camp Experience

Troop Spirit

The troop that comes to camp with spirit and energy makes the rest of the camp come alive! Bring your troop cheer to camp and show everyone that you are number one!

Campfire Program

Your troop will have an opportunity to perform a skit, song, or cheer at the Friday night campfire if they wish. We also encourage troops to have evening programs in their campsite during the week. You might want to consider inviting other troops and staff members to your campsite for a cracker barrel!

Leaving Your Mark

Troops will have the opportunity to build a bench to leave their mark at camp. The cost of the bench is \$45.00 and all of the materials, tools, and directions will be provided. The troop will then be responsible for decorating the bench by routing, painting, or carving its own design into the bench back and seat. The camp staff will then place the bench in an appropriate area in camp.

Patrol Organization

Everything we do in Scouting is based on the patrol method. The same is true for much of what we do at summer camp. Have patrols already organized and elect patrol leaders. Work on ideas as a patrol and have patrol leaders represent the group at camp.

Home Away from Home

Your campsite is your home for the week so work on making it comfortable with campsite improvements and decorations.

The All Important Afternoon Nap!

Schedule time to rest! Too often, you do not take the time to sit and enjoy the beauty of camp around you. Make sure that Scouts and leaders alike take time to relax. Scoutmasters can earn the coveted "Scoutmaster Merit Badge". An information sheet will be given out at the Sunday leaders' meeting.

Campsite Inspections

Your campsite will be inspected daily to make sure everything is in order at camp. Your Senior Patrol Leader will be briefed on Sunday about inspections. If you use personal tents in camp, all must be made of fire retardant material. Please stencil on the door of the personal tents, "**NO FLAME IN TENTS**". We have temporary signs available in the Headquarters Building that can be placed in tents. Make sure that you have everything ready for inspection before your Scouts leave for their first merit badge class each day.

Role of Senior Patrol Leader in Camp Program

The Senior Patrol Leader (SPL) is the top boy leader in the troop. He will be treated as such during your week at camp. Encourage him to attend all SPL meetings and to check on the other boys throughout the week to make sure they are having a good time. The SPRL will be asked to evaluate the week on Friday so encourage him to make notes throughout the week about the things he feels are important.



Advancement at Camp

Merit Badges

Only those merit badges authorized by the Council Advancement and Boy Scout Camping Committees will be offered at summer camp. Requirements are taken from the 2013 Boy Scout Requirement Book and not the merit badge pamphlets. When the unit leader has completed merit badge registration online, the merit badge applications for each Scout should be printed and brought to camp. Cherokee Scout Reservation does not use blue or yellow cards for advancement. Please make sure that the application is completed and that the Scoutmaster has approved and signed that the prerequisites have been completed. If the Scout does not complete the prerequisites before attending camp, the summer camp staff will issue a partial completion of the merit badge. Scoutmasters must turn in completed forms upon arrival during Sunday check-in. A completed form includes the Scout's information, name of merit badge, section, any prerequisites completed before camp, and the Scoutmaster's signature. The forms will then be distributed to the appropriate program area. On Friday evening, the merit badge applications will be available in the Headquarters Building for the leaders.

Partially Completed Merit Badges

Merit badge applications will indicate if a merit badge was completed or not. Partially completed merit badges will have a list of requirements that were not completed. It is the unit leader's responsibility to see that the Scout completes the merit badge after camp with the aid of a registered Merit Badge Counselor.

Picking up Your Unit's Advancement

Unit leaders may collect their unit's merit badge applications on Friday evening, starting at 5:30 PM in the Headquarters Building. Area Directors will be present to answer questions and handle any issues. Unit leaders should not come to the Headquarters Building prior to 5:30 PM to pick up advancement.

Progress Awards (Ranks)

If a Scout completes rank requirements at camp, it is the unit leader's responsibility to have the Scout complete a Board of Review. In many cases, a Board of Review can be conducted at camp using leaders from other units to assist you. The unit leaders must then complete an Advancement Report and turn it in to the Scout shop at the Scout office.

Merit Badge Pamphlets

Scouts are encouraged to purchase and review the merit badge pamphlets for the merit badges he will take at summer camp. These pamphlets can be purchased from the local Scout shop or online at www.scoutstuff.org. The Trading Post at camp will not have merit badge pamphlets for sale in the Trading Post. While Scouts are encouraged to review merit badge pamphlets before coming to camp, Scouts are not required to own or bring any merit badge pamphlets.



Program Information

Many merit badges and special programs are more difficult or require more Scouting experience than others to complete. Scouts and leaders should give attention to the difficulty rating of each merit badge and program before registering.

Difficulty	Description
1	Easy program – great for 1st year camper
2	Requires more dedication – should be at least a 2 nd year camper
3	Difficult or strenuous program – should be at least a 3 rd year camper
4	More academically complicated or physically strenuous – intended only for veteran campers

Scouts and leaders should also pay close attention to any prerequisites, materials to bring, and costs for programs when registering. Area Directors have the right to refuse participation in a program if he/she is uncomfortable with the Scout’s ability to complete the program in a safe and effective manner. For class times, refer to the class schedule in this guide. Some programs require a ticket. Those tickets can be purchased at the Trading Post on Sunday evening or Monday morning.

Merit Badges

Aquatics

Merit Badge	Notes	Location	Difficulty	Cost	Materials to Bring
 Canoeing & Rowing	Prereq: Swimming MB and pass swimmer’s test	Waterfront	2	NA	Swimsuit and towel
 Kayaking	Prereq: Pass swimmer’s test. It is recommended that Scouts have Canoeing MB.	Waterfront	3	NA	Swimsuit and towel
 Lifesaving	Prereq: Must have completed Swimming MB and pass swimmer’s test.	Waterfront	3	NA	Long pants, long-sleeve button down shirt, belt, shoes that can get wet.
 Small-Boat Sailing	Prereq: Pass swimmer’s test	Waterfront	3	NA	Swimsuit and towel



 Swimming	Prerequisite: Complete requirement 7 for 2nd Class rank and 9 for 1st Class rank	Waterfront	2	NA	Long pants, long-sleeve button down shirt, belt, shoes that can get wet.
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Communications

Merit Badge	Notes	Location	Difficulty	Cost	Materials to Bring
 Cinematography & Theatre	NA	OA Lodge	2	NA	NA
 Citizenship in the Nation	NA	OA Lodge	2	NA	NA
 Citizenship in the World	NA	OA Lodge	2	NA	NA
 Communications	NA	OA Lodge	2	NA	Scouts will need to bring paper and writing utensils to class.
 Photography	NA	OA Lodge	2	NA	Scouts must bring a digital camera.
 Chess	NA	OA Lodge	2	NA	NA

Nature

Merit Badge	Notes	Location	Difficulty	Cost	Materials to Bring
 Archaeology	Requirement 11 should be completed before coming to camp.	Nature Lodge (sand pit)	2	NA	NA



 <p>Astronomy & Space Exploration</p>	<p>Includes Twilight workshop on Mon and Wed. evenings.</p>	<p>Nature Lodge</p>	<p>2</p>	<p>\$10</p>	<p>Model rocket kit</p>
 <p>Energy</p>	<p>Prereq: Requirements 1, 4, and 6 should be completed prior to camp.</p>	<p>Nature Lodge</p>	<p>3</p>	<p>NA</p>	<p>NA</p>
 <p>Environmental Science</p>	<p>Not recommended for younger Scouts.</p>	<p>Nature Lodge</p>	<p>4</p>	<p>NA</p>	<p>NA</p>
 <p>Fish and Wildlife Management</p>	<p>NA</p>	<p>Nature Lodge</p>	<p>3</p>	<p>NA</p>	<p>Scouts should bring old shoes to wear while working on project.</p>
 <p>Forestry & Plant Science</p>	<p>Scouts should complete requirement 5 for Forestry prior to coming to camp.</p>	<p>Nature Lodge</p>	<p>2</p>	<p>NA</p>	<p>Requires a leaf collection. Scouts should bring a notebook in which to mount the leaves.</p>
 <p>Geology & Soil and Water Conservation</p>	<p>Not recommended for younger Scouts.</p>	<p>Nature Lodge</p>	<p>4</p>	<p>NA</p>	<p>NA</p>
 <p>Mammal Study & Nature</p>	<p>Great for younger Scouts. Some hiking involved.</p>	<p>Nature Lodge</p>	<p>1</p>	<p>NA</p>	<p>NA</p>
 <p>Oceanography</p>	<p>Prereq: Requirement 8 should be completed and brought to camp.</p>	<p>Nature Lodge</p>	<p>2</p>	<p>\$5</p>	<p>NA</p>



 Reptile and Amphibian Study	Requires drawings. Requirement 8 must be done before camp.	Nature Lodge	1	NA	NA
 Weather	Requirement 8 should be completed prior to camp.	Nature Lodge	1	NA	NA

Handicraft

Merit Badge	Notes	Location	Difficulty	Cost	Materials to Bring
 Basketry	NA	Handicraft Shelter	1	\$15	Basketry ticket
 Indian Lore	NA	Handicraft Shelter	1	\$15	Indian Lore ticket
 Leatherwork	NA	Handicraft Shelter	1	\$8	Leatherwork ticket
 Metalwork	NA	Metalwork Shop	4	\$15	Long trousers mandatory and boots desired. Metalwork ticket
 Model Design and Building	NA	Handicraft Shelter	1	\$5	Model Design ticket
 Pottery & Sculpture	NA	Handicraft Shelter	2	\$5	Pottery ticket
 Woodcarving	NA	Handicraft Shelter	2	\$5	Woodcarving ticket, Totin' Chip



Health and Fitness

Merit Badge	Notes	Location	Difficulty	Cost	Materials to Bring
 Athletics	Requirement 3 should be completed prior to camp.	Health Lodge	3	NA	NA
 Emergency Preparedness	Prereq: First Aid merit badge, requirement 8 may be done prior to camp.	Health Lodge	3	NA	Family emergency kit
 First Aid	Requirement 2b may be completed prior to camp. Highly recommended that CPR instruction be completed prior to camp. NOTE: Scouts may not work on First Aid and Emergency Preparedness simultaneously.	Health Lodge	2	NA	NA
 Personal Fitness	Scouts will work on 6 and 7 in camp, but will need to complete requirement 8 after camp.	Health Lodge	2	NA	A note from their dentist describing the Scout's most recent 2012 visit to complete requirement 1.
 Sports	Requirement 4 should be completed prior to camp.	Health Lodge	2	NA	NA

Scoutcraft

Merit Badge	Notes	Location	Difficulty	Cost	Materials to Bring
 Camping	Requirements 7, 9 should be completed prior to camp	Scoutcraft Shelter	2	NA	NA



 Cooking	Recommended for older Scouts. Cooking MB will be Eagle required in 2014.	Scoutcraft Shelter	3	\$10	NA
 Orienteering & Geocaching	NA	Scoutcraft Shelter	3	NA	Scouts should bring a compass.
 Pioneering	Familiarity with knots, lashings, and splices important.	Scoutcraft Shelter	3	NA	NA
 Search and Rescue	Prereq: Requirement 5 should be completed prior to camp.	Scoutcraft Shelter	4	NA	NA
 Wilderness Survival	Prereq: Must have completed Camping merit badge prior to camp. Requires an overnight camping trip	Scoutcraft Shelter	3	NA	Appropriate equipment (backpack, sleeping bag, ground cloth, and survival kit). Requirement 5 may be completed prior to camp.

Shooting Sports

Merit Badge	Notes	Location	Difficulty	Cost	Materials to Bring
 Archery	Physical strength and stamina required in order to be able to draw back the bow.	Archery Range	3	\$6	Archery ticket
 Rifle Shooting	Shooting experience highly recommended.	Rifle Range	3	\$6	Rifle ticket



 <p>Shotgun Shooting</p>	<p>Physical strength & stamina required to hold shotgun for extended shooting times. Shooting experience highly recommended.</p>	<p>Shotgun Shelter across street from camp entrance.</p>	<p>3</p>	<p>\$30</p>	<p>Shotgun ticket</p>
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Miscellaneous Merit Badges

Merit Badge	Notes	Location	Difficulty	Cost	Materials to Bring
 <p>Automotive Maintenance/Farm Mechanics/Traffic Safety</p>	<p>Not recommended for younger Scouts.</p>	<p>Maintenance Area</p>	<p>4</p>	<p>NA</p>	<p>Old clothes that can get dirty</p>
 <p>Climbing</p>	<p>This is a strenuous badge and Scouts should have physical strength to take this badge.</p>	<p>Climbing Tower</p>	<p>4</p>	<p>NA</p>	<p>Scouts will need to wear soft-soled tennis shoes.</p>

Special Programs

Program	Notes	Location	Difficulty	Cost	Materials to Bring
 <p>5-Stand Clay Shoot</p>	<p>Prereq: Shotgun Shooting MB</p>	<p>Shotgun Shelter</p>	<p>4</p>	<p>\$11</p>	<p>NA</p>
 <p>Archery Trail Shoot</p>	<p>For CSR X participants only</p>	<p>Archery Range</p>	<p>3</p>	<p>NA</p>	<p>NA</p>



 <p>BSA Lifeguard</p>	<p>Approval from the Aquatics Director is required for participation</p>	<p>Waterfront</p>	<p>4</p>	<p>NA</p>	<p>Swimsuit and towel</p>
 <p>Catfish</p>	<p>NA</p>	<p>Waterfront</p>	<p>1</p>	<p>NA</p>	<p>Swimsuit and towel</p>
 <p>C.O.P.E.</p>	<p>Must be 13 years old by January 1, 2013.</p>	<p>C.O.P.E. Course Across B.S. Camp Rd.</p>	<p>4</p>	<p>\$10</p>	<p>Scouts will need to wear soft-soled tennis shoes.</p>
 <p>CSR X</p>	<p>Must be 14 years old by January 1, 2013.</p>	<p>Announced at Sunday leader's meeting.</p>	<p>4</p>	<p>\$50</p>	<p>Swimsuit and towel, hiking clothes</p>
 <p>F.R.O.G.S.</p>	<p>NA</p>	<p>F.R.O.G.S. Shelter</p>	<p>1</p>	<p>NA</p>	<p>NA</p>
 <p>Kayaking, BSA</p>	<p>Prereq: Must past swimmer's test.</p>	<p>Waterfront</p>	<p>3</p>	<p>NA</p>	<p>Swimsuit and towel</p>
 <p>Mile Swim, BSA</p>	<p>Prereq: Must pass swimmer's test. Requires participation during all Twilight sessions.</p>	<p>Waterfront</p>	<p>3</p>	<p>NA</p>	<p>Swimsuit and towel</p>
 <p>Mountain Biking</p>	<p>Recommended for older Scouts.</p>	<p>Behind Climbing Tower</p>	<p>3</p>	<p>\$50</p>	<p>Clothes that can get dirty. Mountain Biking ticket</p>
 <p>Mountain Boarding</p>	<p>NA</p>	<p>Waterfront</p>	<p>2</p>	<p>NA</p>	<p>NA</p>
 <p>Muzzle Loading Rifle Trail Shoot</p>	<p>Recommended for older Scouts. Must have earned or be working on a shooting mb.</p>	<p>Next to Metalwork</p>	<p>3</p>	<p>\$20</p>	<p>Muzzle Loading ticket.</p>
 <p>Nova Award</p>	<p>Prereq: See page 40 of this guide.</p>	<p>Nature Lodge</p>	<p>2</p>	<p>NA</p>	<p>NA</p>



 <p>NRA Marksman Qualification Shoot</p>	<p>Open to older Scouts and leaders.</p>	<p>See page 44 of this guide.</p>	<p>3</p>	<p>Price Varies See pg 44</p>	<p>Shooting ticket</p>
 <p>Paddle Craft Safety</p>	<p>Adults and Scouts at least age 16. Earn Canoeing and Kayaking merit badges (adults must possess these skills), obtain CPR and First Aid certification</p>	<p>Waterfront</p>	<p>4</p>	<p>NA</p>	<p>Swimsuit and towel</p>
 <p>Snorkeling, BSA</p>	<p>Must pass swimmer's test.</p>	<p>Waterfront</p>	<p>3</p>	<p>NA</p>	<p>Swimsuit and towel</p>
 <p>Swim and Water Rescue</p>	<p>Adults and Scouts at least age 16. Earn Lifesaving and Swimming merit badges (adults must possess these skills), obtain CPR and First Aid certification</p>	<p>Waterfront</p>	<p>4</p>	<p>NA</p>	<p>Swimsuit and towel</p>

Merit Badge Registration

Merit badge online registration can be entered at <http://www.summercampsystems.com/onsc>. If you run into technical issues, please reach out to Jason Coe for support at support@summercampsystems.com or (336) 580-5822. Email communication is preferred.

After the unit leader has registered Scouts for merit badges, the unit leader should print the merit badge applications and course requirement checklists for each Scout's class.



BSA Lifeguard

BSA Lifeguard training is focused on the need to provide BSA operated facilities, such as summer camps, and units with quality aquatics programs. The program is open to all registered adults and older youth. BSA Lifeguard is an all day program, running all six merit badge periods and all Twilight sessions. It is a very rigorous and physically demanding week of swimming, rowing, and lifesaving skills.

- To complete the BSA Lifeguard course, participants must pass the practical test and written test of the program. Participation in the BSA Lifeguard course does not guarantee that you will earn the qualification as a BSA Lifeguard. Participants must show the maturity necessary to be a professional rescuer and a model of aquatics leadership.
- Participants will also need to show proof of certification in CPR/AED for the Professional Rescuer and First Aid that have an expiration date no earlier than December 31, 2013.
- Training is valid for 3 years as long as CPR/AED for the Professional Rescuer and First Aid certification is kept current.

Prerequisites:

1. Submit proof of age – must be at least 15 years old to participate.
2. Submit written evidence of fitness for swimming activities (signed BSA health form)
3. Swim continuously for 550 yards, including at least 100 yards each of the following strokes in good form: front crawl, breaststroke, elementary backstroke, and sidestroke.
4. Immediately following the above swim, tread water for two minutes.
5. Starting in the water, swim 20 yards using a front crawl or breaststroke, surface dive 7 to 10 feet, retrieve a 10-pound object, surface, swim with the object 20 yards back to the starting point and exit the water within one minute 40 seconds.

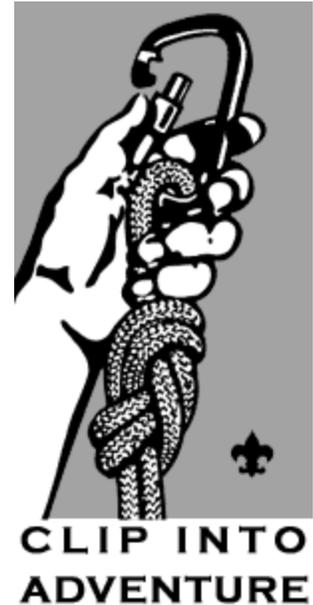


Project C.O.P.E.

The Project C.O.P.E. course is geared towards older Scouts in the troop and Venturers who are looking for something more adventurous and challenging than traditional advancement programs. Project C.O.P.E. demands a certain amount of maturity and physical stamina of its participants. The Project C.O.P.E. Director has the final approval in determining who will participate in the program.

Due to the group dynamics involved in Project C.O.P.E., a missed session cannot be made up. Therefore, missing camp for outside activities at any time during the week will exclude the Scout from completing the program.

There will be no outside observers allowed on the Project C.O.P.E. course at any time. Due to the safety aspects of conducting Project C.O.P.E. activities, the course is OFF LIMITS to any and all persons without the permission of the Camp Director or Project C.O.P.E. Director. Anyone found trespassing on the Project C.O.P.E. course without permission will be dismissed from camp. Project C.O.P.E. is limited to 8 Scouts/Venturers per week to ensure that all participants receive a great experience.



Participating:

A minimum of 6 Scouts/Venturers must sign up for Project C.O.P.E. to run. Please plan an alternate schedule in the unlikely event that the course is cancelled due to lack of participation. There is a \$10 fee to participate in Project C.O.P.E. to cover the cost of the t-shirt.

Minimum Requirements for Participation:

- Must be 13 years of age by January 1, 2013
- Must have approval of their unit leader

Schedule:

Project C.O.P.E. has returned to a full day schedule due to the time constraints of a half-day program.

What to Bring:

Participants will need soft-soled sneakers, long pants, and leather-palmed gloves.

Recognition:

After completing Project C.O.P.E., participants will be awarded a certificate and a special Project C.O.P.E. t-shirt. The presentation will be made at the Friday night campfire.



CSR X

CSR X is a new program offered at Cherokee Scout Reservation for older Scouts to experience camp in a different way. Scouts 14 years old and up will be taken away from camp and participate in more extreme and exciting events that will push them as Scouts and find excitement in a realm outside of merit badge courses. Excursions that Scouts could participate in are whitewater rafting, horseback riding, zip-lining, mountain climbing, shooting sports, mountain biking and many other activities specifically designed for older Scouts.

CSR X is intended for older Scouts who want more out of a summer camp experience and to separate themselves from the rest. Although requirements might be fulfilled on some merit badges, CSR X does not present the opportunity to gain many badges; it is only intended for Scouts who desire to come to camp for an Xtreme experience. Spots are limited so sign-up is first-come, first-served. Additional cost will be necessary for excursions.

Cherokee Scouts R Xtreme!!!



Fundamental Requirements of Good Scouting (F.R.O.G.S.)

The F.R.O.G.S. program is designed for Scouts who have just joined a troop and need to work on their rank requirements for Tenderfoot, Second Class, and First Class ranks. It is a half-day program with Scouts choosing either the morning session or afternoon session. Scouts will be able to sign up for only one session. This will give Scouts the opportunity to work on merit badges either in the morning or afternoon, depending on when he signs up for the F.R.O.G.S. program.

This is a traditional program to help the boys understand the patrol method and learn basic Scout skills but it will concentrate on the requirements for Tenderfoot and Second Class. Emphasis will be placed on the following skills: first aid, knots and lashings, Totin' Chip, fire building, and map/compass. Scouts that complete the program will be ready to pass off several of the Tenderfoot and Second Class requirements. But, just as important, the Scouts that participate in the program should return to the troop with some newly developed Scouting and camp-craft skills.

Who should participate in the program? That is up to the Scoutmaster and camp leadership. The majority of the Scouts in this program will be 10 ½ and 11 years old as the program is geared towards boy who are new to Scouting or have just bridged from Webelos to Boy Scouting recently. Older Scouts and those who have been in the program for several months to a year would most likely get more out of the merit badge program. Scouts who have completed Second Class rank should not participate in the F.R.O.G.S. program.



What to Bring

Day pack	Compass
Boy Scout handbook	Pocket Knife (to be used after earning the Totin' Chip)
Paper and pencil	Bandana
Rain gear	Personal first aid kit

What do F.R.O.G.S. participants do for the rest of the day?

For Scouts participating in the morning session of F.R.O.G.S., the following classes are recommended in the afternoon:

Swimming, Catfish, Nature, Reptile and Amphibian Study, Weather, Leatherwork, Indian Lore, First Aid, Citizenship in the Nation, Chess

For Scouts participating in the afternoon session of F.R.O.G.S., the following classes are recommended in the morning:

Swimming, Catfish, Nature, Reptile and Amphibian Study, Leatherwork, Indian Lore, Basketry, First Aid, Citizenship in the World, Communications, Cinematography and Theatre

Nova Awards

The Nova Awards program is Scouting's newest and most exciting adventure. With an emphasis on science, technology, engineering, and mathematics, Boy Scouts and Venturers can explore the wonders of different STEM fields as they work toward the Nova or Supernova awards.



The Nova Awards program at Cherokee Scout Reservation is a new half-day program that focuses on covering the requirements for the Boy Scout and Venturing Nova awards during the morning. Scouts are then encouraged to participate in STEM-related merit badges during the afternoon. Scouts who complete the prerequisites and fully participate in the program should be able to complete 2-3 Nova awards at camp and begin working on the Supernova awards at home.

Scouts will work on requirements for all four Nova awards while in this program at camp. The following is a list of prerequisites for the Nova Awards program at Cherokee Scout Reservation.

Award: Shoot! ("Launch!" for Venturers)

Requirement 1C: Do a combination of reading about and watching programs about science involving projectiles, aviation, weather, astronomy (about three hours total) and then do the following:

1. Make a list of at least two questions or ideas from each article or show.
2. Discuss two of the questions or ideas with your counselor.

Requirement 2: Complete ONE merit badge from the following list. Choose one that you have not already used toward another Nova award. After completion, discuss with your counselor how the merit badge you earned uses science. **(Scouts can also complete one of these during the afternoon at camp.)**

Archery	Robotics
Astronomy	Shotgun Shooting
Athletics	Space Exploration
Aviation	Weather
Rifle Shooting	

Award: Start Your Engines! ("Power Up" for Venturers)

Requirement 1C: Do a combination of reading about and watching programs about technology involving transportation or transportation technology (about three hours total) and then do the following:

1. Make a list of at least two questions or ideas from each article or show.
2. Discuss two of the questions or ideas with your counselor.

Requirement 2: Complete ONE merit badge from the following list. Choose one that you have not already used toward another Nova award. After completion, discuss with your counselor how the merit badge you earned uses technology. **(Scouts can also complete one of these during the afternoon at camp.)**



Automotive Maintenance	Farm Mechanics
Aviation	Motorboating
Canoeing	Nuclear Science
Cycling	Railroading
Drafting	Small-Boat Sailing
Electricity	Space Exploration
Energy	Truck Transportation

Award: Whoosh! ("Hang On!" For Venturers)

Requirement 1C: Do a combination of reading about and watching programs about technology involving transportation or transportation technology (about three hours total) and then do the following:

1. Make a list of at least two questions or ideas from each article or show.
2. Discuss two of the questions or ideas with your counselor.

Requirement 2: Requirement 2: Complete ONE merit badge from the following list. Choose one that you have not already used toward another Nova award. After completion, discuss with your counselor how the merit badge you earned uses engineering. **(Scouts can also complete one of these during the afternoon at camp.)**

Archery	Inventing
Aviation	Model Design and Building
Composite Materials	Railroading
Drafting	Rifle Shooting
Electronics	Robotics
Engineering	Shotgun Shooting

Award: Design to Crunch ("Numbers Don't Lie" for Venturers)

Requirement 1C: Do a combination of reading about and watching programs about math involving scientific models and modeling, physics, sports equipment design, bridge building, or cryptography (about three hours total) and then do the following:

1. Make a list of at least two questions or ideas from each article or show.
2. Discuss two of the questions or ideas with your counselor.

Requirement 2: Requirement 2: Complete ONE merit badge from the following list. Choose one that you have not already used toward another Nova award. After completion, discuss with your counselor how the merit badge you earned uses engineering. **(Scouts can also complete one of these during the afternoon at camp.)**

American Business	Orienteering
Chess	Personal Management
Computers	Radio
Drafting	Surveying
Entrepreneurship	Weather



BSA Aquatics Supervision

Swimming and Water Rescue

This course provides BSA leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. It expands on the awareness instruction provided by Safe Swim Defense training to include basic water rescue skills. This training is valid for 3 years.

Who: Scouts and Scouters, 16 years of age or older

Prerequisites: Earn Lifesaving and Swimming merit badges (adults must possess these skills), obtain CPR and First Aid certification

When: 4th-6th sessions



Paddle Craft Safety

This course expands on Safety Afloat training to include the basic skills and knowledge needed for a unit leader to confidently assess his or her ability to supervise float trips using canoes or kayaks. It includes a review of the training and experience needed for whitewater; however it is recommended and appropriate to utilize professional whitewater guides. This training is valid for 3 years.

Who: Scouts and Scouters, 16 years of age or older

Prerequisites: Earn Canoeing and Kayaking merit badges (adults must possess these skills), obtain CPR and First Aid certification

When: 1st-3rd sessions



Shooting Sports

Cherokee Scout Reservation continues to enhance its Shooting Sports program to provide older Scouts and leaders an exceptional and diverse shooting experience. Our Shooting Sports classes start with SAFE handling and focus on the fun, challenges, and rewards of shooting bows, 22 cal. rifles, shotguns, and percussion muzzle loading rifles. Following recommendations from the BSA/NRA National Shooting Sports Task Force, **class times have been expanded to enhance the learning experience & provide more time shooting.** Program opportunities include:

Rifle merit badge: Class size is limited to 16, to assure adequate range time & the age requirement has been reduced to 12 yr olds. The revised schedule for rifle & shotgun classes begins with safety & gun specific fundamentals on Sunday evening (7:20-9:00.) Classes on Monday-Friday have been expanded to 80 mins. This will allow more shooting time & improve the opportunities for successfully completing the requirements. Scouts, who complete the MB shooting qualification early, will begin qualification shooting in the NRA Marksman Qualification Program during the remaining class time. Based upon their expertise they may earn the corresponding recognition awards. Program fee is \$6 which includes: ammunition, targets, and each shooter receives his own personalized eye & ear protection.

Shotgun merit badge: Class size is limited to 12, to assure adequate range time and the age requirement is 13 yr old. The revised schedule for rifle & shotgun classes begins with safety and gun specific fundamentals on Sunday evening (7:20-9:00.) Classes on Monday-Friday have been expanded to 80 mins. This will allow more shooting time & improve the opportunities for successfully completing the requirements. Program fee is \$30 which includes: ammunition, targets, and each shooter receives his own personalized eye & ear protection.

NRA Marksman Qualification Program: This program is a shooting skills development program **open to older Scouts & leaders.** Qualification shooting is a year-round shooting activity that provides incentive awards for developing and improving marksmanship skills. Progression is self-paced and scores are challenging but attainable. Performance is measured against established par scores and any shooter who meets or exceeds those scores is entitled to the corresponding recognition awards for that rating. The courses of fire in the qualification program are designed to take shooters from beginning skill levels (Pro-Marksman and Marksman) through intermediate levels (Marksman 1st Class, Sharpshooter, and Expert) up to the nationally recognized skill level – Distinguished Expert. We will offer NRA Qualification shooting in Light Rifle (22 cal) at the rifle or shotgun range on Thurs & Fri during our merit badge classes (space permitting.) **Cost:** Shooting tickets can be purchased at the Trading Post. Rifle: \$1 per 20 rounds and Shotgun: \$10 per 25 rounds. Shooters may use camp eye & ear protection or buy their own at the Trading Post. The number of rounds required depends upon proficiency, course of fire requirements, and number of skill levels attempted during the week. Upon attaining a skill rating, participants may purchase the appropriate NRA Qualification Medal from the Trading Post. (Awards- \$6.00, Shooter Bar - \$3.50) Shooter pre-qualifications: Scouts need to have earned or be working on the Rifle merit badge. Leaders need to attend the Sunday evening shooting safety class (7:20-9:00) prior to beginning the NRA Qualification Program. See the Camp Program Director to sign-up for this program, after the Monday morning leader's meeting.



Muzzleloading Rifle Trail Shoot: CSR is proud to offer this UNIQUE older boy program to scouts who have earned or are taking one of the shooting merit badges. Scouts learn about muzzle loading rifles, their history, safe shooting & compete using percussion long-rifles, shooting bags & powder horns on our one-of-a-kind trail range. They load & shoot at interactive silhouette targets, in a hunting type scenario. A \$20 program ticket, purchased from the Trading Post, is required for the class (includes ammunition, targets, and each shooter receives his own personalized eye & ear protection.) Adult leaders may also join this class, space permitting, by seeing the Camp Program Director at the Sunday night leader's meeting.

Advanced Archery Shoot: NEW in 2013, CSR introduces advanced archery as part of its new older Scout high adventure program. Scouts who have the Archery merit badge & leaders who can exhibit basic archery skills can sign-up for our Tues & Thurs afternoon Archery Trail programs. Shooters will go through an orientation, qualify on the archery field and then participate in the trail shoot. This is a hunting-type experience shooting at 3-D animal and action targets along a woods-walk shooting trail. The shoots will begin at the archery range @ 3:30. Sign-up through the Camp Program Director during the Monday & Wednesday morning leader's meetings.

Adult leaders & Scouts who have earned the Shotgun Shooting merit badge are invited to participate in a 25 bird, 5-stand clays shoot on Wednesday and Friday afternoons from 3:30-5:00. 5-stand shoots are a form of sporting clays offering the shooter a wide variety of shots simulating those found in hunting upland birds, waterfowl, and rabbits. It is an intermediate shotgun skills game. Our new course utilizes five shooting stations on our shotgun range & six throwers to create a variety of shoot combinations, but eliminates the walking around the clays course. Shooters shoot 5 birds from each of the 5 stations. Each of the stations has two traps throwing clay pigeons, to provide an exciting and challenging shot gunning experience. Both single and double targets are presented. The shotgun area is located across Boy Scout Camp Road at the camp entrance. An \$11 ticket may be purchased from the Trading Post prior to noon the day of each shoot. Shoots will be held for a minimum of 5 shooters & are limited to 20 per shoot. The Waldrep Sporting Clays course & the 5-stand are open to units during the off-season, under the supervision on the Cherokee Range Masters. Details and dates will be shared during a summer camp leader's meeting, as well as on the ONSC website.



Twilight Programs

To enhance the experience that campers receive at summer camp, we offer several different programs during the evenings, Sunday through Wednesday and Friday. Most of these programs are not focused on earning merit badges but are opportunities for Scouts to explore different activities and areas of camp in a more relaxed setting. It is a great time to relax in the lake, go fishing, hang out at the Trading Post and Commissary, or just find a quiet place to read a book or whittle on your hiking staff.

Monday through Wednesday, Scouts have access to the swimming areas and climbing tower. All program areas will offer some activity that the Scouts can participate in. All of these activities follow an open schedule. We ask that Scoutmasters accompany their Scouts to Twilight programs to assist with crowd control. Please note that for Scouts to participate in free climb, they must be 13 years old by June 1, 2013.

The blob at the waterfront will be open during Twilight for Scouts and adults to enjoy. **All participants must follow the instructions of the lifeguards on duty and the Aquatics Director at all times.** The safety rules concerning the blob can be found in the "Health and Safety at Camp" section of this guide. **These rules are to be followed at all times.**

Handicraft staff will be available at the Quartermaster each evening during Twilight to show campers how to make their own survival bracelets. Materials cost \$2.00.

Each Monday & Tuesday evening, camp wide fun shooting is available on the rifle and archery ranges. On Wednesday, the shooting sports area will feature a Frontier Heritage Night. All of camp is invited to participate or observe. Scouts will get to make their own bullets, shoot black powder muskets, throw tomahawks, and participate in blacksmithing. Scoutmasters are requested to accompany their Scouts to Twilight programs to assist with crowd control. Friday is when the traditional staff vs camper soccer and basketball games take place. The basketball, volleyball, horseshoe, disc golf, and soccer areas are always available in the evenings. Equipment may be checked out of the Trading Post.

For a complete list of Twilight activities, please see the Program Schedule on the next page.

Availability of all Twilight areas and activities are subject to weather and other conditions.



Time	Aquatics	Nature	Handicraft	Health and Fitness	High Adventure	Trans.	Scoutcraft	Shooting Sports	Communications	F.R.O.G.S.
9-9:50	101 Swimming 102 Lifesaving 103 Catfish 104 Kayaking	201 Environmental Science 202 Forestry & Plant Science 203 Archaeology 204 Nature & Mammal Study 206 Environmental Science 207 Nova Program	301 Pottery & Sculpture 302 Leatherwork 303 Indian Lore 305 Model Design and Building 306 Leatherwork 304 Metalwork	401 First Aid 402 Personal Fitness 403 Emergency Preparedness 404 Personal Fitness 405 Sports	501 Project COPE 502 Mountain Biking 503 Climbing		601 Cooking 602 Camping 603 Orienteering & Geo	701 Rifle Shooting 702 Shotgun Shooting 703 Archery 704 Rifle Shooting 705 Shotgun Shooting 706 Muzzle Loading	801 Citizenship in the World 803 Communications	901 Morning Session
10-10:50	108 Snorkeling 109 Kayaking	208 Astronomy & Space Exploration 209 Reptile and Amphibian Study	307 Basketry 308 Woodcarving	406 First Aid 407 Personal Fitness						
11-11:50		210 Environmental Science 211 Oceanography 212 Energy 213 Fish & Wildlife Mngt	311 Leatherwork 310 Indian Lore 313 Model Design and Building 314 Leatherwork 309 Pottery & Sculpture	408 First Aid 409 Athletics 410 Emergency Preparedness 411 Sports	504 CSR X 505 Mountain Biking 506 Automotive Maintenance & Farm Mechanics & Traffic Safety		604 Camping 605 Cooking 606 Pioneering 607 Camping 608 Wilderness Survival	707 Rifle Shooting 708 Shotgun Shooting 709 Archery 710 Rifle Shooting 711 Muzzle Loading	804 Photography 806 Communications	902 Afternoon Session
2-2:50	110 Swimming 111 Lifesaving 112 Catfish	214 Nature & Mammal Study 216 Archaeology 217 Reptile and Amphibian Study 218 Weather 215 Geology & Soil and Water Conservation	315 Basketry 316 Woodcarving	412 Emergency Preparedness 413 First Aid			609 Camping 610 Search and Rescue			
3-3:50	116 Swimming 117 Catfish 118 Kayaking									
4-4:50										
Twilight	Blob Free Swim	Fishing Nature Hike	Survival Bracelets	Basketball Volleyball Horseshoes Soccer Disc Golf	Open Climbing Mountain Boarding		Search & Rescue Demonstration	Free Shoot Frontier Heritage	Movie Night	Totin' Chip

Special Notes:

1. BSA Lifeguard is an all-day program
2. The Nova Awards program is a half-day session that will take the entire morning
3. Twilight activities are subject to change based on weather and other conditions. Changes will be announced as they are made.
4. Some Twilight activities have a cost associated with them. Be sure to read the details of each program in this guide.

Adult Training Opportunities

Course	Notes	Time	Location	Cost	Materials to Bring
 BSA Lifeguard	Participants need to be skilled in swimming and canoeing.	All day, every day and during Twilight	Waterfront	NA	Swim suit, towel
 Bullying Prevention	Recommended for all adults	7:30 PM, Tuesday evening	Headquarters Building	NA	NA
 Climbing Instructor	This course is for adult experienced climbers only.	TBA	Climbing Tower	\$30	Soft soled shoes, loose and flexible clothes
 American Red Cross Together, we can save a life CPR/1 st Aid	NA	TBA	Headquarters Building	\$25	NA
 Leave No Trace	NA	1-3:00 PM, Wednesdays	Headquarters Building	NA	NA
 Paddle Craft Safety	Must pass swimmer's test	9:00 AM to 12:00 PM	Waterfront	NA	Swim suit, towel, copy of <u>BSA Aquatics Supervision</u> , available in Scout Shops
 Safe Swim Defense & Safety Afloat	NA	7:30 PM, Wednesday evening	Headquarters Building	NA	NA
 Swim and Water Rescue	Must pass swimmer's test	2:00 PM to 5:00 PM	Waterfront	NA	Swim suit, towel, copy of <u>BSA Aquatics Supervision</u> , available in Scout Shops
 Youth Protection	Required for all adult leaders every two years.	7:30 PM, Monday evening	Headquarters Building	NA	NA



Cherokee Scout Reservation
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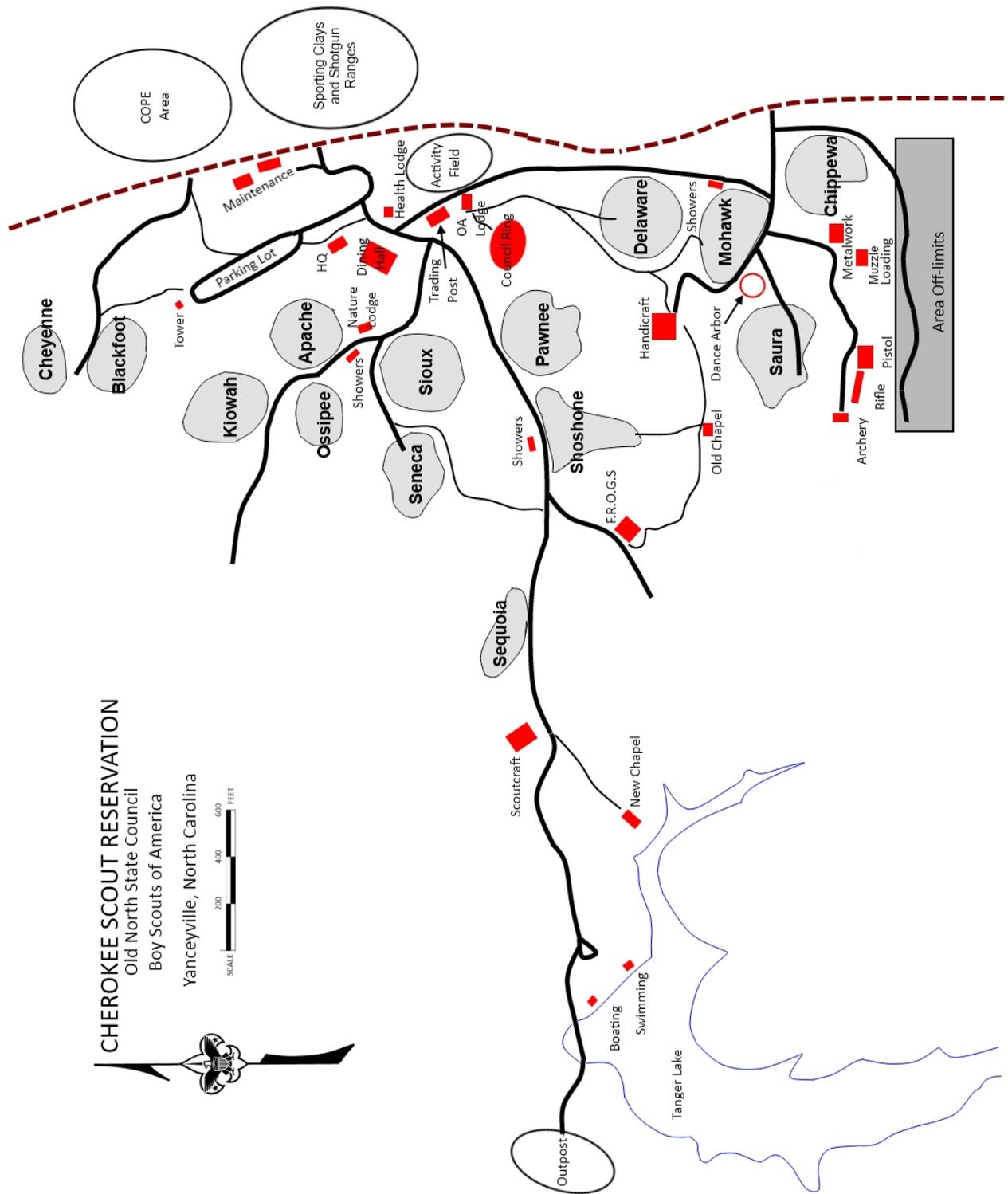
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CHEROKEE SCOUT RESERVATION

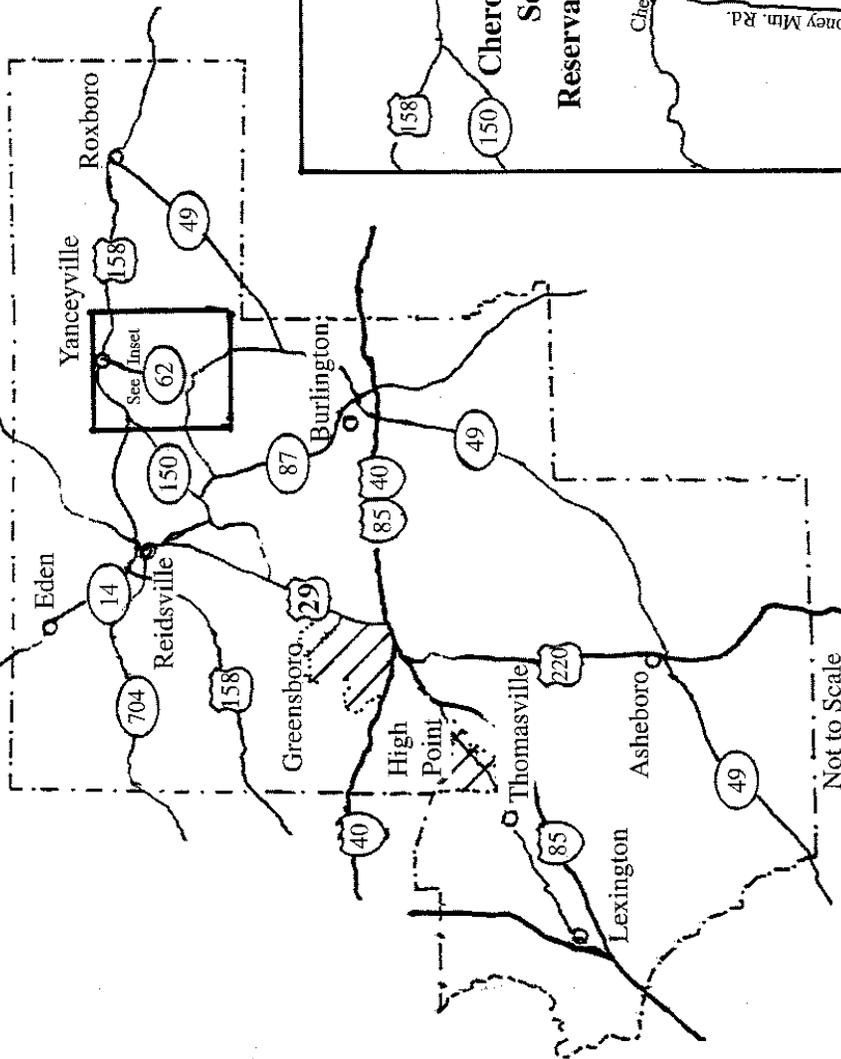
Old North State Council
Boy Scouts of America
Yanceyville, North Carolina



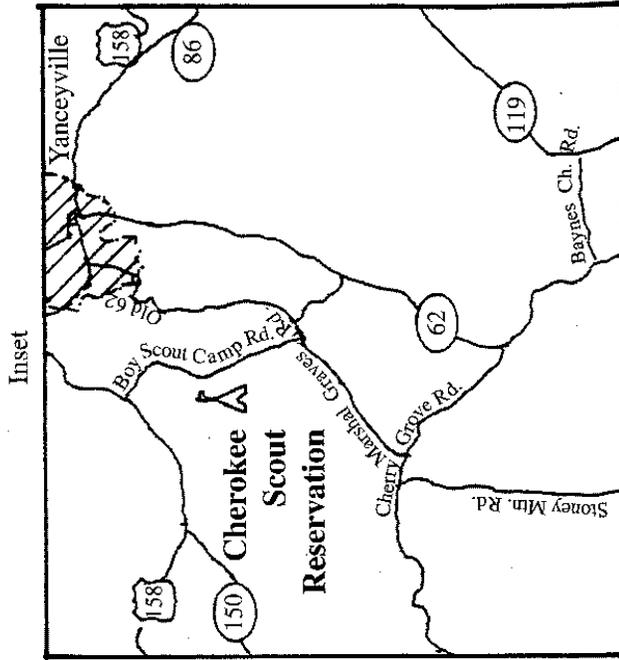
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OLD NORTH STATE COUNCIL



CHEROKEE SCOUT RESERVATION



Cherokee Scout Reservation
 3296 Boy Scout Camp Road
 Yanceyville, North Carolina 27379
 (336) 694-6440

Sample Letter to Parents

Dear Parents:

It is time to begin planning for our trip to Cherokee Scout Reservation for summer camp this year. Cherokee Scout Reservation is located in Caswell County and is near Yanceyville, NC. Our troop plans to attend camp the week of: _____. We will be leaving from _____ at _____ in order to arrive at camp at 2:00 PM. Scouts will need to wear their field uniform (Class A). Make sure your Scout has his completed BSA Health Form which must be signed and completed by a physician no earlier than August 1, 2012. Without the completed BSA Health Form, your Scout will not be allowed into camp.

The fee for summer camp this year is \$_____.

In our troop meeting, we have talked with each Scout individually to decide what programs he is going to participate in at camp. We have also discussed what he needs to pack. Scouts will need some spending money for materials, snacks, and souvenirs.

Thursday night is visitor's night. Parents, relatives, and friends are invited to camp for a covered dish supper and the campfire. Each family is asked to bring food for their Scout and several others. We will have dinner in the campsite. Visitors can begin arriving at 5:30 PM. At 8:00 PM, the campfire program will begin and the evening's events will be over by 9:30 PM. Please inform your son of your plans. If you cannot come, please arrange for someone to show up. It can be very lonely on visitor's day when no one comes to see your Scout.

We will return to the troop meeting site around _____ on Saturday. Please be there to pick up your son.

Yours in Scouting,

Scoutmaster, Troop ###



Camper Equipment List

Each Scout is responsible for his own personal gear. A suggested list follows:

2 Complete Summer Scout Uniforms	Flashlight With Extra Batteries And Bulb
6 Extra T-Shirts	Insect Repellant
4 Pairs Of Extra Shorts/Pants	Pocket Knife (If You Have Totin' Chip)
8 Pairs Of Socks	Pencil And Paper
8 Sets Of Underwear	Scout Handbook
2 Handkerchiefs	Merit Badge Pamphlets
Hiking Boots (Water-Resistant)	Book Of Faith
Close-Toed Shoes (No Sandals)	Laundry Money (Washer And Dryer Available)
Swim Trunks & Towel Separate From Bath Towel	Spending Money
Sleepwear	Camera And Film
1 Pair Of Long Pants	Suntan Lotion
Sleeping Bag (For Overnighter)	Camp Chair
2 Sheets And Blanket / Light-Weight	
Pillow With Case	Toiletry Kit Containing:
Sweatshirt Or Jacket	2 Bath Towels
Raincoat Or Poncho	1 Wash Cloth
Hat	Comb And Brush
Day Pack	Soap And Soap Dish
Watch With Alarm	Toothbrush And Toothpaste
Water Bottle	Deodorant

All personal equipment and clothing should be clearly marked with the name and troop number of the owner. DO NOT leave valuables lying around in the troop area. Carry them along with you, even to the waterfront. On occasion, outsiders do come through the woods.

What NOT to Bring:

Bicycles	Pets	Hand Held Games
Sheath Knife	CB Radio	Fireworks
Radio Transceivers	Generators	iPod And CD Players
Cell Phones (Youth)	Dvd Players	Laptop Computers (Youth)

Troop Equipment

Patrol and troop flags, coolers, propane lanterns, plastic or tarps, footlocker and lock, troop library, props for skits, ropes for campsite improvements, Scoutcraft tools





2013 Summer Camp
Cherokee Scout Reservation

Provisional Troop Application and Information

Scouts that cannot attend summer camp with their home troop, or wishing to come for a second week, can participate in our Provisional Troop program. The Provisional Troop is a unique experience for Scouts, because it is made up of Scouts from all over the council. To participate in the program, Scouts will need to pay a **\$50.00 non-refundable deposit** to secure their place in the program. The deposit will be applied to the **total provisional camper fee of \$260.00** for Scouts in the Old North State Council (for out-of-council Scouts the fee is \$270.00). There is an additional \$10.00 fee for participation in the Provisional Troop (regular camp fee is \$250.00). Because the Provisional Troop can only accommodate 30 Scouts each week, we cannot accept any walk-ons. **FINAL PAYMENT IS DUE IN THE COUNCIL OFFICE ONE (1) WEEK BEFORE THE SCOUT IS TO ATTEND CAMP.** There will be a waiting list for each week of camp.

REQUIRED FORMS:

SCOUTS WILL NOT BE ALLOWED TO SIGN UP FOR THE PROVISIONAL TROOP PROGRAM WITHOUT THIS APPLICATION SIGNED BY THEIR SCOUTMASTER. Scouts participating in the Provisional Troop program **must bring a completed MEDICAL FORM and MERIT BADGE FORMS signed by their parents and Scoutmaster respectively.** These forms must be turned in on Sunday when they check in.

ARRIVAL AND DEPARTURE

Scouts need to arrive at camp between 2:00 PM and 3:00 PM on Sunday of the week they sign-up for. Scouts must attend the week that they sign-up for! They will check-out by 9:30 AM on Saturday. Scouts will be staying in Ossipee campsite.

CONTACT INFORMATION

If you wish to send your son mail while he is at camp: Scout's name
Provisional Troop
Cherokee Scout Reservation
3296 Boy Scout Camp Rd
Yanceyville, NC 27379

OTHER INFORMATION:

- **Family Night:** Thursday evening, you can plan to come to camp and bring your Scout some good, home-cooked food for dinner and enjoy our family night campfire.
- **Uniform:** Your son should bring a complete Scout uniform to camp (preferably 2).
- **Leaving Camp:** Campers are not allowed to leave camp during the week unless we have the written permission of their parent and the Camp Director. The Scout and his parent will need to sign-in and sign-out at the Camp Office.
- **Equipment List:** An equipment list of needed items is on the back of this page.
- **Merit Badges:** Contact your Scoutmaster for a list of available merit badges for this summer, or you can download our *Camp Leader's Guide* from our council website, which contains the list of offered merit badges. <http://www.bsaonsc.org/csr>





2013 Summer Camp
Cherokee Scout Reservation

Provisional Troop Application and Participant Information

Scout's Name: _____

Troop: _____ District: _____

Address: _____

City: _____ State: _____ Zip: _____

Parent's Name: _____

Parent's Home Phone: _____

Parent's Daytime Phone: _____

Emergency contact (other than parent):

Name: _____ Relationship: _____

Phone: _____

Special Needs (Diet restrictions, medications, physical disabilities, etc.): _____

SCOUTMASTER APPROVAL:

I recommend and approve this Scout to participate in the Provisional Troop at Cherokee Scout Reservation for this summer.

Signature: _____ Date: _____

Printed Name: _____ Phone: _____





COUNSELOR IN TRAINING PROGRAM
OLD NORTH STATE COUNCIL, BSA

**Purpose:**

To provide qualified Scouts with a positive Scouting experience that will allow them to understand the multi-faceted roles and responsibilities of Scout camp staff members; and to provide the camp with prospective camp staff members who have demonstrated positive leadership and instructional abilities.

Responsible to:

Counselors in Training are responsible to the camp Program Commissioner and directly supervised and evaluated by the director of the area to which they are assigned.

Basic Requirements:

1. Must be a registered Scout, fourteen years or older
2. Must submit a CIT application and a BSA Health Form.
3. Must have unit leader endorsement based on observed leadership and instructional qualities
4. Must be interviewed by camp Program Director and Camp Director.
5. Recommendation by specific camp area directors will be helpful.

Job Description

1. CITs will be expected to help in the instruction of skills within their assigned program areas. They will, under no circumstances, be responsible for solo instruction of any skill or badge.
2. At the discretion of the Program Director, a CIT will either be assigned to one program area, or will "float" around between different areas.
3. CITs will be assigned to one or more of the following areas:
 - a. Aquatics
 - b. Handicraft
 - c. Nature
 - d. Scoutcraft
 - e. Shooting Sports
 - f. FROGs
 - g. Health Lodge
 - h. Commissary
4. CITs will receive no compensation other than room and board.

Restrictions:

1. CITs will not be allowed to earn merit badges
2. CITs will not serve during the week of his troop's encampment
3. CITs will not leave camp at any time, except for a recognized emergency

Additional Information:

1. CITs will be provided with pre-set tentage in the staff area.
2. CITs will be expected to observe the same rules of conduct as staff members
3. CITs will under no circumstances be hazed or abused in any way.
4. CITs will wear a complete Scout uniform while in camp.

Note: *The Old North State Council and Cherokee Scout Reservation reserves the right to terminate a CIT's service at any time should conduct or other circumstances warrant such action.*





COUNSELOR-IN-TRAINING APPLICATION



Old North State Council

Boy Scouts of America

Requirements:

- 1. Registered in Scouting (Troop or Crew)
2. Should be 14 years of age when in camp
3. Have experience in unit leadership
4. Be in good health and physically fit
5. Ability to teach others and know Scouting subjects

(PLEASE PRINT)

Full Name Age Date of Birth

Address City State Zip

Phone # Unit E-mail

Number of Years as: Cub Scout Explorer Venturer O.A. Camper

Leadership Positions Held:

Junior Leader Training Average School Grade

In what areas of Scouting do you feel qualified?

What areas of Scouting do you like best?

What are your hobbies?

List Church activities

List any special awards or recognitions

My 1st, 2nd, and 3rd choices of weeks are as follows: 1) 2) 3)

Signed Scout Signed Parent or Guardian

Unit Leader Endorsement:

I approve and recommend for consideration as a Counselor-in-Training.

Date: Signed, Unit Leader Unit

Comments:



Troop Attendance Report

To be turned in at registration upon arrival

Troop: _____ District: _____ Council: _____

Senior Patrol Leader:

Patrol Name:

1.) Patrol Leader:
2.)
3.)
4.)
5.)
6.)
7.)
8.)

Patrol Name:

1.) Patrol Leader:
2.)
3.)
4.)
5.)
6.)
7.)
8.)

Patrol Name:

1.) Patrol Leader:
2.)
3.)
4.)
5.)
6.)
7.)
8.)

Patrol Name:

1.) Patrol Leader:
2.)
3.)
4.)
5.)
6.)
7.)
8.)

Please indicate the leaders and days each will be staying in camp (leader's mugs will be distributed based on this list)

Leader	Phone #	Sun	Mon	Tue	Wed	Thr	Fri	Sat
1.)								
2.)								
3.)								
4.)								
5.)								
6.)								
7.)								
8.)								
9.)								
10.)								



Camper Early Release Policy

(Please read carefully and in its entirety)

Frequently the request for an early release will be made as a result of an emergency situation in a Scout’s family or due to an illness or an activity outside of camp. In any event, there could be a certain amount of anxiety and tension on the part of the legal parent or guardian. This individual may not understand or appreciate any delay in the release of the Scout and adherence to the camp security policy. Because of the legal parent or guardian’s trust in the camp, we ensure the utmost care and well being of the Scout.

Only the Camp Director may process an application for early release.

In the event that an individual reports to camp and requests the early release of a camper for whatever reason, the following steps MUST be followed to ensure the entrusted well being of the youth in our charge.

- Verification must be made to assure that the person requesting release is acting as the legal parent or guardian or under the direction of the legal parent or guardian. Verification may be done by the following:
 1. Approval of the Scoutmaster
 2. Presentation of proper identification matched with the name listed as the legal parent or guardian on the Scout’s medical form.
 3. Contact via telephone with the legal parent or guardian. The telephone number used may be supplied by the Scoutmaster or obtained from the medical form.
 4. Previous arrangements made with the Scoutmaster and Camp Director by the legal parent or guardian.
- It is understood that any person who requests the early release of a Scout will abide by the policy set forth above and completes the early release form prior to the release of the Scout.
- It is understood that a Scout will never be released to another youth under 18 years of age without verified permission from the legal parent or guardian.

The basis for this policy is taken from the National Council’s Health and Safety Guide, Security Section, copyright 1983.

Old North State Council

Boy Scouts of America

Early Release Form	
Name of Scout to be released: _____	Date: _____
Reason for release: _____	Troop #: _____
Verification completed by Scoutmaster: _____	
Signature of camp representative: _____	
Legal parent or guardian’s signature: _____	
Representative of legal parent or guardian: _____	



2013 Cherokee Scout Reservation Special Needs Request

The staff at Cherokee Scout Reservation will do everything in its power to accommodate participants with special needs. Please complete this form and submit it to the Old North State Council office no later than June 7, 2013. After June 7th, please submit the form directly to the Camp Director at Cherokee Scout Reservation.

Unit Number: _____ Council/District: _____

Week Attending Camp: _____

- 1. Does anyone in your unit have a physical need that limits mobility? Please provide details below.

- 2. Do any of your unit members have special dietary concerns? Please be specific and suggest possible alternatives.

- 3. Please list any other special needs below.

Person to contact if we have questions:

Name: _____ Phone: _____





Old North State Council Policy and Procedure for the Use of Golf Carts on Council Property and at Council Events by Non-Staff Participants

The health and safety of all staff and participants at our council Scout camps and at other council events is the most important consideration when developing policy guidelines. For the sake of safety, motor vehicles in council camps and at council events are limited to those that are necessary to meet camp and activity needs and to provide transportation in camp when there is a true need.

To ensure safety, these vehicles must be well maintained, be inspected by an individual authorized by the council to ensure they meet policy guidelines and to be authorized for use within the boundaries of council property or at council events. Prior approval is required before golf carts not belonging to the council are brought onto council property or to council events for use by non-staff. The council understands that there are times when these vehicles may mean the difference in whether or not an individual is able to participate. Those individuals must provide proof of medical necessity through a handicapped sticker in their name provided through the NC Department of Transportation or a note (on letterhead or prescription blank) from their healthcare provider deeming it a medical necessity. Reasonable concessions will be made for those participants with a medical necessity.

The following policy guidelines govern the use of golf carts within the boundaries of Old North State Council property and at Old North State Council events.

Golf carts must, in accordance with council and BSA policy,

1. Be well maintained and pass inspection by a council-authorized inspector.
2. Be classified as a gas powered golf cart. (No electric golf carts allowed.) No Gators, ATV's, mules, three wheeled vehicles (including older golf carts), or other type vehicles are allowed.
3. Have seat belts for use by all riders.
4. Have a horn (even if a bicycle or other type horn is added as an accessory).
5. Have headlights. Otherwise the golf cart will be authorized for use only during daylight.
6. Have a first aid kit and fire extinguisher on board.
7. Be covered with insurance provided by the individual owner.

Authorized drivers

1. Are at least 18 years of age.
2. Must observe council camp and council event speed limits (10mph).
3. Must not transport passengers unless medically necessary and/or pre-approved by council authority.
4. Are responsible for the safe operation and condition of the vehicle.
5. Are responsible for the maintenance and fuel needs of the vehicle.
6. Must drive in a courteous manner and yield right-of-way to pedestrians.
7. Must park only in designated parking areas—no golf carts in program areas.

8. Must have any fuel for use in their golf cart in an approved container and delivered for storage in a designated and locked council camp storage area. There will be designated times when fuel may be accessed. Fuel will not be provided by the camp.
9. Must report accidents to the Camp Ranger, Camp Director or Program Director **immediately**.
10. Must show proof of insurance at the time application is made to bring the golf cart to camp.

A camp "Authorized Vehicle" sticker will be issued to be placed on the golf cart after inspection. The sticker must remain on the golf cart while in camp or at the council event. The inspection and sticker are valid from the date on the sticker until December 31 of that same year. Golf carts restricted to daylight use will have this noted on the sticker. The authorized driver of the golf cart will be given a safety briefing for use of the golf cart and will sign an agreement to use the golf cart in accordance with policy. Authorization to use the golf cart at a council camp or at a council event may be revoked by the Camp Director, Program Director, or member of the council professional staff for unsafe use of the golf cart or violation of any part of this policy.

It is recommended that day visitors participating in non-Scouting events meet council guidelines for use of golf carts on council property; however, use of non-council golf carts shall be at the discretion of the Campmaster/Activity Director and/or the professional advisor for the activity.



**Old North State Council
Agreement for Use of Golf Carts at
Council Camps and Council Events**

Date _____ Unit _____ Campsite _____

Owner's Name _____

Address _____

City, State _____ Zip _____

Home Phone _____ Cell Phone _____

Insurance Company _____ Policy Number _____

Golf carts must, in accordance with council and BSA policy,

- o Be well maintained and pass inspection by a Council authorized inspector.
- o Be classified as a gas powered golf cart. (No electric golf carts allowed.) No Gators, ATV's, mules, three wheeled vehicles (including older golf carts), or other type vehicles are allowed.
- o Have seat belts for use by all riders.
- o Have a horn (even if a bicycle or other type horn is added as an accessory).
- o Have headlights. Otherwise the golf cart will be authorized for use only during daylight.
- o Have a first aid kit and fire extinguisher on board.
- o Be covered with insurance provided by the individual owner.

Authorized drivers:

1. Are at least 18 years of age.
2. Must observe Council camp and Council activity speed limits (10mph).
3. Must not transport passengers unless medically necessary and/or pre-approved by Council authority.
4. Are responsible for the safe operation and condition of the vehicle.
5. Are responsible for the maintenance and fuel needs of the vehicle.
6. Must drive in a courteous manner and yield right-of-way to pedestrians.
7. Must park only in designated parking areas—no golf carts in program areas.
8. Must have any fuel for use in their golf cart in an approved container and delivered for storage in a designated and locked Council camp storage area. There will be designated times when fuel may be accessed.
9. Must report accidents to the Camp Ranger, Camp Director or Program Director **immediately**.
10. Must show proof of insurance at the time application is made to bring the golf cart to camp.

I understand and agree to follow the policy guidelines set forth above for use of the golf cart I have brought for use while on council property and/or while participating in a council event. I understand that violation of any of the above policy guidelines may result in revocation of my permit and I may be required to immediately remove the golf cart from council property or from the council event.

Signature _____ Date _____



Cherokee Scout Reservation Scoutmaster Merit Badge

Name of Scoutmaster: _____ District/Unit # _____ Date: _____

- Eligibility: All adult leaders (Scouters) in camp
- Requirements: Must complete 20 points in one week
- Get a staff member to initial completed options
- **Turn in completed form to Headquarters Building by 10:00 Friday morning**
- Patches are awarded at the Friday night campfire – **must be present to receive patch**

Three Point Value

- _____ Prepare a complete meal or dessert during the Scoutmaster Dutch Oven Cook-off
- _____ Prepare homemade ice cream during Scoutmaster Ice Cream Competition
- _____ Provide transportation for campers to off-camp venue: Yanceyville for Citizenship in the Nation
- _____ Complete the following trainings at camp: Youth Protection or Bullying Prevention, Safe Swim Defense/Safety Afloat, and Leave No Trace
- _____ Build a camp bench
- _____ Lead a camp Vespers service

Two Point Value

- _____ Assist at the climbing tower or the blob during twilight
- _____ Play in the Scoutmaster Horseshoe Tournament
- _____ Play the disc golf course
- _____ Attend ALL Leader's Roundtables - ____ 1 ____ 2 ____ 3 ____ 4 ____ 5 ____ 6
- _____ Personally invite a first year staff member to eat with your troop on Thursday evening during Family Night
- _____ Treat a commissioner, director, ranger, or office staff to a snack from the Trading Post
- _____ Present a finished Handicraft or Scoutcraft gadget to a commissioner or director
- _____ Play in the Scoutmaster Corn Hole Tournament

One Point Value

- _____ Wear a 2013 camp t-shirt or hat purchased from the Trading Post for a day
- _____ Attend leader's coffee for at least 3 mornings
- _____ Assist the Dining Hall staff during 3 mealtime clean-ups
- _____ Participate in the following:
 ____ Blob ____ Mile Swim ____ COPE tour ____ Pistol Shoot
- _____ Visit any 3 program areas: 3=1 point, 6=2 points, 9=3 points
- _____ Assist a program area during a merit badge session
- _____ Lead an approved song during a flag assembly
- _____ Make a presentation during a flag assembly
- _____ Lead an approved song or skit during the Friday night campfire
- _____ Pick up trash along your road or to and from a program area
- _____ Take a one-hour nap per day



Old North State Council Policy for the Use of Hammocks on Council Property And at District/Council Sponsored Events

Hammocks are more and more becoming a part of the camping Experience at our Scout camps and during district and/or council Events. The use of hammocks at outdoor activities can add a fun highlight to the outdoor experience. Hammocks, however, bring with them their own set of safety issues. It is the policy of the Old North State Council that, for the safety of our participants, that hammocks will be hung at height no more than waist high of the user at the center point while empty. Hammocks will not be secure to shelters but should be secure to stable trees in the area of the campsite out of main paths and walkways.

For your safety and to extend the life of your hammock, read carefully the manufacturer's guidelines and be sure to hang your hammock in a secure location and attach it only to a stable tree. Be sure to hang your hammock from trees that will support not only the weight of the hammock, but also the weight of the occupant. The most dangerous time when using a hammock is while getting into or out of the hammock. It is the time of greatest instability. Use great care! A hammock is not a toy.

Hammocks should not be attached to any camp structure. The Camp Director/Event Chairman has the authority to have a hammock moved or taken down because of the location, support or height it is hanging.

Resources:

Hammock Safety – www.hammock-hammocks.com

How to Hang a Hammock – www.yardenvy.com

Product Information, The Hammock Store – www.onlineproductinfo.com

Safety Do's and Don'ts – www.wolfriverhammock.com



Links to Electronic Resources

Cherokee Scout Reservation website - <http://www.bsaonsc.org/CSR/>

BSA Health Form - http://www.scouting.org/filestore/HealthSafety/pdf/part_c.pdf

2013 CSR Staff Application - <http://www.bsaonsc.org/Documents/2013staffapp.pdf>

Merit Badge Registration System – <http://www.summercampsystems.com/onsc>

Leader Medication Responsibility - <http://www.bsaonsc.org/Documents/LeaderMedicationResForm.pdf>

Immunization Exemption - <http://www.scouting.org/filestore/pdf/680-451.pdf>

Guide to Safe Scouting - <http://www.scouting.org/filestore/pdf/34416.pdf>

Uniform Inspection Guide - <http://www.scouting.org/filestore/pdf/34283.pdf>

Boy Scout Requirements - <http://www.scouting.org/scoutsorce/BoyScouts/AdvancementandAwards.aspx>

Venturing Requirements - <http://www.scouting.org/scoutsorce/Venturing/Awards.aspx>

