

SUMMER
2026

EST 1924
CAMP
ARROWHEAD
LEADER

GUIDE

SCOUTS BSA RESIDENT CAMP



Scouting  America
Ozark Trails Council

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Ozark Trails Council provides nationally accredited camp facilities and programs for the use of Scouting youth. Ozark Trails Council, Scouting America provides program facilities and services to youth members, without regard to race, color, national origin, age, gender, or handicap.

Camp Arrowhead, located in Marshfield, Missouri, is home to Scouts and Leaders each summer. The almost 600 acres camping property has been a summer home to Scouting since 1924.

Striving to provide a superior summer camp experience to Scouting youth and leadership, each age appropriate camp program recognized the importance of providing an enjoyable and attractive experience for young people, while at the same time, addressing the elements important to youth development. Scouting at Camp Arrowhead summer camp is fun with a purpose, preparing youth through social relationships, creative use of time, social adeptness, and respect for oneself and others.

Camp staff and facilities are also resources for your use in achieving your Troops goals, and in fulfilling the mission of Scouting America:

The mission of the Scouting America is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Law.

Camp staff are committed to serving Scouts and their adult leaders to the best of their ability, and strive to incorporate in all interactions using the “aims and methods” of Scouting .

| | |
|-------------------------------|--|
| Ideals | Scout Oath and Law, the basis of conduct religious services provided and observed. |
| Patrol Method | Campsites organized by Patrol. Patrol meetings encouraged. Patrol events and activities. Commissioners encourage patrol method. Camp communicates through Senior Patrol Leaders. |
| Advancement | Wide choice of Merit Badge classes. Traditional Scout skill training. Many merit-badge related skills in practice. Rank Advancement opportunities in camp and campsites. |
| Personal Growth | Challenging programs and personal activities. Practical leadership training through participation at camp. Order of the Arrow (National Organization). Tribe of Lone Bear (Local Council Organization). |
| Adult Associations | Two-deep leadership provides for adult mentoring. Positive adult role modeling 24/7. |
| Leadership Development | Hands-on leadership training through doing Daily SPL meetings. Proper uniform and etiquette. |

SCOUTS BSA RESIDENT CAMP 2026 SESSIONS & FEES

Session 1: June 7th – 13th
Session 2: June 14th – 20th
Session 3: June 21st - 27th

| Youth Fee | Youth Early Bird Bird <i>Ends: 03/01/2026</i> | Adult Fee | Adult Early Bird <i>Ends: 03/01/2026</i> | Deposits Due |
|-----------|---|-----------|---|--|
| \$400 | \$380 | \$220 | \$200 | \$50/youth & adult by March 1, 2026 |

- **A reservation “SITE” deposit of \$100 is required.**
- If your unit needs more than one site, each site requires a deposit. (2 sites = \$200 deposit)
- All deposits and payments are applied to the current years fees and are non-transferable to future years.
- **The site deposit fee is NON-REFUNDABLE.**
- If sharing a site with another troop, each troop must pay a deposit.
- No Scouts BSA girls troop and Scouts BSA boys troop may share a campsite, **UNLESS** they share the same Charter Partner Organization. If the Charter Partner Organization is the same, they may share the site, but **MUST** be separated within the site and have appropriate leadership.

CAMPER YOUTH & ADULT DEPOSITS:

Deposits must be received at the Council Office before online Black Pug access to Merit Badge sign up is granted. The program overview will be available on Black Pug and the council website.

Open registration on Black Pug begins March 20, 2026, at 9:00am CST
For every 10 youth, Troops will get 1 free leader – 20 youth, Troops receive 2 free leaders.

ALL CAMP FEES MUST BE PAID IN FULL BY FRIDAY, MAY 1, 2026.
SPECIAL NEEDS & DIETARY REQUEST FORMS ARE DUE TO COUNCIL OFFICE 4 WEEKS PRIOR TO CAMP.

FOR ALL RESIDENT CAMP FEES

- Payment for 2026 Resident Camps can be made by Cash, Check, Money Order, or through unit account in Black Pug. Checks should be made out to Ozark Trails Council.
- Credit Card payment will be made available but will be assessed a 3% service charge above the full camp fee (listed above).

FINANCIAL NEED / CAMBERSHIPS

Registered youth members who cannot pay the total cost of attending summer camp may apply for partial financial assistance (a.k.a. a campership). The Campership Fund assists youth members with funds to attend camp with a percentage of the cost based on need, but is not intended to provide the total fee. Families, units and/or the chartered partner are expected to provide a substantial portion of the fee.

The information requested is confidential and necessary to help determine the percentage of need for each applicant. Please print legibly when filling out the form. Applicants for camperships **MUST** be currently registered members of the Ozark Trails Council. Applications for unregistered persons and applications without signatures will be returned.

Campership forms can be found [HERE](#)

Mail completed and signed applications to: Ozark Trails Council | 1616 S Eastgate Ave | Springfield, MO 65809

For full consideration, the Campership Application must be received by 03/01/2026
at the Council Service Center.

REFUND POLICY

Any required deposits shall be NON-REFUNDABLE.

Refund of fees, outside of a deposit, will be processed on a sliding scale according to the following guidelines:

1. Requests received 30 or more days before the event – 100% of the total event fee, less the NON-REFUNDABLE deposit.
 2. Requests received 14 – 29 days before the event – 50% of the total event fee, less the NON-REFUNDABLE deposit.
 3. Requests received less than 14 days before the day of the event — 25% of the total event fee, less the NON-REFUNDABLE deposit.
- **In the event of a documented medical reason (doctor's note required), a death in the family, a natural disaster, or a declared emergency – refund request must be submitted within fourteen (14) days following the end of the applicable activity.*
 - For events where you register as a unit, registrations are transferrable within the same unit to a Scout or adult leader not currently registered for the activity.
 - Approved refunds will be processed within thirty (30) days of their receipt and all deposit will be made to the Unit. The unit will be responsible for the disbursement of those fees to the correct family. In Council Units, fees will be deposited into the Units account at the Council Service Center.

Dear Scoutmaster,

Welcome to a summer of fun at Camp Arrowhead. Your summer camp staff eagerly look forward to serving you as you prepare your Troop for the fun and opportunities of adventure awaiting you this summer at Camp Arrowhead.

Preparing your Scouts, their families, and the Troop's leadership will help maximize your Scouts' success and experience. It is important to read our Leaders Guide and Program Guide, and sharing these with Troop leadership and parents is critical. Encourage your Scouts to enrich their camp experience by utilizing all the facilities and programs offered. The summer camp experience is an opportunity for your troop to build upon and use the skills your Scouts have been building all year. As you determine who will be your Camp Scoutmaster, we encourage each unit to select a unit leader that has the experience and training to effectively guide your Scouts.

Thank you for choosing to camp with us. The entire staff looks forward to this opportunity to work and provide your Scouts with a memorable camp experience.

We look forward to making new memories with you for many years to come.

Cheerfully,

Bill Marr, Camp Director & Mark Peterman, Program Director





PLANNING YOUR SUMMER CAMP ADVENTURE

As Scoutmaster, planning for summer camp should start several months before your unit arrives at camp. As a Scoutmaster, it is your responsibility to ensure your Scouts are prepared to set and accomplish their personal goals. Here are a few basic tips to help you ensure this happens.

Let each Scout set their own goals and choose the activities that interest them at camp. You should take a few minutes at a troop meeting to talk with each Scout about their summer camp agenda and provide guidance on any suggested changes.

Dedicate portions of several troop meetings for patrols to set goals and discuss activities that they would like to participate in at camp. (Refer to the program guide.)

Some troops find it helpful to hold a “Summer Camp Meeting” just prior to camp to go over what Scouts need to bring with them for the session. At this meeting you should also hand out information packets to parents, finalize paperwork needs, make sure health forms are complete and signed, secure the needed equipment for the troop campsite, and briefly review each Scout’s program schedule.

Most of all, remember that summer camp is an opportunity for Scouts to grow both mentally and physically. They need to be allowed to make most of their own decisions regarding program participation, and the older Scouts should assist as much as possible in preparing the younger Scouts for camp.

These steps have proven to be helpful to ensure that Scouts have a fun-filled successful summer camp.

1. Find out what your Scouts want to do. Before camp, schedule a few minutes at troop meetings to talk about camp. If most of your Scouts are first year campers you may choose to show photos of your troop at summer camp. Keep a list of **each Scout’s personal camp goals. Find out how many non-swimmers are going to camp. Ensure they sign up for “beginners swim” classes.**

2. **Meet with patrol leaders’ council. Ask Patrol Leaders to discuss with their patrol members what they would like to do at camp.** Encourage them to be creative and plan some fun activities. Some options could be:

- Patrol hike
- Patrol swims, shoots, fishing, etc.
- Inter-troop patrol challenges, etc.
- Outpost programs

3. Meet with your senior patrol leader. See if they are going to attend camp. If they are not, then from those Scouts attending, elect a camp Senior Patrol Leader. Include them and your troop senior patrol leader in all your camp planning meetings

4. Have a serious session with yourself. Your camp goal should be to meet the goals of the Scouts you serve. Review the information from the Scouts and share this with the Troop Committee.



PLANNING YOUR SUMMER CAMP ADVENTURE

5. Meet with your troop committee. The committee members need to be involved in summer camp planning. It is their responsibility to help you and the troop to be successful. Discuss such items as transportation, equipment and finances. Identify the adults who will be attending with you the entire session and who will be attending part time. Have part-time leaders submit in writing the dates of when they will be at camp. (All camp fees must be paid at Council Service Center by MAY 1, 2026. This includes fees for all Scouts, full time leaders and part time leaders according to how many days they will be in camp. A roster of all Scouts, Full-time Leaders, Shared Leaders and Part-time Leaders are due at this time. These same rosters, with any updates, will need to be presented when checking in at camp).

6. This is a collection of what experience has taught us regarding merit badges and advancements.

a. Summer camp is not a place where you pay a fee and get four badges automatically. Instead, camp offers merit badges as one portion of the overall program.

b. The first year camper, generally speaking, should take no more than TWO merit badges. Scouts may take as many badges as they want, but a balanced approach is best for the first-year camper.

c. The most difficult badges to earn are those requiring a great deal of physical skill, coordination, time and stamina such as: swimming, lifesaving, rifle shooting, archery and most Lakefront badges. Swimming and Lifesaving are physically demanding merit badges. Scouts need to swim regularly before camp to prepare for these badges. This could be a series of troop activities.

d. Complete merit badge prerequisite work prior to camp (see Program Guide) .

e. Scouts should try doing something new at camp to get a well-rounded experience. Try a handicraft merit badge, an ecology merit badge, an aquatic or Scoutcraft merit badge combination. Patrol Activities are a great way to get Scouts involved in new program areas.

f. Your campsite is your home for the session, so work at making it comfortable by bringing banners and flags to dress it up.

g. Schedule time for rest! Too often units don't take time to sit and enjoy the beauty around them at camp. Don't miss the trees, nature and the clean, fresh air.

h. Top troops have spirit. The troop coming to camp with ideas and spirit challenges the rest of camp to come alive. Bring your troop cheer to camp and show everyone that you are number ONE.

i. Be flexible. Each session has a lot of Scouts attending camp. While the staff is there **to meet everyone's needs, a Scout should always be friendly, cheerful, and courteous.** Practice the Scout Law in camp when dealing with others.

j. Communicate. If you have a special need. Please communicate the requests 4 weeks prior to camp leadership.

k. One last thing, we want to make this the best camp experience possible for all Scouts. If you have any suggestions, we will gladly listen to your ideas.

CAMP ARROWHEAD | 2026

GETTING YOUR TROOP EXCITED ABOUT CAMP

OK! You are coming to Camp Arrowhead for an amazing camp adventure!

It is never too early to start planning. Here are a few more hints and items that will allow you and your Scouts to prepare for camp in a timely fashion...

- Take Scouts on campouts to Camp Arrowhead in the off-season and let them explore. Discuss the different program areas around camp.
- Hold troop fundraising projects to help Scouts earn part of their own camp fees. The council sponsored popcorn sale is an easy and effective way for all Scouts to earn their entire camp fee in a few weeks.
- Initiate a program for Scouts to earn unit provided scholarships to Scouts who do something special.
- Talk about summer camp plans often with Scouts and parents. Review the camp goals of each Scout and show them how they can meet these goals and have fun at camp.
- Conduct a special parent's night orientation/presentation about Camp Arrowhead.
- Work with Scouts who will be joining the unit in the spring, and work with Arrow of Lights.
- Talk about merit badges and other programs, and the many adventures summer camp offers to new Scouts as well as seasoned Scouts.
- Use Videos from Camp Arrowhead Facebook Page/Council website.
- Order of the Arrow Chapter will visit your Unit.



- If your unit has been to Arrowhead before, share videos and photographs.
- Describe camp program, advancement opportunities and special program experiences.
- Order of the Arrow / Lone Bear information with deadlines for nominations.
- Testimonials from older Scouts who have attended and enjoyed Camp Arrowhead.
- Review Logistics; time, date, locations, fees, assistance applications, fee payment schedules, trading post, etc.

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SAMPLE AGENDA & PARENT INFORMATION PACKET

Successful troops hold an informational meeting for parents before camp. This meeting can be held in conjunction with a Court of Honor, troop meeting, or at some other convenient time a few weeks before summer camp. Parents need to be informed about all of the details regarding summer camp. Visitor's Day information, camp rules, equipment needs, and departure and arrival times should all be covered during this meeting. All of the needed information for a pre-camp meeting can be found in this Leader's Guide.

A suggested agenda for the pre-camp meeting of Scouts, leaders and their parents is below. This meeting is best held in April/early May and should be conducted by the Camp Scoutmaster and Senior Patrol leader.

SAMPLE CAMP ORIENTATION AGENDA

1. Welcome and Purpose of Meeting
2. Travel Information
 - a. When to meet, what to wear, route, method of transportation. Parking at camp is limited, carpooling is strongly encouraged. Transportation needs. [must be a seatbelt for every participant] .
 - b. What to bring for the trip
 - Current, signed Annual Health and Medical Record. A photocopy of the medical forms (with an original signature) should be given to the Camp Scoutmaster and reviewed at least one week prior to the day the troop leaves for camp.
 - Gas and/or lunch money, etc.
 - c. When and where the troop will return at the conclusion of camp.
3. Schedule While at Camp
 - a. Visitor's day, date, time (10:00 am to 5:00 pm) and special troop arrangements
 - b. Ceremony schedule
4. How Parents Can Reach Their Scouts / Emergency Updates
 - a. Mail
 - b. Emergency telephone number (————-) PLEASE – EMERGENCY ONLY
5. What to Bring to Camp and What NOT to Bring to Camp
6. Distribute and explain medical forms. [set target date to collect AB&C of med form]
7. Prescription Medication .
 - a. Scout's full name on container
 - b. Original container with dosage printed on container
 - c. Parent should check-in medication with a designated troop leader
8. Program Schedule
 - a. What is available for advancement
 - b. What the troop will be doing for fun (e.g. hikes and Program areas)
 - c. What the troop is planning for service projects or campsite improvements
 - d. Read the Program Guide – especially for Lakefront Program participants
9. Expenses to Anticipate
 - a. Merit badge costs
 - b. Items available in the Camp Arrowhead Trading Post
 - c. Extra program costs (shotgun shooting, etc.)
 - d. Other miscellaneous items
 - e. Troop's camp banking procedures
10. Questions From Audience
11. Troop Pictures From Last Year. If your unit has been to Arrowhead before, share videos and photographs.
12. Inspirational Closing

The Ozark Trails Council provides program, facilities, and services without regard to race, color, national origin, age, gender, or handicap. All youth, full and part-time leaders camping on the reservation must be currently registered with Scouting America. No camper, youth or adult, will be permitted to stay in camp unless their full camp fees have been paid prior to the start of their camp session.

UNIT ROSTER

Each Unit will be responsible for providing a completed Unit Roster upon arrival to camp. This roster of Scouts and leaders should be submitted to Black Pug.

NOTE: Double Check Roster for active membership in My.Scouting.org

The form can be found on Black Pug.

PROVISIONAL CAMPING

While we encourage Scouts and Leaders to camp with their troop, sometimes it might be necessary for them to camp with another troop during the summer. Scouts who cannot attend camp with their own unit, or who want to attend another or different session, are encouraged to attend provisionally. Scouts will be placed with another unit for the camp session. If a Scout attends more than one session the additional week/session will be discounted.

For more information about provisional camping, contact the Council Office | 417-883-1636 for details.

PLANNING CHECKLIST

- Unit Roster (verify roster through My.Scouting.org)
- Adult Leaders (chosen, trained, and committed)
- S.A.F.E. Guarding Youth (Youth Protection Training)
- Scouting America Health Forms
- Swim Test
- All deposits are paid (site deposit(s) and youth & adult deposits)

Once you have checked off each of these items, the next step is to review the 2026 Program Overview and have your Scouts select which Programs or Merit Badges they would like enroll.



S.A.F.E GUARDING SCOUTING YOUTH PROTECTION/BUDDY SYSTEM

Summer Camp should be a special place for all Scouting youth! All adults **MUST** have completed the S.A.F.E. Guarding Youth Protection Training prior to camp. Protection for leaders and youth are provided by:

- The “buddy system” of two or more Scouts, who stay together, to and from activities. **This is in effect at all times at Camp Arrowhead.**
- Scouts sharing a tent cannot be more than 2 years apart in age.
- Youth and adults will not share the same tent.
- One-on-one activities with a youth and adult are not permitted.
- Youth privacy is to be maintained in shower and dressing areas (supervision is necessary only to the extent required to ensure safety and discipline).
- Units are encouraged to use a “checkout system” in their campsite. If any Scout is missing, it should be promptly reported to the Camp Director.

Any allegations of child abuse or misconduct should be reported immediately and directly to the Camp Director or Lead Commissioner.

Scouting America policy states one adult may *never* lead Scouting activities and meetings.

At least two registered adult leaders, who are 21 years old, must be present at all times.

Female Troops must also have at least 1 female leader over the age of 21 present.

The majority of the instruction, discipline and organization of your unit will come from your own unit leadership. The staff works with you - our purpose is never to take over your job as leader of your unit, rather, it is to assist you in achieving the utmost respect of your Scouts, to work as your special advisers and helpers, and to provide an environment in which your unit can grow and thrive.

SWIM CHECK

The swimming classification of individuals participating in Scouting America activities is a key element of Safe Swim Defense, Safety Afloat and the [Guide to Safe Scouting](#).

Swimming classifications must be renewed annually within the calendar year of summer camp or of the activity swimming will be a part of.

To help facilitate this requirement, we are happy to help with two options:

- Where appropriate and safe, swimming classification tests can be conducted prior to summer camp.
- All persons (youth and leaders) are required to complete the swimming classification test prior to aquatics activities.

If your unit wants to complete the Scouting America Swim Test prior to camp, great! It will certainly save you some time when checking in.

The Council Unit Swimming Classification Form and Swim Test Requirements can be found on Black Pug.

COUNCIL SWIMMER CLASSIFICATION PROCEDURE

Administration of swimming test options:

Complete the swimming test upon arrival at camp, **OR** complete the swimming test prior to arrival at camp (***within the current year**):

- The test must be administered by a certified person (Limited to Scouting America, Red Cross, or YMCA Lifeguard) **AND**
- The results must be reported on the official Ozark Trails Council Form **AND**
- **A COPY OF THE LIFEGUARD’S CERTIFICATION CARD MUST ACCOMPANY THE SWIM TEST RECORD.**

Failure to follow these instructions will result in nullification of the report and swim tests will be re-administered upon arrival at camp.

SPECIAL NOTE: When swim tests are administered away from camp the aquatics staff reserves the right to review, or retest some or all of the persons listed to assure the safest standards have been maintained.



To better serve Units, a **separate, printed Program Overview** will be available at Black Pug and on the Ozark Trails Council website by **02.01.2026**. Utilize the Program Overview to prepare Scouts prior to camp and guide them so they can maximize their advancement experience while at camp. The list of merit badge offerings is listed in this guide. **Full details including times, pre-requisites, and fees will be available on Black Pug.**

PROGRAMS AVAILABLE FOR 2026

| | | |
|-------------------------|----------------------------|---------------------|
| American Indian Culture | First Aid* | Pioneering |
| Archaeology | Fishing | Pottery |
| Archery | Fish & Wildlife Management | Rifle Shooting |
| Art | Fly Fishing | Rowing |
| Astronomy | Geocaching | Scuba |
| Basketry | Geology | Search & Rescue |
| Camping* | Horsemanship | Shotgun Shooting |
| Canoeing | Kayaking | Small Boat Sailing |
| Chess | Leatherwork | Space Exploration |
| Climbing | Life Saving* | Swimming* |
| Cooking* | Metalworking | Wilderness Survival |
| Cycling | Nature | Wood Carving |
| Environmental Science* | Paddle Boarding | |

MERIT BADGES

Merit Badges offered at camp are generally of an outdoor nature. The Council Advancement Committee has approved all staff members who are to counsel a badge. Youth staff may only instruct but not sign off as a Merit Badge Counselor. The Camp Staff is not allowed to change, lower, or modify any merit badge or rank requirements.

Many Scouts BSA merit badge requirements may be met at camp. Currently certified merit badge counselors who are attending camp as leaders and are willing to help with class requirements should contact the camp Program Director.

Not every Merit Badge can be completed at camp. Some require time outside of the camping session to complete, or skills Scouts need to practice and develop more beyond the time available at camp. In these cases, requirements not completed will be noted on the merit badge progress report that can be downloaded in Black Pug.

SEE THE LIST OF MERIT BADGES ON BLACK PUG FOR DETAILS AND REQUIREMENTS

MERIT BADGE PROGRESS REPORTS

Merit Badge Progress Reports will be available on Black Pug and distributed to Scoutmasters upon check-out for their Scouts as a record of individual progress or completion of requirements while at camp.

- Scoutmasters sign up their Scouts before camp for merit badge instruction online.
- If all requirements for the merit badge are completed, the counselor will so indicate on the report. If the merit badge is not completed, the counselor will indicate those items which were done at camp.

Any questions (Contact Camp Office) about merit badge work should be cleared up before leaving camp.

SPECIAL PROGRAMS

Trailblazer (1st year program (includes Swimming and First Aid Merit Badges))

ADVANCEMENT IN CAMP

Camp Arrowhead uses a “learning by doing” style of teaching. Advancement rules do not change for camp; but camp provides an ideal setting for advancement. The key is to plan ahead - look at the schedules and requirements. The Staff at Camp Arrowhead does not “give away” advancement, it must be earned. Just attending a class does not meet the requirements to earn a Merit Badge. A unit leader should also check their Scouts for depth of knowledge and understanding.

THE CAMP DIRECTOR MAY ADJUST SCHEDULES AS NEEDED.

OTHER ACTIVITIES AVAILABLE | OPEN PROGRAM TIMES

Once you have your daytime program schedules set, you can plan for the additional activities during open program times – some of which require a bit of planning. Each evening has an open program time where there are multiple activities happening around camp. Some of these require just looking at the schedule, but a few require some pre-camp planning.

EXTRA AWARD OPPORTUNITY

WORLD CONSERVATION AWARD

Earn the World Conservation Award by completing the following requirements:

1. Environmental Science OR Sustainability merit badges
2. Soil and Water Conservation OR Fish and Wildlife Management
3. Citizenship in the World
4. Participate in a conservation project as part of an approved Scouting program totaling at least three hours that addresses a conservation need common to more than one country.



COMPLETE ANGLER AWARD

- To earn the Complete Angler Award a Scout must complete Fishing MB, Fly Fishing MB, and Fish & Wildlife Management MB.

MILE SWIM

- Scouts will have an opportunity to earn the MILE SWIM award.
- Mile Swim is an early morning activity starting at 6:00AM Monday-Thursday and 5:40AM on Friday.
- Scouts **MUST** attend all 5 sessions to achieve the award.

STAND UP PADDLE BOARDING

- Monday—Thursday Class—time in program guide/overview.
- Scouts must attend all sessions and be Blue Swimmer.

TRIBE OF LONE BEAR

The Tribe of Lone Bear is an Honor Camper program based upon leadership and aimed at strengthening Scouts and Scouters dedication to the principles of the Scout Oath and Law, and to encourage their continued participation in Scouting.

Lone Bear accomplishes these purposes by giving members opportunities to think deeply about how they can apply those Scouting principles in their daily lives and to make commitments to do specific things in four areas (God, Mother, Country and others) and to live up to those commitments. The program is for Scouts to enhance their Scout skills, leadership abilities and to promote the spirit of Scouting in their home units and at camp.

Leaders are brought into Lone Bear so they understand its principles and methods, and to help guide Scouts through the program.

We invite you to become involved in the Tribe of Lone Bear so you can learn firsthand what an amazing and positive impact this Honor Camper Program offers.

The Tribe of Lone Bear creates great Scouts who become great citizens and great role models.

The Tribe of Lone Bear is Ozark Trails Council's older camper honor program for Camp Arrowhead. It was founded on July 11, 2000. More than 2000 Scouts and Scouters are involved in the program at present. The Tribe continues to grow each summer. The Tribe of Lone Bear is designed to retain older Scouts in Scouting by getting them involved and excited about attending summer camp and helping in their troop and on camp staff. It also builds anticipation and excitement in younger Scouts as they watch older Scouts become more involved and active. Lone Bear helps to retain older Scouts through avenues such as involvement in: Family, Religion, Community, and Helping Others. The Tribe of Lone Bear's leaders hope each of these areas is evident in a Tribal member as they advance through the program, and hope unit leaders can see a difference in Scouts who are members. We also hope older Scouts will become more active in their troop or crew as a result of these areas being reinforced in the daily lives.

The Tribe of Lone Bear program encourages Scouts to provide service to and for the camp during the year and during camp sessions. You may hear us say a Scout is "working their paint". This Scout is providing some specific service associated with their position of responsibility in the Tribe. When their service is completed, the Scout is honored and awarded for their service. They may then be elevated in their responsibility in a ceremony while at camp.

If you are a member of the Tribe of Lone Bear, be sure to sign the roll book for 2026, showing you were here. Also, sign up to "work your paint"—this service not only fulfills your obligation to the Tribe but provides a level of accomplishment and satisfaction as well as camp recognition. If you are not a member but are interested, be sure to stop by the Tribal headquarters at the Lone Bear Trading Post during check-in and the Camp Orientation tour.



ORDER OF THE ARROW—WAH-SHA-SHE LODGE

The Order of the Arrow (OA) is an integral part of the scouting program. The Order promotes camping year-round in the scouting program and provides service to the council through monetary donations and many hours of meaningful service to the council's camps. Our Lodge Wah-Sha-She is a very active group in supporting the Ozark Trails Council.

If your unit is active in the Order of the Arrow (OA) or interested in having some of your Scouts and Leaders join the OA, summer camp is a great opportunity to get the ball rolling. Whether your unit is in-council or out-of-council, you are welcome to join in on any of the activities put on by the Order of the Arrow.

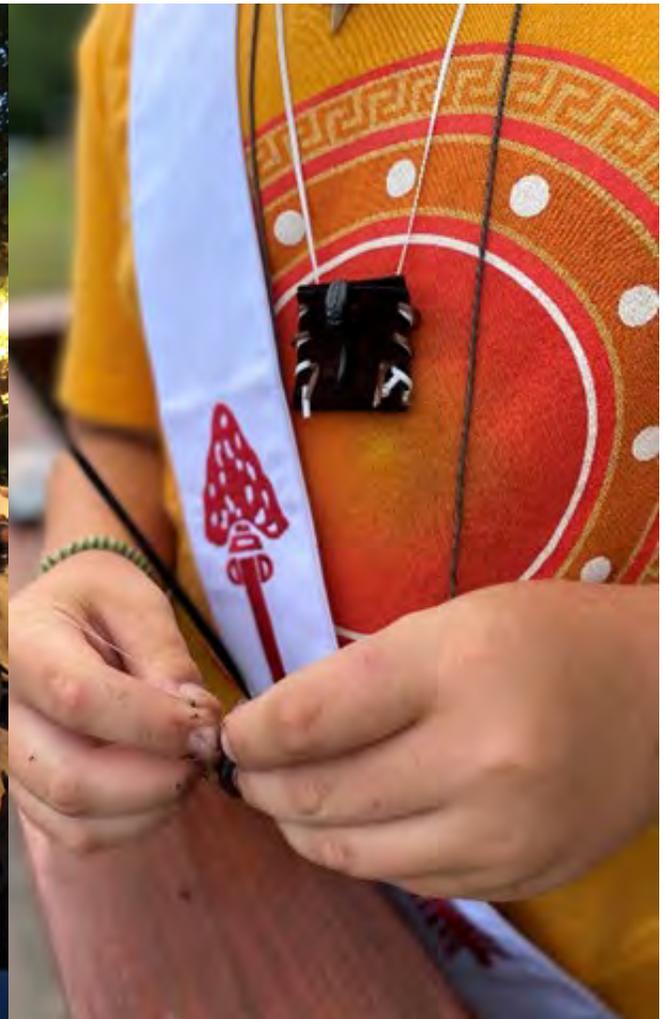
Troop OA Elections: OA Elections within your unit should happen in the spring prior to attending camp. Utilize your Troop OA Coordinator or contact your local Chapter Representative to assist your unit in hosting elections.

Service Projects: If your unit is in need of a service project or Conservation service project for Rank Advancement, the OA Coordinator will be able to help you out. Coordinate with our Ranger Corps team at the Quartermasters Shed to review our list of available projects.



SCOUTING AMERICA™

ORDER OF THE ARROW



The Scout uniform builds individual and unit pride. The Scoutmaster's attitude toward wearing the Scout uniform will be reflected in the dress of their troop. Scouts should wear their uniform to and from camp with pride!

Scouts and Scouters who have their Field Uniform shall wear it upon arrival and departure, to camp-wide (in campsite and dining hall) flag ceremonies, as well as campfires, OA and Lone Bear activities/ceremonies and vespers in campsite and religious services. Those who do not own a complete uniform should wear their Activity Uniform .

Every troop coming to camp should take a few minutes to determine if it has everything necessary for a quality program. Remember that there is no electricity in your campsite. The following is only a suggested list of items to take to camp. Consult the Scoutmaster's Handbook for a more detailed list.

EQUIPMENT AND SUPPLIES EVERYONE SHOULD BRING – NO GLASS CONTAINERS

- Annual Health and Medical Record (current year, completed and signed). Scouting America Health Form A, B, C
- Camp Box with Lock (suggest extra key or combination to Scoutmaster)
- Official Scout Uniform (shirt, troop neckerchief with slide, shorts or pants, belt, and socks)
- Camp T-Shirt (new ones available at trading post)
- Extra seasonally appropriate shirts, shorts, underwear, socks, etc.
- Daypack
- Pajamas
- Toothbrush & Toothpaste
- Sun Screen
- Handkerchief
- Flashlight & Extra Batteries
- Paper & Writing Utensils
- Cot
- Swim Attire
- Sweater or Light Jacket
- Shampoo, Soap, Comb
- Raingear
- Hat or Cap / Sunglasses
- Scouts BSA Handbook
- Water Bottle / Canteen
- Bible or Prayer Book
- Long Pants / Belt
- Sleeping Bag/Blankets, Pillow , Cot
- Non Aerosol Mosquito / Insect Repellent
- Bath towels / Swim Towel
- Merit Badge Pamphlets
- Pocket Knife
- **Hiking boots and tennis shoes (no flip flops or open toe shoes)**
- **Swimming Attire** (Swimsuits must be modest. For adult or youth males, tight fitting swim briefs or swim bottoms short enough to allow exposure are not allowed. For adult or youth females, bikinis are not allowed. Modest tankinis with no bare midriff or one piece swimsuits are appropriate. Participants are encouraged but not required to wear a swim or T-shirt in the pool for modesty and sun protection. **A shirt, shorts, & closed toe shoes must be worn to and from the pool. (Everyone should plan to leave the pool in dry shorts/clothing.)**
- **Spending Money** – Souvenirs, snacks, merit badge supplies and craft kits are available at the Trading Post. Troops may wish to operate a "bank" to hold money for Scouts while at camp. Only small bills; Ones, Fives and Tens should be brought to camp. The Trading Post cannot easily make change for larger bills.

OPTIONAL EQUIPMENT

- Binoculars
- Musical Instrument
- Sewing Kit
- Clothes Washing Soap (in plastic bottle/biodegradable powder)
- Camera
- Small Rug or Mat
- Stamps and Envelopes
- Small Mirror
- Work Gloves
- Nylon Line, Clothes Pins, Coat Hangers
- Camp Chair
- Fishing Gear

All personal items and spending money should be kept in a secure camp box while at camp. Clothing should be clearly marked with your full name and troop number. The Ozark Trails Council is not responsible for securing or for the loss of personal items. It is your responsibility to keep track of all personal valuables while at camp.

—DO NOT BRING VALUABLES TO CAMP—

All clothing and equipment should be clearly marked with your full name and troop number.

ITEMS YOUR TROOP SHOULD PROVIDE FOR YOUR CAMPSITE

- Patrol / Unit Flag
- Troop First Aid Kit
- Lockable Box for Medication Storage
- Troop Merit Badge Book Library
- Program Reference Materials
- Water Containers, Drinking Cups and Ice Cart
- Pitchers/Jugs for Juice Mix
- Water Jug
- Lanterns (Battery Operated or Propane Only)
- Troop Religious Materials
- Clear Plastic Covers for Campsite Bulletin Board (Prayer Books, Bibles, etc. per Faith)
- Rope and Binding Twine
- Trash Bags
- Lock Box for Troop Valuables and Log Book
- Clipboard with Extra Paper
- Thumbtacks
- Bow Saw, Rake, Shovel, Broom, Hose
- Alarm Clock (wind up or battery)
- Cooking Gear
- Unit Roster Sheet
- American Flag

DO NOT BRING ANY OF THE ITEMS LISTED BELOW

- Boxing or Martial Arts Equipment
- Climbing/Rappelling Equipment
- Fireworks
- Immoral Materials
- Personal Firearms / Private Ammunition
- Camouflage Clothing
- Personal Archery Equipment
- Illegal Drugs & Alcohol

TENTING

As stated in the Guide to Safe Scouting, all leaders and youth shall tent in same gender and age appropriate groups. All campers and leaders must be housed in established campsites. “Overflow” leaders may be housed in another campsite.

PERSONAL CAMPING EQUIPMENT

No facilities are available for the use of personal camper-type vehicles. Carpets may be used but must be taken home with the unit and not thrown into the camp dumpsters. No decks are to be constructed to tents. “**No Flames in Tent**” must be stenciled on all tents or have a sign with this message, properly affixed, before Scouts can sleep in them, according to Scouting America policy.

TENT PLATFORMS

Tent platforms are not to be moved under any circumstances. Two-person canvas wall tents on wooden or cement platforms are provided for your unit. Tent Platform sizes are 9'6" x 7'6", plan accordingly. The National Camp Standards for tent sleeping requires 30 square feet per camper. Troops using their own tents also must meet this size standard.

CHEMICAL FUELS

- Using liquid fuels for starting any type of fire—including lighting damp wood, charcoal, and ceremonial campfires or displays—**IS PROHIBITED**.
- No flames in tents. This includes burning any solid, liquid, gel, or gas fuel—including tents or teepees which feature or support stoves or fires; and any chemical-fueled equipment or catalytic heaters.

“As per guide to safe Scouting- if you have liquid fuels to operate a generator or other machine the fuel must be **DOUBLE LOCKED**. If you do not have the ability to accomplish this the camp is happy to store fuel for you in the Quartermaster.”

CAMPSITE EQUIPMENT PROVIDED BY OZARK TRAILS COUNCIL – CAMP ARROWHEAD

- Campsite Flagpole
- Two-Person Canvas Tents
- Latrine or Portable Latrine*
- Water Bucket (Fire Guard)
- Cots
- Tent Platforms (wood /concrete)
- Bulletin Board
- Water Supply*
- Toilet Paper
- Picnic Table*
- Campfire Area
- Rake, Shovel
- Trash Barrel

***A latrine and hand washing facility, pavilion or dining fly and picnic table are located in or near each campsite.**

Campsites may be reassigned to best accommodate the number of campers in your unit.

CAMPSITE INSPECTIONS

- All Scouts and Leaders must stay overnight in their established campsites.
- Scouts and leaders are not permitted in Staff housing areas and will be sent home if found in those areas.
- There are no accommodations for non-Scout youth.
- Makeshift showers are not permitted in campsites due to health and environmental concerns.
- Care must be taken to ensure drinking water is clean! Do not use the same hose that is left at latrine for cleaning purposes to fill water containers.
- Campsite cleanliness is the responsibility of the unit and unit leadership. Camp Arrowhead uses a self-evaluation method to maintain campsite sanitation.
- The Senior Patrol Leader should complete the campsite inspection checklist before 9:00 a.m. and post it on the bulletin board.
- Commissioners will visit each campsite between 9:00 a.m. and lunch every day to ensure that health and safety guidelines of Scouting America are being followed and to check for any problems you may have.

SHARING A CAMPSITE

Units may join, or be joined, together in a campsite to help meet the two-deep leadership requirements or to make efficient use of camp property. It is up to units sharing a campsite to decide if they will participate as one unit or separately in camp activities.





TWO WEEKS BEFORE CAMP

- Does the Unit have adequate leadership?
- Make sure parents have information on departure time, return time, and telephone number for emergencies.
- Make sure Scouts have necessary equipment.
- Each Scout and Leader should have filled out a proper health history/physical exam form. Parts A, B, & C.
- All fees collected.
- Transportation arrangements completed.
- Verify all Scouts registered in your unit through My.Scouting.org before you leave for camp.
- Scouts have adequate rain gear to take along.
- Double check each Scout's merit badge schedule and print off what each Scout is doing before arrival (changes can be made at camp).
- Call Ozark Trails Service Center or Camp Arrowhead at least a week in advance if you expect any problems.

THE DAY YOU GO TO CAMP

- All receipts for fees already paid are with you.
- Have adequate money to pay additional and unpaid fees at Camp secured.
- We recommend you bring at least two blank Unit checks. You may need to pay for additional program fees, merit badge and other trading post supplies. Be prepared.
- Troop equipment packed including cooking gear.
- Bring along copies of each Scout's merit badge class schedule.
- Bring along **2 copies** of each Scout's and adults medical forms. (1 for us, 1 for you)
- Bring along any partials or merit badge pre-requisites your Scouts have been completed.
- Map on how to get to Camp Arrowhead.

TRANSPORTATION TO AND FROM CAMP - Transporting the Scouts, troop equipment, and personal gear is the shared responsibility of the troop committee and parents. Parking at camp is limited, therefore carpooling is strongly encouraged to help alleviate parking problems. All vehicles must be parked in designated areas.

It is recommended that a member of the committee be appointed to serve as transportation chair for the troop. The primary responsibility of this person is to plan the trip to and from camp.

CHECK-IN PROCEDURE

- Check in will be at your Scheduled time. (You will be sent a link to select a time slot)
- Arrive at your scheduled time between 1:00 p.m. - 3:00 p.m.
- Registration is at Foster's Lodge.
- Only the Scoutmaster is allowed in Foster's Lodge at time of check-in.
- Scoutmaster will meet with:
 - ⇒ Camp Business Manager to finalize Camp finances.
 - ⇒ Camp Health Officer to review medical forms.
 - ⇒ After the unit has checked in at Foster's Lodge, the unit will be led by their assigned Troop Ambassador on an exploration tour of Camp Arrowhead.

ITEMS COLLECTED AT CHECK-IN

- Final Camp Payments and Program Fees
- Unit Roster (Youth and Adult) all must be registered with Scouting America.
- Health Records (reviewed for signatures and checked boxes)
- Unit Swim Checks (if completed prior to camp)

VEHICLES IN CAMP—PARKING & SPEED LIMIT

- **Speed limit while camp is in session: 5 mph**
- Scouts will **NOT** be allowed to ride in vehicles unloading gear. **Scouting policies prohibit transporting Scouts at any time in the back of pick-ups or trailers.**
- **DO NOT DRIVE TO CAMPSITE WITHOUT CHECKING IN AT FOSTER'S LODGE.**
- Unit trailers may be left in campsites for the week, so long as they are not designated or used for sleeping. Trailers can be parked along the perimeter of the campsite; they may not block any camp roads.
- After check-in, each vehicle will need to be returned to the main parking lot for the duration of camp. **Vehicles are not to be driven or moved beyond the parking lot without permission from the Camp Director. NO personal vehicle will be allowed beyond the parking lot, or in campsites at any other time during the camp session.**
 - ⇒ **If you need additional transportation, check with the Camp Commissioner first. If a vehicle is needed for disability reasons, a Special Needs Request Form must be submitted on Black Pug 4-weeks prior to camp. This must also be accompanied by a Physician's note.**
 - ⇒ If a parent is picking a Scout up early, notify the clerk at Fosters lodge staff for assistance in getting gear from campsite.

Troops checking in to Camp Arrowhead, will be assigned a Troop Ambassador. The Ambassador will take you on a tour of Camp and will make sure your campsite is in order. The same Ambassador will assist you during checkout of your campsite. Ambassadors will be encouraged to visit with you throughout the week to check in on your experience.

During your Camp orientation tour, you will visit the pool for swim checks, medical lodge to turn in prescription medications, and most other areas of camp for a thorough overview of where things are located and what Camp has to offer.

SUNDAY LEADER MEETING

Sunday evening of Check-In, there will be a Scout Leader / SPL meeting held at Foster's Lodge. The purpose of the meeting will be to inform the leaders of new information, introduce the Program Area Directors, and finalize camp advancement. This is a great time to have any questions answered. This meeting is run by the Camp Director.

VISITORS & FAMILY AT CAMP

- Visitors are welcome to attend the closing Friday Night campfire.
- All visitors must check in at Foster's Lodge and **check out by 10:00 p.m.**
- **Visitors and Family will not be allowed to stay overnight.**
- Visitors must stay in campsites or main camp areas.
- Visitors will wear the appropriate wrist band while at Camp.
- Visitors must obey all camp rules (no open toed shoes, no pets, etc.)
- Please make sure Visitors are aware of the key rules before they arrive. Also make sure they are aware they will need to check in and pay for meals.
- Visitors are welcome to dine with their unit in the dining hall, seating space permitted or during in-camp cooking but must purchase meal tickets at the Trading Post in order to eat in the Dining Hall or with units during in-camp cooking. At the time of payment, a meal voucher will be issued. Present the meal voucher at the dining hall when eating. If payment is not made at the Trading Post, the fee will be added to the Unit total cost and must be reconciled at checkout.

Cost: Breakfast \$5.00 | Lunch \$6.00 | Dinner \$7.00

YOUTH/ADULT EARLY CHECK-OUT DURING CAMP

Sometimes early check-out cannot be avoided; however, it is best if everyone can stay for the entire week for the optimum experience. **Keep in mind 5 nights of camping at resident camp are required to be elected for the Order of the Arrow!**

The Scoutmaster and the other Troop Leaders must have complete knowledge of who is going to take a Scout from Camp Arrowhead.

EARLY CHECK-OUT PROCEDURE

If a camper or adult needs to check out mid-week, the process is as follows:

- ⇒ **Youth:** A "Youth Leave Form" is completed at Foster's Lodge and must be approved by the Scoutmaster and Camp Director. A camper may leave only with a parent or guardian, or with a written release form — the written release must specify the name of the individual transporting the youth. A photo ID is required to check a youth out of Camp.
- ⇒ **Adult:** The person must check out at Foster's Lodge. The date and time of expected return must be noted, if applicable. Remember, units are always required to have two-deep adult leadership in Camp.

CHECK-OUT PROCEDURE FOR END OF CAMP SESSION

- Check-out at Foster's Lodge begins at 7:00 a.m. Saturday morning.
- Your assigned Troop Ambassador will visit your campsite with you. All troops must clear campsite by 10 am
- One (1) vehicle per campsite will be allowed in to pack up camp.
- **DO NOT DRIVE TO CAMPSITE WITHOUT CHECKING AT FOSTER'S LODGE.**
- When you have your campsite cleaned and signed off by the Troop/Pack Ambassador you can then have the Scoutmaster finalize check-out paperwork at Foster's Lodge. Commissioner should note any damaged equipment, necessary repairs, and ensure trash is removed from tents and site.
- Finalize any financial obligations. Leaders settle outstanding financial accounts.
- Leaders pick up all Health Forms for your Troop. *(These are not kept on file by the Council)*
- Double check merit badge completions prior to leaving camp.
- **Pick up advancement and award packets.**
- **Make reservations for next summer.**
- Have a SAFE trip home.

Because Troop advancement packets and awards are prepared on Friday night, check outs before Saturday morning are highly discouraged. Exceptions must be pre-approved by the Camp Director.

CAMP LEADERSHIP | 2026

CAMP SCOUTMASTER

There must be at least two (2) registered adult leaders (over the age of 21) with each troop in camp at all times. All female troops will be required to have at least one female registered adult (over 21 years of age) in camp at all times.

Preferably, the troop is under the leadership of its registered Scoutmaster. The Camp Scoutmaster (minimum age 21) works with the Senior Patrol Leader, and together they develop and schedule the troop's program. The Camp Scoutmaster participates in the camp-wide daily leaders meeting, and assigns and coordinates the responsibilities for all adult leadership in camp for their troop. ALL adult leaders should be trained in their registered Scouting America position.

Under the troop system of camping, the Camp Scoutmaster is in charge of your troop at all times. All additional adult Scouters in camp are considered Assistant Scoutmasters. The majority of instructing, disciplining and organizing of your troop is up to you.

The staff works with you and serves as your camp helpers. Our purpose is never to take over your job as leader of your unit, but to aid you in achieving the utmost respect of your Scouts, to work as your special advisors and helpers to provide an environment in which your troop can grow into a more proficient organization with quality trained leaders and Scouts.

ADULT LEADERSHIP POLICY

“Any adult accompanying a Scouts BSA Troop to a resident camp or other Scouting activity lasting overnight must be registered as a leader, including completion of a Criminal Background Check and SAFE Guarding Youth Training, **even if they are a parent of a youth on the trip.**”



It is the policy of Scouting America to follow 2 Deep Leadership rules and policies. If your unit is only able to provide 1 Adult Leader, please contact the council office so we can make arrangements to combine your unit with another, so we are able to support the Scouting America 2 Deep Leadership policy.

Scouts BSA Girl Troops may combine leadership with another Girl Troop. They CANNOT combine leadership with a Boy Troop. The same policy holds true for a Boy Troop- They may combine leadership with another Male Troop, but CANNOT combine leadership with a Girl Troop. Units that share a troop numeral **MUST bring at least 4 adults to camp in order to share campsites (2 adults per unit)**

CAMP LEADERSHIP | 2026



SENIOR PATROL LEADER

The SPL is the top Scout in your troop, leading the Patrol Leaders' Council and working with the Troop Leader in administering Troop affairs.

At camp, the SPL also:

- Attends daily SPL meeting held after lunch.
- Knows where troop members are supposed to be during program.
- Checks participants for cleanliness and uniforms.
- Maintains the troop's schedule for flags, meals, reviews, and special assignments from the Commissioner, Program Director or Camp Director.
- Makes a bed check of the troop each night.

PATROL LEADER(S)

Patrol Leaders are the key to making the patrol method work.

- Each patrol should have its own distinct campsite within the troop site.
- Each patrol should serve as the program/service patrol on a rotating basis.
- Each patrol should display and carry their patrol flag at camp activities, and demonstrate patrol spirit through their yell, song, etc.

CAMP ARROWHEAD TROOP AMBASSADOR—DUTIES & RESPONSIBILITIES

This is the most important and fulfilling position you can serve while on camp staff. It is an honor to serve in this position. While this position may take you away from your friends at camp for a short time, it will reward you and it will help you grow as a person and a camp staffer.

Customer Service

- Check troops in and out of Camp.
- Serve as an ambassador of goodwill.
- Help Scout units get the most out of their camp experience.
- You are the eyes and ears of the camp.
- Interacts with senior staff members on any issues, especially fixable ones.
- Follow up postcards a few days after the end of their camp session.

Troop Service

- Maintain regular contact with unit leaders. Visit daily.
 - Eat with the unit at least once daily.
- Be available to your unit.
- Aids in securing resources a unit might need
- Assists units in planning program activities.
- Work closely with assigned campsites to see that Scouts and leaders are having a positive camp experience.
- Provide help in solving unit problems.
- Build spirit and enthusiasm in units.
- Serves as a role model for the campers.
- Counsel leaders on where to find assistance.
- Send follow-up thank you notes to units the week after their camp session.

BREAKFAST & DINNER *All meals, apart from Wednesday evening, will be prepared in the kitchen. Wednesday evenings, campers will prepare dinner in campsite with food provided by dining hall.*

FAMILY STYLE DINING - BREAKFAST & DINNER—will be served in the Dining Hall, with a flag ceremony prior to meal. During resident camp, we employ a family style set up in the Camp Arrowhead dining hall.

Here are some helpful things to know about the system that will be used during breakfast and dinner in the dining hall:

- Your table will be assigned by the Dining Hall Steward during camp check-in.
- Each table seats eight people. This means you might be sitting by folks from other units!
- Each table will receive appropriate portions to feed eight people.
- *A Scout is courteous – don't take more than your serving before all eight diners have been served.*
- Kitchen patrol (KP) will be responsible for setting up the dining hall before meals and cleaning the dining hall after meals with guidance from the Dining Hall Steward.
- We recommend assigning two kitchen patrol (KP) members per table your unit is assigned at camp.
- Campers with special dietary needs will be responsible for picking up their meal from the silver service line outside the kitchen area.
- Seconds may be available on a meal-by-meal basis.
- Drinking cups will *NOT* be provided in the dining hall. Campers should bring something to drink from to dining hall meals.

LUNCH—Lunch will be delivered to your campsite by Camp Staff

The first meal served on check-in day is dinner and the last full meal is dinner on Friday before checkout day. A Continental Breakfast will be served the morning of your departure. Troops must bring their own eating utensils, plates, bowls, etc. for lunches in campsite, for the week. Dishwashing will be using the triple wash method. Soapy water, rinse water, bleach water.

One free bag of ice is provided per unit, per day. These can be picked up at the Trading Post. Additional bags can be purchased for a small fee.

LEADER APPRECIATION MEAL—Thursday afternoon at lunch we'll meet at a designated area for a thank-you meal and the opportunity to give feedback to the Council Leadership.

KP'S—While at camp, the KP is your table waiter. KP's, assigned from your unit, report to the Dining Hall at least 15-20 minutes before the meal to assist in getting the table ready for meals. During the meal, the KP makes certain that the food is retrieved from the serving counter and placed on the table. The KP is the one who goes back to the serving counter to pick-up "seconds" when available. Tables are assigned to each unit, and KP's eat at their assigned tables. KP's also assist in the cleanup of the Dining Hall and their tables after meals. Special instructions are given to all KP's at each meal to cover variables. Your first meal will be served at 6:00 pm on Day 1 of your session, and your last meal will be breakfast on Day 7. KP duties must be rotated among all Scouts at the table. The following is a list of mealtime duties that the KP will be expected to handle.

- The KP must pass a cleanliness inspection by the Commissioner Staff. As in a normal restaurant situation, KP's are expected to have clean hands and have on a clean shirt. If they do not pass inspection, they will be required to clean themselves and then be re-inspected before they can begin their duties.
- Special instructions will be given by the dining hall staff to aid the KP in setting their table. They can check and replenish salt, pepper, and napkins, if needed, at this time.
- At the conclusion of the meal and program, the Program Director will announce, "KP's please remain." Clean up should not begin until the Dining Hall is dismissed.
- Once the table is cleared, the KP will wash the table top using a prepared solution and sweep under and around the table. When each KP's area is clean, they hold up their hand for an area inspection. They cannot leave until dismissed by a staff member.

Cleanup should take between 12 to 15 minutes. If there is spilled food, the KP responsible will be required to do some spot cleaning as well. We request there only be one KP per table per meal and that they follow directions closely.

CAMP ACCREDITATION

Each year Camp Arrowhead and the Ozark Trails Council has maintained Scouting's full accreditation to operate Scout camp.

SAFETY MOMENTS

Unit Leaders are strongly encouraged to incorporate into all activities Safety Moments that are shared with the youth and/or adults, including at regular unit meetings, campouts and daily while attending summer camps. Safety Moments are exactly what the name implies: opportunities to prepare for an activity, review safety measures and report incidents correctly. Scouting has prepared presentations on numerous topics in a new series that includes incident reporting helps, safe use of medication in Scouting, weather-related safety, winter activity, and winter sports. These can be found at <https://www.scouting.org/health-and-safety/safety-moments>. Some Safety Moments are for an Adult Audience Only, which will be indicated at the top of the Safety Moments page.

HEALTH OF CAMPERS

Each Scout and adult leader participant at Camp Arrowhead should be aware of the vigorous nature of camp living. Every effort will be made to meet the special needs of Scouts (youth) attending camp when proper notification is made using the Special Needs Request form. Please understand that electricity and air conditioning are not available at campsites at Camp Arrowhead, and rigorous weather conditions may be too much for some Scouts and adults.

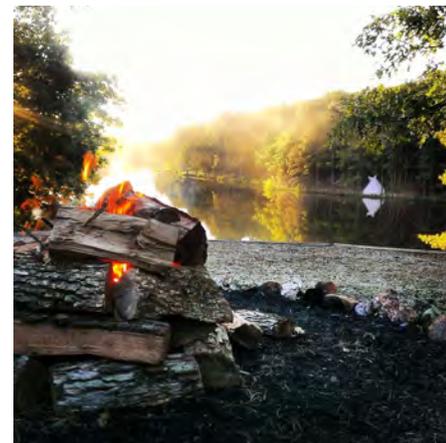
Adults must also be in good condition if they are to effectively fulfill their role of supporting young people. Sometimes the special needs of adults place stress on camp resources and divert from the purpose of Scouting – to serve youth. Therefore we ask that you carefully consider whether your participation will serve the needs of the Scouts or be a distraction.

SPECIAL NEEDS

Any Scout with special physical or dietary needs and adults with special dietary needs that require the attention of the camp staff, should complete the online Special Needs Request form.

Special dietary needs will only be accommodated for medical or religious purposes. Persons with special dietary, medical, or allergy requirements should complete the **Special Needs Request** form on Black Pug 4 weeks prior to arrival. **Special Needs Request form will not be accepted at Camp.**

- **A copy of the form can also be found in the Appendix Black Pug. Be aware, along with the Special Needs Form, on the Scouting America physical, it must be noted the youth/adult has a dietary allergy or condition and is signed by a physician.**
- **This form needs to be submitted through the online site 4 weeks before your camp session begins and a doctor's note MUST be uploaded. This form must be submitted annually. (Paper forms will NOT be accepted).**



USE POLICY FOR MOTORIZED CARTS

The Health and Safety of all Scouts and Leaders attending is our first priority as they participate in outdoor programs at our summer camp operation. From time-to-time, youth members with disabilities may have a challenge with the amount of foot-travel that is required to participate in the programs at camp and are in need of special assistance in the form of a motorized cart while at camp. In order to protect all Scouts and Leaders while in camp, the following guidelines have been established for the use of motorized vehicles, principally golf carts, for transportation of individuals with limited mobility.

Personal vehicles are not allowed, unless they are specifically designed for a particular Scout with a disability. **Personal vehicles must be inspected by its authorized dealer or maintenance facility for the personal vehicle and approval for the suitability of use of the vehicle at camp must be provided in writing to the camp staff prior to being used at the camp so that it can be determined safe to operate on the rocky terrain found of our reservation.** Not all such vehicles are designed or are safe in this environment and could put a Scout at risk of injury.

- The personal vehicle must only be used for the purpose of transporting the person with a disability. Additional riders or operating the vehicle for other purposes is not permitted.
 - **The camp will not provide vehicles for adult leader use.**
 - Adults needing a personal vehicle **MUST** contact the Council for more information on criteria required at least 4 weeks before arriving at camp. a physician, states that they are in need of this type of assistance.
 - Camp Director must approve vehicle use on camp prior to arrival at camp.
- ⇒ **If a youth has a special need for transportation, a “Special Physical Arrangements Needs Form” should be filled out and filed with the Ozark Trails Council. *On the Scouting America physical, it must be noted the youth is required to have transportation assistance and is signed by a physician.* Camp staff will make every effort to accommodate a camper’s needs and in a timely manner. The form helps us plan so necessary items and staff are available at the time of need.**

CAMP ARROWHEAD RISK ADVISORY

Camp Arrowhead is a walking camp with most program areas being centrally located in our main camp area. By no means is it a small camp, covering almost 600 acres; and some areas are a bit far off for safety reasons, such as the shooting range which will involve a down a hill and up hill walk of about half a mile.

Council ring and lakefront both also involve walking up and down hill and we do have some campsites which are a half mile away from main camp. **Be prepared to walk** to these outer locations.

- ⇒ Our campsites do not have electricity. Be prepared for the limited amenities.
- ⇒ Camp Arrowhead is at least 40 minutes away from regional hospitals via ground transportation (medical staff is on site). Please take these factors into consideration when preparing for camp. While Adult Leadership is a key part of Scouting and setting the example for the young Scouts, PLEASE do not push yourself beyond your comfort level, your capability level, and certainly do not risk your health to be in camp.
- ⇒ If an adult requires special sleeping arrangements please complete the Special Physical Arrangements Needs Form to allow us to prepare for accommodations, locations, and potential 2-deep leadership coverage.

The form can be found in the Appendix.



PETS AT CAMP/SERVICE DOGS

Pets are not allowed at Camp Arrowhead. However, Service Animals are allowed. Service Animals are defined as dogs that are individually trained to do work or perform tasks for people with disabilities. Dogs whose sole function is to provide comfort or emotional support do not qualify as service animals under the ADA. In order to bring a service dog to camp you must fill out an On-line Special Needs Request, upload proof of 1 million dollar policy insurance and proof of training for the Service Dog.

PHYSICAL EXAMINATIONS | HEALTH FORMS

Each Scout and Adult Leader at Camp Arrowhead must turn in a fully completed Scouting America Health Examination Form at check-in. You must use the latest Scouting America Form only, which can be found Black Pug. There are no waivers or exceptions. They will be returned to the unit at the end of the session with your check out packet. **We advise you to provide us with a copy of the form, while you keep the original.** We will review the forms at check in to ensure the forms are completed with all required signatures. No physicals are given at camp.

Part A, B, and C are REQUIRED:

- for any event which exceeds 72 consecutive hours in a resident camp setting
- when the nature of the activity is strenuous and demanding, such as service projects, work weekends, or high adventure treks

Part C is to be completed and signed by a certified and licensed health-care provider—physician (MD, DO), nurse practitioner, or physician’s assistant as appropriate for your state. If you do not have all of parts A, B, and C you cannot remain on camp.

The Annual Health and Medical Record require a MD, DO, PA OR NURSE PRACTITIONER SIGNATURE, NO EXCEPTIONS AND BE DATED WITHIN ONE YEAR OF THE LAST DAY OF THE SESSION YOU ATTEND. Older versions of Health forms and sports physicals will NOT be accepted.

FIRST AID | MEDICAL LODGE

Camp Arrowhead is fortunate to have a great medical/health facility staffed with excellent caregivers. The Medical Lodge is located in Arrowhead Health Lodge on the west side of the main parking lot and handles minor accidents and illnesses. Special arrangements for the treatment of more serious cases have been made with local facilities. If a serious illness or injury occurs, outside assistance is requested and may result in treatment at a Springfield Hospital. All medical emergencies, no matter how small, must be reported to the Health Officer immediately for treatment and documentation.

⇒ **All prescription medication and over the counter (OTC) medicine must be submitted to the Medical Lodge for safekeeping and storage at check-in.**

The Health Officer must approve exceptions and include: insect sting kits, heart medication, asthma inhalers, and other medication required immediately in an emergency. The Health Officer may assist the unit leader in insuring prescription medications are taken as scheduled.

All prescriptions and OTC will be returned at the end of the session.

⇒ **Medication should never be administered by anyone other than the Health Officer or an assigned adult member of your Troop. If the adult leader is to administer medication it must be double locked and secured.**

EMERGENCY HEALTH CARE

If a serious illness or injury occurs, outside assistance is requested and may result in treatment at a Springfield Hospital. All medical emergencies, no matter how small, must be reported to the Health Officer immediately for treatment and documentation.

⇒ **INSURANCE COVERAGE:**

The responsible party for all medical services is the family of the injured person. The family insurance must be reported to the hospital for future communication and billing. Insurance information must be reported on each medical form.

⇒ **OZARK TRAILS COUNCIL UNITS:**

The council provides accident and sickness insurance for each registered member.

⇒ **OUT-OF-COUNCIL UNITS:**

Units must provide proof of accident and sickness insurance. You may purchase insurance through your council at re-charter time. Please contact our Council office to make arrangements at least 2 weeks prior to your arrival.

ACCIDENT, HEALTH, AND ILLNESS INSURANCE COVERAGE

The Ozark Trails Council provides a supplemental accident and illness insurance coverage for each registered member and leader of our council. This council-wide policy is an “excess policy” that protects each member all year long while attending official Scouting functions. All claims are to be submitted directly to Council Service Center by the family. Claim forms and limits of the policy may be obtained at the Council Service Center, the Health Lodge or the Council. Contact the Springfield Service Scout center for further details. Non-registered visitors to camp are not covered by this policy.

UNUSUAL BEHAVIOR: If you have a concern for a Scout’s welfare or threats to harm them self or others, TWO leaders should escort the Scout to the Health Lodge and the Camp Director should be notified.

TICK BORNE DISEASE

- Anyone participating in outdoor activities should take steps to prevent exposure to tick bites.
- Wear long-sleeved shirt and long pants. Tuck pants into boots or socks.
- Wear light colored clothing to make it easier to spot ticks.
- Conduct frequent and thorough “tick checks.” Finding and removing the ticks quickly is important. “Tick checks” should be conducted at least every 4-6 hours while in remote areas of camp.
- Insect repellents (Permethrin) can help repel ticks (use non-aerosol).
- Stay on trails and avoid “bush whacking” through high grass and brush.

WILDLIFE

Camp Arrowhead takes great pride in the abundant wildlife the camp supports. One thing to remember, we are guests in their natural environment. Care should be taken to avoid disrupting their natural habitat. No wildflowers, animals or wildlife should be collected unless instructed to do so in a merit badge class.

- Do not attempt to handle snakes, spiders, lizards or other wild critters at camp. No hunting or harming is allowed. In most cases, if you leave them alone, they'll leave you alone. If you have a snake needing to be removed from your campsite, DO NOT KILL IT. Contact a Camp Staff Member and they will see the snake is properly removed and relocated. If you see a venomous snake or poisonous spider, notify a staff member.
- Keep "smellables" in smell-proof containers. Keep your camp area free of garbage.
- Care should be taken to avoid rodents and rodent droppings.

REST AT CAMP

The amount of sleep a Scout gets can make the difference between a great camping experience and a poor one. Each person needs an adequate amount of sleep to function in a cheerful and positive manner. The Camp Scoutmaster is responsible to see that each Scout has the opportunity to get at least eight (8) hours of sleep each night. This means each troop should respect the quiet time from 9:45 pm to 7:00 am.

RUNNING IN CAMP- No running in camp. There are many places which could cause injury to self or others. Each summer, some of the most treated injuries in the Medical Lodge are due to running in camp.

HOMESICKNESS

Camp Arrowhead might be the first time a youth has spent a long fun-filled week away from home. Coming to camp the first time, and occasionally the second time, may be cause for a case of homesickness. We regard homesickness as a normal healthy occurrence for a Scout. The staff is instructed to be aware of the campers' moods and emotional adjustment. They try to help the Scout understand the emotion they are feeling. They also make an effort to involve the camper in all camp activities. Experience tells us that within a few days the camper is busy having fun and feeling secure with the staff, new found friends and the outdoors. **KEEP THE SCOUT BUSY.**

The following points should be kept in mind and passed on to parents for dealing with homesickness:

- Calls home are discouraged. All evidence shows calls home make homesickness worse. The Scout will inevitably ask for someone to come get them. This puts the parent in a no-win situation.
- Parents should not make promises to "try it out" or promise to come get a Scout if they don't like camp. This only encourages the camper to give up, and they arrive at camp with an excuse. It may also give the Scout the impression of a lack of confidence from the Parent.
- Many times, it is the Parent who may actually be 'homesick'. Unit Leaders are encouraged to be the point of contact with the parent and NOT let the parent interfere with their Scout's camp experience.
- No hazing or harassment of any youth suffering from homesickness will be tolerated.
- In extreme situations, a leader will call the parents to discuss the situation.

HYDRATION

Camp Arrowhead has many designated water/hydration stations. Proper amounts of water are important during hot weather. Troops are encouraged to use water coolers but must provide separate cups (disposable/reusable) for each person. Each Scout and Leader should be encouraged to carry drinking water with them.

S.A.F.E GUARDING YOUTH PROTECTION GUIDELINES

Our nation's greatest asset is our youth, and Scouting is pledged to protecting and nurturing our children. Abuse can be physical, emotional, sexual, or consist of hazing, bullying or harassment. Any unit adult leader, Commissioner or Staff member who suspects, knows of, or witnesses a child being abused at camp, or at a unit meeting or activity, is mandated by the states of Kansas and Missouri to notify proper officials. While at camp, all suspected child abuse incidents (i.e. physical, emotional, and sexual) must be reported to the Camp Director immediately. All reports are confidential.

To attend Scout camp within the Ozark Trails Council, all persons (youth and adults) must be registered with the Scouting America prior to arrival at camp. Scouting America requires that adult leaders must have completed **Youth Protection | S.A.F.E Guarding Youth Training** which also includes a background investigation. Youth Protection Training is provided at www.my.scouting.org (online only, in-person courses are no longer authorized by Scouting America). The process is simple, self-explanatory and when you have successfully completed the training, print out your certificate for your records. If you entered your Scouting America registration number, your training automatically will be updated on the council's records.

Each camp and activity area will follow Scouting America requirements for Youth Protection and the appropriate safety guidelines for the specific activity (such as water activities, climbing, shooting sports). The Camp Staff and Commissioners are highly trained in these safety measures, and in most cases camp leadership, lodge directors and senior Staff are Scouting America Camp School trained for their activities.

The Staff and Commissioners will uniformly enforce these safety and Youth Protection rules.

1. SCOUT OATH, SCOUT LAW, OUTDOOR CODE, and THE GUIDE TO SAFE SCOUTING

All youth and adult participants are expected to act in accordance with the Scout Oath, Scout Law, Outdoor Code and follow the current edition of The Guide to Safe Scouting. Physical violence, sexual activity, emotional abuse, spiritual abuse, unauthorized weapons, hazing, discrimination, harassment, initiation rites, bullying, cyberbullying, theft, verbal insults, drugs, alcohol, and pornography have no place in the Scouting program and may result in revocation of membership.

2. ACTIVITIES TO PROTECT YOUTH AND ADULTS

National Scouting America Youth Protection Standards must always be followed at all times by every person on the Reservation – Scouts, Troop Leaders, Commissioners, Staff and Visitors – NO EXCEPTIONS. Anyone caught or suspected of abusing a camper will be required to immediately leave camp property pending outcome of the investigation by the local law enforcement. All forms of bullying, hazing and harassment including verbal, physical, sexual, emotional and cyberbullying are prohibited as forms of Scout abuse and will be prosecuted.

A. All adult Scouters age 18 or older must be registered with Scouting America and have a valid S.A.F.E Guarding Youth Protection Certificate for every day they are present at the camp session.

B. Every Adult Leader, Commissioner and Staff member is a mandatory reporter of violations of youth protection laws which requires you to report any actual or suspected incident of abuse. Youth protection incidents are not to be investigated by Troops or Ozark Trails Council Staff. The person discovering the suspected abuse should personally inform the Camp Director immediately, but should not discuss the incident with others nor attempt to investigate any alleged incident. It is extremely important that you not discuss any suspected or known abuse that you have reported with any camper, leader, or Staff member other than the Camp Director to whom you have reported. The reporter has legal protection from being revealed as the source of the report, but that protection is negated if he or she discusses the matter with other people.

- C.** Scout-appropriate language is the standard for all persons at camp. Sexual conversations of any nature including “jokes” are prohibited. Racial, ethnic, religious, sexist (including sexual orientation and gender identity) comments, jokes and slurs are prohibited. All youth and adults must follow SAFE Guarding Youth Protection Standards for language and behavior.
- D.** Visitors – All visitors must check in at Foster’s Lodge before entering camp and must wear the designated wristband at all times while on the Reservation. This includes everyone arriving to attend Tribe of Lone Bear and/or Order of the Arrow ceremonies, counseling or related activities, regardless of whether or not they intend to remain on the property after the activity. **Visitors wear a designated color wristbands and may not participate in camp programs, including use of the pool. Staff members and Commissioners will wear a current year camp-issued identification badge that is visible during all activities. Anyone found not wearing a wristband or name badge will be directed to the camp office.**
- E.** Identifying registered campers is a safety measure to help prevent unauthorized access to the youth and the property. Each youth camper will wear a wristband reflecting their swim test: BLUE for Swimmers; RED for Beginners and WHITE for Non-swimmers. Full-time or part-time leaders wishing to swim must have a leader’s band. Colored wristbands will be issued for full-time and part-time leaders. Broken wristbands should be replaced as soon as possible at Foster’s Lodge and the Pool.
- F.** Youth tent partners must be the same gender and not more than two years (24 months) in age difference. Ideally there are two youth per tent, but to prevent lone tenters, three may tent together – again provided they meet the gender and age requirements.
- G.** Adults must not stay in tents nor shower with youth members. Restrooms at the pools are designated for use by gender and age groups, and campsite latrines are for individual use only – including the urinal area. The only exception to this rule is if the Scout is registered as Special Needs, the parent may apply to the Scout Executive or his designee for consideration of the Scout’s circumstances.
- H.** Abiding by the “two deep” leadership policy that governs all Scouting activities also applies to use of social media, which means there should be no private messages and no one-on-one direct contact through email, Facebook messages, and direct messaging, chats, instant messaging (Google Messenger, Snap Chat, TikTok, etc.), or other similar messaging features provided through social media sites. All communication between adults and youth should take place in a public forum (e.g. the Facebook wall). Email communication between adults and youth should always include one or more authorized adults openly “copied” (included) on the message or message thread.
- I.** Social media and other electronic communications may not be used to harass, bully or demean another person, nor to engage in any commentary that is racial, ethnic, religious, sexual or sexist (to include sexual orientation or gender identity). These restrictions include communications between adults and youth as well as youth with other youth, All social media channels are, by nature, designed to be social, that is, shared with members of the public. As such, whatever social media activities you engage in should be completed with the understanding that the public will see them and may engage in an online dialogue with you as a result. You should not do anything on a social media channel that reflects poorly on you, other individuals in your council or unit, Scouting America, or anyone else. Before posting any content on any social media channel, you should first ask yourself if that content is in keeping with the precepts of the Scout Oath and Law.
- J.** Inappropriate public displays of affection and sexual activities are prohibited during Scouting.

3. UNIT LEADER YOUTH SAFETY RESPONSIBILITIES

Camp Arrowhead is an open campus for SAFE Guarding Youth Protection purposes. This means that although the camp operates with procedures and policies designed to prevent abuses of all types, Unit Leaders remain fully responsible for the safety and behavior of the Scouts at all times both on and off Camp property. The Scout Staff and Commissioners are responsible for providing the facilities and environment for the Scouts to enjoy various programs and activities. Please refer to The Guide to Safe Scouting for the most current information on safety in Scout programs.

4. BUDDY SYSTEM

ALL ACTIVITIES ON CAMP PROPERTY REQUIRE THE USE OF THE BUDDY SYSTEM, whereby campers engage in activities with at least one other Scout of the same gender and within two years of age so that they can monitor and help each other. The Buddy System is a requirement for Unit Leaders to enforce any time a Scout leaves your campsite, to include attending merit badge classes; going to the showers, pool or trading post; or any other activity where the adult unit leaders are not providing direct contact supervision. When Scouts are enrolling in Merit Badge classes, the unit should ensure that they are including at least one other Scout who qualifies as a Buddy.

5. YOUTH SAFETY IS EVERYONE'S RESPONSIBILITY AND OUR TOP PRIORITY AT CAMP

There never is a case where a youth or adult should argue with the Staff about camp rules. Belligerence and abuse of Staff will not be tolerated. We ask that youth and adults cheerfully follow the direction of Staff for everyone's safety and enjoyment. If you feel that a rule is not being enforced or not being enforced fairly, you should comply with the direction of the Staff and then ask your Unit Leader to discuss the issue with the Camp Director following a meal or after the next leaders meeting.

Likewise, we would never ask anyone to continue participation if they do not feel safe. If you feel unsafe, please report that to the Staff member in charge of the activity and they will excuse you from the program area. We are aware of "unwritten" camp rules and do not condone them. If you feel we are enforcing an unwritten rule follow the procedure noted above to speak with the Camp Director.

If you have questions or concerns about SAFE Guarding Youth Protection, please contact **XXX**

SUGGESTIONS | CONCERNS | COMPLAINTS

The Camp Arrowhead administration maintains an *open-door policy*. Please follow the proper channel, and address *all* complaints, concerns and suggestions to the Camp Director, Program Director, Business Director or Camp Commissioner. It is the duty of the camp administration to manage the staff and the camp.



Always Stay Calm - Do Not Panic.

Your responsibility is the safety of your Scouts.

Camp Administration monitors the weather daily. They will use the best judgment possible to ensure the safety of the Camp. At the discretion of the Camp Director, activities may be postponed, cancelled, or extended (swimming time) due to varying types of weather.

MEDICAL EMERGENCIES: All injuries and illnesses must be reported to the medical lodge for treatment. For insurance purposes, these incidents and their treatment are recorded. We are in contact at all times with a local hospital and physician as well as emergency medical transportation. The Health Officer and Camp Director will make the final decision regarding medical treatment in conference with the Unit Leader.

EMERGENCIES REQUIRING CAMP MOBILIZATION: Upon hearing horns, sirens or notification from Camp Staff, the entire camp is to assemble in unit formation for more information at the dining hall for further instruction. Attendance at camp-wide mobilization is mandatory. Roll will be taken.

FIRE: DO NOT ATTEMPT TO FIGHT FIRES YOURSELF- Notify the Camp Director immediately if a fire gets out of control. The camp will mobilize, and the Camp Staff, under leadership of the Ranger, will fight the fire.

LIGHTNING: All aquatic activities will be suspended for 30 minutes after seeing lightning or hearing thunder. If lightning or thunder continues it will reset the time until the danger potential has passed. During this time Staff will ensure Campers have activities to occupy their time.

SEVERE WEATHER: Upon notification of severe weather in the area, the Senior Camp Staff will mobilize the camp to take shelter in the Dining Hall until the severe weather passes. If you are near another building during a severe storm, it is permissible to take shelter there until it is safe to travel.

HEAT: Hot summer weather is a fact of camp. Make sure your campers have hats, use sunscreen and drink plenty of water, then drink some more. Ensure your Scouts get sufficient shade and rest during their stay. The Staff will advise you of any other precautions which may be necessary during extreme heat. The camp administration will notify the camp of heat alerts, which are as follows:

- Category I Normal activity, Continue water intake.
- Category II Reduce activity, Increase water intake.
- Category III/IV Sharply reduce activity / Increase water / Beware of Heat Stroke
- Category V Stop activity / Seek cool areas / Increase water intake.

LOST PERSONS: Treat all reports of lost or missing persons seriously. Notify the Camp Director of the missing person, including who is missing, where they were last seen, when they were last seen, what unit they are from, etc. The Camp Director will institute the Camp Action Plan.

AQUATICS INJURIES (LOST BATHER): The camp will mobilize in the event of a missing boater or swimmer when the staff member in charge of the area determines reasonable doubt as to the whereabouts of the person in question. The staff will conduct all search efforts until success or termination of those efforts by the Camp Director.

FATALITIES AND SERIOUS INJURIES: The Camp Director will notify the Scout Executive immediately. The Scout Executive, Council President and the family's religious leader will visit the next of kin personally as soon as possible. *The family is not telephoned; a personal visit is required.*

The Scout Executive is only individual who will make statements to media.

-SECURITY- CAMP INTRUSION EMERGENCY

Any suspicious individual, group or vehicle should be reported immediately to the Camp Director.

- When exploring remote areas of camp always have a buddy and tell Unit leaders of location.
- Do not enter other campsites without permission.
- Camp Arrowhead and the Ozark Trails Council are not responsible for any personal loss while at camp.
- Even though a Scout is Trustworthy, it is a good idea to lock vehicles and store personal items in a secure location.
- All Camp Arrowhead staff members are instructed in the procedures of noticing and notifying the Camp Director, Camp Commissioner of any person not wearing an appropriate wrist band.
- Individuals not wearing the wristband are known as possible unauthorized persons (UAP). Any person on camp property who is not wearing a wristband and is not a staff member shall be considered a UAP until proven otherwise.
- Campers, leaders and staff are asked not to leave the camp property unless they have checked-out at Foster's Lodge.

The Camp Commissioner Staff helps to enforce Camp Arrowhead's intrusion policy. If a Camp Commissioner discovers the presence of a UAP, the commissioner will determine if the person is unauthorized. If the person is unauthorized, the Camp Director will be notified to determine if the person should be asked to leave camp. At their discretion, the Camp Director may choose to call the sheriff to have the UAP escorted from camp.

ACTIVE SHOOTER EMERGENCY

Active Shooter situations can occur at any time and are defined as "Any individual or group actively intending physical harm against one or more people located on council property." The individual or group intending harm must be identified as soon as the situation is recognized by staff or campers. Senior staff must be notified as soon as a threat is recognized. Senior staff have procedures that will be executed. Part of that procedure will be to notify all staff and campers via intercom and radio of an active shooter situation. All individuals are to remain in their current locations, move to the nearest woods and spread out and protect themselves by hiding behind trees, rocks etc. Do not remain in buildings or head to gathering spots when this event is declared. All individuals should remain 50 feet apart and stay there until The Camp Director announces an "ALL CLEAR." No one else can issue the "ALL CLEAR".

The Scout Executive is only individual who will make statements to media.



OZARK TRAILS COUNCIL GENERAL CAMP RULES

Each camp and activity area will follow Scouting guidelines for safety and youth protection for any given activity. Our staff and Commissioners are highly trained and in most cases camp leadership, lodge directors and senior staff are Camp School trained for their activities.

1. SCOUT OATH, SCOUT LAW, OUTDOOR CODE, and THE GUIDE TO SAFE SCOUTING

All youth and adult participants are expected to act in accordance with the Scout Oath, Scout Law, Outdoor Code and follow the current edition of the Guide to Safe Scouting.

2. SAFE GUARDING YOUTH PROTECTION

National Youth Protection standards must always be followed. All adult Scouters must have a current Youth Protection Certificate.

A. You may be a mandatory reporter of violations of State youth protection laws, as such you are required to report any incident or report of an incident directly to Law Enforcement. Youth protection incidents involving State Law are not to be investigated by Troops or Ozark Trails Council staff. Please inform the Reservation Director local law enforcement are likely to arrive in camp, but no details should be shared. Youth Protection incidents that do not involve a violation of State Law should be reported per Council Policy to : xxx

B. All Scouts are expected to follow all SAFE GUARDING Youth Protection Rules at all times – NO EXCEPTIONS

C. Scout appropriate language - Sexual conversations of any nature including “jokes” are prohibited. Racial, ethnic, religious, sexist and sexual orientation comments, jokes and slurs are prohibited. All youth and Adults must follow Youth Protection Standards for language and behavior.

D. Visitors - All visitors must check in at Camp Arrowhead’s office located in Foster Lodge before entering camp.

3. SMOKING, ALCOHOL, MARIJUANA and ILLEGAL SUBSTANCES

A. Use of tobacco products and vaping is only permitted in designated areas. (Over 21) . Smoking areas will be determined and strictly enforced by the Camp Director.

B. There is no place in Scouting for the possession or use of alcohol or illegal substances. As outlined in the [Scouter Code of Conduct](#), Scouting activities are not a place to possess, distribute, transport, consume, or use any of the following items prohibited by law or in violation of any Scouting rules, regulations, and policies: alcoholic beverages or controlled substances, including marijuana. Violators will be asked to leave camp. Possession of controlled substances is a violation of state law and may be subject to criminal prosecution. Anyone found in violation of this policy will be required to leave Council property and may be reported to local law enforcement and their local council. If the unit is unable to provide proper leadership to satisfy Scouting America Youth Protection standards, the Council will assist the unit in securing additional leadership.

C. While some states have provisions for medical use of Marijuana, it is still illegal at the federal level and is not allowed on any Scouting America property.

4. CLOTHING, UNIFORM, ATTIRE and FOOTWARE

A. UNIFORM - All participants are expected to arrive in field uniform. Field uniform is also required for formal flag raising, flag lowering and religious services.

B. CAMP ATTIRE - Clothing worn by participants must not promote illegal drugs, alcohol, violence, sexual activity, racism, sexism or bigotry. Clothing must cover all private parts and undergarments completely. Generally, it is hot at camp. Loose fitting and light-colored clothing is more comfortable.

C. SWIMMING ATTIRE - Swimsuits must be modest. For males, tight fitting swim briefs or swim bottoms short enough to allow exposure are not allowed. For females, bikinis and tight-fitting swimsuits that allow exposure are not allowed. Modest tankinis or one-piece swimsuits are appropriate. Participants are encouraged but not required to wear a swim or T-shirt in the pool for modesty and sun protection. T-shirts AND closed toe shoes must be worn to and from the pool.

D. FOOTWEAR: Footwear is required by all participants while at camp. Shoes or boots are most appropriate for safety reasons. When at the pool or shower house, flip flops or slides may be worn. Closed toed footwear should be worn to the pool. Socks are not required to be worn with shoes.

E. TRIBESMEN/ARROW MEN and called Tribesmen/Arrow men will follow the direction of the Tribe of Lone Bear or the Order of the Arrow as to their dress.

5. EQUIPMENT and FACILITIES

A. SHOWERS - SAFE GUARDING Youth Protection Guidelines must always be observed in this area.

Showers are available at the pool. Warm water shower and flush toilets are located in the bathhouse at the pool. Separate facilities are provided for adult men [18 & over], adult women (18 & older), female youth (under 18), and male youth [under 18].

- **“Makeshift” showers are NOT allowed in campsites.**
- Female showers are always off limits to both male Scouts and adult males and visa-versa.
- **Showers for Women are located on the south side of the pool house.**
- **Single stall shower units are located on the North side of the Pool House.** These can be used by anyone at any time as they are single units.
- If at any time you notice the shower facility needs to be cleaned or resupplied, please notify the Pool Staff. It is also helpful if Unit Leaders monitor the area during shower times to help minimize horseplay and potential bullying which might occur.

B. DINING HALL

- Scouts should wash their hands prior to entering the dining hall. If their hands are visibly dirty, they will be asked to go wash them.
- As a courtesy, we offer and encourage the use of antibacterial gel as Scouts and adults enter the dining hall.
- Hats are to be removed upon entering the dining hall.
- Scouts and adults are expected to follow the directions given by the staff while in the dining hall and to use proper table manners during the meal.
- All Scouts and adults should attend meals in the dining hall. If for some reason they are not able to attend, Youth Protection practices must be maintained.

C. TROOP EQUIPMENT - Unless otherwise noted, troops are free to bring their typical equipment to camp with them. This includes canopy’s, stoves and other equipment. You must respect the conservation areas when placing your equipment. Troops may use dry cell batteries of any type that are in good working condition. The camp does not offer charging facilities beyond cell phones and C-Pap Machines.

D. CARE OF EQUIPMENT AND FACILITIES - It is expected that all participants will care for and protect camp equipment and facilities. In most cases if damage occurs, the Troop is expected to make any necessary repairs. If camp equipment cannot be repaired, the Troop will be charged the replacement cost of the item. Tent platforms and other camp facilities are not to be moved. There are to be no flames in tents or cabins. This would include charcoal, mosquito coils and similar items.

E. LIQUID FUELS - The use of liquid or jellied fuels, gasoline, or oil lighting and/or cooking equipment, petroleum-powered motors and generators are prohibited at camp. The storage of any type of liquid fuel (excluding propane or isobutane compressed gas used for stoves grills and lanterns) in the troop campsite is strictly prohibited. Motors or generators run by battery or other means are not acceptable at camp due to the potential fire hazard and noise pollution they create. Small solar panels are allowed.

F. BATTERY CHARGING - Summer Camp should be a special time to bond with other Scouts and enjoy the outdoors. Leaders should have a cell phone for emergency contact and communication. Internet service is available at Fosters Lodge. The Ozark Trails Council is not responsible for items left unattended. Battery charging stations are limited. Please turn your phone off while charging. Phones not turned off may be put into a quiet place, so they do not disturb the area.

G. WET CELL BATTERIES (CAR BATTERIES) - Due to the dangerous chemicals in car batteries, they aren't allowed.

H. HAMMOCKS - Hammocks are allowed. Must be used safely according to Safe Scouting rules and guidelines.

I. BIKES - Camp Arrowhead has mountain bikes which can be reserved for patrol use, or class instruction. If you would like to ride a bicycle while at camp, see the High Adventure Director and they will make sure you have a safe, fun ride.

- Scouts and leaders can bring their own bikes. At the beginning of the week, bikes must be inspected by the bike program staff. If a Scout or leader bike rider is deemed a hazard in camp, they will not be allowed to ride during their week of camp. There will be a designated bike parking areas in main camp.
- **HELMETS ARE REQUIRED AT ALL TIMES!!**

L. AEROSOL PRODUCTS BANNED - Aerosol spray used inside tents WILL remove waterproofing from tents. **If waterproofing is destroyed, the replacement cost is charged to the troop.**

6. EMERGENCY and SAFETY PROCEDURES AT CAMP

A. EMERGENCY PROCEDURES - Emergency procedures are discussed in detail at the first leaders meeting; please make sure that a representative is available at this meeting! In the event of an emergency, each Unit Leader should account for their youth and adults (keep a roster with you) reporting any missing persons to camp leadership immediately. All Youth and adults must follow the direction of the camp staff during emergencies.

i. FIRE: In case of fire, report it to the camp office IMMEDIATELY. The camp staff is organized to help in firefighting, and the Marshfield Fire Department will respond. Stay out of their way so no one gets hurt. DO NOT ATTEMPT TO FIGHT THE FIRE.

ii. LOST CAMPER: Report a lost camper to the commissioners immediately.

iii. SEVERE WEATHER: In case of severe weather, the Senior Camp Staff will mobilize the camp to take shelter in the Dining Hall until the severe weather passes. If you are near another building during a severe storm, it is permissible to take shelter there until it is safe to travel.

C. VEHICLE SAFETY - Do not ride in truck beds or on tailgates – NO EXCEPTIONS - Scouting regulations prohibit using the cargo area of trucks (including pick-ups with camper shells) and trailers for transportation of passengers, or persons riding on the tailgate of station wagons. Each occupant should have and use a seat belt. Please cooperate by keeping your Scouts off such equipment. Drivers of vehicles must be at least 18 years of age with current driver's license. Anyone driving with passengers must be at least 21 years of age with a current Driver's license. All vehicles must have seat belts for the number of occupants. This is a state law.

D. CAMP SPEED LIMIT - The maximum speed limit for all vehicles in camp is 10 miles per hour (5 miles per hour inside camp during session). Driving off-road is not permitted.

E. PIONEERING AND ROPE PROJECTS - Any rope or pioneering projects must comply with the current edition of the Guide to Safe Scouting. Check with Camp Director before erecting any projects.

F. RUNNING IN CAMP - We do not run in camp for safety reasons.

7. CLEANLINESS

- A.** Please keep yourself and your campsites clean and help us keep your campsite looking nice. Your troop is responsible for keeping your campsite clean.
- B.** The Commissioner can give you information for proper procedures to clean and maintain your latrine.
- C.** Trash should be taken to the dumpster daily and when leaving your campsite. All items must be removed at the end of camping session. Do not leave chairs, rugs, etc., when you depart.
- D.** Your troop can help keep trash picked up along paths and roads. All participants should maintain a high level of personal cleanliness including regular hand washing and daily showers.
- E.** Cleaning the Pool Shower House is the responsibility of the leaders under the direction of the Pool Staff. Please see the Pool Staff for direction, scheduling and procedures.
- F.** Please remind everyone that a good Scout takes only pictures and leaves only footprints. Please do not litter.

8. CONSERVATION PRACTICES

- A.** Follow the Outdoor Code
- B.** Do not cut down any trees.
- C.** Do not hike trails that are marked “Closed” and do not cut across switchbacks.
- D.** Only conduct conservation projects that have approval of the Camp Management.
- E.** Never leave a fire unattended! Make sure to put it “dead out” with water and dirt.
- F.** Please leave your campsite cleaner than you found it.
- G.** Please pick-up any trash you find along camp trails.
- H.** Wildlife - Camp Arrowhead is home to many types of wild animals. Hunting, harming or collecting wildlife is not permitted. Only your Camp Ecology Director is authorized to collect and display wild animals.
- I. ENDANGERED SPECIES** - Remember that Federal Law protects birds of prey, and possession is punishable by fines or imprisonment. The use of endangered species claws, feathers, and/or parts from being used for OA or Tribe of Lone Bear attire is inappropriate.

9. PERSONAL FIREARMS

Camp Arrowhead will have firearms, ammunition, bow and arrows, needed for use as part of Camp Program. Personal firearms, archery equipment and sheath knives are not allowed at camp, or on camp archery or firing ranges. If brought to camp, such personal equipment must be turned in to the camp administration until checkout at the end of the camp session. Tell your Scouts to leave them at home.

Scouters may NOT carry firearms at Scouting Activities. While various state laws may have authorized individual Scouters to legally carry or conceal firearms, they are NOT permitted to carry them while involved in Scouting activities.

10. VANDALISM AND PRANKS - Vandalism and pranks are PROHIBITED at Camp Arrowhead. Vandalism and pranks causing damage and/or require labor necessary to restore the camp property to its original condition will not be tolerated. Scouts and leaders making unauthorized entry into buildings and/or program areas or not in their campsite after taps may be asked to leave Camp. Anyone observing vandalism should report it immediately to the Camp Director of the Commissioner Staff.

11. HAZING- Initiations or hazing of any kind are not permitted in Scouting. It is mandatory for any Scout or Leader to report to the Camp Director immediately any actual or suspected case of child abuse or neglect. No one shall be deprived of food or sleep, be placed alone without supervision, observation or interaction, or be subjected to ridicule, threat, corporal punishment or excessive physical exercise. Each staff member and adult camper must be alert to each camper’s physical state. Any observed change should be reported to the Camp Director for appropriate action. When an individual is suspected of having committed an act of an unacceptable nature, the Camp Director should be notified immediately in order for appropriate action to be taken.

12. DISCIPLINE- The twelve points of the Scout Law are the basic guide for proper conduct at camp. The unit leader and his assistants are responsible for the discipline and order of their Troop. The Camp Staff will not assume responsibility for, nor interfere with units unless it directly involves the health and safety of Scouts. The Camp Commissioner will be apprised of any problem and notify the Camp Director. They will then refer the problem back to the Leader of the Unit. **No arrangements will be made to send a Scout home before informing the Camp Director.** Scouting is designed to provide a safe and healthy environment for your youth. Please review the Code of Conduct with your Scouts.

13. SECURITY AT CAMP ARROWHEAD- Any suspicious individual, group or vehicle should be reported immediately to the Camp Director. Campers, leaders and staff are asked not to leave the camp property unless they have checked-out at Foster Lodge.

- When exploring remote areas of camp always have a buddy and tell Unit leaders of location.
 - Do not enter other campsites without permission.
 - Camp Arrowhead and the Ozark Trails Council are not responsible for any personal loss while at camp.
 - Even though a Scout is Trustworthy, it is a good idea to lock vehicles and store personal items in a secure location.
- All Camp Arrowhead staff members are instructed in the procedures of noticing and notifying the Camp Director, Camp Commissioner of any person not wearing an appropriate wrist band.

Individuals not wearing the wristband are known as possible unauthorized persons (UAP). Any person on camp property who is not wearing a wristband and is not a staff member shall be considered a UAP until proven otherwise.

The Camp Commissioner Staff helps to enforce Camp Arrowhead's intrusion policy. If a Camp Commissioner discovers the presence of a UAP, the commissioner will determine if the person is unauthorized. If the person is unauthorized, the Camp Director will be notified to determine if the person should be asked to leave camp. At their discretion, the Camp Director may choose to call the sheriff to have the UAP escorted from camp.

14. VEHICLE STORAGE—All vehicles must be parked in designated parking areas with proper ID tags displayed. Absolutely no cars/vehicles will be allowed in campsites. Troop trailers may stay in the campsite for storage purposes only. The owner of each vehicle is the person solely responsible for its security. The Ozark Trails Council is not responsible for loss or damage caused by fire, storm, theft or vandalism to any person, vehicle, and trailers or for any loss or damage to articles left in vehicles.

15. LIGHTS OUT- All youth should be in their bunks with lights out. Adults should turn lights down and remain quiet for the rest of the evening. Please do not disturb other campsites.

16. STAFF HOUSING- Campers and troop leaders are not permitted in the Staff Housing Areas. Remember, this is their camp home. Just as you deserve privacy in your troop site, the staff also deserves their privacy.

17. SELLING POLICY—The sale of merchandise to campers, leaders, or staff for personal or unit profit is not permitted. The use of Ozark Trails Council, camping properties and program logos are protected, and written permission is required.

“The Ozark Trails Council, Scouting America, by signature of the Scout Executive shall have the sole right to authorize the use of insignia, words, phrases, designation marks, pictorial representation and descriptive remarks related to the program of the corporation, including the Tribe of Lone Bear and Order of the Arrow on commercial products, promotional efforts and/or sale and distribution to members of Scouting America and/or the general public. The use of same shall be only as authorized and approved by the Scout Executive.”

18. DRONE (sUAS) POLICY—The general use of Drones (sUAS) on Camp Arrowhead property is strictly prohibited. Do not bring any Drones to camp.

SUGGESTIONS | CONCERNS | COMPLAINTS

The Camp Arrowhead administration maintains an *open-door policy*. Please follow the proper channel, and address *all* complaints, concerns and suggestions to the Camp Director, Program Director, Business Director or Camp Commissioner. It is the duty of the camp administration to manage the staff and the camp.

ICE AVAILABLE - One free bag of ice is provided per unit, per day. These can be picked up at the Trading Post. Additional bags can be purchased in the Trading Post for a small fee.

QUARTERMASTER— Many types of equipment are available for checkout from the Quartermaster building across from the Trading Post. Persons receiving equipment must sign for it. Please return equipment as soon as possible so others may use it. The cost of any equipment lost or damaged will be charged to the unit using it. The Quartermaster building is open when staff is available. If the Quartermaster is unavailable, all requests should be made to the Lead Commissioner or Camp Director.

MAIL - Mail is picked up and delivered Monday-Saturday to camp. Outgoing mail should be placed in the mailbox at Foster Lodge before 9:00 a.m. Incoming mail will be available for pickup after 2:00 p.m. in Foster's Lodge. Mail received after a unit has departed camp will be returned to sender. Mail should be addressed:

Your Scout—Scouts FULL NAME

Unit #

Camp Arrowhead | 4202 State Highway DD | Marshfield, MO 65706

TELEPHONE | CELL PHONE- Summer Camp should be a special time to bond with other Scouts and enjoy the outdoors. Leaders should have a cell phone for emergency contact and communication. Internet service is available at Foster's Lodge.

SECURITY - LOST & FOUND- Occasionally belongings are misplaced, lost, or even stolen. Scouts should not bring valuables to camp and should mark all belongings with their name and troop number. Many items remain in the camp lost and found each session because the owner cannot be identified. Rings, watches, etc. should never be taken to the Pool or Lakefront. The Ozark Trails Council is not responsible for lost or stolen items.

VISITORS - All visitors, MUST check in at Foster's Lodge and have a visitor wristband. Guidelines for Visitors in the check-in and check-out procedures section.

CAMP COMMISSIONERS - Camp Commissioners are on hand to assist units to become stronger, better organized, and to learn how to program their own activities. The commissioner's job is to help units and individuals have a program of fun and adventure. They are experts in the use of the patrol method and are more than happy to assist your junior leaders. Unit leaders should consult the Camp Commissioner with all problems related to program or administration, as they are the link to the Program Director and Camp Director

Camp Arrowhead is always interested in finding individuals who are willing to volunteer their time (usually one week) and serve Scouting as a Camp Commissioner. If you are interested contact Tom Rouse at (417) 299-0627 or email: mizzoudvm85@gmail.com.

Some of the duties of the Camp Commissioners:

- Visit with unit leaders to discuss Camp program or issues.
- Conduct daily campsite inspections.
- Provide support to Program Areas when necessary.

CAMP VESPERS- Vespers will be held at the camp chapel. Date and time will be announced in the general camp schedule.

TRADING POST- CAMP ARROWHEAD TRADING POST is your one-stop location in camp to take care of camp business or purchase needed supplies. The Camp Arrowhead Trading Post is stocked with items necessary to assist Scouts in the successful pursuit of skills and merit badge work. Merit badge supplies, craft supplies, as well as snacks, toiletries, T-shirts, patches, and limited camping gear are available. Plan to spend according to your Scouts' needs. Trading Post hours will be posted and strictly adhered to.

GATE CLOSURE - Gates at the entrance to Camp Arrowhead will be closed from 11:00 pm to 6:00 am daily. Contact the Ranger if arrangements are needed during locked hours.

STAFF OPPORTUNITIES | 2026

Camp staff and facilities are also resources for your use in achieving your own troop's goals, and in fulfilling the mission of Scouting America:

Camp Arrowhead staff will work with Scouts toward this goal as to incorporate the “aims and methods” of Scouting into the camp program.

COUNSELOR-IN-TRAINING (CIT)

The best way for a Scout to become a staff member is through the Counselor-In-Training process. This process allows the Scout to find out if camp staff is a good fit for them and allows the camp administration to “interview” the Scout and find out if they are a good fit for the camp.

Is Camp Staff for everyone? Certainly not, but you never know until you try. The best way to find out if Camp Staff is for you or your Scout is to take advantage of our Counselor-In-Training, or C.I.T., program. The C.I.T. program is available for any person aged 14 and up, for them to volunteer as a Camp Staffer. They live, eat, and work with the Camp Staff. They can work anywhere from 1 week to the whole summer. They can work in one specific area or spend each day in a different area to see which they may like.

- If you have an interested Scout, please contact us as soon as you can. This may even include your Scout becoming interested while at camp! Applications are available at Black Pug.
- We *strongly suggest* talking to your Scouts about being a C.I.T. and exploring the opportunity of Camp Staff. Not just because it is fun, or a job, but because of the immense personal growth the Scout will experience. If your Scout is interested in being on Staff or a Counselor in Training (C.I.T.) applications are available at Black Pug or ([CLICK HERE](#)) Email completed applications to Suzi.Kidd@scouting.org

If you have questions, call the council service center at 417-883-1636.

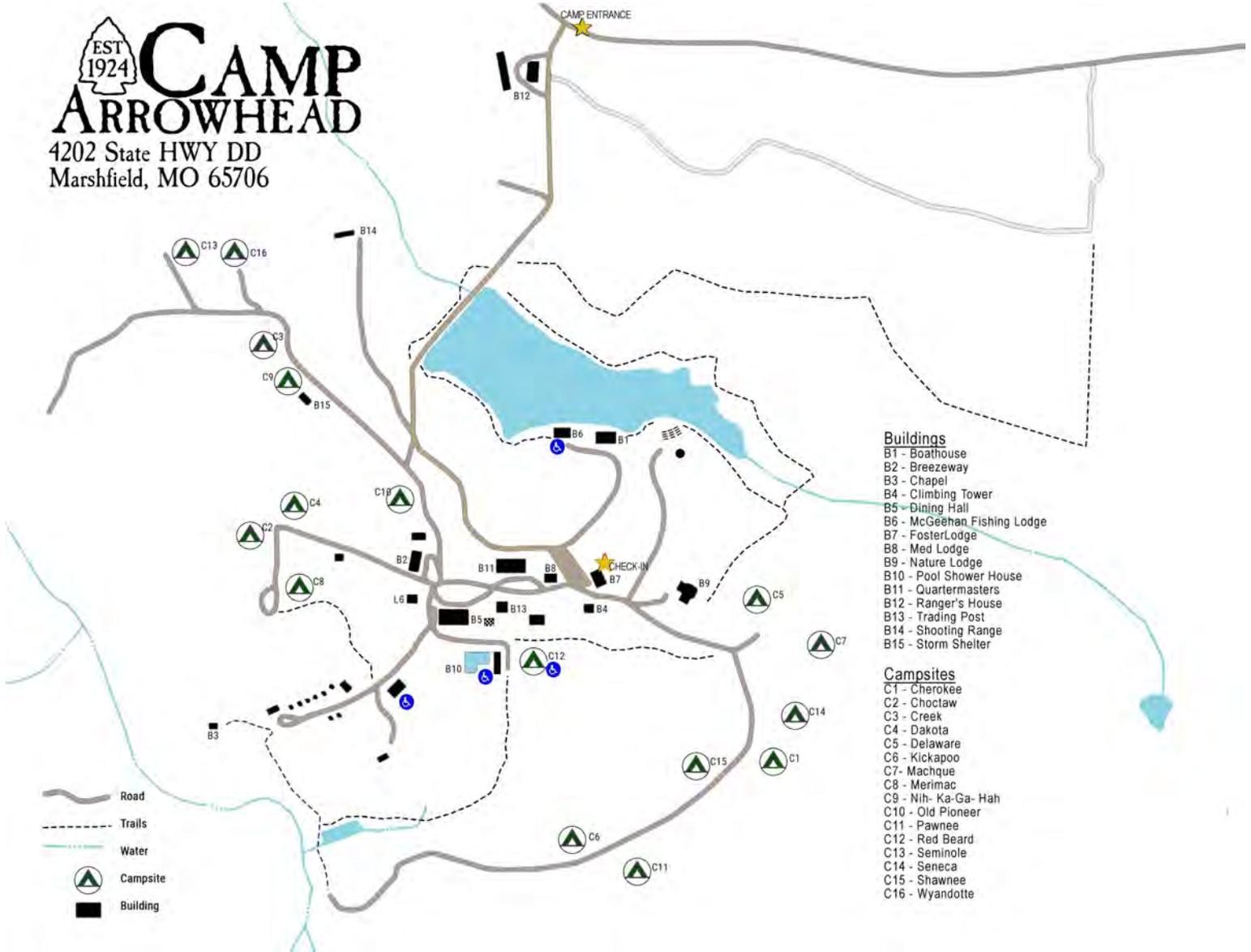


SCOUTS AS STAFF MEMBERS

Unit Leaders are encouraged to recommend their Scouts apply for Camp Staff. Being a part of camp staff is an amazing opportunity for Scouts and an excellent addition to their Scouting career. While camp staff is a lot of fun, it is also a lot of work. For most Scouts, this is may be their first paying job and first taste of responsibility--and responsibility it is – Scouts on camp staff are in charge of teaching Scout campers!! To apply ([CLICK HERE](#)), completed applications should be sent to : Suzi.Kidd@scouting.org

EST 1924
CAMP
ARROWHEAD

4202 State HWY DD
Marshfield, MO 65706



CAMP ARROWHEAD | 4202 STATE HWY DD | MARSHFIELD, MO 65706



Pre-Camp Checklist (Available at Black Pug)

Check off this list as you complete each task as part of your planning.

PRIOR TO CAMP

- Parents night scheduled and presentation ready.
- 2-Deep leadership: 2 (21) year old adults. Both registered and SAFE GUARDING Youth Protection.
- Payment schedule made and communicated to parents and Scouts.
- Parent contact information secured: names, addresses, phone number for emergency.
- Transportation arrangements made.
- Scouts enrolled in merit badges using online system.
- All personal and unit equipment secured, packed and ready to go.
- All Scouts and Scouters have Official Boy Scout Uniform.
- Unit First Aid kit in good condition and ready to go.
- Elect SPL for camp.
- Tent assignments made.
- Fee balances paid or check ready to pay at Camp office.
- Special needs request submitted to Council Office 4 weeks prior to camp, if necessary.
- Prescription medications for Scouts secured as needed.
- Check Scouting America Membership ID #'s in My.Scouting.org roster and compare in Scoutbook if membership numbers don't match, please contact Service Center. (My.Scouting.org is the official roster.)

BRING TO CAMP

- Health forms: A/B/C and signed by parents and physician.
- Unit Roster
- Visitor Roster
- Insurance information
- Copy of merit badge registration
- Copy of special needs request
- Extra sun block
- Extra bug spray
- Leader's guide

NOTES:



SPECIAL PHYSICAL ARRANGEMENT NEEDS REQUEST

*****This form needs to be submitted to Black Pug four weeks before your scheduled arrival.*****

Unit Type / Number: _____ Council / District: _____

Scouts BSA Resident Camp Session: 1) ___ 2) ___ 3) ___

Cub Resident Camp: 1) ___ 2) ___

Campsite (if known): _____

Name: _____
(Name) (Rank) (Age)

Phone #: (____) _____ Email: _____

Request: ___ Transportation Request ___ Accessible Camping Tent Site

Explanation of Limitations and Needs: _____

Transportation Locations:

- ___ Main Council Ring ___ Shooting Sports
- ___ Lake Front ___ TOLB Council Ring

Every effort will be made to accommodate needs, but we cannot make guarantees.

Over the past few years Camp Arrowhead has been inundated with ride requests for adult leaders. While we make every effort to transport adults, the sheer volume of ride requests has put a strain on our resources and our ability to fully support the Scouting Program for the Youth. Please keep in mind the Scouts and the Scout Program will take priority during camp.

| | |
|--|---|
| For Office Use Only: Date Received @ Council: _____ Copy to Camp Director: _____ Date Response Sent: _____ | Status: Approved: ___ Conditional Approval: ___ Rejected: ___ Reason: _____ _____ |
|--|---|



SPECIAL DIETARY NEEDS REQUEST

*****This form needs to be submitted to Black Pug four weeks before your scheduled arrival.*****

Unit Type / Number: _____ Council / District: _____

Scouts BSA Resident Camp Session: 1) ___ 2) ___ 3) ___

Cub Resident Camp: 1) ___ 2) ___

Campsite (if known): _____

Request Made For: Youth ___ Adult ___ Name: _____

Adult/Parent Name: _____

Adult/Parent Phone #: _____

Adult/Parent Phone / Email: _____

Type of Special Dietary Request:

- | | | |
|---|---|----------------------------------|
| <input type="checkbox"/> Gluten Free | <input type="checkbox"/> Lactose Free | <input type="checkbox"/> No Beef |
| <input type="checkbox"/> Vegetarian / Vegan | <input type="checkbox"/> No Peanut/Tree Nut | <input type="checkbox"/> No Pork |

Specific Details and Explanation of Needs: _____

*Every effort will be made to accommodate needs, but we cannot make guarantees.
If we have question or concerns about the details or explanation, we will contact you to clarify.*

For Office Use Only:

Date Received @ Council: _____

Copy to Kitchen Manager: _____

Date Response Sent: _____

Status:

Approved: ___ Conditional Approval: ___ Rejected: ___

Reason: _____

Scouting America Swim Test Requirements (Also available on Black Pug)

Swimmer Test – **BLUE SWIMMER**

This swimmer test demonstrates the minimum level of swimming ability required for safe deep-water swimming. The various components of the test evaluate the several skills essential to this minimum level of swimming ability. This is a 1st Class Requirement.

- **Jump feet-first into water over your head in depth.**
 - ⇒ *The swimmer must be able to make an abrupt entry into deep water and begin swimming without any aids. Walking in from shallow water, easing in from the edge or down a ladder, pushing off from side or bottom, and gaining forward momentum by diving do not satisfy this requirement.*
- **Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy, resting backstroke.**
 - ⇒ *The swimmer must perform a restful, free-breathing backstroke which can be used to avoid exhaustion during swimming activity. This element of the test necessarily follows the more strenuous swimming activity to show the swimmer is, in fact, able to use the backstroke as a relief from exertion. The change of stroke must be accomplished in deep water without any push-off or other aid. Any variation of the elementary backstroke may suffice if it clearly allows the swimmer to rest and regain wind.*
- **The 100 yards must be swum continuously and include at least one sharp turn.**
 - ⇒ *The total distance is to be covered without rest stops. The sharp turn demonstrates the swimmer's ability to reverse direction in deep water without assistance or push-off from side or bottom.*
- **After completing the swim, rest by floating.**
 - ⇒ *This critically important part of the test evaluates the swimmer's ability to maintain himself in the water indefinitely even though exhausted or otherwise unable to continue swimming. Treading water or swimming in place will further tire the swimmer and therefore is unacceptable. The duration of the float test is not significant, except it must be long enough for the test administrator to determine the swimmer is resting and likely could continue to do so for a prolonged period. Drown proofing may be sufficient if clearly restful, but it is not preferred. If the test is completed except for the floating requirement, the swimmer may be retested on the floating only (after instruction) provided the test administrator is confident the swimmer can initiate the float when exhausted.*

Beginner Test – **RED SWIMMER**

The test demonstrates the beginning swimmer is ready to learn deep-water skills and has the minimum ability required for safe swimming in a confined area in which shallow water, sides, or other support is less than 25 feet from any point in the water. This is a 2nd Class Requirement.

- **Jump feet-first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.**
 - ⇒ *The entry and turn serve the same purpose as in the swimmer test. The swimming can be done with any stroke, but no underwater swimming is permitted. The stop assures the swimmer can regain a stroke if it is interrupted.*

Non-Swimmer Test – **WHITE SWIMMER**

No test is required; however, all are encouraged to get in the water.

- Non-Swimmers do have an approved and supervised section in the Camp Arrowhead pool to get in the water.



Ozark Trails Council Unit Swimming Classification Record

(Please bring at least 2 copies to camp: 1 copy to aquatics, 1 copy to camp office)

This is the individual's swimming classification as of this date. Any change in the status after this date (e.g., beginner to swimmer) will require a re-test by the aquatics staff.

Unit Type & Number: _____ Date of test: _____

Location test was conducted at:

Name: _____ Address: _____

City, State, Zip: _____ Phone: () _____

Lifeguard conducting the test: _____

These results are accurate as of this date: _____ Signed: _____

(Lifeguard)

Certifying agency: Scouting America Red Cross YMCA Date certificate expires: _____

| | Full Name (Please print) (Strike Out any Unused Names) | Swimming Classification | | |
|----|---|-------------------------|----------------|---------------------|
| | | Swimmer (Blue) | Beginner (Red) | Non-Swimmer (White) |
| 1 | | | | |
| 2 | | | | |
| 3 | | | | |
| 4 | | | | |
| 5 | | | | |
| 6 | | | | |
| 7 | | | | |
| 8 | | | | |
| 9 | | | | |
| 10 | | | | |
| 11 | | | | |
| 12 | | | | |
| 13 | | | | |
| 14 | | | | |
| 15 | | | | |

Troop Leader Name: _____ Signature: _____

A COPY OF THE LIFEGUARD'S CERTIFICATION CARD MUST ACCOMPANY THE SWIM TEST RECORD.

This form should be uploaded to Black Pug prior to your arrival in camp.