

SUMMER 2015 VENTURING CAMP MANUAL



GREATER ST. LOUIS AREA COUNCIL BOY SCOUTS OF AMERICA

A bar F Scout Ranch Swift Base



Name

Unit

Campsite

Advisor Checklist

PRIOR TO CAMP

- Provide parents of youth with Parents Information Sheet and map of the camp.
- Collect and review all medical forms. Youth and adults must use the Annual Health and Medical Record, Parts A, B, and C (form 680-001).
- Fill out a roster of those attending camp.
- Pay all fees two weeks prior to attending camp.
- Inform camp business office in advance if crew is bringing its own tentage.
- Out-of-council crews:** Bring tour plan and proof of insurance.

UPON ARRIVAL AT CAMP

- Medical recheck takes place on the campsite** by the program counselor, an adult member of the staff, and an adult leader of the unit. Medical forms should remain on the campsite during check-in.
- The unit leader should check in** at the camp office at 1:00 p.m. with the following items:
 - Any fees that need to be paid.
 - Receipts of fees paid at the council service center.
 - Unit roster listing youth and adults — including names, addresses, phone numbers, and ages.

Important Health Information

Youth and adults are not to attend camp if they have had flu-like symptoms in the 3 days prior to their arrival in camp. Flu-like symptoms include fever (100 degrees or higher), cough, sore throat, chills, headache, fatigue, vomiting, and/or diarrhea. Parents and unit leaders are responsible to ensure that youth and adults who are ill do not come to camp.

***Information in this manual is subject to change.
For updates, visit camping.stlbsa.org
or swift.stlbsa.org.***

Welcome to Swift Base!

*Whether this is your first trip to Venturing Camp at S bar F Scout Ranch
or you're a seasoned camper, you'll have a great time this summer!*

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Section 01 • Summer Camp Program

Camp is probably the greatest experience that the crew will have during the year. It provides great satisfaction to see each Venturer having fun in the great outdoors, crew leaders becoming more responsible, and crews functioning as a team as the week goes on.

The crew will improve as a result of camp, and the opportunity to get to know and understand the unit's Venturers will never be better. Get the crew's summer camp program ready by taking these simple steps:

- A. Set goals.
- B. Find out what the Venturers want!
- C. Involve the crew officers.
- D. Outline the crew's program.

WHO'S WHO AT CAMP

Program Director

The program director helps plan your crew's schedule and assists in developing and carrying out a full and balanced camping program. For help with a hike, rock climbing, mountain biking, or Ranger Award, see the program director.

Program Counselors

The counselor visits the campsite daily to review the camp program, or address concerns. The counselor assists with check-in and check-out.

MEETINGS

Advisor & President Meeting

Crew presidents and Advisors meet at 5:00 p.m. on Sunday at the Swift Pavilion to discuss program and scheduling information. This is an important meeting to get your unit off to a good start for your week at camp.

Program Preview – Sunday at 7:15 p.m.

Want to find out what's going on this week? Stop by the program preview and check out all the opportunities available — and then sign up for some of them. The Swift staff will answer any questions you have.

Following program preview is the opening campfire at 8:15 p.m.

PROGRAM

It's All About the Adventure You Choose

Every camper at Swift Base at S bar F Scout Ranch (also known as The Ranch) has more program opportunities than he or she is able to do. Some activities are scheduled by your unit, some are by individual sign-up. Activities for the theme of the week may overlap with your unit's assigned program slots. Your unit can choose to go on a backpacking trek around S bar F or a day trip to one of the local state parks. Camp at Swift is all about the adventure you choose for yourself and your unit. If you can't do everything, that's just more reason to come back for a second week as well as next year!

Program Planning Starts Before You Get to Camp

There are many options for what you can do at Swift. Share this manual with your unit and see what everyone wants to do before getting to camp. Some activities will conflict, and you may need to choose between them.

Program Scheduling

Upon arrival at camp, you will fill out a program preference sheet for your unit, informing the Swift staff who wants to do the four major out-programs: rock climbing, rappelling, High Challenge Course, and Low Challenge Course. Would your unit like to do an overnight? The staff will help you plan it. A schedule for these activities are provided to your unit Sunday evening. Your unit is assigned to these programs together.

Other programs are individual/small-group sign-up based, such as mountain bikes, horseback rides, water skiing, tubing, knee boarding, stand-up paddleboards, and sail boats. Sign-ups for these are at Swift Lodge on Monday and Wednesday mornings.

Customize Your Program

Many of your program choices are assigned, but your unit can always go “off the map” and plan your own program. Some units visit nearby Elephant Rocks State Park, borrow boats and canoes on the lake, go hiking around The Ranch, or just take a night off and head to town to get some pizza and a movie. Feel free to plan these types of activities into your week at Swift. When it comes to program, your unit is in charge of what you can do. A listing of day trips at and near S bar F Scout Ranch is available at the camp office and at stlbsa.org.

Evening Program

Every night at Swift has a different evening program for the entire camp, starting at approximately 7:15 p.m. Specific starting times are announced at flags.

Activities in past years have been Movie Night, Lakeside Party, Night Shoots, Unit Competitions, Amazing Race, and Sports Night. Each year, the actual programs are planned by the staff in the months prior to camp. Watch for updates on the Venturing Summer Camp page at camping.stlbsa.org.

Friday Night — Campfire & Dance

What do you do at the end of a week of camp? Hold a closing campfire and present awards for the week! The campfire is at 8:15 p.m., followed by a dance with all your new friends from your week at Swift.

ACTIVITIES

Daily Camp Schedule

The camp schedule is pretty simple once you get the hang of it. Each day is divided into morning, afternoon, and evening activities. During morning and afternoon sessions, your unit can participate in a number of activities. A different camp-wide activity takes place every night at Swift.

Meal Times

Meet at the Swift flag poles at 7:55 a.m., 12:25 p.m., and 6:25 p.m. for meals. The daily flag raising takes place before breakfast, and the retreat is at dinner. Uniforms are recommended for the evening retreat ceremony.

Rest Period

After lunch each day is a bit of unscheduled time — a great time for napping, writing letters home, or just hanging out with your unit.

Program Times

Program is 9:00 a.m. to noon and 2:00 to 5:00 p.m. every day. If you are going on out-programs such as climbing or horseback rides, meet 15 minutes early to get organized and ready for your program.

Open/Walk-Up Programs

Some programs are available for you to do without signing up. These include swimming, canoeing, rowing, sailing, archery, and rifles. Most aquatics activities are available every morning and afternoon, but the shooting range may only be open certain days.

Unit Out-Programs — Morning/Afternoon

There's plenty of adventure for your unit to do together. During check-in at Swift, your unit selects the activities to do and is assigned time slots — usually one for your unit to do each of these activities.

These programs generally require you to drive at least part of the way to the program site. Everyone should bring at least two quarts of water — more if it's hot that day. Each of these programs lasts approximately half a day.

Meet at the Swift Pavilion at either 8:45 a.m. or 1:45 p.m. before heading out as a group. Adult leaders must attend. Long pants and sleeves — though not required — are suggested, especially for the Low Challenge Course, climbing, and rappelling. Closed-toe shoes are required for these activities.

Challenge Course (Low)

This is a team-building course, and your unit works as a team to overcome the challenges. The Swift staff leads you through the challenges, hopefully building a better team in your unit in the process.

Challenge Course (High)

In the High Course, each member of your unit climbs the ladder and goes through four obstacles — all while 30 feet above ground. Rappelling back down is via an angel (face-first) rappel.

Challenge Course — Day Long Ropes

The option to do both parts of the challenge course together is called Day Long Ropes. You'll eat on the course and not return until dinner time.

Climbing

S bar F Scout Ranch has some great natural climbing cliffs. Hike out to the climbing cliffs, and the Swift staff teaches you climbing basics and belay you as you climb. See if you have what it takes to climb any of the three cliffs: Collar Bone, Baby Snake, and Chimney.

Rappelling

Not only can you climb up the cliffs, you can also rappel back down them. The 40-foot cliffs of Ranger Falls, Shady Lady, Freedom, and Oh Boy offer plenty of challenge as you rappel down the face to the bottom, belayed by the Swift staff. You can do a normal seat rappel or angel (face-first) rappel.

Individual Out-Programs – Morning/Afternoon

In addition to unit activities are activities for individual sign-up. Join other campers from the week to go on these activities. Some adults must also sign up, in compliance with youth protection requirements.

Sign-ups for these activities follow the distribution of your group sign-up schedule on Monday morning at breakfast. During this time, youth may sign up once for each activity. A second batch of sign-ups is held on Wednesday at breakfast.

Water Skiing/ Tubing/ Knee Boarding

Jump aboard the Swift ski boats with other campers. The Swift staff teaches you how to ski or knee board or bounce you around on a tube as you drive up and down 270-acre Nims Lake. Boats meet at the Swift aquatics area at 8:45 a.m., 9:45 a.m., 11:45 a.m., 1:45 p.m., 2:45 p.m., and 3:45 p.m. Arrive early and bring water.

Horseback Riding

Every morning and afternoon (weather permitting), come to the corral for a trail ride. Saddle your horse and follow the Swift wrangler on a ride around The Ranch. Blue jeans and heavy closed-toe shoes are required (boots preferred). Meet at the corral.

Mountain Bike Rides

Rides are offered throughout the week, generally for half days. Listen to the announcements and check the sign-up sheets. Some rides are more strenuous than others, so sign up accordingly.

Become an Expert

Think you have what it takes to go to the next level? Team up with the Swift staff to learn more than you ever thought possible in one of three areas during sessions offered throughout the week. These are the best options for working on Ranger electives.

- **Shooting Sports:** Want to dig deep into shooting sports and get really good at one or more shooting sports disciplines? Maybe you want to learn to how to care for the equipment, or take the time to make that great shot. This week, you can. (Ranger: Shooting Sports Elective)
- **Challenge Course:** You may have done a challenge course a dozen times, but have you ever helped lead one? Hang out with the Swift Challenge Course directors this week and you will. (Ranger: Project COPE Elective)
- **Equestrian:** Join the Swift wrangler throughout the week in helping to care for the horses and learn to ride like a pro. You'll head up to The Ranch riding ring and get riding like never before. (Ranger: Equestrian Elective)

These opportunities take a significant amount of time, and you may not be able to participate in all other programs with your unit.

Unit Overnight

Want to spend a night outside of camp? No problem! Working with your program counselor and program director you can plan a night away from camp. You might have a campfire, make a cobbler, or just sit and look at the stars. What you do is up to you!

Backpacking Adventure

New for 2015 is the Backpacking Adventure. Your unit and your program counselor will head off on a three-day/two-night hiking adventure around The Ranch, checking out some of the hidden gems of the property. Along the way, you might participate in high-adventure programs such as climbing or challenge course. Additional unique programs are available only to the Backpacking Adventure participants.

Prior to your week of camp, your unit will be contacted to see if you want to participate and begin making arrangements. Appropriate backpacking food is provided as part of the experience. Everyone participating needs a backpack (a limited amount of loaners is available). Shelter is at your own discretion, so plan accordingly. Each week, the Backpacking Adventure can accommodate 25-30 participants, forming groups of 10-15. Adequate unit leadership must be provided.

Kodiak Challenge

Kodiak Challenge leadership training, best delivered at the unit level, is a program that teaches about different aspects of leadership through daily reflections and activities. Two topics are covered prior to camp; five topics are covered during your week at camp. For more information, visit crventuring.org/Training/Kodiak/ (*note that this URL is case-sensitive*).

To put on Kodiak Challenge, you must work with a course director or have attended the course director conference yourself. A team of Kodiak Challenge course directors are available to work with your unit prior to and during your week at camp. Pre-camp modules must be completed before your week at Swift.

To set up the Kodiak Challenge during your week at Swift, contact Jeff Abernathy at 314-608-3444 or mrjeffabernathy@gmail.com by May 1.

AQUATICS

The Camping Committee has set the following procedures in concert with the National Boy Scouts of America policies, recognizing the responsibility to parents and leaders for their sons, daughters, Scouts, Venturers, and Explorers. Most of these procedures and rules fall under the “common sense” category, but it is important that all acknowledge and understand them. The camp director — through his Aquatics director — will be the final authority for any question of safety, policy, or procedure.

In order to swim, each camper must submit a physical examination record signed by licensed medical personnel and evidence of swimming ability through testing by qualified examiners. Campers will be identified according to their swimming ability as Swimmers, Beginners, or Learners according to the following:

- **Learners** — No test
- **Beginners** — Swim 50 feet as follows: Jump feet first into water over camper’s head, come to the surface, level off, swim 25 feet, turn sharply, and return to the starting point.
- **Swimmers** — Swim 100 yards as follows: Enter water feet first; swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; swim 25 yards on the back, using a resting stroke; rest by floating or, if nonbuoyant, with just enough motion to stay afloat.

The Aquatics director should be informed in writing of campers who are not allowed to swim due to medical restrictions.

During swim times:

- Keep valuables — jewelry, wallets, cameras, etc. — at unit's campsite.
- Use sun block and wear shirts at the waterfront to avoid sunburns.

Aquatics Program Features

- **Crews can swim anytime the Aquatics area is open.**
- **Aquatics Supervision Award: Swimming and Water Rescue** and **Aquatics Supervision Award: Paddle Craft Safety** hands-on courses provide older Scouts and unit leaders in-depth training in Safe Swim Defense and Safety Afloat principles along with basic swimming, boating, and rescue skills. A youth must be at least 16 years old to work on the Aquatics Supervision Awards. Times are determined at camp based on number of participants.
- **Recreational canoeing, kayaking, and stand-up paddleboarding** are available from 9 a.m. to noon and 2:00 to 5:00 p.m. Monday through Friday.
- **Safe Swim Defense Plan and Safety Afloat** instruction for unit leaders takes place at 10:30 a.m. on Wednesday at the Aquatics Area.

Huck's Cove

Huck's Cove consists of two water slides, a zip line, rope swings, and more. Learners and Beginners are welcome but restricted to shallow areas. Beginners may slide wearing a personal floatation device (PFD). Leaders must assist as guards at Huck's Cove.

Huck's Cove is open during most program slots.

Boating, Canoeing, Rowing, Sailing, Stand-up Paddleboards, & Pedal Boating

Waterfront activities are allowed only in authorized areas under the strict supervision of the Aquatics staff. Anyone violating this rule may be dismissed from camp immediately. Wading outside the swim areas is not permitted.

- The Buddy System is in use at all times, including during boating.
- A Coast Guard-approved personal flotation device (PFD) for each person aboard a watercraft must be worn at all times.
- Those wishing to use a watercraft outside of the designated afternoon time must secure the permission from the Aquatics director. Use of any watercraft is restricted to daylight hours from 1/2 hour before sunrise to 1/2 hour after sunset.
- Craft are to remain within sight of the waterfront pavillion in the area designated by the Aquatics director, except when under staff escort for special programs.
- In the event of swamping or capsizing, campers should not attempt to swim to shore or another craft but remain with the craft, which floats.
- Always check in and out through the Boating Buddy Board.

The following are not permitted in the aquatics or boating areas:

- Running or horseplay
- Sitting or walking on beached craft
- Standing up in the craft except sculling practice in a rowboat
- Changing positions in a craft offshore
- Ramming, splashing, or capsizing
- Food, drink, or any type of glass container
- Use of boats after dark

Who May Boat

- Only qualified Swimmers may use the rowboats, canoes, kayaks, or stand-up paddleboards during recreational periods.
- The Buddy System is in effect at all times.
- Scouters bringing their own craft to camp must obtain the approval of the camp director, have the craft checked by the Aquatics director, and follow the procedures as outlined in the policy of the council.

Electric trolling motors are permitted, but no other motors are allowed. Private craft must be docked at the camp boating area and must abide by all council boating regulations.

Fishing

Fishing is a fun and relaxing activity for Venturers and leaders at camp. Swift Base offers a great shoreline fishing trail.

General Fishing Rules

- Anyone between the ages of 16 and 65 must hold a current Missouri fishing license.
- Do not fish near any swim area, including Huck's Cove. A lost lure generally ends up in a Scout's foot!
- Wading is not permitted.
- Live minnows may not be used in the lake at any time.
- Fishing is not permitted in any waterfront, Huck's Cove, or boating area. Lines should not be cast toward swimming area ropes, mile swim lines, or any type of floating device anchored for marking safety or direction.

Rules Regarding the Use of Camp Boats by Adults for Fishing

- Hours for the use of boats by adults are 5:30 to 7:45 a.m. and 7:30 to 8:30 p.m.
- Rowboats can be used, as well as canoes when available — required minimum of two craft, minimum two campers.
- Craft are not to be taken out under adverse weather conditions.
- Camp boating regulations apply at all times except where they conflict with this policy.
- Craft must be left clean, oars and PFDs returned as instructed, and all trash removed from the area.
- The Aquatics director must be informed when craft are used for fishing purposes.

Personal craft are subject to these same rules. Personal craft may be used from 5:30 a.m. to 8:30 p.m. The Aquatics director must be informed when any personal craft is out on the water.

TRAINING OPPORTUNITIES

Safe Swim Defense & Safety Afloat

Thursday, 3:00 p.m. • Aquatics Area

These two trainings cover basic concepts of taking your unit swimming or boating and are required to take your unit on these trips. These trainings are offered in one session lasting two hours. Training is valid for two years. Safe Swim Defense & Safety Afloat training may be taken online at myscouting.org.

BSA Aquatics Supervision

times vary • Aquatics Area

Aquatics Supervision: Paddle Craft Safety and Aquatics Supervision: Swimming & Water Rescue continue the concepts introduced in Safe Swim Defense and Safety Afloat. These trainings, each taking approximately eight hours to complete, add skill practice to concepts.

Depending on demand and schedules of those in camp, BSA Paddle Craft Safety Instructor and BSA Swimming & Water Rescue Instructor may be offered. These courses are small-group training in multiple sessions and take approximately 8 hours. They are enhanced trainings that help prepare adults and youth (age 16 and older) to take units on aquatic activities, and are recommended to meet the Safety Afloat and Safe Swim Defense Qualified Supervision. These trainings are valid for three years.

Venturing Youth Protection Training

Wednesday, 3 p.m. • Lodge Porch

This basic course covering youth safety in the Venturing program is required for all registered Venturing leaders including Advisors, associate Advisors, crew committee chairmen, and committee members. Youth Protection Training lasts approximately one hour, and is required every two years. Youth Protection Training may be taken online at myscouting.org.

Introduction to Leadership Skills Course throughout week, times vary

This basic leadership training for youth is required as part of Venturing advancement. This fun course looks at different parts of leadership from a youth perspective through a combination of teaching and interactive games. Youth leaders in camp as well as Swift staff teach this four-hour course, which is broken up into modules offered throughout the week during break times such as after lunch or before dinner.

Venturing Awards Program throughout week, times vary

Multiple trainings are available to youth as part of the Venturing Awards Program. During the week, Venturers can participate in Personal Safety Awareness, Goal Setting & Time Management, and Mentoring for Venturing. These trainings are interactive, aimed to add to the leadership skillset of Venturers throughout their time in the program.

Additional Trainings

If you have a request for an additional training, or cannot make one of the above scheduled times, talk to the camp director as early in the week as possible.

SWIFT SUPERSTAR AWARD

Any youth or adult in camp can earn the Swift Superstar Award. This award shows that you have lived life to the fullest at Swift and tried out all that Swift has to offer. Be sure to get a progress card at the trading post. Swift staff or your advisor signs off on the card as you participate during the week. Recipients are recognized at Friday night's closing campfire. The Swift Superstar Award Patch can be purchased at the trading post.

Requirements:

- Participate in four evening programs (Sunday-Friday)
- Participate in a service project to benefit Swift
- Participate in seven activities from this list:
 - Rappelling
 - Rock climbing
 - Low Challenge Course
 - High Challenge Course
 - Horseback riding
 - Shoot a score of 25 at the rifle range
 - Shoot a score of 20 at the archery range
 - Water ski
 - Knee board
 - Sail
 - Attend Huck's Cove
 - Complete a craft project from the trading post
 - Kayak, canoe, or row
 - Mountain bike
 - Discover SCUBA
- Participate in three of the theme week events or sessions — specific requirements for each week of camp are published prior to your week at camp.

PROVISIONAL WEEK

One of the primary purposes of camp is to strengthen the unit, and it is preferred that Venturers attend camp with their unit. However, this is not always possible. There may be a scheduling conflict with the week your unit is attending camp, or perhaps you joined after a high-adventure sign-up deadline. Some Venturers may also want to attend a specific specialty week — or even a second week of camp.

For these reasons, the provisional option ensures that Venturers are able to participate in summer camp. During a provisional week at camp, Venturers are assigned to a host unit. A maximum of three Venturers from any unit may attend provisionally. Beyond three, a unit must provide leadership for the Venturers. Your unit may also consider partnering with another unit to provide adequate leadership.

For more information on provisional camping, contact Jeff Abernathy at mrjeffabernathy@gmail.com.

OTHER SUMMER CAMP OPPORTUNITIES

Venturing Pack & Paddle NYLT (National Youth Leader Training)

Cost: \$275* • July 19-20

National Youth Leader Training is an advanced training program that provides youth leaders with an opportunity to enhance their leadership skills while living the Scout Oath and Law in an exciting outdoor environment. Youth who earn the NYLT shield are prepared to meet the challenges ahead and are better prepared to work with adult leaders. The Venturing Pack & Paddle week includes canoeing, backpacking, and out-post camping.

Participants must be a registered Venturer and 14 years of age by June 1 of the current camp year. Venturing Pack & Paddle NYLT is a coed program.

More information and a registration form can be found at nylt.stlbsa.org.

**eligible for Camper Savings Discount (see page 12)*

Horse Camp

Cost: \$275* • Aug. 2-8

The horse program is a seven-day, adventure-filled experience at Nagel Base at Beaumont Scout Reservation in High Ridge, Mo. Activities include horseback riding, swimming, skeet shooting, campfires, float trip, and much more. A horse show concludes the camp on Saturday.

Each participant in this exciting program must be a registered Boy Scout, Venturer, or Explorer and 14 years of age by June 1 of the current camp year. Horse camp is a coed program. Leadership is provided by the Council Trail Guide Committee.

The fee includes meals, lodging, and program materials. A non-refundable reservation fee of \$25 holds a participant's spot. All fees must be paid in full by May 1 of the current camp year. A registration form is included in this packet.

**eligible for Camper Savings Discount (see page 12)*

Section 02 • Food Service

The camp fee includes 17 meals:

Breakfast	7:55 a.m.
Lunch	12:25 p.m.
Dinner	6:25 p.m.

Meet at the Swift Lodge flagpoles five minutes before each meal. Food is not available other than established meal times. Campers should help with food serving and clean-up. Specific assignments for each unit are included in the schedule of programs. Each unit works service crew for three meals, reporting to the dining hall one-half hour before each meal and at 11:00 p.m. to help close the lodge.

DINING HALL

Eating Equipment

Plates, cups, and silverware are furnished at each meal.

Ice

Ice is issued with most meals. Additional ice can be purchased from the trading post.

Extra Meals

Meals for additional leaders can be obtained at Swift, providing 24-hour notice is given to the Swift camp director. Cost is \$5 per meal — breakfast, lunch, and dinner. Additional leaders participating in the program are expected to purchase meals at Swift.

Special Diets

Occasionally, an individual may have varying dietary needs for religious, personal, or health reasons. The camp menu is available prior to camp, assisting unit leaders in planning for that individual's needs. A microwave is available.

NOTE: It is the responsibility of the individual and unit to bring any necessary supplements to the menu. The camp fee includes 17 meals. Food storage may not be available in the lodge, so plan accordingly.

Garbage & Trash Disposal

Trash bags are provided for transporting garbage to the disposal area located adjacent to Swift Lodge. Garbage should be disposed of on a regular basis.

USDA SUMMER MILK PROGRAM

Greater St. Louis Area Council–BSA camps participate in the USDA Summer Milk Program and the USDA Surplus Commodities Program through the Missouri Division of Family Service.

Program benefits and services are available to all children without regard to race, color, sex, handicap, age, or national origin. Any individual experiencing discrimination should write immediately to the Secretary of Agriculture, Washington, DC 20250.

GRACE AT MEALS IN CAMPS

The graces listed on these pages are only suggestions. Youth may use them or the grace they say at home.

Morning Graces

- Gracious Giver of all good, Thee we thank for rest and food. Grant that all we do or say, in Thy service be this day.
- Our Father, we thank Thee, for this new day and for Thy loving care. Help us to be mindful of Thee in these happy, sunlit hours.
- Heavenly Father, we thank Thee for Thy care through the night and for this new day. Guide us by Thy spirit, and at the close of this day may we not be ashamed before Thee.

Noon Graces

- Father, for this noonday meal, we would speak the praise we feel. Health and strength we have from Thee, help us Lord to faithful be.
- Heavenly Father, help us to see the beautiful things in earth and sky which betokens of Thy love. Walk with us in the days we spend together here. May the food we eat and all thy blessing help us to better serve Thee.
- Our Father in Heaven, as the day leads on, let us not forget our obligation to honor and serve Thee. We thank Thee for these gifts of Thy bounty. Bless them to our use and our lives to Thy service.

Evening Graces

- Tireless Guardian on our way, Thou hast kept us well this day. While we thank Thee, we request care continued, pardon, and rest.
- Heavenly Father, we thank Thee for this day and for Thy presence in it. Forgive us if we have not made it a better day and help us to be tomorrow what we failed to be today.
- Our Father God, we thank Thee for this evening meal. As Thou hast been mindful of us, so help us to be mindful of Thee, that we may know and do Thy will.
- Our Father in Heaven, Thou hast given us all things richly to enjoy. We bring our thanks to Thee at this evening meal. Bless us as we partake of this food, and keep us mindful of the needs of others.

Graces Suitable for Any Meal

- For health and strength and daily food, we give Thee thanks, O Lord.
- For this and all Thy mercies, Lord, make us duly grateful.
- For food and health and friendship, we give Thee thanks, O Lord.
- We thank Thee, our heavenly Father, for this food. Bless us as we partake of it that it may strengthen us for Thy service.

Scout Benediction

May the Great Master of all Scouts
be with us 'til we meet again, Amen.

S bar F Ranch Grace

For the gifts of food and freedom
And hills to roam
For crimson sunsets
For the earth, our home
For the stars at night
And gentle wind in trees
Thank you, Great Spirit,
For all of these.
Amen.

Camp Lewallen Grace

Beneath the stars above Logan,
by the river as it winds,
Looking over old Potashnik,
and sheltered by the towering pines,
We thank you Lord for these blessings —
this food, this fellowship, and this day.
And ask your continued grace and mercy
as we carry on the Venturering way.
Amen.

Camp May Grace

We thank you, Lord, in every way
For the gifts you give to us each day,
For the gifts of life, the gifts of love,
The gifts of friends and heavens above.
For every Scout that does his best,
May this food of ours be blessed.
Amen.

Philmont Grace

For food, for raiment,
For life, for opportunity,
For friendship and fellowship,
We thank Thee, O Lord.
Amen.

Florida Sea Base – The Keys Blessing

Bless the creatures of the sea,
Bless this person I call me.
Bless the Keys you made so grand,
Bless the sun that warms the land.
Bless the fellow-ship we feel,
As we gather for this meal.
Amen.

Northern Tier Wilderness Grace

For food, for raiment,
For life and opportunity,
For sun and rain,
For water and portage trails,
For friendship and fellowship,
We thank Thee, O Lord.
Amen.

Summit Grace

For this time and this place,
For Your goodness and grace,
For each friend we embrace,
We thank Thee, O Lord.
Amen.

Section 03 • General Information

FEES

\$270 per week. All camp fees should be paid 15 days before the crew goes to camp. A crew may make special arrangements on all-or-none basis to provide their own food for religious, dietary, or personal preferences. For details, call the Camping Department at 314-361-0600 or 800-392-0895.

Camper Savings Discount

A \$20 savings applies if the full fee is paid by March 2 for the following camps: Boy Scout Summer Camp, Eagle Trail Camp, Horse Camp, Ranger Program, NYLT, and Venturing Summer Camp.

Leaders

One leader is free with three to 10 youths attending summer camp. One additional leader is free for each additional 10 youth members or fraction thereof.

Additional leaders at S bar F Scout Ranch — above the free-leader policy — are charged only a \$80 fee to cover food costs.

Visiting leaders may purchase individual meals — at \$5 per meal — or bring their own food.

New Refund Policy

Typically, refunds are not given; however, refunds may be given in rare circumstances including medical emergencies. In that case, a refund request form must be filled out and submitted to the Camping Department by Aug. 30 for consideration. Additional documentation or information may be requested.

MEDICAL EXAMINATIONS & HEALTH CARE

Every youth and leader attending camp must — upon arrival — present a completed health record: Parts A, B, and C of the Annual Health and Medical Record. Part C must be signed by licensed medical personnel (limited to a doctor of medicine, doctor of osteopathy, physician's assistant, or nurse practitioner). The Annual Health and Medical Record requires a yearly medical exam by licensed medical personnel for all Scouts and adults attending camp.

Adults who will spend fewer than 72 hours in camp are classified as visiting leaders and are not required to have the physician's statement. They must complete Parts A and B of the Annual Health and Medical Record.

NOTE: Visiting leaders may not swim unless they have Part C of the Annual Health and Medical Record signed by licensed medical personnel.

Medical forms can be downloaded from the Resources page at stlbsa.org. The forms can be filled out online, printed, and saved with the typed information. Beware of common errors: missing date of physical, doctor's signature, tetanus shot date. We only accept the BSA medical form. No school or sports physicals will be accepted. These issues will delay check-in.

Unit leaders should collect and review all medical forms prior to camp. If the unit leader has any questions concerning a youth's medical form, the leader should contact the youth's parents.

Parents should not send their child to camp if he or she is feeling ill within three days prior to his departure to summer camp. This includes running a fever or stomach pains.

FIRST AID & HEALTH CARE

Swift Base has limited first aid supplies in the camp office and program areas.

The unit leader provides all first aid of youths and adults. All medications are kept locked up by and dispensed by the unit leader. Unit leaders should keep track of when, how much, the type, and by whom the medication was dispensed. When requested, the camp will hold medications requiring refrigeration or those that the camper

and his leaders feel uncomfortable holding. If an injury or illness is beyond the knowledge of the unit leader, The Ranch's medical staff will respond. The Ranch medical director visits Swift Base as needed. Contact the Swift office for details.

The Ranch medical director provides first aid treatment; the camp staff does not. Arrangements have been made with Parkland Health Center (see page 16) to accommodate cases needing attention beyond the scope of the camp medical staff. However, the camp office must be notified if a youth member is being taken to a hospital, so that arrangements can be made for his or her admission. Parents of Venturers are responsible for the cost of any treatment that cannot be done in camp. Non-emergency transportation of a youth member or adult to a hospital is the responsibility of the unit. In case of an emergency, transportation will be provided by the local authorities. The adult leader or the parents of the youth member are responsible for any costs incurred for emergency transportation.

FACILITIES

Swift Base is your home for the week at camp.

Swift Lodge

Swift Lodge is where you eat your meals during the week. It's also home to the trading post, camp office, indoor restrooms and adult leader showers. When it's not a meal time, feel free to hang out, play games, or relax.

- The trading post is stocked with snacks and souvenirs from your week at camp. Check out board games, cards, and sports equipment at the trading post. Ice is also available for purchase. Credit cards are accepted.
- The camp office is where you check in or out of camp. It's also the place to go if you have questions during the week, or to pay any camp fees.
- Indoor restrooms are available for all (youth and adults) to use. Female youth are welcome to use the indoor restrooms at all times. Male youth may use the indoor restrooms in the back of the lodge from 7:00 a.m. to 10:00 p.m. During other times, male youth may use the unisex restroom in the main part of the lodge.
- Adult leader showers — for adults age 21 and older — are at the rear of the lodge.

Pavillion

The pavillion is located in the center of camp and is home to many programs throughout the week. It's where you'll meet to go on many out programs, as well as for many of the meetings throughout the week. Its also where the dance is held Friday night. It's a great place to play games or listen to music.

Participant Shower Building

Across from the pavillion is the shower building with heated showers for Venturers age 20 and younger. Showering is available from 6:00 a.m. to midnight, and the building is lighted in the evening. Shower schedules for male and female Venturers are announced at camp.

Your Campsite

Swift has five campsites: Beckman, Thompson, Simmons, Wright, and Keith. You may share a campsite with another unit or two for the week. Each campsite has a latrine, running water, outdoor shower, permanent platform tents, campfire ring, and two dining flies.

2015 Policy

In accordance with a policy change by the National Council, Venturers and adult leaders older than age 18 are to sleep and shower in separate accommodations. Tentage is arranged with your program counselor on Sunday to meet these requirements. Shower arrangements are announced at camp and are set up to maintain the required age categories.

Venturers are participants in the program ages 14 (or 13, if graduated the eighth grade) through 20. Leaders/ Advisors are age 21 and older. Venturers ages 18-20 are considered adults for the purposes of Youth Protection (tenting/showering) but are considered youth participants for purposes of program and camp fees for the week.

EQUIPMENT

All equipment needed for camping is provided at no additional cost. This is National Supply Service equipment and is of the highest quality. The equipment includes the following items: wall tents (two to three people), cots, 12'x16' patrol fly, and picnic tables. Sharing equipment with other units may be required depending on the size of units on the campsites. The only equipment Venturers and leaders must bring camp is personal duffel. All other equipment is on the campsite waiting for your use. The campsites are equipped with a latrine, washstand, and shower. Youth members and leaders must not remove equipment from other campsites.

Crews may bring unit tentage if desired. Inform the camp business office in advance if the crew is bringing any such equipment to avoid double handling of equipment.

Cots

Council cots may not provide enough support for large leaders or leaders with bad backs. An alternative to cots is using a chaise lounge-style lawn chair that folds flat.

Rifles & Bows

All of the equipment necessary for rifle shooting and archery is provided by the camp. Do not bring personal equipment to camp.

Recommended Personal Equipment to Bring to Camp

- | | |
|--|--|
| <input type="checkbox"/> 1. Summer camp physical completed and signed by licensed medical personnel and parent | <input type="checkbox"/> 20. Swim suit (pack on top of duffel) |
| <input type="checkbox"/> 2. Medications with directions — give to unit leader for safekeeping at camp | <input type="checkbox"/> 21. Towels (pack on top of duffel) |
| <input type="checkbox"/> 3. Duffel bag or pack | <input type="checkbox"/> 22. Washcloth |
| <input type="checkbox"/> 4. Venturing uniform | <input type="checkbox"/> 23. Toothbrush and paste |
| <input type="checkbox"/> 5. Sturdy shoes or boots suitable for hiking | <input type="checkbox"/> 24. Hand soap in container |
| <input type="checkbox"/> 6. Sandals | <input type="checkbox"/> 25. Shampoo |
| <input type="checkbox"/> 7. Work gloves | <input type="checkbox"/> 26. Brush or comb |
| <input type="checkbox"/> 8. Ball glove | <input type="checkbox"/> 27. Sunscreen |
| <input type="checkbox"/> 9. Cap or hat | <input type="checkbox"/> 28. Insect repellent (non-aerosol only — see notes below) |
| <input type="checkbox"/> 10. Raincoat or poncho | <input type="checkbox"/> 29. Personal first aid kit |
| <input type="checkbox"/> 11. Sweatshirt or jacket | <input type="checkbox"/> 30. Wristwatch |
| <input type="checkbox"/> 12. Underwear | <input type="checkbox"/> 31. Flashlight and batteries |
| <input type="checkbox"/> 13. Socks (at least 1 pair for hiking), including uniform socks | <input type="checkbox"/> 32. Pocketknife |
| <input type="checkbox"/> 14. Camp T-shirts | <input type="checkbox"/> 33. Pen, pencil, and paper |
| <input type="checkbox"/> 15. Handkerchiefs | <input type="checkbox"/> 34. Sleeping bag or blankets & sheets |
| <input type="checkbox"/> 16. Pajamas or sleeping attire | <input type="checkbox"/> 35. Pillow (if desired) |
| <input type="checkbox"/> 17. Extra changes of clothing | <input type="checkbox"/> 36. Canteen or water bottle |
| <input type="checkbox"/> 18. Blue jeans for horseback riding | <input type="checkbox"/> 37. Camp stool/chair |
| <input type="checkbox"/> 19. Ziploc bags to keep clothing items dry | <input type="checkbox"/> 38. Bible or prayer book |
| | <input type="checkbox"/> 39. Spending money |
| | <input type="checkbox"/> 40. Camera |

NOTES:

- Items not recommended are electronic devices (such as Nintendo DS, iPods, radios, cell phones), items of value, extra food that might attract animals.
- Items prohibited are firearms or ammunition, fireworks, alcoholic beverages.
- Campers should mark all of their equipment and clothing with their name.
- Insect repellent should be a lotion-type, as bug spray removes the waterproofing from canvas tents.
- A Venturer is welcome in camp, whether or not he or she owns a Venturing uniform.

Recommended Crew Equipment to Bring to Camp

- | | |
|---|---|
| <input type="checkbox"/> 1. Lawn chairs for leaders. | <input type="checkbox"/> 10. Duct tape — lots of uses. |
| <input type="checkbox"/> 2. Badminton or wiffle ball game for campsite. | <input type="checkbox"/> 11. Clothesline and clothes pins. |
| <input type="checkbox"/> 3. First aid kit — include sunscreen and after-burn lotion such as aloe. | <input type="checkbox"/> 12. Binders twine. |
| <input type="checkbox"/> 4. Water cooler. | <input type="checkbox"/> 13. Sealable drywall buckets are great for tinder, “smellables” storage, or as a clothes washer. |
| <input type="checkbox"/> 5. Large battery-operated clock. | <input type="checkbox"/> 14. Soft soap and dispenser for wash basin. |
| <input type="checkbox"/> 6. Cooler for ice, extra foodstuffs, and medicine storage — varmint proof. | <input type="checkbox"/> 15. Dutch oven. |
| <input type="checkbox"/> 7. Wax fire starters and newspapers. | <input type="checkbox"/> 16. Citronella candle. |
| <input type="checkbox"/> 8. Coffee, tea, and creamer. | <input type="checkbox"/> 17. Large trash bags. |
| <input type="checkbox"/> 9. Hose and nozzle. | <input type="checkbox"/> 18. Cobbler mixings, peanut butter, etc. |
| | <input type="checkbox"/> 19. Hand ax and bow saw. |

LEADERSHIP

Coed units — Adult leadership must be provided by mature men and women who are at least 21 years old, approved by the unit committee on behalf of the chartered partner. At least one man and woman are required with coed units, and they must be in attendance at all times during camp. Where possible, they should be parents of youth or leaders in the unit. It is recommended that there be two adults for each 20 youth.

All-male or all-female units — Two leaders are required regardless of the number of youth campers attending of the same sex.

Crews may share leadership as long as arrangements are made prior to the week of camp. Notify the camp director and business manager prior to camp if units are sharing leadership.

VISITING CREWS

Crews from outside the Greater St. Louis Area Council are welcome to enjoy the council’s camp properties. Fees and programs are the same for visiting crews; however, two additional items are required upon arrival: tour plan and proof of unit insurance.

RELIGIOUS OBSERVANCE

A nondenominational vesper service is held in each Scout camp. Check the bulletin board at your campsite for details.

Youth members have the opportunity to lead grace at each meal.

See “Section 02 • Food Service” for suggested graces to use.

CAMP SAFETY PROCEDURES

- The buddy system should be used at all times.
- Fires should be put out when leaving the campsite. No fire should be left unattended. Fire Orders and Severe Weather Procedures are posted in each campsite and should be reviewed with the entire membership of the crew. Unit leaders must appoint a fire marshal for their crew and review the responsibilities of that position with the individual.
- Venturers or adults must not be transported in the cargo section of trucks.

- All buildings are smoke free. Smokers, please smoke outside in a safe manner away from youth members. A designated smoking area will be provided. It is unacceptable for anyone younger than age 18 to use tobacco products at camp.
- Closed-toed shoes should be worn at all times while walking around camp.
- The camp setting offers a great opportunity to observe plant and animal wildlife in their natural surroundings. Youth and adults should not feed or try catching any wildlife. If there is a problem with any type of wildlife, contact the camp office or camp staff member immediately.
- Upon departure from camp, all youth members must leave with their unit leadership, parent, guardian, or an individual approved by the parent or guardian. When a youth member leaves camp with someone other than the above individual, written permission must be provided by the legal parent or guardian to the unit leadership. This maintains accountability of all youth and provides for their safety.
- Camp staff — under the guidance of their camp director — monitor camp for unauthorized persons. The central Ranch staff and the camp rangers provide assistance. Any questions or concerns regarding unauthorized persons will be referred to the camp director or The Ranch director. Those persons found not to be official guests of S bar F Scout Ranch or registered campers will be asked to leave and escorted off the premises. Local law enforcement officers will be contacted if necessary. Any problems or safety concerns regarding unauthorized persons, needs to be referred to The Ranch director or his designee.

CAMPER ACCOUNTABILITY

The following information should be shared with the unit before arriving at camp so that unit leadership and their youth members clearly understand the course of action taken if camp rules are broken.

- The Scout Oath and Law are the rules in camp. They are all that are needed, and unit leadership is responsible for enforcing these rules and disciplining those youth members who break them.
- In the case of inter-unit conflicts or concerns, the unit leadership of the individual youth members involved is responsible for disciplining each of the individual Venturers or Scouts.
- Camp administration — beginning with the camp director of any camp involved — is available and prepared to assist in establishing communication in the event of inter-unit concerns.
- Further action may be required of the unit leadership, as determined by camp administration. If necessary, the chartered organization and/or district executive will be contacted.
- Camp administration reserves the right to take action, if necessary, including sending a youth or adult member home immediately who steals, vandalizes, possesses a controlled substance, or intentionally places himself/herself or another camper in danger of harm.
- Hazing, “midnight raids,” or other such activities are not allowed at any time at camp. Such activities place campers at unnecessary risk of injury and may cause bigger problems to occur as a result of seemingly small rituals getting out of control.
- Swift Base is a Scouting facility; it is not designed as a “dating facility.” Camp administration reserves the right to take action, if necessary, including sending a camper home immediately who conducts himself/herself inappropriately in a sexual manner.
- Youth members must be on their campsite by midnight. An adult leader or camp staff member must accompany any youth member who needs to be away from his or her campsite after midnight.
- All youth members and adults camping at S bar F Scout Ranch must live up to the principles and values of the Scout Oath and Law.

YOUTH PROTECTION

Any unit leader or staff member, who suspects, knows of, or witnesses a camper being abused at camp must notify the camp director immediately. Anyone suspected of mistreating a camper in any way — sexual, emotional, or physical – will be asked to leave camp.

- All youth must have their privacy respected when conducting personal business — showering, changing clothes, etc.
- Adults are not permitted to tent with a youth unless the youth is their own child.
- Youth Protection training is available at camp for interested adults. Date and time is posted at camp.

GENERAL REGULATIONS

Adhering to the following regulations ensures that everyone has a fun and safe experience at camp.

Directional Signs for Crews

Directional signs made out of cardboard or paper trash up the camp. Please do not use them. Instead, photocopy the camp map from this manual and distribute it to the members or parents of youth.

Pets

Pets are not permitted at camp. Please inform parents that pets are not permitted in camp when dropping off or picking up their son or daughter. Guests who bring pets to camp will be asked to leave the property.

Vehicles in Camp

All program and administration sites are within walking distance of each unit's campsite. No access roads to campsites are available by private vehicles. No vehicles are allowed on the Swift campsites. Ample parking areas are provided in the central area and all vehicles, including campers must be parked there. When parking your vehicle, do not block any gate, chain, or road. Any vehicle blocking a chain, road, or gate is subject to towing at the owner's expense. It is important to maintain access to all roads in case of an emergency. Restricted roads will be for use of the authorized and camp vehicles only.

No passengers should be transported in the cargo section of trucks.

Only adults older than 21 are allowed to drive while in camp.

It is expected that if a youth member drives a vehicle to camp, it will remain the parking lot until the individual departs for home. Youth members are expected to remain at Swift and not be running into town or to one of the Boy Scout camps. A youth member will be asked to leave camp if the Camp Director has a concern with that youth member's whereabouts.

Section 04 • About This Camp

WELCOME TO THE RANCH!

S bar F Scout Ranch is 5,200 acres of forest, rocks, streams, bluffs, Nims Lake, wildflowers, the Little St. Francis River, trails, and boundless excitement — all of which makes The Ranch a great place for summer camp. There are four camps on the 270-acre Nims Lake. Camps Sakima, Famous Eagle, and Gamble are the Boy Scout camps and Swift Base is for Venturers, Explorers, and older Boy Scouts.

HOURS OF OPERATION

Office

Monday–Friday

8:30 to 11:30 a.m. & 1:30 to 4:00 p.m.

Trading Post

Monday–Friday

8:30 to 11:30 a.m., 1:30 to 4:00 p.m., & after evening program until 11:00 p.m.

There is someone in the camp office or trading post to handle emergencies during the above times. A staff member can also be found in the staff living area or at The Ranch headquarters.

MAIL SERVICE

Youth love getting mail at camp. The correct mailing address is:

Youth's Name, Crew No. _____
Swift Base
S bar F Scout Ranch
Knob Lick, MO 63651

Example: *Johnnie Doe, Crew 2001*
Swift Base
S bar F Scout Ranch
Knob Lick, MO 63651

TELEPHONE SERVICE

S bar F Scout Ranch, 573-756-5738 — ask to be connected to Swift Base. This phone number is for emergencies or leaving messages. If you need to contact a youth member or adult in an emergency, you can leave a message for him or her to return a call. It is difficult to locate a camper for a waiting phone call. The emergency phone is staffed 24 hours a day, but please refrain from calling between 10:00 p.m. and 8:00 a.m. unless it is a true emergency.

SUNDAY SCHEDULE

1:30 to 2:30 p.m.

Check-in at Swift Lodge

Advisors check in with business manager and provide:

- unit roster
- receipts & fees due

1:30 to 3:00 p.m.

Take gear to site

Staff member is at campsite to help plan layout. Wait to put gear in tents until tent assignments are made by your program counselor.

Check in with program counselor on campsite

Medical recheck at the campsite

As soon as possible after arrival at the campsite, have every youth and adult change into swim suits and shoes. The counselor then leads the medical recheck on the campsite. The unit leader should be prepared to go over the medical forms with the youth and program counselor.

Swim tests

Your program counselor will lead you to the waterfront for swim qualification. Please leave valuables at campsite.

Campsite

Following orientation, the crew returns to the campsite and checks the following:

- Tents in order
- Site in order
- Beds made
- Check equipment for damages
- Equipment needs secured from camp supply room

5:00 p.m.

President & Advisors meeting at the pavillion

6:25 p.m.

Retreat

Entire camp attends flag lowering in uniform. Announcements are made.

Sunday Dinner

7:15 p.m.

Program Preview

Demos and displays of the week's activities.

8:15 p.m.

Opening Campfire

Meet at flagpoles.

Lodge and trading post open after campfire.

11:00 p.m.

Lodge closes

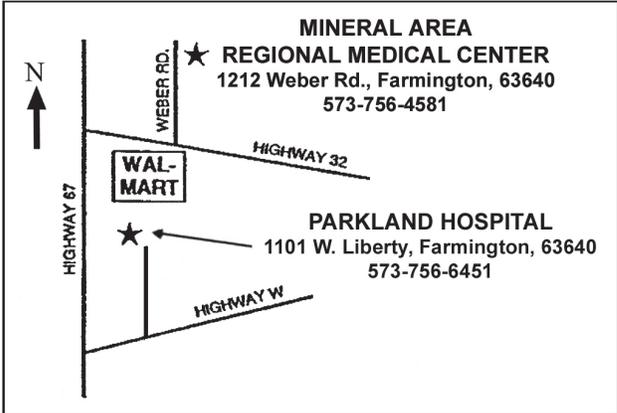
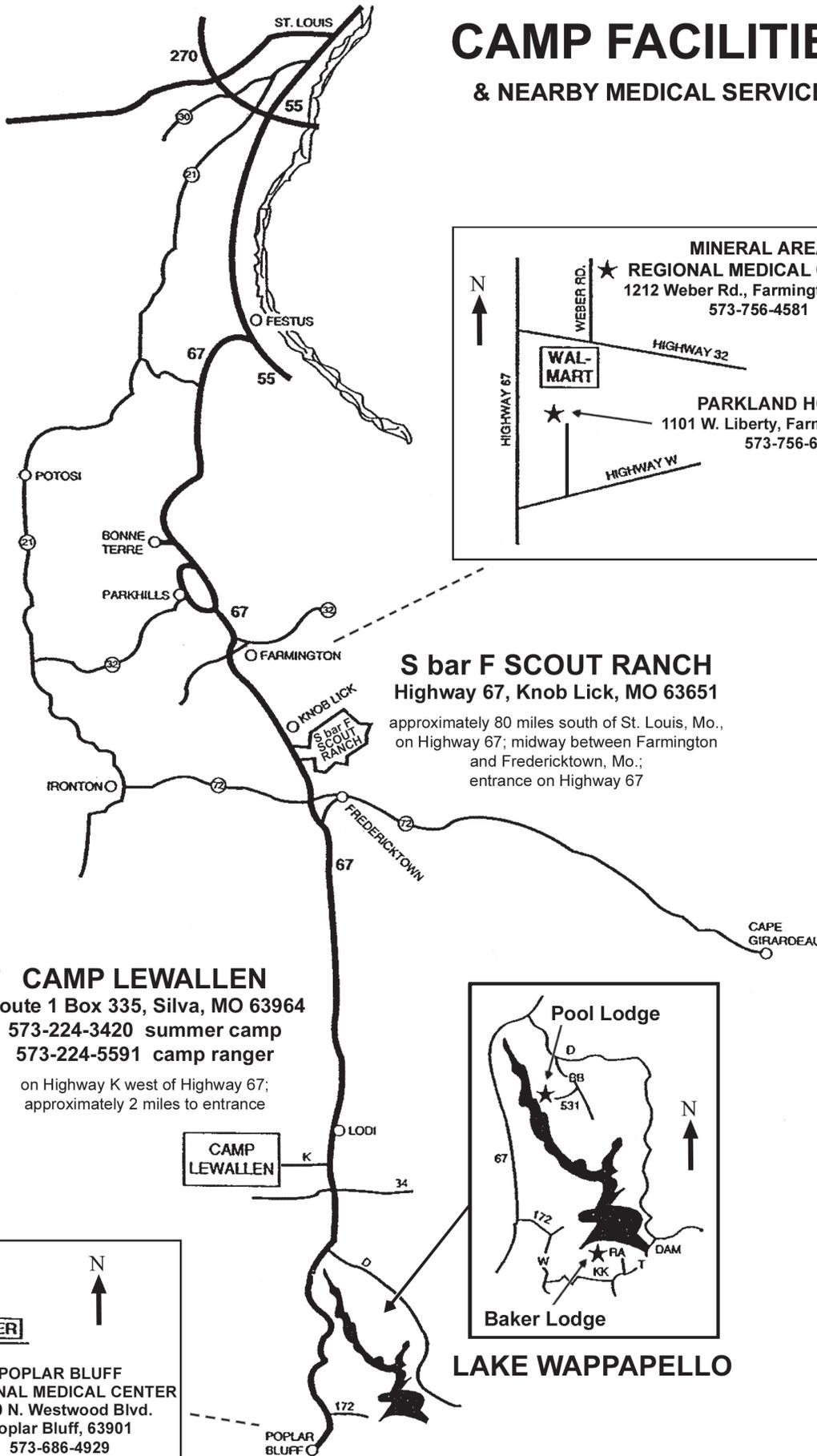
midnight

Curfew

All campers must be in their own campsite.

CAMP FACILITIES

& NEARBY MEDICAL SERVICES



S bar F SCOUT RANCH

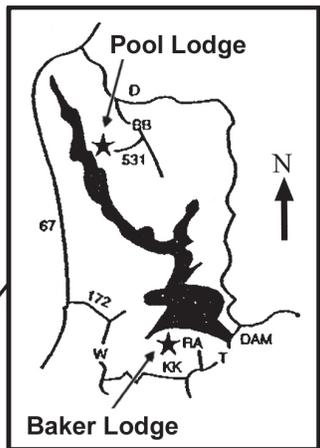
Highway 67, Knob Lick, MO 63651

approximately 80 miles south of St. Louis, Mo.,
on Highway 67; midway between Farmington
and Fredericktown, Mo.;
entrance on Highway 67

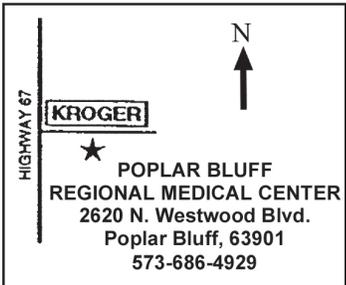
CAMP LEWALLEN

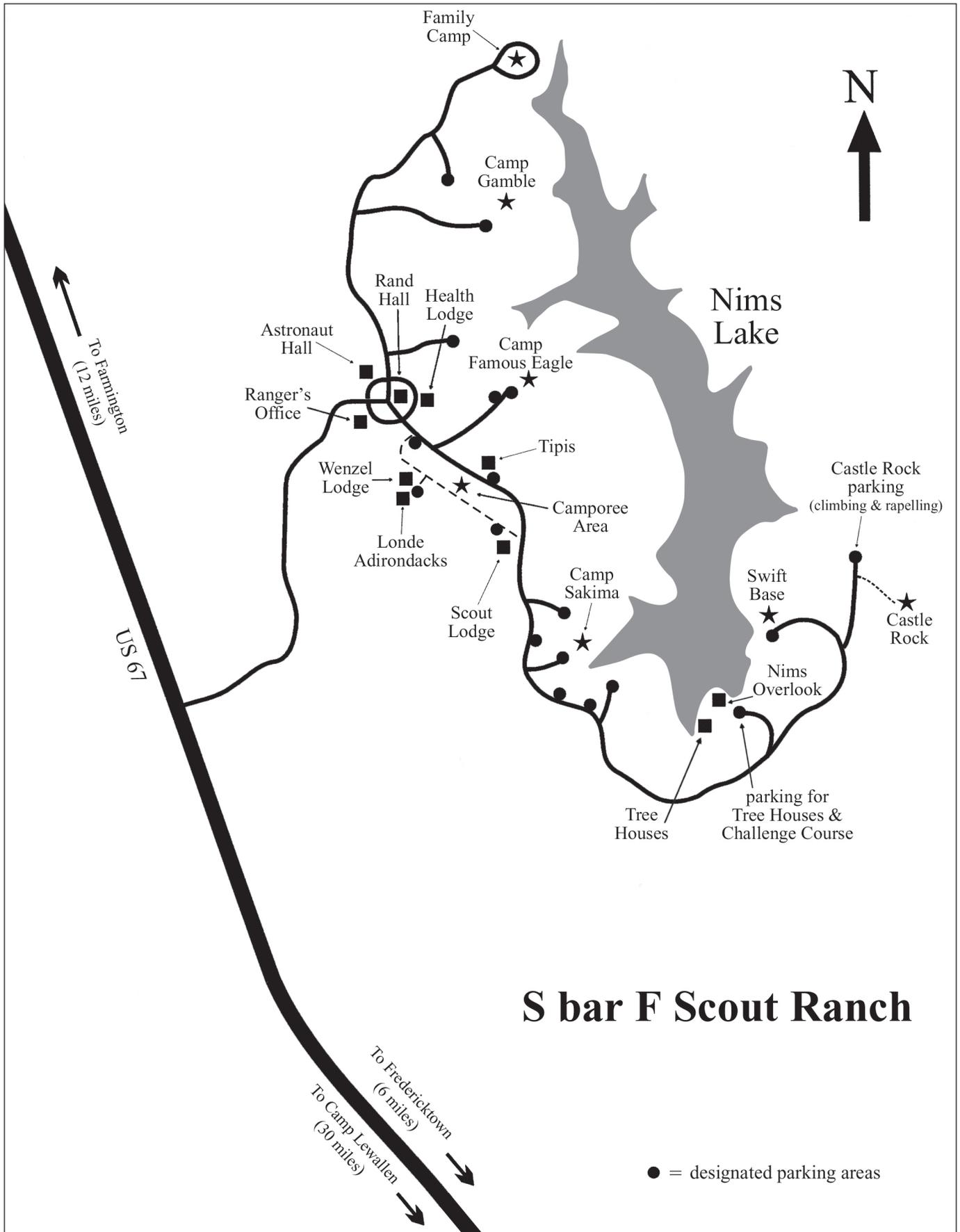
Route 1 Box 335, Silva, MO 63964
573-224-3420 summer camp
573-224-5591 camp ranger

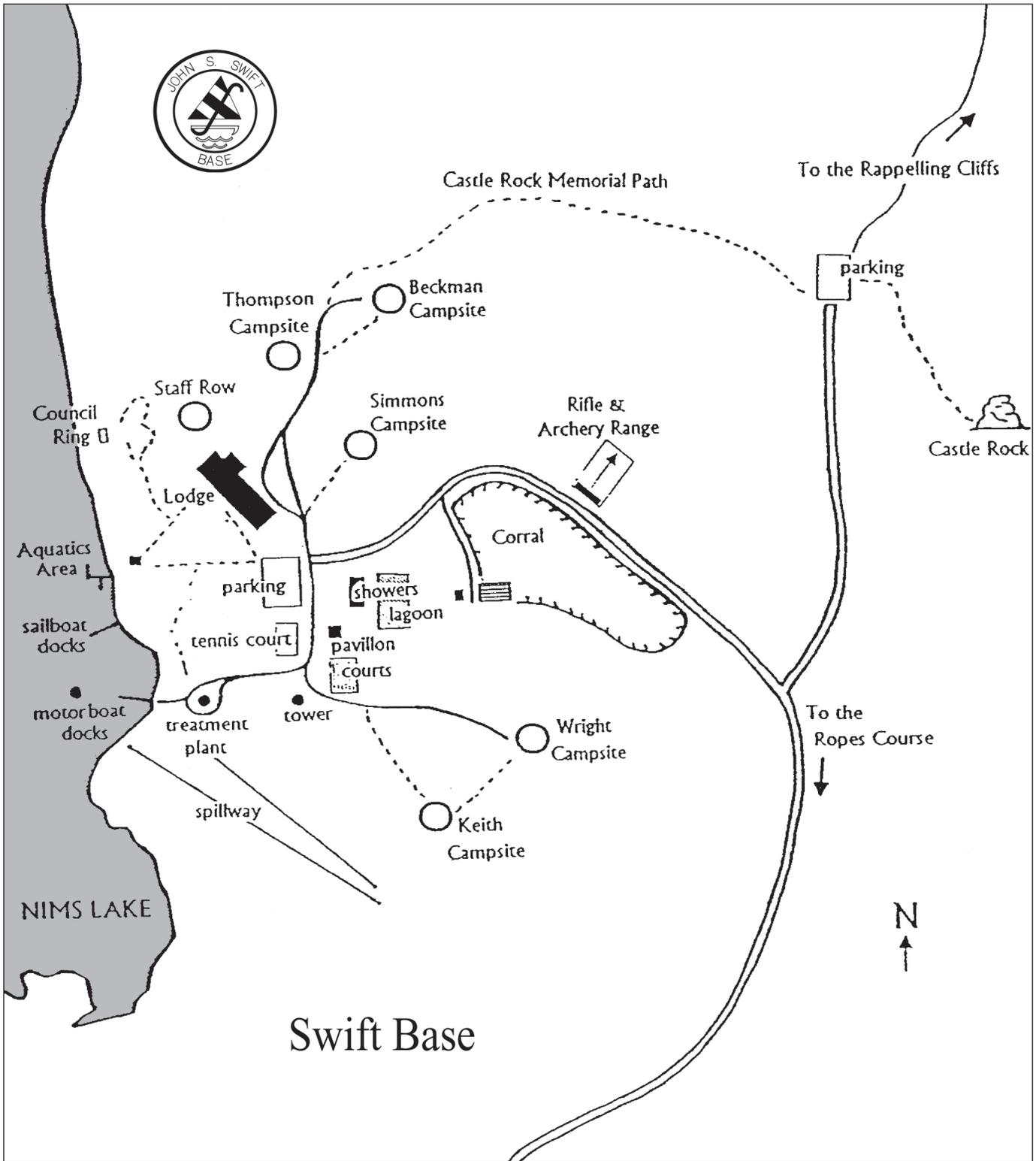
on Highway K west of Highway 67;
approximately 2 miles to entrance



LAKE WAPPAPELLO







APPLICATION FOR JOHN S. SWIFT BASE CAMPING AWARD

Circle one: Crew Post Troop No. _____

Cluster, District, or Area _____

Week _____ Campsite _____

Our unit has earned the John S. Swift Base Camping Award by satisfying all of the following requirements:

- 1. At least 25 percent of our members earned the Superstar Award.
- 2. Our unit participated in at least 4 of the 6 daytime activities — horseback riding, high ropes course, low ropes course, rock climbing, rappelling, and waterskiing.
- 3. At least 60 percent of our membership attended 4 of the 6 evening programs.
- 4. Our unit went to Huck's Cove.
- 5. Our unit participated in the closing campfire.
- 6. Our unit did an approved service project while in camp in addition to the service project for the Superstar Award — as described below:

Signed: _____

Crew / Post President or Senior Patrol Leader

Date: _____

Signed: _____

Advisor or Scoutmaster

Date: _____

FOR OFFICE USE ONLY

Award was made on (date) _____

Signed: _____

Camp Director



BOY SCOUTS
OF AMERICA®
GREATER ST. LOUIS AREA
COUNCIL

Camps of the Greater St. Louis Area Council



Beaumont Scout Reservation
High Ridge, Mo.



Camp May at
Beaumont Scout Reservation



Nagel Base at
Beaumont Scout Reservation



Camp Lewallen
Silva, Mo.



Pine Ridge Scout Camp
Makanda, Ill.



S bar F Scout Ranch
Knob Lick, Mo.



Swift Base at
S bar F Scout Ranch



Camp Famous Eagle at
S bar F Scout Ranch



Camp Gamble at
S bar F Scout Ranch



Camp Sakima at
S bar F Scout Ranch



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GREATER ST. LOUIS AREA COUNCIL

stlbsa.org