



SUMMER 2015

BOY SCOUT CAMP MANUAL

GREATER ST. LOUIS AREA COUNCIL BOY SCOUTS OF AMERICA

Camp Lewallen



Name

Unit

Campsite

Scoutmaster Checklist

PRIOR TO CAMP

- Provide parents of Scouts with Parents Information Sheet and map of the camp.
- Collect and review all medical forms. Scouts and adults must use the Annual Health and Medical Record (form 680-001).
- Fill out a roster of those attending camp.
- Pay all fees two weeks prior to attending camp.
- Mail the Troop Program Sheet to Camp Lewallen 3 weeks prior to arrival.
- Remind older Scouts to mail their Older Scout Program Registration Form to camp.
- Arrange for an advance team of two leaders and two Scouts to arrive in camp after 9:00 a.m. on Sunday. The rest of the troop should not arrive before noon.
- Out-of-council units:** Bring tour plan and proof of insurance.

UPON ARRIVAL AT CAMP

- Trailers — one trailer per troop — may be moved onto the campsites between 9:30 and 11:00 a.m.** on Sunday morning. Each troop will be responsible for moving its trailer. Personal vehicles must be moved to the camp's parking lot after moving the trailer.

NOTE: In case of inclement weather, vehicles and trailers will not be allowed on the campsites or the truck roads. A camp truck will not be available to move a unit's trailer to the campsite.

- Camp office opens at 1:00 p.m. for check-in.**
- Wait for the camp staff before setting up any canvas.** This will avoid the possibility of having to move the tents and flies. The troop counselor will arrive on the campsite at approximately 1:00 p.m.
- Medical recheck takes place on the campsite** by the troop counselor, an adult member of the staff, and an adult leader of the troop. 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.
 - Troop roster listing Scouts and adults — including names, addresses, phone numbers, and ages.
 - Names and breakdown of patrols — Scouts and adults — for the food count.

Important Health Information

Scouts 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 Scouts and adults who are ill do not come to camp.

Welcome to Summer Camp!

*Whether this is your first trip to Boy Scout summer camp at Camp Lewallen
or you're a seasoned camper, you'll have a great time this summer!*

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

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Section 01 • Summer Camp Program

Scout camp is probably the greatest experience that the troop will have during the year. It provides great satisfaction to see the Scouts having fun in the great outdoors, troop leaders becoming more responsible, and the patrols functioning as a team as the week goes on.

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

- A. Set goals.
- B. Find out what the Scouts want!
- C. Involve the Patrol Leaders Council.
- D. Outline the troop's program.

WHO'S WHO AT CAMP

Program Director

The program director helps plan the troop's schedule. He assists in developing and carrying out a full and balanced camping program. For help with a hike, merit badges, or skill instruction, see the program director.

Camp Commissioner

The troop's campsite is the base from which the troop program at Camp Lewallen operates. A camp commissioner is assigned to the campsite to assist while the troop is in camp. The degree of assistance rendered by the commissioner depends on the needs, desires, and experience of each troop. Thus, the type and extent of commissioner service varies with each troop. The commissioner visits the campsite every day to answer questions and check on needs. The camp commissioner also provides a variety of adult leader training topics throughout the week.

Troop Counselors

Each campsite has a troop counselor who assists the troop with check-in, check-out, and the O.A. election. The troop counselor visits the campsite daily to talk to Scouts, review the camp program, or address concerns. He is ready to help make the troop's week at camp a success.

PROGRAM SUPPORT

The daily or weekly schedule is not the program. It is a tool for planning and administering the program. It is a timetable for certain formal activities and a checklist of opportunities. The camp program and the scheduling of the troop's part in the camp program are the responsibility of the camp director and camp staff. The primary responsibility of the camp staff is to see that each troop has a great camping experience.

Adventure is one of the goals, and it is not found at exactly 9:30 a.m. or 4:15 p.m. It often just happens, or results from other activities. The troop will have planned activities, and the camp will have planned special events. Both of these are placed on the schedule, but things happen that are not on the schedule and yet will be program.

Remember: Camp is not only a place to earn merit badges and work on advancement; it's a place for adventure and fun.

BUILDING THE TROOP SCHEDULE

An advanced scheduling plan for the troop program can be prepared, and most leaders prefer it. The success of this method is dependent on the leader. Two weeks before leaving camp, each troop should mail the Program Sheet to Camp Lewallen so that the camp staff knows the troop size and needs.

- **Four weeks before camp**, determine attendance, number of patrols, and needs.
- Using the Camp Program form, plan the campsite/troop programs that provide the troop with its highlights and instruction for Tenderfoot through First Class.
- Two weeks before the troop's camp date, mail the Camp Program form to Camp Lewallen, HC1 Box 1955, Silva, MO 63964. This is a lot of paperwork for camp; therefore, in order to process it, the camp must have this information by the Tuesday before the troop comes to camp.

Program schedules are prepared by the camp staff and provided to units upon arrival. Scouts can sign up for merit badges in the program areas on Monday at the beginning of the session. Merit badge sign-ups are not permitted after Tuesday evening.

SCHEDULED CAMP PROGRAM

The troop is a vital part of the camp community. Certain activities, such as campfires, religious worship services, flag ceremonies, etc., are set for the entire camp community. Troops will want to participate in these activities:

Flag Ceremonies

A flagpole has been erected on each campsite, and an American flag is provided for proper flag ceremonies. Flag-raising should be held each morning at 7:55 a.m. Retreat should be held each evening. The senior patrol leader, or the patrol leader of the assigned patrol, should be in charge of the ceremony. Full uniforms should be worn at evening Retreat.

Camp-wide formal flag ceremonies are held each day before breakfast and supper in front of the dining hall.

Rest Period

A rest hour from 1:00 to 2:00 p.m. follows lunch. It's a good time for napping, writing letters home, quietly studying for advancement, or just stretching out and gazing at the sky.

CAMPWIDE ACTIVITIES

Additional events may happen during the week; watch for them. The senior patrol leader should lead and organize the troop for their attendance.

- **Opening Campfire:** The opening campfire is held in the Council Ring on Sunday night. Assemble on the parade ground at 8:15 p.m.
- **Basketball:** Camp Lewallen has a basketball area set up for troops to play any time during the day. Try an inter-patrol or inter-troop match. Basketballs can be checked out from the quartermaster for troop or individual use.
- **Water Carnival:** A water carnival is held at 7:45 p.m. on Tuesday. This fun event has great Scout appeal. Scouts and leaders are encouraged to dress for the occasion in beach attire such as a Hawaiian shirt, grass skirt, or straw hat. Each troop will want to participate.
- **Parents Night Campfire:** This campfire on Wednesday gives Scouts a chance to shine for their parents. Troops that participate in the campfire must have their skits or songs approved by the senior patrol leader and program director. Assemble on the parade ground at 7:45 p.m.
- **Mile Swim BSA:** Scouts and adults who are swimmers can swim a mile on Friday during their troop's respective free swim time. Any participant in the Mile Swim BSA must have a minimum of four hours of swimming practice, which can be accomplished in camp prior to the Mile Swim.
- **Top Shot:** Exciting shooting sports programs with daily eliminations resulting in the camp "top shots" being recognized at the closing campfire. Top Shot replaces the Silver Bullet and Golden arrow competitions.
- **Closing Campfire:** The closing campfire is held Friday night at the Council Ring. Assemble on the parade ground at 8:15 p.m. Songs, skits, awards and recognitions are the highlights of the closing campfire.

EVENING PROGRAM

Monday Night

- Campwide games — competitions, games, and open climbing at tower in the camporee field and around the dining hall
- O.A. barbecue at the Braswell Pavilion
- Free swim at the pool
- Star gazing meets at the Pump House Pavilion
- Dutch oven cookoff for Scouts in Scoutcraft area
- Adult Shotgun Shooting

Tuesday Night

- Water Carnival — competitions and games at the pool
- Star gazing meets at the Pump House Pavilion

Thursday Night

- Outpost Night — camping away from the unit's campsite
The Mount Logan Hike is a long-standing tradition at Camp Lewallen and involves a rigorous hike up scenic Mount Logan. The camp provides two staff members for the trek; however, one adult for every 10 of their Scouts must also accompany Scouts on the trek. If Scouts show up without a unit leader, they cannot participate in the hike. All Scouts participating must bring a plastic ground cloth, sleeping bag, flashlight, raingear, good hiking boots, bug repellent, and water. No sandals are allowed.

The Mount Logan Hike meets at 7:00 p.m. at the trading post deck. There are radio communications and an emergency plan to come down Mount Logan if conditions warrant it.

- Voyager campfire in Pine Forest at 8:00 p.m.

SHOOTING SPORTS

The Shooting Sports Area is open Monday through Friday for scheduled troop shoots. An adult leader from each troop must accompany the troop to the archery or rifle ranges. Contact the program director for details concerning a troop shoot.

Troop shoots are a popular activity. If the unit is unable to attend the assigned shoot, notify the program director as early as possible so that another troop can attend the shoot. Remember, "A Scout is courteous."

- **Rifle:** preceded with a gun safety instruction; .22 caliber ammunition provided for scheduled troop shoots and the Rifle Shooting merit badge. Scouts and leaders shoot free during these times.
- **Archery:** shooting at standard stationary targets for a competitive score.
- **Shotgun merit badge:** Scouts taking the merit badge must pay a \$40 fee in the camp office and present the receipt to the instructor before being allowed to shoot. Due to the amount of shooting involved, this merit badge is limited to the first 15 Scouts who sign up for it.
- **Shotguns:** available for use in the older Scout program; cost is \$5.00 for 10 shots per Scout. Cost for Adult Shotgun Shooting is \$5.00 for every 10 shots.

ECOLOGY

The camp has a marked nature trail to help Scouts learn to identify the wild things in the environment. Scouts, a patrol, or a troop can hike the trail. The opportunity for meaningful conservation projects is always available. See the ecology director or commissioner.

Campsite Schedules

Campsite	Instructional Swim*	Voyager Program	Free Swim
Buffalo Bill	9:15 a.m.	10:15 a.m. to noon	2:00 p.m.
Kit Carson	9:15 a.m.	10:15 a.m. to noon	2:00 p.m.
Daniel Boone	9:15 a.m.	10:15 a.m. to noon	2:00 p.m.
Davy Crockett	9:15 a.m.	10:15 a.m. to noon	2:00 p.m.
Blackfoot	9:15 a.m.	10:15 a.m. to noon	2:00 p.m.
Apache	11:15 a.m.	2:00 to 3:45 p.m.	4:00 p.m.
Chippewa	11:15 a.m.	2:00 to 3:45 p.m.	4:00 p.m.
Comanche	11:15 a.m.	2:00 to 3:45 p.m.	4:00 p.m.
Pawnee	11:15 a.m.	2:00 to 3:45 p.m.	4:00 p.m.
Crow	11:15 a.m.	2:00 to 3:45 p.m.	4:00 p.m.

*Instructional Swim

- Scouts should take the Swimming merit badge during their campsite instructional swim time.
- Scouts who need to complete the swimming requirements of Second and First Class Ranks should attend their instruction swim. The “rank instruction” takes approximately three days.

AQUATICS

The Camping Committee has set the following procedures in concert with the National Boy Scouts of America policies, recognizing a responsibility to parents and leaders for their sons. 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

- **Each troop can swim twice a day!** During the morning instructional swim, Learners and Beginners are taught swimming and Swimmers work on their Swimming merit badge. In addition, each troop has an open recreational swim time. For specific times, see the schedules in the center of this booklet.
- **An instructional swim** assisting Scouts in the completion of swimming requirements for Second and First Class is conducted during the 9:15 and 11:15 a.m. instructional swims. This “rank instruction” takes approximately three instructional swims to complete.
- **Swimming and Lifesaving merit badges** require that a Scout completes all swimming requirements for Second and First Class prior to camp in order for him to take Swimming or Lifesaving merit badge at camp.
- **CPR requirements** are a part of all aquatic merit badges. Instruction prior to camp is needed in order for the Scout to complete the merit badge. A list of Scouts with Red Cards should be provided to the camp office to meet this requirement for all badges. Red Cards are available at council service centers.
- **BSA Lifeguard** has been revised by the National Council. The revisions have made it increasingly difficult to meet all the needs in a single course of reasonable duration. The primary purpose is no longer to give units the skills necessary to conduct safe swimming and boating activities. The two Aquatics Supervision Awards in Swimming and Water Rescue and Paddle Craft Safety are designed to meet that need (see below). The revised BSA Lifeguard program now focuses on the need to provide BSA-operated facilities, such as summer camps, with training that meets the requirements of government agencies for professional lifeguards at regulated swimming activities.
- **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 Scout must be at least 16 years old to work on the Aquatics Supervision Awards.
- **Mile Swim BSA** is held Friday at 1:45 and 3:45 according to the troop's free swim time. Scouts and adults must have four hours of practice swimming prior to the Mile Swim. The unit leader is responsible for insuring the practice swimming occurs.
- **Recreational canoeing and rowing** is available from 2:00 to 5:00 p.m. Monday through Thursday.
- **Kayaks and stand-up paddleboards** are available for recreational use by all Scouts and leaders during the afternoon. Check for specific times at camp.
- **Safe Swim Defense Plan and Safety Afloat** instruction for troop leaders takes place at 10:30 a.m. on Tuesday in the Aquatics Area.

Boating

Waterfront activities are allowed only in Lake Potashnik under the strict supervision of the Aquatics staff. Anyone violating this rule may be dismissed from camp immediately. Wading at the lake or river is not permitted.

- The Buddy System is in use at all times, including during boating.
- Coast Guard-approved lifejacket for each person aboard a watercraft must be worn at all times.
- Use of any watercraft is restricted to daylight hours from 1/2 hour before sunrise to 1/2 hour after sunset.
- In the event of any 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 during merit badge instruction
- 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. Scouts working on merit badges may solo with the permission of a member of the Aquatics staff and under their supervision.
- 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 Scouts and leaders at camp.

General Fishing Rules

- Anyone between the ages of 16 and 65 must hold a current Missouri fishing license.
- Do not fish near the boating area at Lake Potashnik

OLDER SCOUT PROGRAMS

This program is designed for Scouts who are 14 years old or in their fourth year of camp. Scouts should sign up for the program after Sunday night dinner. The Older Scout schedule is somewhat flexible according to what the Scouts want to do. Two staff members are available for the program so that more than one activity at a time can take place.

Older Scout Schedule

(subject to change)

Monday	morning:	Climbing merit badge, wiffle ball
	afternoon:	afternoon float
	evening:	O.A. dinner, open climbing at the tower
Tuesday	morning:	Climbing merit badge, shooting sports
	evening:	Water Carnival
Wednesday	morning:	Climbing merit badge, leaders climb
	evening:	O.A. Callout
Thursday	morning:	trip to S bar F Scout Ranch & overnight
	afternoon:	trip to S bar F Scout Ranch & overnight
Friday	morning:	Iron Man competition
	afternoon:	afternoon float
	evening:	closing campfire

Note: A Scout might not get to participate in every activity due to several factors: number of requests for a specific activity, size limits of certain programs for safety, or the amount of program materials.

Adult leaders are required to provide transportation to and from S bar F Scout Ranch and for float trips.

Climbing merit badge is designed for older Scouts and meets at the Climbing Tower on a daily basis at 9:15 a.m. except Thursday. Climbing merit badge is limited to 15 Scouts through a mail-in preregistration and/or the first Scouts to sign up on Sunday. For details, see the merit badge schedule in the center of this booklet.

How can older Scouts who remain in camp find more time to participate in the older Scout programs, and not lose out on merit badges? Many merit badges have requirements or prerequisites that can be done before camp, allowing more time for high-adventure fun.

Aquatics Supervision Awards are available to older Scouts. For details and requirements, visit www.stlbsa.org.

See “Section 02 • Advancement” for more information on merit badges.

ATV PROGRAM

Cost: \$25 • Monday-Friday during camp: session 1, 9:00 a.m. to noon; session 2, 2:00 to 5:00 p.m.

Boy Scouts can participate in the new All-Terrain Vehicle (ATV) Safety and Training Program beginning this summer at Camp Lewallen! Held in conjunction with the ATV Safety Institute and Polaris, this program is for youth ages 14 and older. During the course, Scouts learn how to safely and properly operate and maintain an ATV as well as participate in trail rides.

TROOP PROGRAM

In addition to the many campwide opportunities already outlined in this booklet are several troop activities included in the program:

- **A short troop campfire** can be conducted on Monday or Tuesday night.
- **Patrol Leaders Council meetings (PLC):** Every troop should have a daily patrol leader's council meeting to review the activities for the past 24 hours and plan in detail the activities of the next day, check on each Scout's progress and hold a progress review for those Scouts who are ready. Involvement of the troop leaders in the planning and execution of the camp program is a very important part of their development. The suggested time is in the evening after the last activity.
- **Personal growth agreement conferences** can be conducted by the Scoutmaster throughout the week.
- **Parents program** is conducted by the PLC on Wednesday evening before the O.A. ceremony.
- **Troop program ideas:** daybreak hike or fishing trip, horseshoe contest, troop scavenger hunt, patrol of the day, pig roast, Scout of the day, or other programs planned by the troop.

RANGER SPECIALTY CAMPS AT S BAR F SCOUT RANCH

Cost: \$270 • sessions begin June 14, June 21, June 28, July 5, July 12, July 19

Weeklong specialty camps offer adventures beyond regular summer camp. A Scout should participate in the Ranger Program if he is interested in increasing his appreciation of nature, camping, and self-reliance.

Teamwork, problem solving, cooperation, and leadership development are important parts of the Ranger Program. Typical activities in the program include blacksmithing, Native American sweat lodge, ropes course, and black powder shooting. Specific activities vary from year to year. Scouts swim, have time to fish, and participate in games designed to improve outdoor skills. Since many of the activities require strength and courage, some physical conditioning may be desirable before camp.

Specialty camps are designed for Scouts who are age 14 or older, or in their fourth summer camp. Individual Scouts may sign up for a specialty camp as their second week in camp.

Scouts meet at 2:00 p.m. on Sunday at the Scout Lodge in the Camporee Area. The program ends at approximately 6:30 p.m. after dinner on Friday at the new Famous Eagle Dining Hall.

Scouts participating in the Ranger Program have an opportunity to earn Archaeology, and Wilderness Survival merit badges.

The Ranger Program's activities take place at various locations at S bar F Scout Ranch. Scouts live in outpost camps, carry all equipment necessary for camping, and walk portions of the Three Notch Trail that show nature in its raw form. The fee includes meals, program supplies, Ranger emblem and camp segment.

OTHER SUMMER CAMP OPPORTUNITIES

Eagle Trail Camp

Cost: \$270 • Aug. 2-8

This specialty camp at Camp Gamble helps Scouts and male Venturers prepare to attend the rank of Eagle Scout. In addition to great camp fun activities, most Eagle-required merit badges are offered as well as sessions on the Eagle Project.

Eagle Trail Camp is for Scouts and male Venturers who are at least 13 years old, attained First Class (Boy Scouts), and have attended summer camp for at least two years.

For more information on Eagle Trail Camp, visit eagletrail.stlbsa.org.

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.

ADULT LEADER TRAINING

Unit leaders can view the Boy Scout Fast Start Training video at camp.

Boy Scout leader training is conducted at camp. Courses offered are This Is Scouting (formerly New Leader Essentials), Scoutmaster/Assistant Scoutmaster, Committee Training, and Introduction to Outdoor Skills. Adults taking the course must assist with Voyageur Program instruction in their camp each morning of the week and participate in afternoon training sessions Monday through Thursday. Afternoon training sessions are held in the Health Lodge at S bar F Scout Ranch between 2:00 and 4:00 p.m. A schedule is available during Sunday check-in. Cost of the training is \$20, which includes all of the materials.

Additional Training Opportunities

- **Pressurized Fuel Training** for adults — Spring Hollow shelter at 2:00 p.m. on Monday. The camps do not provide equipment for this training; participants must bring their own.
- **Safe Swim and Safety Afloat** instruction — Aquatics Area at 10:30 a.m. on Tuesday. This is a “dry” training session.

Section 02 • Advancement

MERIT BADGES AT SUMMER CAMP

During the past few years, more than 60 percent of all merit badges earned by Scouts in the council have been earned at Camp Lewallen or S bar F Scout Ranch. That's a lot of advancement for one week.

Camp offers the Scout a great opportunity to earn merit badges that lend themselves to the outdoors. Camp is a very important week, but it shouldn't be cluttered up with badges that are more readily earned during the other 51 weeks. Camp is not the place for Communications, Citizenship, or Family Life merit badges. A Scout trying to earn four, five, or six merit badges does not have a balanced program. Guide Scouts to set achievable goals and discourage them from "chasing" badges. Camp is not a merit badge mill!

The Scoutmaster's role is to sit down with each Scout in preparation for camp and review with him the advancement possibilities available. The priority for first-year campers should be basic Scout skills, with a merit badge or two for fun and flavor.

- Determine if the Scout has a real interest in the subject and understands the requirements and time commitment.
- Point out which requirements must — or it would be better to — be completed before camp.
- No sign-ups take place after Tuesday evening except for Mammal Study merit badge.
- Review equipment needs.
- Counsel the Scout if he is taking on too much. Make sure he has not chosen a merit badge he cannot complete.
- Schedule the Scout's times and places on a daily planner.
- Don't judge how successful the week of camp is by the number of merit badges Scouts earned.

Some subjects at camp require a greater length of time for instruction than others, and this should be taken into account when scheduling them. One successful practice is to have Scouts take instruction from the camp staff member in a given subject. Then have an adult troop leader review the knowledge gained with the Scouts. Put the skills into practice immediately following the instruction.

VOYAGEUR PROGRAM

The Voyageur Program began at Camp Lewallen in 1990 to assist adherence to the new advancement criteria set out by the Boy Scouts of America. This challenged-based, patrol method program is designed for first-year campers who are 10 to 12 years old.

The goals of the Voyageur Program are:

- To be fun, exciting, and action-oriented.
- To assist with advancement to First Class
- To provide recognition.
- To work on the Swimming merit badge

Activities

The Voyageur Program begins on Sunday evening. Scouts participating in the program assemble at the central flagpoles after dinner. At this meeting, the Scouts are divided into Session I and II, based on each Scout's campsite.

Session I: 10:15 a.m. to noon

Blackfoot campsite
Davy Crockett campsite
Daniel Boone campsite
Kit Carson campsite
Buffalo Bill campsite

Session II: 2:00 to 3:45 p.m.

Crow campsite
Apache campsite
Pawnee campsite
Chippewa campsite
Comanche campsite

Session groups may change if there are too many Voyageurs in each session.

At check-out on Saturday, each troop leader receives a report of the requirements covered during the program.

Schedule

Session I

9:15 to 10:00 a.m.	Swimming merit badge or swimming instruction
10:15 a.m. to noon	Voyageur group work
2:00 to 2:50 p.m.	free swim with troop
3:00 to 5:00 p.m.	time to be with troop or schedule a merit badge of Scout's choice

Session II

9:15 to 11:00 a.m.	time to be with troop or schedule a merit badge of Scout's choice
11:15 a.m. to noon	Swimming merit badge or swimming instruction
2:00 to 3:45 p.m.	Voyageur group work
4:00 to 4:50 p.m.	free swim with troop

Group Work

The group work for Voyageurs is divided into five periods of instruction.

Period 1: Basic Scout Skills

10:15 a.m. to noon Monday — Session I

2:00 to 3:45 p.m. Monday — Session II

Voyageurs learn basic Scout skills such as the proper use of a knife and ax, knot tying, and lashings.

Advancement requirements taught:

- Tenderfoot – 4b
- Second Class – 3c
- First Class – 7a, 7b

Period 2: First Aid, Rifle and Archery

10:15 a.m. to noon Tuesday — Session I

2:00 to 3:45 p.m. Tuesday — Session II

Scouts receive in-depth training on first aid for Tenderfoot through First Class.

Advancement requirements taught:

- Tenderfoot – 12a, 12b
- Second Class – 7a, 7b, 7c
- First Class – 8b, 8c, 8d

Period 3: Nature Walk and Compass

10:15 a.m. to noon Wednesday — Session I

2:00 to 3:45 p.m. Wednesday — Session II

Scouts take a nature trail hike that identifies poisonous plants, native plants and trees, and wild animals — birds, mammals, reptiles, and fish. A compass course is included that teaches basic map and compass skills.

Advancement objectives taught:

- Tenderfoot – 5, 11
- Second Class – 1a, 6

Period 4: Lakefront Activities

10:15 a.m. to noon Thursday — Session I

2:00 to 3:45 p.m. Thursday — Session II

Scouts participate in canoeing and rowing. This day is designed for Scouts to enjoy the lake and learn a few skills in boating.

Period 5: Fire Building and Fire Safety

10:15 a.m. to noon Friday — Session I

2:00 to 3:45 p.m. Friday — Session II

Activities include building basic fires, matchless fire building, making fire starters, fire safety, and fire building competitions.

Advancement requirements taught:

- Second Class – 3d, 3e, 3f

Period 6: Swimming Instruction

9:15 to 10:00 a.m. — Session I

11:15 a.m. to noon — Session II

Swimmers work on the Swimming merit badge, and Learners and Beginners receive swimming instruction

Advancement requirements completed:

- Second Class – 8
- First Class – 9

MERIT BADGE SCHEDULE AT-A-GLANCE

	time(s)	day(s)	notes
SCOUTCRAFT			
Basketry	11:15 a.m.; 4:00 p.m.	Monday–Friday	Kinder Health Lodge, 2-hour session
Camping	9:15 a.m.; 4:00 p.m.	Monday–Friday	
First Aid	2:00 p.m.	Monday–Friday	
Indian Lore	10:15 a.m.; 4:00 p.m.	Monday–Friday	2-hour session
Leatherwork	9:15 a.m.; 4:00 p.m.	Monday–Friday	
Orienteering	11:15 a.m.; 3:00 p.m.	Monday–Friday	
Pioneering	9:15 a.m.; 2:00 p.m.	Monday–Friday	
Wilderness Survival	11:15 a.m.; 3:00 p.m.	Monday–Friday	
Wood Carving	11:15 a.m.; 2:00 p.m.	Monday–Friday	
NATURE			
Astronomy	10:15 a.m.; 3:00 p.m.	Monday–Friday	evening star study required 1 1/2-hour session
Environmental Science	9:15 a.m.; 2:00 p.m.	Monday–Friday	
Fishing	2:00 p.m.; 3:00 p.m.	Monday–Friday	
Fish & Wildlife Management	9:15 a.m.	Monday–Friday	
Fly Fishing	4:00 p.m.	Monday–Friday	
Forestry	3:00 p.m.	Monday–Friday	
Geology	11:15 a.m.	Monday–Friday	
Insect Study	3:00 p.m.	Monday–Thursday	
Mammal Study	10:15 a.m.	Monday–Tuesday	
Nature	11:15 a.m.; 2:00 p.m.	Monday–Friday	
AQUATICS			
Canoeing	9:15 a.m.; 10:45 a.m.	Monday–Friday	1 1/4-hour session
Kayaking	9:15 a.m.; 11:15 a.m.	Monday–Friday	
Lifesaving	10:15 a.m.; 3:00 p.m.	Monday–Friday	
Second and First Class Rank Instruction	9:15 a.m.; 11:15 a.m.	Monday–Friday	
Swimming	9:15 a.m.; 11:15 a.m.	Monday–Friday	
SHOOTING SPORTS			
Archery	2:00 p.m.	Monday–Friday	2-hour session
Rifle Shooting	2:00 p.m.	Monday–Friday	2-hour session
Shotgun Shooting	9:15 a.m.	Monday–Friday	2-hour session
OLDER SCOUT PROGRAM			
Climbing	9:15 a.m.	Monday–Wednesday & Friday	
Space Exploration	4:00 p.m.	Monday–Friday	
ATV PROGRAM			
\$25 per youth	9:00 a.m.; 2:00 p.m.	Monday–Friday	3-hour session

See the following pages for detailed information about merit badges.

Also, visit www.stlbsa.org for any National BSA requirement changes that may occur after publication of this manual.



ARCHERY

when: Monday–Friday: 2:00 p.m.

where: Archery Range

who: For third-year campers and older

recommended advance work: Study requirements 3 and 4

required materials/preparation: Skills and practice prior to camp

anticipated costs: Approximately \$5 for materials

other information: Each session is 2 hours; personal equipment allowed but must be locked in camp office (see Equipment in “Section 01 • General Information”)



ASTRONOMY

when: Monday–Friday: 10:15 a.m.; 3:00 p.m.

where: Ecology Area

who: For third-year campers and older

recommended advance work: Knowledge and practice in identifying constellations; sketches for requirements 4c and 7a

required materials/preparation: Requirements 5b, 6, and 7b completed prior to camp

other information: Writing and drawing materials are needed; night observations required for merit badge; details posted at camp



BASKETRY

when: Monday–Friday: 11:15 a.m.; 4:00 p.m.

where: Scoutcraft Area

who: For all Scouts

required materials/preparation: Stool and 2 basket kits — one square and one round

anticipated costs: Approximately \$20-\$25 for materials

other information: Amount of time spent in Scoutcraft Area depends on needs of Scout



CAMPING

when: Monday–Friday: 9:15 a.m.; 4:00 p.m.

where: Scoutcraft Area

who: For second-year campers and older

recommended advance work: Requirements 2 and 3 prior to camp

required materials/preparation: Requirements 8c, 8d, and 9 completed prior to camp



CANOEING

when: Monday–Friday: 9:15 a.m.; 10:45 a.m.

where: Lake Area

who: For second-year campers and older

recommended advance work: Study requirements 4, 5, and 10 prior to camp

required materials/preparation: Must be a swimmer. Physical strength required for carrying canoe and rescuing a swamped canoe

other information: Cannot be completed in camp unless Scout has proof of CPR instruction

NOTE: If required preparation is not completed prior to camp, Scout might only be able to receive partial on merit badge.



CLIMBING

when: Monday–Wednesday & Friday: 9:15 a.m.

where: Climbing Tower

who: For fourth-year campers and older

recommended advance work: Read merit badge book to gain knowledge of equipment and terminology

required materials/preparation: Good physical condition; climbing can be strenuous

NOTE: Limited to 15 Scouts; sign up using Older Scout Program registration form



ENVIRONMENTAL SCIENCE

when: Monday–Friday: 9:15 a.m.; 2:00 p.m.

where: Ecology Area

who: For third-year campers and older

recommended advance work: Requirements 3 & 5 prior to camp

required materials/preparation: Requirement 3f prior to camp; bring completed items

other information: Each session is 1 1/2 hours; Boy Scout Field Book is helpful resource; time-consuming merit badge

**FIRST AID****when:** Monday–Friday: 2:00-4:00 p.m.**where:** Kinder Health Lodge**who:** For all Scouts**recommended advance work:** Read merit badge book**required materials/preparation:**

Requirements 2d & 7 prior to camp; Red Card completion prior to camp (see CPR/Red Card requirements, page 5)

**FISH & WILDLIFE MANAGEMENT****when:** Monday–Friday: 9:15 a.m.; 4:00 p.m.**where:** Ecology Area**who:** For second-year campers and older**recommended advance work:** Completing requirement 7 would be helpful**required materials/preparation:**

Complete requirement 5 prior to camp; bring materials to camp

**FISHING****when:** Monday–Friday: 2:00 p.m.; 3:00 p.m.**where:** Lake Area**who:** For all Scouts**recommended advance work:** Practice knots in requirement 4 and study the Outdoor Code and Leave No Trace prior to camp; requirement 7 involves knowledge of state and local regulations**required materials/preparation:** Fishing rod & reel, line, bate or lures needed for requirement 9**FLY FISHING****when:** Monday–Friday: 4:00-5:00 p.m.**where:** Lake Area**who:** For all Scouts**recommended advance work:** Practice knots in requirement 3 and study the Outdoor Code and Leave No Trace prior to camp; requirement 8 involves knowledge of state and local regulations**FORESTRY****when:** Monday–Friday: 9:15 a.m.; 4:00 p.m.**where:** Ecology Area**who:** For second-year campers and older**recommended advance work:**

Requirement 7 prior to camp

required materials/preparation:

Requirement 5 completed prior to camp

other information: tree identification

guide and spiral notebook helpful

**GEOLOGY****when:** Monday–Friday: 11:15 a.m.**where:** Ecology Area**who:** For third-year campers and older**recommended advance work:**

Requirement 5 prior to camp

other information: rock and mineral

identification guide helpful

**INDIAN LORE****when:** Monday–Friday: 10:15 a.m.; 4:00 p.m.**where:** Scoutcraft Area**who:** For second-year campers and older**recommended advance work:** Make

model for 2c prior to camp

required materials/preparation:

Research history of an Indian tribe for requirement 1; requirement 2d completed prior to camp if Scout plans to use it to fulfill requirement 2

anticipated costs: range depending on sophistication of project**INSECT STUDY****when:** Monday–Thursday: 3:00-4:00 p.m.**where:** Ecology Area**who:** For all Scouts**recommended advance work:** Complete requirements 4a and 4b prior to camp and bring completed scrapbook to share with counselor; complete requirement 7 prior to camp and bring pictures of different stages; complete requirement 11 prior to camp and bring findings to discuss with counselor**required materials/preparation:** Fishing rod & reel, line, bate or lures needed for requirement 9**NOTE:** If required preparation is not completed prior to camp, Scout might only be able to receive partial on merit badge.



KAYAKING

when: Monday–Friday: 9:15 a.m.; 11:15 a.m.
where: Lake Potashnick
who: For all Scouts
required materials/preparation: Must be a Swimmer



LEATHERWORK

when: Monday–Friday: 9:15 a.m.; 4:00 p.m.
where: Scoutcraft Area
who: For all Scouts
recommended advance work: Knowledge of requirements 1 & 2 prior to camp
required materials/preparation: Materials for project can be purchased at camp or brought from home
anticipated costs: \$7–\$18 depending on project



LIFESAVING

when: Monday–Friday: 10:15 a.m.; 3:00 p.m.
where: Pool
who: For second-year campers and older
recommended advance work: Practice swimming skills prior to camp
required materials/preparation: Scout must have completed Second and First Class swimming requirements prior to camp; long-sleeve button-up shirt and long pants needed for requirement 7e
other information: Must be strong swimmer; merit badge cannot be completed at camp unless proof of CPR training is presented

NOTE: If required preparation is not completed prior to camp, Scout might only be able to receive partial on merit badge.



MAMMAL STUDY

when: Monday & Tuesday *or* Wednesday & Thursday: 10:15 a.m.; Monday & Tuesday *or* Wednesday & Thursday: 3:00 p.m.
where: Ecology Area
who: For all Scouts
recommended advance work: Complete reports prior to camp
other information: Writing materials such as paper and pen needed for reports; help session scheduled for Friday: morning if needed



NATURE

when: Monday–Friday: 11:15 a.m.; 2:00 p.m.
where: Ecology Area
who: For third-year campers and older
recommended advance work: Completing requirement 4 prior to camp would be helpful

NOTE: If required preparation is not completed prior to camp, Scout might only be able to receive partial on merit badge.



ORIENTEERING

when: Monday–Friday: 11:15 a.m.; 3:00 p.m.
where: Scoutcraft Area
who: For all Scouts
recommended advance work: Events with the St. Louis Orienteering Club, stlouisorienteeing.org
required materials/preparation: Red Card



PIONEERING

when: Monday–Friday: 9:15 a.m.; 2:00 p.m.
where: Scoutcraft Area
who: For second-year campers and older
recommended advance work: Good knowledge of knots and lashings
required materials/preparation: Requirements 6 and 7; bring rope machine and model to camp
other information: Meets for two hours daily; construction of pioneering project can be time-consuming.



RIFLE SHOOTING

when: Monday–Friday: 2:00 p.m.
where: Rifle Range
who: For third-year campers and older
recommended advance work: Requires knowledge of state and local regulations; review this information prior to camp
required materials/preparation: Rifle Shooting merit badge book; requires shooting skill and knowledge of terms
other information: Each session is 2 hours; this merit badge can be time-consuming

**SHOTGUN SHOOTING**

when: Monday–Friday: 9:15 a.m.
where: Shotgun Range
who: For third-year campers and older
recommended advance work: Knowledge of state and local regulations.
required materials/preparation: Shooting skill
other information: Pay \$40 fee at camp office and bring receipt to Shotgun Range

**SPACE EXPLORATION**

when: Monday–Friday: 4:00 p.m.
where: Climbing Tower
who: For Older Scouts
recommended advance work: Read merit badge book
required materials/preparation: Requirements 2, 5, & 7

**SWIMMING**

when: Monday–Friday: 9:15 a.m.; 11:15 a.m.
where: Pool
who: For all Scouts
recommended advance work: Swimming practice prior to camp; requirement 10c prior to camp
required materials/preparation: Scout must have completed Second and First Class swimming requirements prior to camp
other information: merit badge cannot be completed at camp unless proof of C training is presented

NOTE: If required preparation is not completed prior to camp, Scout might only be able to receive partial on merit badge.

**WILDERNESS SURVIVAL**

when: Monday–Friday: 11:15 a.m.; 3:00 p.m.
where: Scoutcraft Area
who: For second-year campers and older
recommended advance work: Knowledge of requirements 1, 2, 6, 7, 9, and 10
required materials/preparation: Survival kit and materials for shelter
other information: Scouts, prepare to build structure and sleep overnight in it

**WOODCARVING**

when: Monday–Friday: 11:15 a.m.; 2:00 p.m.
where: Scoutcraft Area
who: For all Scouts
recommended advance work: Requirement 1 prior to camp; practice and knowledge of sharpening pocket knife
required materials/preparation: Earn Totin' Chip prior to camp
anticipated costs: \$6-\$10 for materials

NOTE: If required preparation is not completed prior to camp, Scout might only be able to receive partial on merit badge.

ADDITIONAL PROGRAMS FOR SCOUTS

<p>First-year Scouts Mile Swim BSA Voyageur</p>	<p>Second-year Scouts Mile Swim BSA</p>
<p>Third-year Scouts Mile Swim BSA</p>	<p>Fourth-year Scouts Mile Swim BSA Snorkeling BSA Aquatics Supervision Award</p>

Section 03 • Order of the Arrow

The Order of the Arrow (O.A.) plays a vital role in the council's camping program. Members of the Order of the Arrow represent Scouting's honored campers. Please set the best example possible for all Scouts and adults to follow.

MEMBER BBQ

A special barbecue for Order of the Arrow members is held on Monday evening at 6:00 p.m. Notify the program director at Monday's leader meeting as to the exact number of the unit's O.A. members participating in the special meal. Units and Arrowmen will be asked to assist with the preparation of the Wednesday call-out ceremony.

CITATION FEES

Citations and fees for both lodges are due in the camp business office between 8:00 and 11:00 a.m. on Wednesday following the election.

- The Anpetu-We Lodge citation fee is \$20. Pre-Ordeal takes place on Friday night of the member's induction weekend, not at summer camp.
- The Shawnee Lodge citation fee is \$20. Pre-Ordeal takes place on Wednesday night at Camp Lewallen if there are enough Shawnee Lodge candidates to conduct a ceremony.

O.A. ELECTION INFORMATION

Scoutmaster Instructions

For Scouts (especially first-year campers) to vote wisely in the O.A. election at camp, they have to understand the purpose and nature of the Order of the Arrow. The Scoutmaster and troop leaders who are in the O.A. have the responsibility of informing these Scouts about the Order.

Scouts should be informed about the O.A. and the election before the election ceremony, such as at a troop campfire or meeting held earlier in the week at camp. Explain the purpose, activities, and importance of O.A. and the election. The troop counselor can help with such a presentation.

Scouts who have demonstrated their ability as honor campers are recognized. Each troop can conduct an O.A. election at 7:00 a.m. on Wednesday before breakfast. A member of the camp staff helps the troop with the election. An election is not valid without the troop counselor or a designated member of the camp staff present. Staff members are available upon request to provide an explanation of the O.A. to the troop prior to Wednesday morning's election.

Unit leaders must have advancement and camping records of the troop's O.A. candidates with them in camp.

The Scouts and leader in the troop elected to O.A. membership are notified of their election during the O.A. ceremony on Wednesday evening. At 7:45 p.m. the entire camp assembles at the parade ground.

The following procedure should be used on the morning of the election. The troop counselor is there to run the election; he is the representative of the O.A. lodge.

The Election

The leader...

- Provides ballots (may be preprinted) and candidate list.
- Gives a short explanation of the O.A. and includes these points:
 - It is a national honor society of the Boy Scouts of America.
 - It honors those that best exemplify the Scout Oath and Scout Law.
 - The only way to gain membership is to be elected by his troop.
 - Leaders 21 and older are not allowed to vote.
 - The election is not a popularity contest.
- Calls forward the candidates and has them form a line in the front of the troop.
- Asks if any Scouts feel that their names should not be on the eligible list.
- Asks if anyone has influenced Scouts on how to vote.

The troop counselor...

- Arrives onsite by 6:50 a.m.
- Meets with leadership to determine number of candidates.
- At the election, he:
 - Shows the symbols of the Order.
 - Explains the voting procedures. A Scout may vote for one, two, three, or more or none of the eligible Scouts.
 - Reminds the troop it is not a popularity contest.
 - Hands out ballots, asks members to print first and last names, and reminds them it is a secret ballot so there should be no discussion through the day.
 - Informs members where to submit the completed ballots.
 - As ballots are handed in, asks members to return to the patrol site for breakfast.

Following the O.A. Election

- After all votes have been cast, the unit leader and troop counselor count the votes. No other leader or Scout should assist in counting the votes. Refer to the voting rules if needed.
- Scoutmaster fills out election results on the Election Report Form.
- Troop counselor goes to the office and turns in Election Results Form and completes his section of the candidates' citations.
- Unit leader completes citations in camp office and pays induction fees by close of the morning business office hours.
- At this time, the leader may exercise his veto by simply tearing up the Scout's citation. He may not substitute any candidates for a vetoed Scout.
- Blank or completed citations should not leave the office.
- Citation(s) should be turned in at this time if any adult Scouter has been elected at an earlier committee meeting.

ANPETU-WE LODGE REQUIREMENTS AND PROCEDURES FOR MEMBERSHIP

February 2013 Revision

I. Ordeal Honor Qualifications

Youth candidates are designated as those less than 21 years of age. Adult Leader candidates are 21 and older at the time of the election.

- A. Be currently registered in a chartered Scout Troop.
- B. After joining a troop or team, have experienced 15 days and nights of Boy Scout camping during the two-year period prior to the election. The fifteen days and nights must include one, but no more than one, long-term camp consisting of six consecutive days and nights of resident camping, approved and under the auspices and standards of the Boy Scouts of America. The balance of the camping must be overnight, weekend, or other short term Boy Scout camps.
- C. Be elected by a vote of the troop members present at the election conducted according to procedures outlined elsewhere in these rules. (see Section II F)
- D. Youth members must hold the rank of First Class Scout at the time of the election and must be approved by their Scoutmaster.
- E. Adult candidates are subject to the approval of the Scout Executive. The Scout Executive may choose to authorize a waiver for adult leaders for the requirement for long-term camp upon the recommendation of the Lodge Adviser. Only conditions related to job security or health of the adult may be considered. Approval must be secured two weeks prior to the adult election at the troop committee meeting.

II. Ordeal Election Procedures

- A. An Order of the Arrow election may be held by any Scout troop or Varsity team in the Greater St. Louis Area Council under the following guidelines;
- B. Who may vote in the election?
 1. Scout election: Every registered troop member under 21 years of age present at the election may vote. Scout leaders may not vote on Scout candidates.
 2. Scout leader election: Every registered troop Scout leader present at the election may vote. Scouts may not vote on adult leader elections.
- C. When and where are elections held?
 1. Scout elections are held during the Troop's stay in a Council long-term camp.
 2. If the Troop is attending an elsewhere camp, the election will be held at a Troop meeting during the month of May, conducted by chapter officers. An elsewhere report must be filed with the Council by May 1.

3. Scout leaders should be elected at a troop committee meeting prior to long-term camp.
4. A troop may hold only one youth and one adult election during any calendar year. To hold an adult election, a valid youth election must be held in that same year with youth candidate(s) elected.
5. Scoutmasters should have the Troop's advancement and camping records at the election to facilitate filling out the citation and to verify eligibility.

D. How many Scout candidates may a troop elect?

1. There is no minimum or maximum number of Scout candidates a troop may elect.
2. To be elected, a candidate must receive votes from at least 50% of those registered and active Scouts participating in the election.

E. How many adult candidates may a troop elect?

1. Adult leaders in units: Each year, upon holding a troop or team election for youth candidates that results in at least one youth candidate being elected, the unit committee may nominate adults to the lodge. The number of adults nominated can be no more than one-third of the number of youth candidates elected, rounded up where the number of youth candidates is not a multiple of three. In addition to the one-third limit, the unit committee may nominate the currently serving unit leader (but not assistant leaders), as long as he or she has served as unit leader for at least the previous twelve months. Adults will be candidates for induction, provided the following conditions are fulfilled:
 - Selection of the adult is based on the ability to perform the necessary functions to help the Order fulfill its purpose, and not for recognition of service, including current or prior achievement and positions.
 - The individual will be an asset to the Order because of demonstrated abilities that fulfill the purpose of the Order.
 - The camping requirement set forth for youth members are fulfilled.
 - The adult leader's membership will provide a positive example for the growth and development of the youth members of the lodge.
2. Adult leaders who are not registered with a troop or team may be elected to candidacy by the Lodge Executive Committee. The camping requirement may be waived by the Scout Executive with the approval of the Lodge Adviser.

3. Members of our Council's Executive Staff are members ex-officio of our Lodge. When newly appointed if they have not previously been inducted into the Order of the Arrow, they are to be given an early opportunity to take part in the Ordeal and the Ordeal ceremony.
4. Camp staff members are to be elected to membership by their own Troop. If they are Council or district Scout leaders they may be elected by the Lodge Executive Committee.

F. Method of election

Voting on candidates should not be on the basis of popularity, but with a view to electing those individuals who have shown a well-developed spirit of brotherhood, and overwhelming cheerfulness no matter how tiresome their duties, and ready willingness to give unselfishly and wholeheartedly to others at all times.

The Scoutmaster (or his designee) is in charge of the election. He must be assisted by a Lodge-approved youth member. Only those previously defined in these procedures as eligible may vote.

1. The Scoutmaster provides a list of all members of the Troop who he certifies have met all eligibility requirements. This is posted so that all Scouts participating in the election may see it.
2. The Scoutmaster and Arrowman conducting the election will discuss with the voting Scouts of the Troop the purpose of the Order, eligibility requirements, voting procedures, and how a candidate is inducted. They may explain the emblems of the Order and the significance of the Native American tradition.
3. The Scouts of the Troop then vote. A voter may list on his ballot any combination of names, including all eligible candidates, who he believes are worthy to become members of the Order of the Arrow.
4. The election team of the Scoutmaster and Arrowman count the ballots.
5. The team determines the number of votes a Scout must receive to be elected as follows: If the number of ballots turned in was an even amount (2, 4, 6...) divide this number by two. If the number of ballots submitted was an odd number (3, 5, 7..) add one and then divide by two.

6. Votes are counted to determine who has been elected. All votes count equally.
7. The election team fills out the citations for each person elected. The citation must be signed by the Scoutmaster and the Arrowman conducting the election.

The Scoutmaster may veto the election of any candidate after the election by refusing to sign the candidate's citation. The Scoutmaster may not however, withdraw a candidate's name from the list of those eligible prior to or during the election. The Scoutmaster may veto a candidate only after the election is completed. If a candidate is vetoed another candidate may not be substituted in his place. The name will be dropped and the Troop will have one less candidate than the number elected.

It is strongly suggested that the Scoutmaster consult with the other leaders at the election prior to exercising his veto. The Scoutmaster does have the final decision.

G. Ordeal citation procedures

Immediately following the election, the Scoutmaster should complete the citation(s) and:

1. Turn in to the Camp Office at our Council Camps.
2. If an elsewhere camp, mail or deliver to the Ritter Scout Service Center in Cape Girardeau with the citation fees no later than August 15. If received after this deadline the candidate will be invited to the next occurring Spring Reunion.

H. Time limitation on completion of the Ordeal

A candidate must complete his Ordeal at either of the first two Lodge functions at which induction is possible after his election. If a candidate is not in attendance he may be inducted at the next Lodge function with the approval of the Lodge Chief. If not inducted within this time frame his election is void. Such a candidate may be re-elected in the future.

I. Disabled Scouts and leaders

The Lodge Executive Committee shall have the power to waive the camping eligibility requirements of disabled Scouts or leaders. Individual petitions will be considered for a formal vote by the Committee upon recommendation by the Lodge Chief.

SHAWNEE LODGE RULES AND BY-LAWS

February 2013 Revision

SECTION I. NAME, AFFILIATION, AND ORGANIZATION
SECTION II. MEMBERSHIP
SECTION III. OFFICERS
SECTION IV. MEETINGS
SECTION V. FINANCES
SECTION VI. INSIGNIA
SECTION VII. AMENDMENTS
SECTION VIII. CEREMONIES
SECTION IX. GOVERNING BODY

SECTION I. Name, Affiliation, and Organization

- A. The name of this Lodge of the Order of the Arrow shall be Shawnee Lodge W.W.W. #51.
- B. The Lodge shall be affiliated with the Greater St. Louis Area Council, Boy Scouts of America, and shall be under the supervision of the Council Camping Committee and under the administrative authority of the Scout Executive.
- C. The Lodge shall be divided into Chapters to coincide with the district organization of the local council.

SECTION II. Membership - Information and Procedures

The ORDER OF THE ARROW is Scouting's National Honor Society, and its purpose is to recognize those Scouts who best exemplify the Scout Oath and Law and the principles of Scout camping.

A. Ordeal Honor Qualifications

Youth candidates are designated as those under 21 years of age. Adult candidates are 21 or older at the time of election.

1. Be currently registered in a chartered Scout troop.
2. After registration with a troop or team, have experienced 15 days and nights of Boy Scout camping during the two-year period prior to the election. The 15 days and nights must include one, but no more than one, long-term camp consisting of six consecutive days and five nights of resident camping, approved and under the auspices and standards of the Boy Scouts of America. The balance of the camping must be overnight, weekend, or other short-term camps.
3. Youth members are elected by a vote of troop members present at the election. Elections are conducted according to procedures outlined elsewhere in these rules.
4. Be in attendance at long-term camp for one full week when elected. A member not with the troop at long-term camp is eligible if he attends a Philmont Trek or another High Adventure Base, a Jamboree, the council's National Youth Leader Training Camp, another week-long Boy Scout camping program or week-long Wood Badge in the same summer. Failure to meet this requirement voids an election. Adult candidates must attend the full term camp the summer of the election. Webelos or Cub camping is not acceptable.
5. Youth members must hold the First Class Rank at the time of the election.
6. Youth members must be approved by their unit leader.
7. Adult candidates are subject to the approval of the Scout Executive. The Scout Executive may choose to authorize a waiver for adults for long term camp to qualify for resident camping experience over the two year period, upon

individual written petition to him stating reason why six consecutive days of resident camp is unattainable. Only conditions related to job security or health of the adult will be considered. No further interpretation or alternatives are to be considered. This must be done two weeks before the election at the Committee Meeting.

NOTE: The unit leader must certify each candidate as to his Scouting spirit and participation. He must also certify that each candidate meets the specified requirements. The act of certification will be the leader's signature on the candidate's citation.

B. Ordeal Election Procedures

1. An Order of the Arrow election may be held by any Scout troop, in the Greater St. Louis Area Council.
2. Who may vote in the Election?
 - a. Scout Election: Every registered unit member under 21 years of age present in camp for the full week may vote. Scouters may not vote on Scout candidates.
 - b. Adult Scouter Election: Every registered unit adult Scouter present at the election may vote. Scouts may not vote on Scouter candidates.
3. When and Where are Elections to be Held?
 - a. Scout Troop: During the troop's stay in long-term camp. This is done at a Greater St. Louis Area Council Camp. Troops camping elsewhere must follow the Elsewhere Camp Election procedures. Procedures are available at our council office.
 - b. Adult Scouters must be elected at a committee meeting prior to camp.
 - c. A unit may hold only one youth and one adult election during any calendar year. To hold an adult election, a valid youth election must be held in that same year with youth candidate(s) elected.
4. How many Scout Candidates may a Unit Elect?
 - a. There is no maximum or minimum number of candidates a unit may elect.
 - b. To be elected, a candidate must receive votes from at least 50% of those registered and active members participating in the election. A voter may list any combination of names, including all eligible candidates who he believes are worthy to become members of the Order of the Arrow.
5. How Many Adult Candidates May a Unit Elect?
 - a. The adult election should be held at a regular troop committee meeting. Every registered leader in attendance may vote. Follow youth election procedures as possible.
 - b. Adult leaders in units: Each year, upon holding a troop or team election for youth candidates that results in at least one youth candidate being elected, the unit committee may nominate adults to the lodge. The number of adults nominated can be no more than one-third of the number of youth candidates elected, rounded up where the number of youth candidates is not a multiple of three. In addition to the one-third

limit, the unit committee may nominate the currently serving unit leader (but not assistant leaders), as long as he or she has served as unit leader for at least the previous twelve months. Adults will be candidates for induction, provided the following conditions are fulfilled:

- Selection of the adult is based on the ability to perform the necessary functions to help the Order fulfill its purpose, and not for recognition of service, including current or prior achievement and positions.
- The individual will be an asset to the Order because of demonstrated abilities that fulfill the purpose of the Order.
- The camping requirement set forth for youth members are fulfilled.
- The adult leader's membership will provide a positive example for the growth and development of the youth members of the lodge.

- c. Adult Scouters not registered with chartered units may be elected to candidacy by the Executive Committee of the Lodge. The camping requirement may be waived at the discretion of the Scout Executive. (see Section II A. 8)
- d. Members of the Council's Executive Staff are members ex-officio of the Lodge, and when newly appointed, if they have not previously been inducted into some lodge of the Order, should be given an early opportunity to take the Ordeal and the Ordeal ceremony. Camp staff members are to be elected in their own unit or if they are council or district Scouters, they should be elected by the Lodge Executive Committee.

6. Method of Election at Summer Camp

Voting on candidates should not be on a basis of popularity, but with a view to electing those who have shown a well-developed spirit of brotherhood, overwhelming cheerfulness no matter how tiresome their duties, and a ready willingness to give service unselfishly and wholeheartedly to others at all times. Only those members of the troop in camp for that week may vote.

The unit leader is in charge of the election. They will be assisted by a youth member of the Order of the Arrow designated by our Lodge. Only those previously defined in these rules as eligible voters may vote.

The unit election shall be by secret ballot and shall be conducted in the following manner:

- a. The unit leader provides a list of all members of the unit whom he certifies have met all eligibility requirements. This is posted so that all members participating in the election may see it.
- b. The election team determines the maximum number of names on the ballot (See Section II B 4 b).
- c. The unit leader and/or Arrowman conducting the election will discuss with the members of the unit the purpose of the Order, the eligibility requirements, voting procedures, and how a candidate is inducted. He may explain the emblems of the Order and the significance of the Indian tradition in the Order.
- d. The members of the unit then vote, listing on the

ballot the names from the eligibility list of those persons they believe worthy of the honor. They may list no more than the specified number of the eligible candidates. Scouts may not be forced to vote for the maximum.

- e. The election team counts the number of ballots turned in.
- f. The team determines the number of votes a boy must receive to be elected as follows: if the number of ballots turned in was even (2, 4, 6, etc.), divide this number by two. **If the number was odd (3, 5, 7, etc.), add one and then divide by two.**
- g. See section II B.4.b. for number of votes required for election.
- h. The election team fills out a citation for each person elected. The citation must be signed by the unit leader and the Arrowman conducting the ceremony.

The unit leader may veto the election of any candidate after the election by refusing to sign the candidate's citation. However, if one candidate is vetoed, another may not be substituted in his place. The name will be dropped and the unit will have one candidate less than the number which was elected.

It is suggested that the unit leader should consult with the other adult leaders who are present at the election before exercising his veto. However, this is the option of the unit leader.

Ordeal Citation Procedure

Immediately following the election, the unit leader should fill out the citation(s) and follow the procedures listed below:

- a. If at Council camp, turn in citation(s) at camp office.
- b. If elected other than at our Council camp, mail or deliver citation(s) to the Camping Service at our Boy Scout Service Center.
- c. Citations must be received at our Council office no later than two weeks in advance of the Spring Conclave and three weeks in advance of the Fall Reunion. If received after this deadline, the candidates will be invited to the next occurring Spring Conclave or Fall Reunion.

8. Time Limitation on Completion of Ordeal

A candidate must complete his Ordeal at either of the first two Lodge functions at which induction is possible after his election. If a candidate is not in attendance due to illness or some other reason approved by the Lodge Chief, the candidate may be inducted at the following event. If a candidate is not inducted within this time, his election is void. Such a candidate may be re-elected the next year.

9. Disabled Scouts and Scouters

The Executive Committee shall have the power to waive the camping eligibility requirement of disabled Scouts or Scouters as stated in the present Ordeal Honor. Qualifications: Individual Ordeal applications will be considered by a committee appointed by the Lodge Chief. Upon recommendation of this committee, the application will be submitted to the Lodge Executive Committee for a formal vote to approve the nomination.

Section 04 • Food Service

EARL JARVIS DINING HALL

During the Sunday check-in process, the dining hall steward assigns each troop to tables and explain the waiter system. Each Scout rotates as the waiter during the troop's stay at camp. Tables are designed for eight Scouts and/or leaders.

The waiter and assistant waiter report 15 minutes before each meal to set the table and receive any special instructions. They remain after the meal to clean up at the table: scraping plates; moving all glasses, plates, bowls, and utensils to the dishwashing window; wiping off tables; disposing of trash; sweeping the floor; and setting chairs on top of tables. A pan of warm water and towels should be picked up from the dining hall steward for table clean-up.

An adult leader from the unit remains after each meal to insure the waiter and assistant waiter perform their responsibilities in a timely and Scout-like manner.

Attire for the evening meal should be full Scout uniform; attire for breakfast and lunch can be a Scout T-shirt with Scout shorts. Everyone entering the dining hall must be dressed appropriately — in other words “no shoes, no shirts, no service.” Please, do not wear hats in the dining hall.

Type of Menus

Menus for all meals served at camp have been thoroughly reviewed by a dietitian and field-tested, as well as reviewed each year prior to camp. They are wholesome, plentiful, and have boy-appeal.

Meal Times

Breakfast	8:00 a.m.	flag ceremony 10 minutes prior to breakfast
Lunch	12:30 p.m.	
Dinner	6:00 p.m.	flag ceremony 10 minutes prior to dinner

Wednesday Night Meal

Many troops provide dinner for their Scouts and parents on Wednesday night. Because of this, no evening meal will be served in the Dining Hall on Wednesday night. If your unit plans to have the optional meal, you will need to notify the camp office during the Sunday check-in procedures.

Thursday Breakfast

A non-cooked meal is served on Thursday morning. The troop should send their waiters and/or assistant waiters to the dining hall at 7:50 a.m. to pick up food and paper products for the entire troop. The unit will eat on the campsite. The meal is called a “sleep-in” breakfast.

Ice

Bags of ice can be purchased so that leaders do not have to drive to town to procure extra ice supplies. Pay for ice at the trading post.

Garbage & Trash Disposal

Trash bags are provided for transporting garbage to the disposal area located adjacent to the dining hall. Garbage should be disposed of several times over the course of the week.

Special Diets

Occasionally, an individual has varying dietary needs for religious, personal, or health reasons. The camp menu is provided prior to camp to unit leaders in planning for that individual's needs.

NOTE: It is the responsibility of the individual and unit to bring any necessary supplements to the menu.

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. Scouts 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 Scouting 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 fellowship 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 05 • General Information

FEES

\$260 per week for Boy Scout Summer Camp. All camp fees should be paid 15 days before the troop goes to camp. A troop may make special arrangements on all-or-none basis to provide its own food for religious, dietary, or personal preferences. For more information, call the Camping Department at 314-361-0600 or 800-392-0895.

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

Early Bird Savings

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, and Ranger Program.

Webelos who transfer to Boy Scouting after March 2 can take advantage of the \$20 discount when fees are paid in full and they show proof of transfer after March 3.

Additional Fees

Additional leaders at Camp Lewallen — above the free-leader policy — are charged only a \$80 fee to cover food costs.

Visiting leaders may also purchase individual meals at \$5 per meal.

Guest meals must be paid for at the camp office.

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 August 30 for consideration. Additional documentation or information may be requested.

VISITING TROOPS

Troops 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 troops; however, three additional items are required upon arrival:

- Tour Plan
- Proof of troop accident and sickness insurance
- Written permission from the troop's home Order of the Arrow Lodge to participate in the Call-Out Ceremony.

NOTE: The Greater St. Louis Area Council cannot conduct a visiting troop's O.A. election nor may the visiting troop's newly elected Scouts or Scouters participate in the Pre-Ordeal Ceremony.

MEDICAL EXAMINATIONS

Every Scout 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 (form 680-001).

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 www.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 Scout's medical form, the leader should contact the Scout's parents.

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

HEALTH CARE & FIRST AID

Camp Lewallen has limited first aid supplies in the camp office and at the program areas.

The unit leader conducts all minor treatment of youths. All medications are kept locked up and dispensed by the unit leader. When requested, the camp will hold medications requiring refrigeration or those that the camper and his leaders feel uncomfortable holding. If the injury or illness is beyond the knowledge of the unit leader, the medical director is available at the Medical Lodge. If the medical director is not in the Medical Lodge, a sign is posted on the door indicating his whereabouts. An adult unit leader must accompany a Scout to the Medical Lodge. The camp medical director holds sick call each day in a designated location. An adult unit leader must accompany a Scout to sick call.

The camp medical director provides first aid treatment; the camp staff does not. Arrangements have been made with local medical facilities (see page 34) to accommodate cases needing attention beyond the scope of the camp medical staff. However, the camp office must be notified if a Scout is being taken to a hospital so that arrangements can be made for his admission. Parents of Scouts are responsible for the cost of any treatment that cannot be done in camp. Non-emergency transportation of a Scout or leader to a hospital is the responsibility of the troop. In case of an emergency, transportation will be provided by local authorities. The Scouter or the parents of the Scout are responsible for any costs incurred for emergency transportation.

EQUIPMENT

All equipment needed for camping and cooking is provided at no additional cost. Equipment includes the following items for each patrol: 9'x7' 2-man wall tents, cots, patrol dining table, and water jug. Scouts and leaders are responsible for bringing personal duffels. Campsites are equipped with latrine, washstand, shower, and flagpole. Troop leaders must not remove equipment from other campsites.

Troops may bring troop tentage if desired. On the Program Sheet to be sent to the camp office, note specifically the camping equipment brought by the troop (e.g., 3 tents, 6 cots, etc.). Otherwise, the camp staff assumes that a troop needs council-provided equipment, and any extra council equipment must be taken to the quartermaster by the troop during Sunday check-in.

The Program Sheet is essential for distributing equipment fairly to each campsite.

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

Bows may be brought to camp by Scouts or leaders to use in merit badge work under the following guidelines:

- Bows are maximum 40 lbs. pull weight.
- Bows are locked in the camp security closet when not in use. Council camps are not responsible for the bow while on the property.
- Although allowable, Scouts or leaders are not encouraged to bring bows to camp.
- Firearms and ammunition may not be brought to camp.

Recommended Troop Equipment to Bring to Camp Lewallen

- | | | |
|--|--|--|
| <input type="checkbox"/> 1. Lawn chairs for leaders | <input type="checkbox"/> 8. Wax fire starters and newspapers | <input type="checkbox"/> 17. Sealable drywall buckets are great for tinder, "smellables" storage, or as a clothes washer |
| <input type="checkbox"/> 2. Campsite games such as glow-in-the-dark Frisbees, wiffle ball, etc. | <input type="checkbox"/> 9. Coffee, tea, and creamer | <input type="checkbox"/> 18. Soft soap and dispenser for wash basin |
| <input type="checkbox"/> 3. Troop merit badge pamphlet library | <input type="checkbox"/> 10. Hose and nozzle. | <input type="checkbox"/> 19. Dutch oven |
| <input type="checkbox"/> 4. Troop first aid kit — include sunscreen and after-burn lotion such as aloe | <input type="checkbox"/> 11. Duct tape — lots of uses including covering thumbs during woodcarving | <input type="checkbox"/> 20. Citronella candle |
| <input type="checkbox"/> 5. Water cooler | <input type="checkbox"/> 12. Clothesline and clothes pins | <input type="checkbox"/> 21. Aluminum foil |
| <input type="checkbox"/> 6. Large battery-operated clock | <input type="checkbox"/> 13. Binders twine | <input type="checkbox"/> 22. Large trash bags |
| <input type="checkbox"/> 7. Cooler for ice, extra foodstuffs, and medicine storage — varmint proof | <input type="checkbox"/> 14. Troop records for O.A. citations | <input type="checkbox"/> 23. Cobbler mixings, peanut butter, and instant soup mix |
| | <input type="checkbox"/> 15. Troop checks | <input type="checkbox"/> 24. Hand ax and bow saw |
| | <input type="checkbox"/> 16. Advancement chart | <input type="checkbox"/> 25. Plastic ground cloth for potential O.A. candidates |

Week 1 Camping — Troops attending camp the first week may want to bring a gas-powered weed whip to knock down foliage on the fringes of the campsite.

See Personal Equipment List on next page.

Recommended Personal Equipment to Bring to Camp Lewallen

- | | | |
|--|--|---|
| <input type="checkbox"/> 1. Summer camp physical completed and signed by licensed medical personnel and parent | <input type="checkbox"/> 14. Camp T-shirts | <input type="checkbox"/> 29. Personal first aid kit |
| <input type="checkbox"/> 2. Medications with directions — give to unit leader for safekeeping at camp | <input type="checkbox"/> 15. Handkerchiefs | <input type="checkbox"/> 30. Wristwatch |
| <input type="checkbox"/> 3. Duffle bag or pack | <input type="checkbox"/> 16. Pajamas or sleeping attire | <input type="checkbox"/> 31. Flashlight and batteries |
| <input type="checkbox"/> 4. Summer uniform | <input type="checkbox"/> 17. Extra changes of clothing | <input type="checkbox"/> 32. Pocketknife |
| <input type="checkbox"/> 5. Sturdy shoes or boots suitable for hiking | <input type="checkbox"/> 18. Hawaiian shirt for Beach Party | <input type="checkbox"/> 33. Pen, pencil, and paper |
| <input type="checkbox"/> 6. Sandals | <input type="checkbox"/> 19. Ziploc bags to keep clothing items dry | <input type="checkbox"/> 34. Sleeping bag or blankets & sheets |
| <input type="checkbox"/> 7. Work gloves | <input type="checkbox"/> 20. Swim suit (pack on top of duffel) | <input type="checkbox"/> 35. Pillow (if desired) |
| <input type="checkbox"/> 8. Ball glove | <input type="checkbox"/> 21. Towels (pack on top of duffel) | <input type="checkbox"/> 36. Canteen or water bottle |
| <input type="checkbox"/> 9. Cap or hat | <input type="checkbox"/> 22. Washcloth | <input type="checkbox"/> 37. Camp stool/chair |
| <input type="checkbox"/> 10. Raincoat or poncho | <input type="checkbox"/> 23. Toothbrush and paste | <input type="checkbox"/> 38. Boy Scout Handbook |
| <input type="checkbox"/> 11. Sweatshirt or jacket | <input type="checkbox"/> 24. Hand soap in container | <input type="checkbox"/> 39. Merit badge work completed prior to camp and pamphlets |
| <input type="checkbox"/> 12. Underwear | <input type="checkbox"/> 25. Shampoo | <input type="checkbox"/> 40. CPR red card |
| <input type="checkbox"/> 13. Socks (at least 1 pair for hiking), including Scout socks | <input type="checkbox"/> 26. Brush or comb | <input type="checkbox"/> 41. Bible or prayer book |
| | <input type="checkbox"/> 27. Sunscreen | <input type="checkbox"/> 42. Spending money |
| | <input type="checkbox"/> 28. Insect repellent (non-aerosol only — see notes below) | <input type="checkbox"/> 43. Camera with extra film (disposable recommended) |

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 Scout is welcome in any Scout camp, whether or not he owns a Scout uniform.

LEADERSHIP

Each troop must have at least two registered leaders in camp at all times. After the first leader, who must be at least 21, other leaders may be 18 years old or older. Troops sharing campsites by prior arrangement may “share” leadership to meet this requirement.

There are no gender restrictions for leadership in the Boy Scouts of America and female adult leaders are welcome at summer camp, but there are no separate facilities on campsites. Campsite latrines are unisex and each troop with female leadership should make appropriate arrangements. Separate shower and latrine facilities for male and female leaders are located in designated areas of camp.

LEADERS IN PROGRAM AREAS

Many leaders enjoy helping out in the program areas, but a leader’s primary responsibility is on the campsite supervising, coaching, and instructing basic Scout skills. However, leaders who have the time and desire can spend an hour each day in the program area of their choice. Options vary from teaching a merit badge class from start to finish teaching Scouts how to fish, beginners to swim to running a challenging Pioneering merit badge program. Leaders can be a great help with a subject in which they are particularly skillful or interested and also can help the area director in what he needs most. A helping hand is greatly appreciated in instructional swim and Swimming, Rifle Shooting, and Fishing merit badges.

Troops with five or more Scouts participating in the Voyageur Program are be asked to provide an adult leader to assist with the program.

Sign-up for assisting with merit badges and Voyageur Program occurs on Sunday during the 7:15 leader's meeting.

RELIGIOUS OBSERVANCE

A non-denominational service is held on Thursday after lunch in the Camp Chapel. Check the bulletin board in the camp office or program hall for details.

Chaplains are available to assist Scouts and adults as needed.

Scouts have the opportunity to lead grace at each meal.

See "Section 04 • Food Service" for suggested graces to use.

DUTY TO GOD

Patch Requirements

- Lead a grace before a meal.
- Attend a camp religious service.
- Participate in a religious devotion in your campsite.
- Read a brochure about the religious emblems program or invite a chaplain to speak about it to your unit.

The adult leader certifies Scouts for patches, which are sold in the Trading Post.

For more information, see the chaplain at S bar F Scout Ranch.

CAMP SAFETY PROCEDURES

- The buddy system must be used at all times.
- Fireworks, alcoholic beverages, sheath knives, non-prescription drugs, and personal firearms are not permitted in camp.
- 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 troop. Unit leaders appoint a fire marshal for their troop and review the responsibilities of that position with the selected Scout on Sunday.
- No one should be transported in the cargo section of trucks.
- All buildings are smoke-free. Smokers, please smoke in a safe manner away from Scouts. It is unacceptable for anyone under the age of 18 to use tobacco products of any type at anytime during camp.
- Shoes, boots, sandals, or appropriate footwear 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. Scouts and adults must not feed or try to catch any wildlife. Problems with any type of wildlife should be reported to the camp office or camp staff member immediately.
- Upon departure from camp, all Scouts must leave with their unit leadership, parent, guardian, or an individual approved by the parent or guardian. Written permission must be provided by the legal parent or guardian to the unit leadership if a Scout may leave camp with someone other than those listed above. This maintains accountability of all Scouts and provides for their safety.
- In order to easily determine visitors, adult visitors must wear a colored wrist band provided during check-in.
- Camp staff — under the guidance of their camp director — monitor camp for unauthorized persons. The central camp staff and the camp rangers provide assistance. Any questions or concerns regarding an unauthorized person should be referred to the camp director. Those persons found not to be official guests of the camp or a Scout unit 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 must be referred to the Camping director or his designee.

SCOUT DISCIPLINE

The following information should be shared with the unit before arriving at camp so that unit leadership and their Scouts 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 Scouts who break them. It is expected that all Scouts and adults camping at this camp will live up to the principles and values of the Scout Oath and Law
- In the case of inter-troop conflicts or concerns, unit leadership of the individual Scouts involved is responsible for disciplining each Scout.
- Camp administration — including the camp director of any camp involved — is available and prepared to assist in establishing communication in the event of inter-troop concerns.
- Further action may be required of the unit leadership, as determined by camp administration. If necessary, the chartered organization and/or the district executive will be contacted.
- Camp administration reserves the right to take action, if necessary, including sending a Scout home immediately who steals, vandalizes, possesses a controlled substance, or intentionally places himself or another Scout in danger of harm.
- Hazing, “midnight raids,” tent ditching, or other such activities are not allowed at any time at camp. Such activities place Scouts at unnecessary risk of injury and may cause bigger problems to occur as a result of seemingly small rituals getting out of control.
- Scouts are expected to be on their campsites by 10:00 p.m. An adult leader or camp staff must accompany any Scout who needs to be away from his campsite after 10:00 p.m.
- Inappropriate behavior should be reported to the camp director as soon as possible.
- All discipline should be constructive in nature and in keeping with the guidelines of Safe Scouting and Youth Protection.

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 — may be asked to leave camp.

- All Scouts must have their privacy respected when conducting personal business — showering, changing clothes, etc.
- Adults are not permitted to tent with a Scout unless the Scout is their own child.

GENERAL REGULATIONS

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

Directional Signs for Troops

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, mark it with the troop’s campsite, and distribute it to the parents of Scouts.

Pets

Pets are not permitted at camp. Please inform parents that pets are not permitted in camp when dropping off or picking up their child or during the Order of the Arrow call-out. Guests who bring pets to camp will be asked to leave the property.

Troop Trailers

One vehicle per troop is allowed to haul a trailer into the campsite on Sunday between 9:30 and 11:00 a.m. **Chains on campsite roads will be locked prior to 9:30 a.m. and after 11:00 a.m. on Sunday.** Motorized vehicles cannot be left at the campsite and must be moved to the parking lot. Trailers may be left on the site as long as the trailer is not blocking the camp truck road or the central area of the campsite. Unit leadership is required to walk the road before moving the trailer onto the campsite to check road conditions. Not all campsites are accessible by vehicle.

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

NOTE: In case of inclement weather, vehicles and trailers will not be allowed on the campsites or the truck roads. A camp truck will not be available to move a unit's trailer to the campsite.

Vehicles in Camp

All program and administration areas are within walking distance of each troop campsite. No access roads to campsites are available by private vehicles. Ample parking areas are provided in the central area, and all vehicles — including campers — must be parked there. When parking a 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 are for use of the authorized and camp vehicles only.

Operators of vehicles are expected to observe the speed limit.

Section 06 • About This Camp

WELCOME TO CAMP LEWALLEN!

Lake Potashnik, wild flowers, rocks, bluffs, the St. Francis River, 580-acres of forest, trails, and boundless excitement all make Camp Lewallen a great place for summer camp.

Ten different campsites at Camp Lewallen allow each unit to operate as a troop and away from the crowd. The campsite is a home away from home. We encourage each troop to make its site as comfortable as possible. Please wait for a member of the camp staff before setting up any canvas on your campsites. This will avoid having to move equipment that was placed in the wrong area. The Scoutmaster or other adult leader is in complete charge of this troop.

CHECK-IN & CHECK-OUT

All units begin their week's activities on Sunday.

Check-in time for troops is Sunday from 1:00 p.m. to 2:30 p.m. Troops should not arrive before 1:00 p.m. on Sunday. No arrangements will be made for Saturday or early Sunday arrivals.

Check-out for all campsites is by 10:30 a.m. on the following Saturday.

HOURS OF OPERATION

Office

Sunday	1:00 to 4:00 p.m. & 7:15 to 8:15 p.m.
Monday–Friday	9:00 to 11:00 a.m., 2:00 to 4:00 p.m., & 7:00 to 8:00 p.m.
Saturday	8:30 to 11:00 a.m.

Trading Post & Quartermaster

(times subject to change)

Monday–Friday	9:00 to 11:30 a.m.
Monday–Thursday	1:45 to 4:30 p.m.
Sunday–Friday	7:00 to 8:00 p.m.
Saturday	9:00 to 11:00 a.m.

Immediate recognition is important to Scouts, and every effort is made to have enough emblems in the trading post. Each camp has a trading post that sells Scouting merchandise, camp souvenirs and clothing, food, and drinks. A colorful base patch with segments for summer camp was designed to fit on a Scout's left shirt pocket. Please purchase all emblems before leaving camp.

QUARTERMASTER EQUIPMENT

A quartermaster is in charge of camp equipment, such as picks, rakes, shovels, axes, and brooms. All supplies of this nature are checked out to troops without charge for use in camp. Troops are held responsible for the return of equipment in good condition to the quartermaster before leaving camp. Troops are expected to pay for lost or damaged equipment prior to their departure from camp.

MAIL SERVICE

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

Scout's Name, Troop No. _____
Camp Lewallen, Campsite name _____
HC 1, Box 1955
Silva, MO 63964

Example:

*Johnnie Doe, Troop 1
Camp Lewallen, Apache Campsite
HC 1, Box 1955
Silva, MO 63964*

TELEPHONE SERVICE

Camp Lewallen, 573-224-3420. This phone number is for emergencies or leaving messages. To contact a Scout or Scouter in an emergency, leave a message for the call to be returned. It is difficult to locate an individual camper for a waiting phone call. A pay phone is available on the porch of the dining hall for use by Scouts and Scouters.

CAMP VISITING HOURS

Parents who take their sons to camp on Sunday are welcome to inspect the camp facilities.

- Visiting hours for parents and relatives are Wednesday from 5:00 p.m. to the conclusion of the Order of the Arrow call-out. **See the Parent Information Sheet for more information.** Please photocopy and distribute this sheet to each Scout's parents so that they are invited and "in the know."
- Scoutmasters should inform parents of visiting hours and ask their cooperation by not visiting camp at any other time or returning to the campsite following the Order of the Arrow ceremony.
- Children who are not Boy Scouts may not be in camp except during visiting hours.

LEADERS MEETINGS AT CAMP

Troop Leaders Meetings

Sunday	immediately after dinner	Spring Hollow Pavilion
Monday	10:30 a.m.	Spring Hollow Pavilion
Tuesday	1:15 p.m.	Spring Hollow Pavillion
Wednesday	9:30 a.m.	Climbing Tower Pavilion
Thursday	10:30 a.m.	Spring Hollow Pavilion — How to Develop a Troop Medical Info Kit
Friday	10:30 a.m.	Spring Hollow Pavilion

Senior Patrol Leaders Meeting

Sunday	immediately after dinner	Trading Post Deck
Monday	1:15 p.m.	Spring Hollow Pavilion
Tuesday	1:15 p.m.	Trading Post Deck
Wednesday	1:15 p.m.	Spring Hollow Pavilion

CAMP LEWALLEN SONG

words by Charlie Boehme

sung to the tune of "The Wreck of the Edmund Fitzgerald" by Gordon Lightfoot

In the pine-covered country of Southeastern MO
There's place where Scouting folks gather,
It lies on the edge of the Ozark plateau,
And they call the old place Camp Lewallen.

This land was once home to the ancients unknown,
The Spanish and French stake their claims there.
And the Cherokee pass through, and the Delaware too,
Through the land that's known as Lewallen.

Oh the river still winds through the towering pines,
The Osage and Creole once trapped there.
And the waters plied by canoes as they glide,
Silently passed Camp Lewallen.

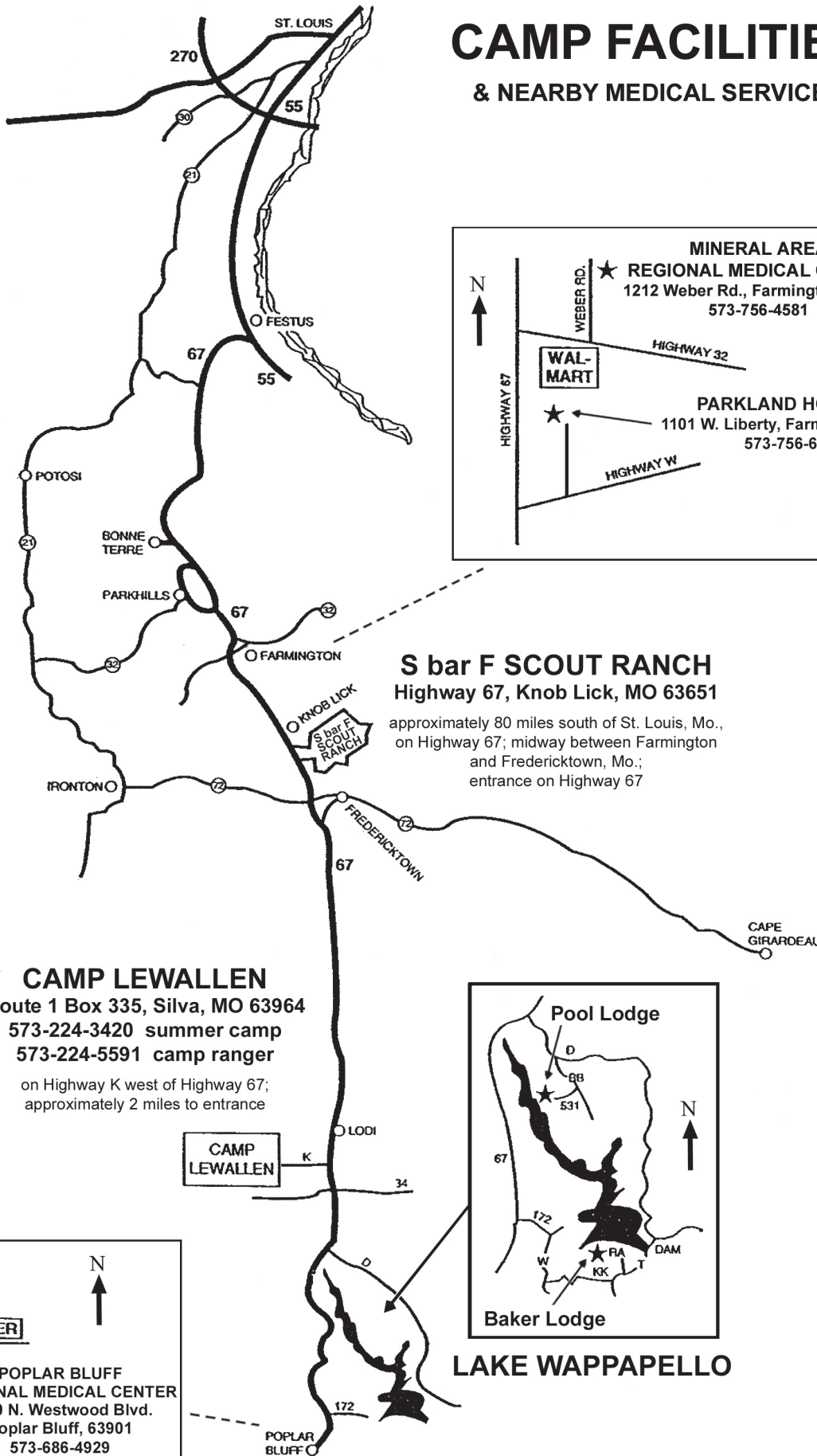
Old Logan looks down, from its leaf-covered crown,
The guardian of all that surrounds him.
And the tee-pees below cast a magical glow,
From the flickering fires of Lewallen.

Through history peoples have come and they've gone,
But there's one thing the years will not challenge,
That the spirit of Scouting will always live on,
In the land that's known as Lewallen.

In the pine-covered country of Southeastern MO
And they call the old place Camp Lewallen.

CAMP FACILITIES

& NEARBY MEDICAL SERVICES



MINERAL AREA

★ **REGIONAL MEDICAL CENTER**
1212 Weber Rd., Farmington, 63640
573-756-4581

WAL-MART

★ **PARKLAND HOSPITAL**
1101 W. Liberty, Farmington, 63640
573-756-6451

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

Pool Lodge

D
BB
531

67

172

W
RA
KCK
T

Baker Lodge

DAM

★

N

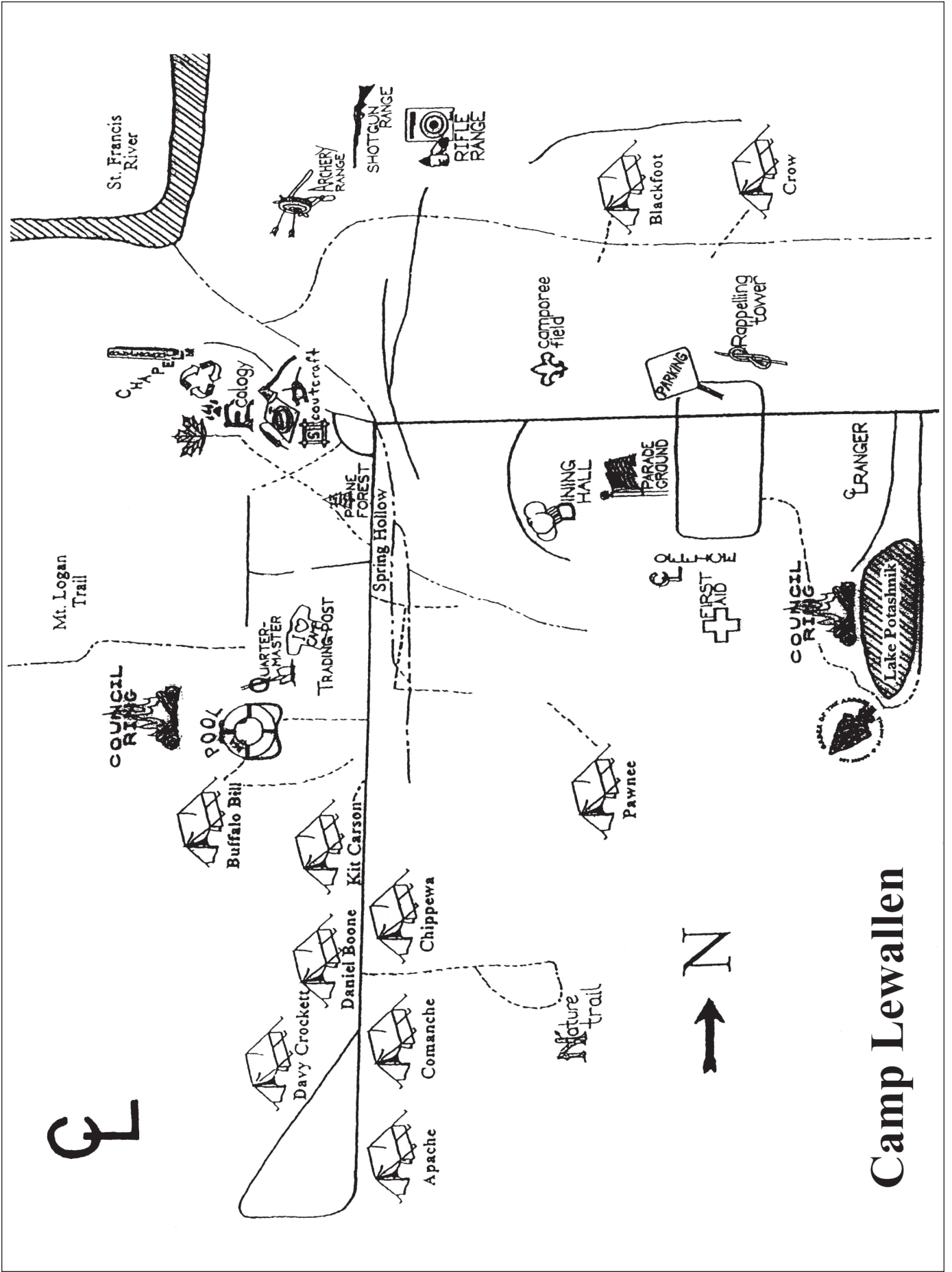
LAKE WAPPAPELLO

HIGHWAY 67

KROGER

★ **POPLAR BLUFF REGIONAL MEDICAL CENTER**
2620 N. Westwood Blvd.
Poplar Bluff, 63901
573-686-4929

N



W

Mt. Logan Trail

St. Francis River

CHAPEL

Ecology

countercraft

MOUNTAIN FOREST

Spring Hollow

Kit Carson

Davy Crockett

Daniel Boone

Chippewa

Comanche

Apache

Buffalo Bill

POOL

QUARTERMASTER

TRADING POST

COUNCIL RING

Mature trail

N



RIFLE RANGE

SHOTGUN RANGE

ARCHERY RANGE

Campfire field

Blackfoot

Crow

Appelling tower

PARKING

DINING HALL

PARADE GROUND

FIRST AID

COUNCIL RING

Lake Potashnik

RANGER

Camp Lewallen

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



BOY SCOUTS OF AMERICA®
GREATER ST. LOUIS AREA COUNCIL

stlbsa.org