

Camp Crooked Creek Summer Camp



LEADER'S GUIDE

Explore More

Welcome to Camp Crooked Creek and thank you for your commitment to our Lincoln Heritage Council Camp. Our Summer Camp is at a premier camp facility with unique and distinct programs offered each year! Programs can be personalized to meet the requirements of your troop's needs.

We pride ourselves on putting our customers first. Camp Crooked Creek provides an All-inclusive camp; families don't have to worry about being asked for additional merit badge fees when signing up for merit badge classes. You pay the camp fee, and that is all!

Our staff is highly trained, enthusiastic, and motivated to assist your troop with any needs before, during, and after camp. We will do everything to ensure your unit has an enjoyable, stress-free summer camp experience with us. If there is anything we can do to improve your camp experience, we want to know about it!

Start preparing to "Explore More" this summer at Camp Crooked Creek!" Our staff is committed to providing your troop with a quality, fun-filled camping experience. Thank you for choosing Camp Crooked Creek, and have a terrific summer.

We look forward to seeing you at camp.

RICK DANIEL

Rick Daniel
Camp Director
campcrookedcreek@
gmail.com

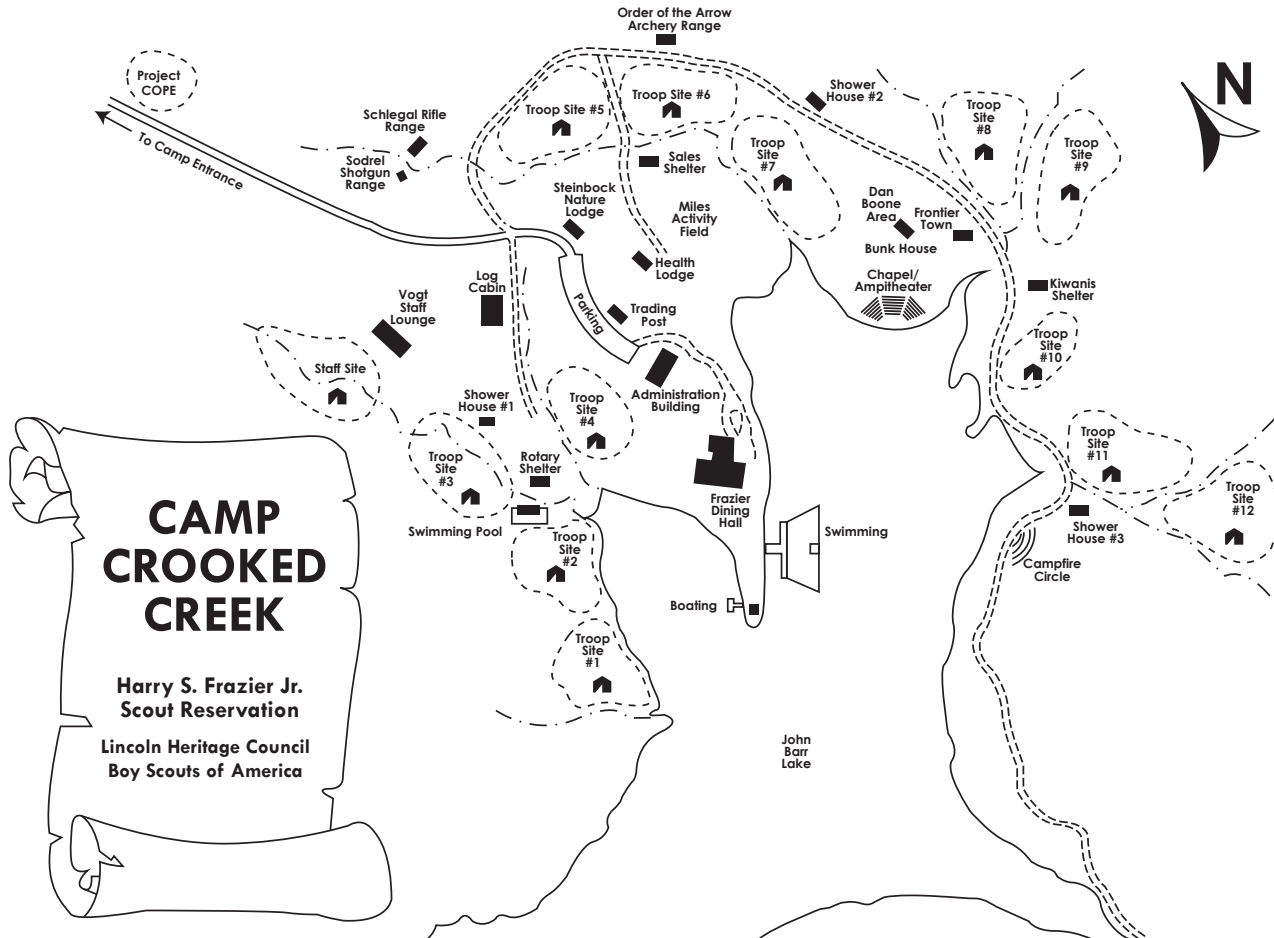
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Louisville, KY 40299
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Fax: (502) 361-7899
www.lhcbsa.org

Camp Crooked Creek
950 Terry Drive
Shepherdsville,
Kentucky 40165
(502) 543-8723 - voice
(seasonal)

WELCOME TO CAMP



Camp Crooked Creek, part of the Harry S. Frazier Jr. Scout Reservation, in Clermont, Kentucky. (See map above).

Directions to Camp Crooked Creek:

From Louisville: Take I-65 South to KY-245 (exit 112- CLERMONT/BARDSTOWN). Turn left on East KY-245 and proceed approximately $\frac{3}{4}$ mile. Turn right onto Plen Mar Drive. Go approximately 1 mile through Meadow Peak Subdivision and turn left onto Terry Drive. The road ends at the camp's Administration Building 1.7 miles past the entrance.

From Nashville: Take I-65 North (Crossing into KENTUCKY) to KY-245 (EXIT 112- CLERMONT/BARDSTOWN). Turn right on East KY-245 and proceed approximately $\frac{3}{4}$ mile. Turn right onto Plen Mar Drive. Go approximately 1 mile through Meadow Peak Subdivision and turn left onto Terry Drive. The road ends at the camp's Administration Building 1.7 miles past the entrance.



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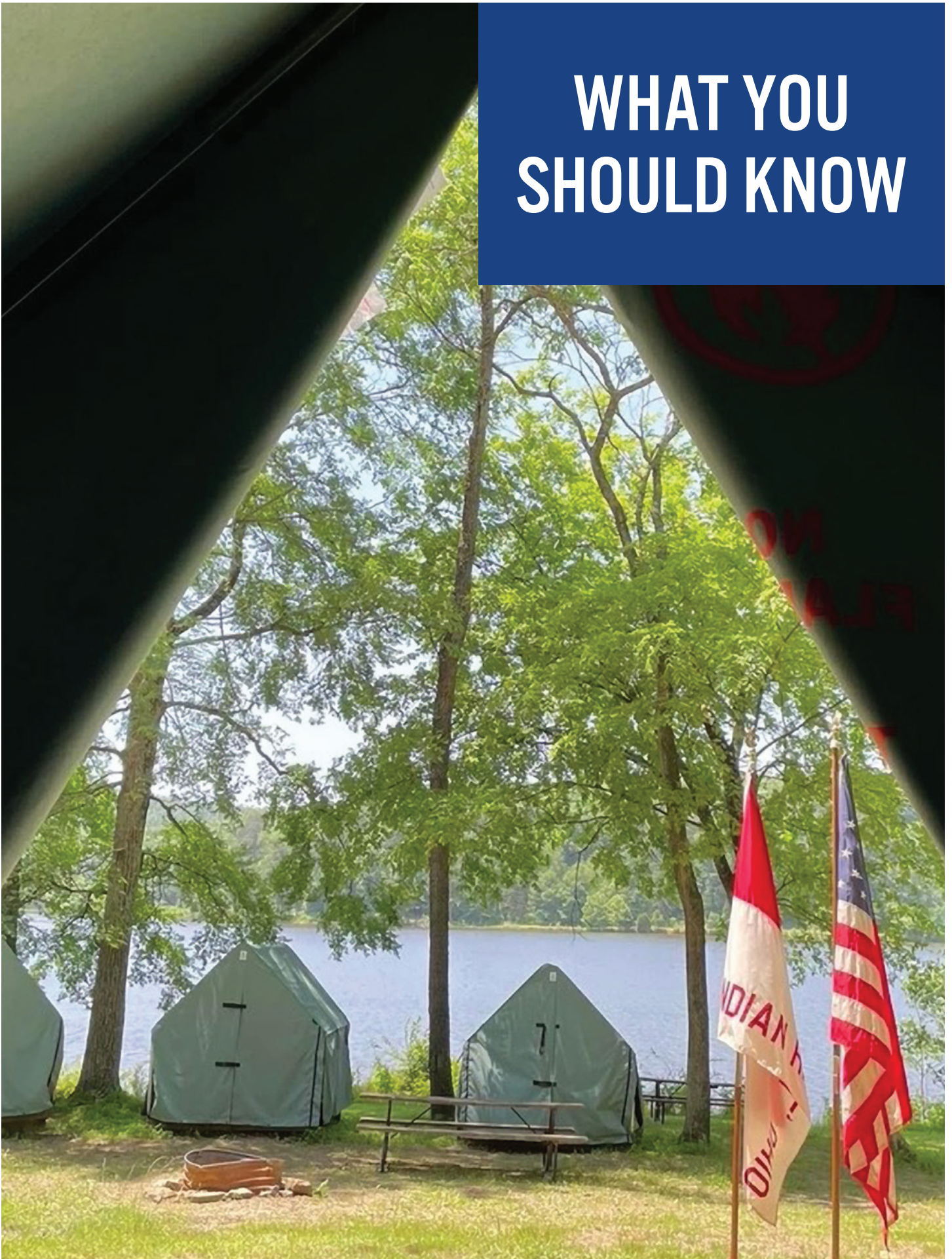
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Visit www.lhcbasa.org for camp forms and additional information.

WHAT YOU SHOULD KNOW



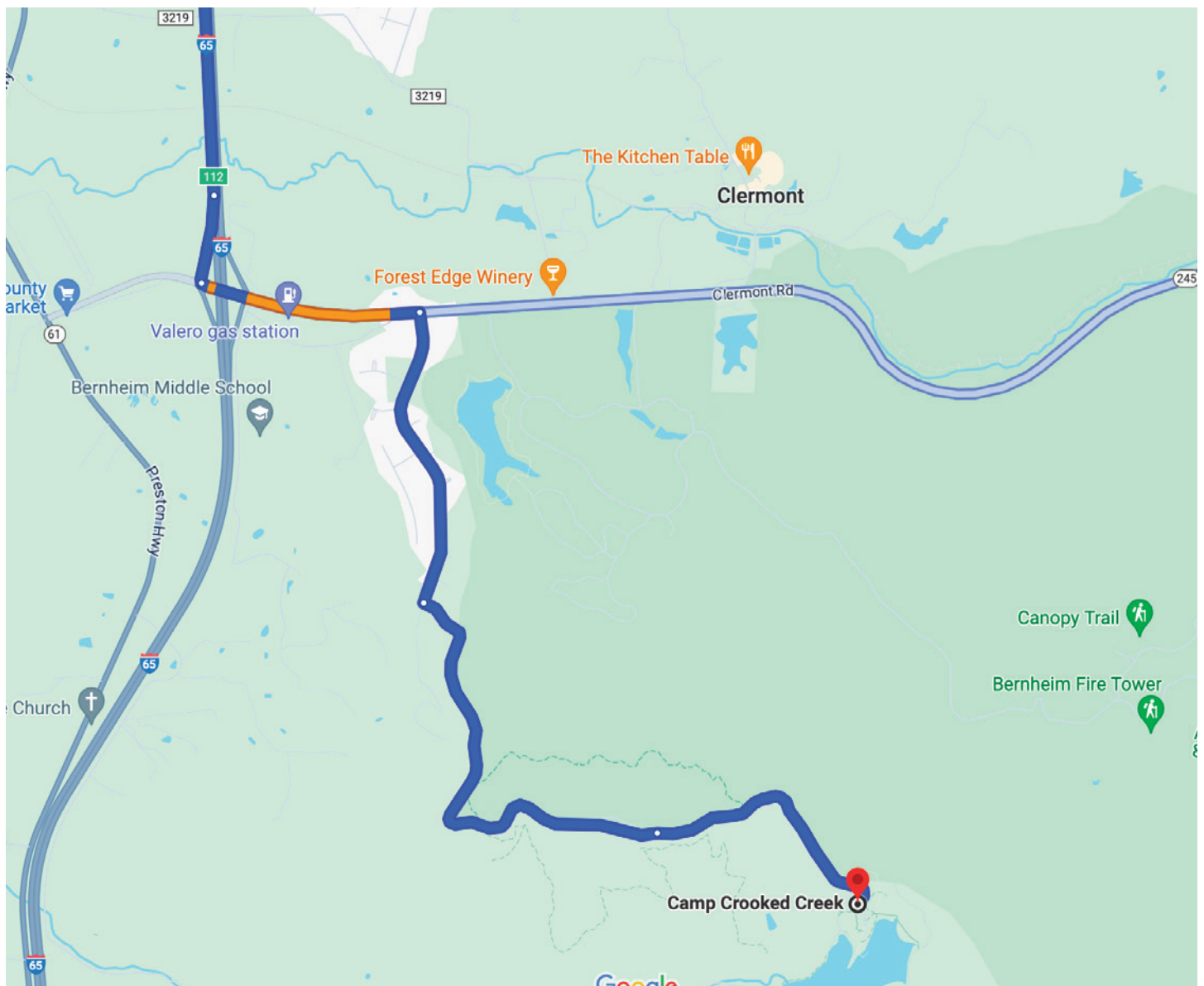


ABOUT HARRY S. FRAZIER JR. SCOUT RESERVATION

Camp Crooked Creek is on the 1100-acre Harry S. Frazier, Jr. Scout Reservation in Clermont, Kentucky. The property consists of rolling hills covered with a hardwood forest of oak, hickory, and beech. It is not unusual to see deer grazing outside your tent. Turkey can be seen just a little deeper in the woods. Geese and ducks often float on the 70-acre John Barr Lake, stocked with bass, bream, and catfish. There always seems to be enough breeze on the lake for sailing. Other aquatic activities include motor boating, canoeing, kayaking, and swimming.

Shooting sports are also a camp highlight. Programs featuring shotguns, .22 rifles, and archery are all available at Camp Crooked Creek.

The Dan Boone (First-Year Camper) Program at Ribar's Dan Boone Hill overlooking John Barr Lake gives new Scouts a big start toward achieving their First-Class Rank in just one year. This program is integral to learning to be a good patrol member.



SCOUT PACKING LIST

- Complete Scout Uniform
- (5) T-Shirts
- (5) Shorts or pants
- (6) Pairs of socks
(socks and shoes should always be worn.)
- Shoes (No open-toed shoes.)
- Scout Handbook/Field Book
- Rain Gear
- Medical form (required) *Parts A-C*
- Blankets or sleeping bag
- Duffel Bag
- Toiletries
- Camera
- Money for the trading post (\$75.00 suggested)
- Flashlight with extra batteries
- Pocketknife (with Totin' Chip)
- Swimming trunks or One-piece suit
- Long pants
- Sunscreen and insect repellent
- Water bottle/canteen/cup
- Combination Lock
- Day Pack (for daily needs)
- Notebook
- Pen/Pencil
- Merit Badge prerequisites
- Towel
- Shower shoes

TROOP PACKING LIST

- American flag and Troop flag
- Lock
- First-Aid kit
- Troop/Patrol Awnings
- Adult leader YPT certificates
- Lanterns
- Insurance policy & insurance claim form(s)
- Quartermaster or supply tent
- Receipts from camp fee payments
- Ice chest and water cooler
- Sleeping pads for Adirondacks

Camp is not responsible for any lost or stolen items.

2024 CAMP CROOKED CREEK DATES

SESSION	DATES	12 DAY OUT MEETING
WEEK 1	JUNE 9 – JUNE 15	TUESDAY, MAY 28*
WEEK 2	JUNE 16 – JUNE 22	TUESDAY, JUNE 4
WEEK 3	JUNE 23 – JUNE 29	TUESDAY, JUNE 11
WEEK 4	JUNE 30 - JULY 6	TUESDAY, JUNE 18
WEEK 5	JULY 7 - JULY 13	TUESDAY, JUNE 25

12-Day Out Meetings are at 7:00 PM EDT via ZOOM



KEYS TO SUCCESS AT CAMP



1. Have an adult leader from the Troop assigned to collect the fees to make payments and submit Roster/MB picks in Tentaroo.
2. Schedule a camp promotion presentation to share details about the camp with the Scouts and their families. See page 15 for more information.
3. Have someone (preferably the SM & SPL) from the Troop participate in the 12-Day-Out meeting.
4. Sessions for most merit badges are available in the morning and the afternoon to help provide more opportunities for Scouts. Try assigning groups of Scouts to different merit badge sessions.
5. Example: If 12 Scouts want to take the First Aid merit badge, spread them across the 4 scheduled sessions. Merit badge sessions are open for selection on a first-come, first-served basis. *Finalized merit badge selections should be registered online by your unit by Friday, May 26. Adults will also need to be added to the Event Registration..*



CAMPERSHIPS

A limited number of camperships are available for Lincoln Heritage Council Scouts only. Complete a campership application (available at www.lhcsa.org or the Scout Service Center) for the scout needing financial assistance and return it to the Scout Service Center. Camperships are limited to scouts whose

families' financial situation qualifies for assistance and whose applications are complete. Campership applications are due with the early registration deposit, and those who apply early are more likely to receive a campership. Camperships are "first come, first served."



REGISTRATION TYPE

AMOUNT

SUMMER CAMP

\$425.00

ADULT FEE

\$125.00

*Note: Camperships will not be credited toward total paid fees until the United Way survey is returned. All surveys must be submitted no later than Monday, May 1, to receive credit for camp. If a campership is expected, do not pay the remaining balance. Contact the Scout Office with questions. 502-361-2624.



FEES & MERIT BADGE REGISTRATIONS

A registration deposit of \$100 per Scout must be paid on or before Friday, March 1, to register for merit badges when the site opens on Monday, March 4. The adult fee for 2024 is \$125 per adult. Payments can also be made on Tentaroo by

credit card for each Scout and adult. Please get in touch with the Scout Office to adjust these numbers in Tentaroo. All camp fees must be paid by May 13, 2024.

CAMP FEES ALL INCLUSIVE!



There are NO extra program fees for merit badges at Camp. Every Scout will receive their needed program materials at no additional cost. This includes the following:

leatherwork kits
woodcarving kits
basketry kits

motorboating fees
rifle shooting
arrow kits

shotgun shooting
rocket kits
and more!

DATES TO REMEMBER

CAMP DEPOSIT (\$100/SCOUT) DUE	FRIDAY, MARCH 1, 2024
MERIT BADGE SELECTION OPENS	MONDAY, MARCH 4, 2024
FINAL CAMP PAYMENTS DUE	FRIDAY, MAY 13, 2024
T-SHIRT SIZES AND ADULT NAMES ENTERED INTO TENTAROO	FRIDAY, MAY 13, 2024



CAMP RESERVATION POLICY



- Each campsite has a maximum capacity, and the camp must work to stay within this capacity.
- With a \$100 deposit, troops may request their choice of available campsites, but it cannot be guaranteed, nor can a specific part of a campsite.
- A new deposit will be made each year, which will be applied to your final balance.
- Adjustments may be made to a unit's campsite based on the number of Scouts and adults attending camp that week. Depending on the troop size and the maximum number of campers allowed per site, troops may be asked to share a site with one or more units. Likewise, troops that bring

more Scouts than the maximum number of campers allowed in a site may also be moved. Staff will work to accommodate each unit as much as possible.

- *The Camp Director reserves the right to move a troop to a different campsite. The Summer Camp contact listed for the unit will be notified as soon as possible of any changes.*
- Units attending camp this summer will be given first choice in making site reservations for next year. For your convenience, we will accept deposits for next summer while you are at camp. After the week of camp you attend ends, all sites not requested are open to any new request on a first-come, first-served basis. *This site deposit is NOT refundable but applies to the unit's final balance. Please do not overpay!*

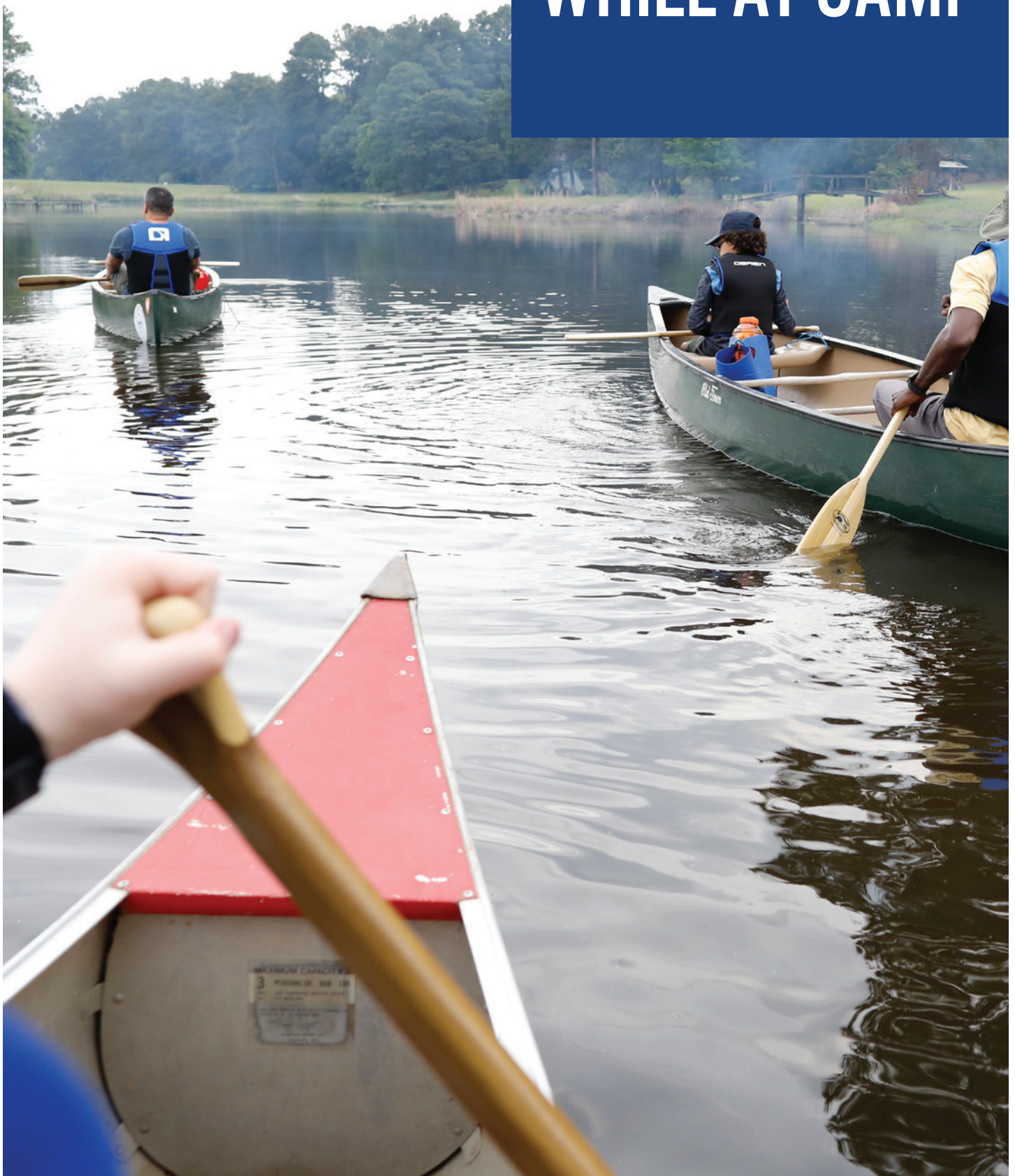


REFUND POLICY

Fees are transferable to a newly registered scout but non-refundable except for the following reasons: *serious illness, transfer, or summer school*. All refund requests must be made using the Camp Refund Request Form, which can be found online or at the Council and camp office within two weeks of your troop attending camp.

All refunds are processed at the Council office. **Should one be awarded, a \$75 fee will be retained on all refunds. NO REFUND IS GUARANTEED.** Please do not overpay; if you are unsure of the amount owed, please call the Council office.

WHILE AT CAMP





CAMP CROOKED CREEK POLICIES

VEHICLES/TROOP TRAILER: Please help us keep our camp safe by not proceeding to your campsite without your assigned troop guide. Vehicles are not permitted beyond the parking lot without prior approval from the Camp Director. Troops may leave their unit trailer at the campsite. RVs are not allowed at camp.

PERSONAL GOLF CARTS: If the Camp Director approves, golf carts are allowed for necessary medical purposes. The driver must take manufacturer's training to operate. * Medical form should indicate the need.

FIRST AID: Please bring your unit first aid kit. Be prepared to perform basic first aid at your campsite and contact the health officer if necessary.

HEALTH LODGE: All precautions for the safety of Scouts will be taken. The Health Lodge is available with a qualified health officer 24 hours a day. The lodge is equipped with an infirmary and adequate facilities for first aid. In addition, we have an arrangement with a nearby hospital for severe emergencies.

MEDICATIONS: Prescription medications may be stored at the campsite. They must be locked away. This means you will need a lockable container and will maintain a medicine log. Please have medicines that require refrigeration ready upon arrival if you want them stored at the Health Lodge.

ALCOHOL AND DRUGS: The use of alcoholic beverages, illegal drugs, and the misuse of over-the-counter or prescription medications are prohibited and will not be tolerated on Scout property. Violators will be asked to leave.

FUELS: Liquid fuels for starting any fire is prohibited. Store all fuels safely.

FIREWORKS: Personal fireworks are not permitted on camp property.

SMOKING: Vaping is prohibited in any building and is restricted to designated areas, along with all other forms of tobacco.

BUILDING DAMAGE: Everyone at the camp is expected to be courteous with all camp structures. Accordingly, writing on walls, carving on wood, kicking of walls, etc., will not be tolerated. A fee chart for damages will be made available in the Troop Guide. Scouts or adults responsible will be charged for the damage.

BARRIER-FREE FACILITIES: Please inform the Camp Commissioner of any Scouts' needs.

PETS: No pets are allowed at camp, including Family Night; exceptions will be made for service animals.

HEALTH & SAFETY EMERGENCIES: Precautions for the safety of all Scouts and adults are paramount in our programs and facilities. If medical needs arise while at camp, our health and first aid facilities are available with qualified personnel on duty 24 hours a day. All emergency plans will be reviewed at the leader's meeting and posted at the Admin Building, campsites, and program areas. In the event of an emergency, all staff directions must be followed. We ask for the cooperation and support of campers and visitors in complying with the requests.

UNIFORM: Youth and adults are to wear the Official Scout Uniform to flag ceremonies each evening and to camp-wide activities such as campfires. The Scout Activity uniform can be worn the rest of the day. The activity uniform consists of a troop t-shirt or other Scouting t-shirt.

BUDDY SYSTEM: All Scouts should be with a buddy when out of the campsite. According to Youth Protection, Scouts should bring a buddy if there is a need to visit the Health Lodge.

FIREWOOD: Only wood found at camp may be burned.

CPAP MACHINES: Accommodations for CPAP machines can be made but are limited. Campsites 4-10 have electrical outlets in the sites, but units may ask to move campsites to be closer to electricity if space is available. Please bring your heavy-duty outdoor extension cords or battery packs.

CAMP ADDRESS

Before June 1

Lincoln Heritage Council
Attn: CCC Summer Camp
12001 Sycamore Station Place
Louisville, Kentucky 40299
(502) 361-2624 - voice

Beginning June 1

Camp Crooked Creek
950 Terry Drive
Shepherdsville,
Kentucky 40165
(502) 543-8723 - voice
(seasonal)



MEAL SCHEDULE

GROUPS	BREAKFAST	LUNCH	SUPPER
A (SITES 1-6)	7:25 AM	12:00 PM	5:40 PM
B (SITES 7-12)	8:15 AM	12:30 PM	6:40 PM

Some troops may be asked to switch mealtimes depending on the number of campers in each session.

FOOD SERVICE

Meals will be served in the beautiful Amelia Brown Frazier Dining Hall. Beginning with Sunday dinner, scouts will be served and seated by troops. An options bar is provided for everyone's use at every meal. A Salad Bar is available for lunch and dinner as well. *Special dietary needs can be conveyed to the camp through the online form on the summer camp webpage.*

CAMP VISITORS

All visitors must sign in and out of camp at the camp office and obtain a visitor's wristband. All visitors must wear the visitor wristband while on-site. We ask parents not to take a scout off the camp property without signing them out. If a parent chooses to take their scout from the camp property, they must advise at least one of their available adult leaders before signing their scout out at the Administration building. If you invite visitors to eat with your Troop, the meal is \$10, and tickets are purchased at the Trading Post.

SENDING MAIL TO YOUR SCOUT

Parents are encouraged to send their scout a letter or a package at Camp Crooked Creek. They should allow a minimum of three days delivery time. Orders arriving after the Scout's departure will be returned to the sender when possible. All items should be addressed in the following manner to ensure delivery. Mail is available for pickup at the Administration Building.

(Scout's name)
 (Campsite) (Troop number) (Week Number) Camp Crooked Creek
 950 Terry Drive
 Shepherdsville, Kentucky 40165

SUNDAY CHECK-IN

Troops can report to camp anytime between 2 PM – 4 PM.

Please wait for your Troop Guide to escort your troop to your campsite.

If you haven't done your swim test before camp or are taking a boating merit badge, please wear swim attire to check in to allow for a smoother process. The Aquatics Director maintains the authority to retest anyone if deemed necessary. Any scout taking an aquatics merit badge must pass the swimmer's test.

A troop leader should report to the Kentucky Colonels Administration Building to check in for camp. The troop leader needs to bring the following to complete check-in:

- Any final financial settlement
- Any roster changes
- Shooting Sports Authorizations for each scout in a Shooting Merit Badge
- ATV forms (Indemnification, Parental Permission, E-course Completion Certificate) for each scout in the ATV program
- Completed Camper Code of Conduct form
- Annual Health and Medical Record for EVERY camper and adult attending camp

The Assistant leader(s), scouts, and Troop Guide will go to the campsite, unload equipment, and remove all vehicles from the campsite.

The Troop Guide will take the troop on a short camp tour, including the dining hall and waterfront. Scouts will not be allowed to begin swim tests until the unit leader has completed the medical check and has the unit's Buddy Tags.

An opening camp informational meeting for all Scoutmasters and Senior Patrol Leaders will be held at 7:30 PM at the Kentucky Colonels Administration Building. The campfire begins at 9:00 PM at the Amphitheater on Sunday.

Swim tests will be taken during the Troop Orientation at check-in with your Troop Guide. Troops should not arrive before 2:00 PM. Do not enter your campsite without your guide. If your troop cannot check in on Sunday, please call (502) 543-8723 (seasonal camp number - available June 1-July 18) to schedule a Monday morning check-in.



CAMP PROMOTIONS NIGHT

Troops should plan a night to promote camp to all Scouts, new and old. A Parent's Guide has been developed to share with all Scout families to help answer questions about camp. Contact the Sam Swope Scout Center at (502) 361-2624 to schedule a camp promotion presentation.

HEALTH AND MEDICAL RECORDS

The Annual Health and Medical Record (Parts A, B, & C) is required for all Scouts and Scouters attending camp. Carefully follow the instructions on each form and check all signatures. A doctor and a parent must sign. Please mark each form with the person's name, troop, week attending, and campsite number. Please bring only copies to camp; all documents left at the end of camp are not retained for pickup beyond August and will be shredded. Medical forms are renewed annually.

GENERAL CLEANLINESS

The Commissioner Staff will conduct up to two campsite inspections weekly to ensure that the general cleanliness and safety of the campsite are ensured. Troops share the responsibility to clean their shower house.

FINAL PREPARATIONS

Ensure all fees are submitted to the council office by Monday, May 13, 2024. Be sure all shirt sizes are correct and in Tentaroo by May 3. Plan at least two troop meetings to review all camp materials with your Scouts before attending camp. Discuss the merit badges they will be working on, the equipment they need, what not to bring to camp, and be sure that all youth and adults have a current medical form. Your unit should submit merit badge selections online by Friday, May 24.

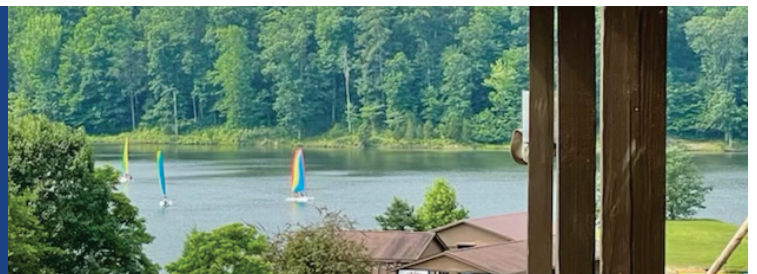
12-DAY OUT MEETING

Scouters and Senior Patrol Leaders are requested to attend a meeting at 7:00 PM ET on Tuesday, 12 days before their camp session. The meeting will be via Zoom or another video-conferencing platform. Please see page 7 for a list of 12 Day-out meeting dates.





TROOP LEADERSHIP



All units must always have at least two adult leaders on camp. Those units that cannot meet this requirement should consult other troops in your council or district about coming to camp together. All adults must be registered members of the BSA and must meet the qualifications for the leadership positions they serve. The unit leader must be at least 21 years of age. Any additional leaders must be at least 18 years of age. *All Adults must be registered, even if they are a parent of a Scout.* You must have at least one female adult leader if you have a girl's troop.

All leaders attending summer camp must complete Youth Protection Training. Visit [My.Scouting.org](https://my.scouting.org) for an online course.

Leaders may rotate when necessary; however, in the best interest of the Scouts, we recommend having consistent leadership throughout your unit's stay at camp. Additional leaders not staying the entire week (and not included in the official adult count) should plan to provide their own tent and must pay a Dining Hall fee of \$10 per meal. Leaders should plan to share tents since the camp only offers one tent for every two leaders, gender-specific. Mixed-gender tents will be for spouses only.

Adult rosters are due at the time of final payment. Registration in Tentaroo is mandatory and no later than May 1. A breakdown of male and female leaders is required. If this online registration does not match the number that arrives at camp, we cannot guarantee enough tents.

LOST AND FOUND

All items turned into the Camp Lost & Found are available at the Trading Post. After camp, all Lost & Found will be sent to the LHC Louisville office until August 1, then taken to Goodwill. Please call 502-361-2624 to inquire or email at CampCrookedCreek@gmail.com.

CAMP CROOKED CREEK QUALITY AWARD

This is a challenging and fun program for all troops in camp. All troops can qualify as Quality Troops by completing the requirements. Quality Troops will be recognized at the Family Night campfire. This is an SPL-driven program. To earn the

Quality Unit Award, your troop must complete all requirements marked with an asterisk (*) and then complete a minimum of 5 additional requirements.

TROOP: _____ **CAMPSITE:** _____ **SPL:** _____

	*Work on a Camp Improvement Project.	Camp Commissioner
	*Have an average Campsite Inspection score of 90% or higher. Average: _____	Camp Commissioner
	Conduct a flag ceremony or lead a song, cheer, or grace at mealtime.	Program Director
	Attend the Order of the Arrow (OA) Ceremony OA Summer	Camp Chief
	Scouts hike an approved nature trail.	Ecology Director
	*Attend Vespers Service, or the unit can conduct a Scout's Own Troop Service in their campsite.	Camp Commissioner
	Have a Chaplain's Aide: _____ Have a Troop Guide: _____ Have a Quartermaster: _____ Have a Fire Marshall: _____	Camp Commissioner
	*Display the Patrol Method in your campsite.	Camp Commissioner
	*Attend all Scoutmaster Roundtables and attend all SPL Roundtables.	Camp Commissioner
	Have at least one STAR Staffer. Program Area: _____	Area Director
	Attend all evening flag ceremonies in your field uniform	Program Director
	Participate in the Mafeking Challenge	Program Director
	Participate in a camp-sponsored Twilight Activity.	Staff Member in Charge
	Have an adult leader attend a training or Scoutmaster Challenge event.	Camp Commissioner

2024 MERIT BADGE SCHEDULE

	9:00	10:00	11:00	1:30	2:30	3:30	4:30	7:30
	9:50	10:50	11:50	2:20	3:20	4:20	5:20	9:00
Aquatics								
Canoeing	X	X			X	X		
Instructional Swimming	X					X		
Kayaking	X	X	X	X	X	X		
Lifesaving		X						
Motorboating		X	X	X	X			
Rowing			X	X				
Scuba							T or R/pm	
Small Boat Sailing	X	X	X	X	X	X		
Mile Swim (Non-Merit Badge) (Adults Welcome)				X	X			
Swimming	X	X	X	DB	DB	DB		
Ecology / STEM								
Astronomy / Space Exploration	X					X		
Bird Study/ Nature	X	X						
Chemistry		X			X			
Digital Technology				X				
Engineering	X					X		
Environmental Science		X			X			
Soil and Water Conservation			X					
Forestry			X	X				
Oceanography						X		
Reptile and Amphibian Study					X			
Robotics			X	X				
Sustainability			X	X				
Textiles/Pulp and Paper		X			X			
Weather	X					X		
Frontier Town								
Art / Sculpture	X					X		
Basketry		X			X			
Leatherwork			X	X				
Metalwork								
Moviemaking	X							
Photography						X		
Welding								
Woodcarving		X	X	X	X			
Woodworking			X	X				

2024 MERIT BADGE SCHEDULE

	9:00	10:00	11:00	1:30	2:30	3:30	4:30	7:30
	9:50	10:50	11:50	2:20	3:20	4:20	5:20	9:00
Personal Development								
Citizenship in the Nation	X					X		
Citizenship in the World		X			X			
Citizenship in the Society							T or R/pm	
Communication			X	X				
Entrepreneurship/Salesmanship					X			
Game Design		X						
Music			X	X				
Scouting Heritage	X					X		
Outdoor Skills								
Camping		X			X			
Cooking			X		X			
Emergency Preparedness			X	X				
Exploration	X							
First Aid		X			X			
Fishing		X			X	X		
Mountain Biking							M or W/pm	
Safety / Fire Safety			X	X				
Personal Fitness	X					X		
Pioneering			X	X				
Signs, Signals, Codes	X					X		
Wilderness Survival	X					X		
Dan Boone								
	9:00 - 10:50		11:00 - 12:40		2:30 - 4:20			
Shooting Sports								
Archery	X		X		X			
Rifle	X		X		X			
Shotgun	X		X		X			
High Adventure (Must be > 14 years old)	9:00 - 11:50			1:30 - 4:20				
COPE	X							
Climbing				X				
ATV	X			X				



TRADING POST

The Trading Post is located across the parking lot from the Administration Building. Scout supplies, snacks, camp t-shirts, and other souvenirs will be available. Next to the Trading Post is the Graham Pavilion, which is used for various training and classes and is a nice resting place for Scouts and leaders. The Pavilion was renovated in 2023 and includes restrooms.

CHECK-OUT POLICY

All units must check out at the Administration building when leaving camp. We cannot guarantee that you will receive patches, Scoutmaster items, or return of Health forms if your unit leaves camp early or does not check out. Scouts leaving camp early with a parent or guardian must fill out an Early Release Form at the Administration building before leaving camp. When you are preparing to check out, we request that you complete the Camp Exit Packet, which is given out at the Thursday Scout Leader Roundtable. This completed packet is required to receive patches.

AQUATIC PROCEDURES

Conducting a Unit Swim Classification in a naturally occurring body of water, such as a lake, before camp is encouraged. It must be performed by a lifeguard (American Red Cross, YMCA, or BSA Lifeguard) or an adult trained in Safe Swim Defense with a strong understanding of what a good swimmer looks like and be completed within six months of arriving at camp. The unit swim classification form can be found on the camp webpage. These should be brought to Check-in. The Aquatics Director reserves the right to retest youth or adults if necessary.

Closed-toed shoes must ALWAYS be worn at the Waterfront Aquatics area. If your Scout has signed up for an aquatics merit badge, they must bring a pair of closed-toe water shoes or shoes that can get wet. Scouts must wear water shoes or shoes they don't mind getting wet when in boating merit badges. Do not let Scouts wear their wet boating shoes around camp. This causes blistering! The Aquatics Director oversees the Aquatics area at all times. Please direct all questions regarding this area to the Aquatics Director, who reserves the right not to allow participants to swim based on ability, lack of proper material, or conduct. These procedures apply to both the pool and lake aquatics activities.

SCOUT LEADERS' LOUNGE

The Scout Leaders' Lounge in the Administration building is a place for leaders to relax, visit other leaders, or enjoy coffee. Wi-Fi and computers are available for use by leaders. 24-hour access is available with a key code. Some meetings and training sessions are conducted here as well.

DAILY SCHEDULE



TIME	ACTIVITY
6:30 AM	Reveille
7:25- 7:55 AM	Breakfast Group A
8:00 AM	Morning Flags
8:15 8:45 AM	Breakfast Group B
9:00-9:50 AM	Session I
9:30 AM	Scout Leader's Roundtable
10:00 - 10:50 AM	Session II
11:00 - 11:50 AM	Session III
12:00 PM	Lunch Group A
12:30 PM	Lunch Group B
1:00 PM	SPL Roundtable
1:30 - 2:20 PM	Session IV
2:30 - 3:20 PM	Session V
3:30 - 4:20 PM	Session VI
4:30 - 5:20 PM	Open Program
5:40- 6:15 PM	Supper Group A
6:20-	Evening Flags B
6:40- 7:15 PM	Supper Group
7:30 PM	Twilight Camp Activities
9:45 PM	Call to Quarters
10:00 PM	Taps

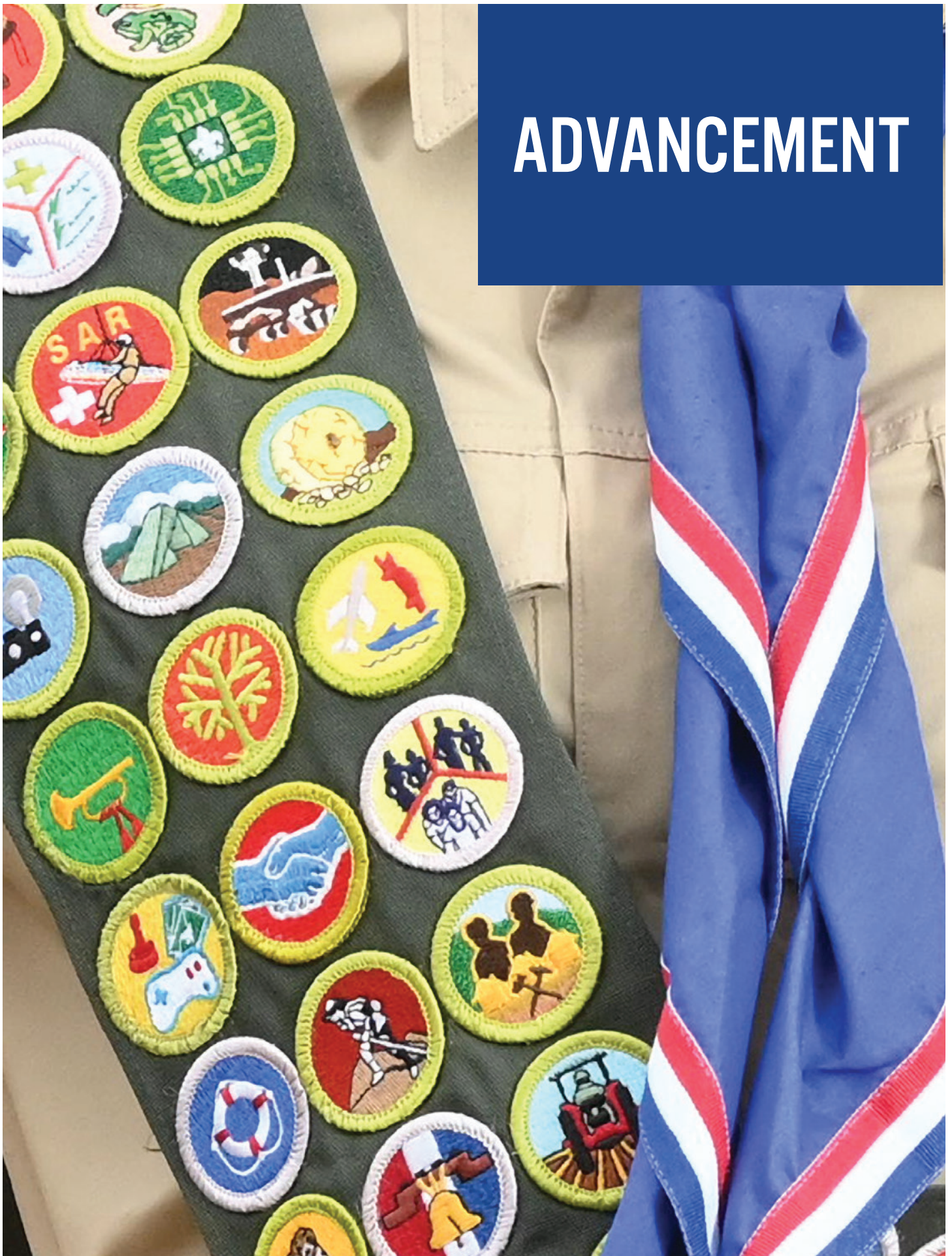


ADDITIONAL PROGRAMMING

(Eastern Time)

S U N D A Y	
2:00 PM	Check-in & Troop Orientation
7:30 PM	Scoutmaster & Senior Patrol Leader Roundtables
9:00 PM	Opening Campfire - Amphitheater
M O N D A Y	
9:00 AM	Scout Leader Roundtable
4:30 PM	Mountain Biking
7:30 PM	Fishing Derby
7:30 PM	Spoof Merit Badges
7:30 PM	Special Programming
T U E S D A Y	
<i>Hawaiian Theme Day - Wear your Hawaiian shirt</i>	
9:00 AM	Scout Leader Roundtable
2:00 PM	Adult Leader Dutch Oven Cook-off & Social
4:30 PM	Discover Scuba
7:30 PM	Water Carnival
9:30 PM	Stargazing
9:30 PM	Scouts Own Troop Campfire
W E D N E S D A Y	
<i>OA Day - Wear your Lodge shirt and OA Sash</i>	
4:30 PM	Mountain Biking
5:45 PM	Scoutmaster Dinner
7:30 PM	Vespers
8:00 PM	Ziplining (pre-registration)
9:30 PM	Order of the Arrow Call-Out Ceremony
10:15 PM	Stargazing
T H U R S D A Y	
<i>Red, White, and Blue Patriotic Day</i>	
9:00 AM	Scout Leader Roundtable
4:30 PM	Discover Scuba
7:30 PM	Mafeking Challenge
8:45 PM	Movie Night
F R I D A Y	
9:00 AM	Scout Leader Roundtable
5:00 PM	Visitors Begin Arriving for Family Time Activity
8:45 PM	Troops Line Up for Campfire - Dining Hall
9:00 PM	Campfire Begins - Amphitheater
S A T U R D A Y	
7:00 AM	Break Camp
9:00 AM	Camp Cleaned and Closed

ADVANCEMENT





ADVANCEMENT OPPORTUNITIES

Advancement is one of the prime reasons a youth stays in Scouting. It is a measure of success in the program. The following should help you and your Scouts develop appropriate merit-badge schedules.

1. **Before camp, know the advancement status of each Scout.**
2. **Set a goal with each scout - challenge them.**
3. **Let more advanced Scouts help younger Scouts.**
4. **Keep accurate day-to-day advancement records while at camp.**
5. **Watch loose ends - don't push, but do encourage them.**

Merit Badge Schedules will be available on Tentaroo on Monday, March 4. Sessions will be assigned on a first-come, first-served basis. To ensure easy registration, have your roster in the Roster tab beforehand. Adults must also be added to the roster and the Events Registration tab to include camp numbers and T-shirt orders. The Tentaroo system produces the merit badge blue cards with printable cards or a "Requirements Completed" report at the end of the session. Merit badge "tracking" sheets will be updated daily so that scout leaders may review scouts' progress throughout the week. Any discrepancies should be discussed with the Program Director at camp.



AQUATICS

The waterfront area on John Barr Lake is very active with merit badges such as Eagle-required Swimming and Lifesaving, Canoeing, Small Boat Sailing, Kayaking, and Motor Boating. Open programming is offered every afternoon so Scouts can come out and cool off at the beach. Our pool hosts various merit badges, including lifesaving, BSA Lifeguard, and swimming.

Attire: Clothing worn by participants must not promote illegal drugs, alcohol, violence, sexual activity, racism, sexism, or bigotry. Swimsuits must be modest. For males, tight-fitting swim briefs or swim bottoms short enough to allow exposure are not allowed. Modest tankinis or one-piece swimsuits are appropriate for females, but bikinis are not allowed.

SCOUTCRAFT

This area operates out of the Sales Program Shelter and offers several traditional Scouting merit badges such as Camping, Orienteering, Wilderness Survival, and Pioneering. Emergency Preparedness, Cooking, and First Aid are also taught in the area.



HANDICRAFT

Located in Frontier Town, this is a bustling area with many young Scouts involved in the program. Merit badges such as Woodcarving, Woodworking, and Basketry are taught here. Art, Sculpting, Papermaking, Textiles, and Theatre are also offered here.

PERSONAL DEVELOPMENT

The Personal Development department offers several Eagle-required merit badges and is a popular area. Offerings include Citizenship in the Nation, Citizenship in the World, and Communications. All the badges require work in advance of camp or after camp to complete. Located at the Sales Shelter.





SHOOTING SPORTS

Many Scouts and Leaders visit the Shooting Sports area during the week. Shooting Sports include rifle shooting, shotgun shooting and archery. The paintball action target range allows a Scout to test their aim while searching out targets on the trail.

NATURE/STEM

Located in the Steinbock STEM/Nature Lodge, this is one of the busiest program areas at camp. The Nature area offers several badges that help prepare Scouts for the time outdoors. These badges include Environmental Science, Fish and Wildlife Management, Forestry, Bird Study, Nature, and Reptile Study.

The S.T.E.M program area has gained popularity, offering merit badges including Robotics, Space Exploration, Astronomy, Digital Technology, Electricity, and Geology.



FRONTIER TOWN

Frontier Town is located near the Amphitheater. This unique program area has its own special program which includes blacksmithing. Merit Badges in his area include Welding, Indian Lore, and Metal Working.



DAN BOONE HILL FIRST-YEAR CAMPER PROGRAM

We take pride in having one of the nation's foremost first-year camper programs. You and your scouts will find that our facilities are top-of-the-line, and the staff on Dan Boone Hill are some of the most informed and knowledgeable you will find anywhere. Scouts in the Dan Boone Program spend the day working on advancement requirements and THREE Merit Badges with the Dan Boone team.

Participants are grouped based on rank and skill level. All first, second, and Tenderfoot requirements cannot be completed in one week at camp. The Dan Boone staff will help each scout become proficient in many areas. How much each scout completes is up to them and their patrol. All Scouts in the Dan Boone Program participate in the 5-mile hike and a flag retirement ceremony. Scouts take the First Aid, Leatherwork, and Fingerprinting Merit Badges as a part of the Dan Boone Program. Scouts will also be in the pool for Instructional swimming or, if they demonstrate ability, the Swimming Merit Badge.

This is a first-year camper program. We encourage Scouts 13 years and older to take Merit Badge sessions. If an older first-year camper wants to take the Dan Boone Program, please talk to the Program Director. Please note: Dan Boone Hill staff does not sign off on rank requirements in a Scout's handbook. This is the responsibility of the Scoutmaster. We provide a list of requirements reviewed with your scout and daily attendance records. These tools can be used during the SM conference required for rank advancement, where the SM should review and sign off requirements that were met.

Additional items to bring to Dan Boone Hill

- o Water Bottle
- o Scout Handbook
- o Bandana or Hat



PROGRAMS FOR ADULT LEADERS

S.T.A.R. and SCOUTMASTER'S MERIT BADGE



Dutch Oven Contest

Leaders will sign up on Monday of their week of camp to participate. Leaders can make whatever they want and have as many entries as adults at camp. You will be judged on the taste and overall appearance of the dish. The Winner each week will earn the coveted Camp Crooked Creek Top Chef Award.

S.T.A.R Staffers

To enhance the merit badge program of Camp Crooked Creek, the S.T.A.R (Service, Teamwork, And Resources) Staffer program matches unit leaders attending camp with merit badge counselors to assist them with their duties. S.T.A.R. staffers will attend each session to help provide support to the instructor. Be sure to ask some of your leaders attending camp to consider volunteering for this program. A sign-up sheet will be shared during the Scout Leader and SPL Roundtable on Sunday evening.

Adult Leaders Appreciation Dinner

Adult leaders at camp are invited to a special dinner on Wednesday of their week in camp with our Scout Executive. Reservations must be made by noon on Monday through the Administration Building.

SCOUTMASTER'S MERIT BADGE

This award recognizes the tremendous achievement that Scout leaders make to the Camp and Scouts in attendance. Leaders must complete a list of requirements, which will be provided at the Monday Morning Scout Leader's Meeting.

Supplemental Adult Leader Training

Various training will be offered at camp for Adult Leaders throughout the week. A weekly training list will be available at the Sunday check-in.



CAMP STAFF

For two months of the year, staff members call Camp Crooked Creek "home" and dedicate themselves to providing an excellent camping experience to every Scout. We hire only high-quality staff members who are strongly interested in positively impacting our Scouts.

The camp staff is there to lead merit badges and activities for the Scouts. And to make sure your expectations are met and exceeded, and to generally help campers however they can. If you have any questions or issues, please ask a staff member for help.

Each program area is managed by an Area Director (AD) who plans and creates the program and supervises the area staff to run the program. Your Program Director works to ensure that each area successfully provides a quality program and will lead exciting programs when the entire camp is together.

Your Camp Director is there to ensure that every camp operation is as successful as possible, including managing the staff, meeting food needs, ensuring safety in camp, and working with the adult leaders toward a quality experience.



COUNSELOR-IN-TRAINING (CIT) PROGRAM

The Counselor in Training (CIT) program allows scouts to learn how to excel as camp staff members. Participants receiving a positive recommendation at the end of the session from the CIT Program Coordinator and Camp Director are given priority hire status for the following year. Priority hires are given the first opportunity to interview following our returning staff; however, this does not guarantee a staff position. All hiring decisions are made by the Camp Director. To be eligible

for the Counselor in Training program, you must be at least 14 years old and be a registered Scout or Venturer. CIT will be paired, during camp, with an Area Director, and shadow in a program area. CIT's will be able to complete a session or two to earn a merit badge. CIT's will be primarily assigned to the Assistant Program Director. Sign up to be a CIT in Tentaroo and a member of our staff will connect with you when you arrive at camp.

WHAT WILL YOU DO DURING YOUR TIME AT CAMP?

- Complete training that summer camp staff receives
- Develop valuable leadership skills
- Learn about the EDGE method and instruction techniques
- Learn about the stages of group development and conflict resolution
- Work alongside staff in various program areas
- Possibly take some merit badges of your choice
- Individualized coaching & feedback with members of our senior staff
- Have fun!

Program Acceptance: The program cap will depend on male/female enrollment per session. Applicants must have a BSA Medical Record (parts A, B, and C) prior to the start of their session.

Application Requirements: Register in Tentaroo.





DISCOVER SCUBA AT CAMP CROOKED CREEK

Have you always wondered what it's like to breathe underwater? If you want to try scuba diving but aren't quite ready to take the plunge into a certification course, Discover Scuba is for you. This is a quick and easy introduction to what it takes to explore the underwater world. Discover Scuba is offered at the pool on Tuesday and Thursday evenings—one session per Scout.



Camp Crooked Creek's Mountain Biking program is an intermediate-level off-road biking experience in the evening! Scouts will learn the basics of Mountain Biking, including braking, changing gears, adjusting weight, picking a line, and falling safely! Over an hour, we will get our gear ready, cover safety and proper gear, and then bike nearly a mile around camp. Bikes and safety equipment will be provided; you only need to know how to ride a bike.

MOUNTAIN BIKING AT CCC

HIGH ADVENTURE



PROGRAMS FOR OLDER SCOUTS



ALL-TERRAIN VEHICLES (ATV)

What's the most fun you can have on four wheels? If you said ATV Riding- you'd be correct! Camp Crooked Creek is one of the few camps in the country to offer an ATV riding program to Scouts during Scout BSA Summer Camp. Each week, Scouts will have the opportunity to learn ATV riding skills and apply their learning to the safe operation of an ATV across the trails made at Camp.

To be eligible to participate in the A.T.V. Program, Scouts must:

- Be at least 14 years old.
- Bring Long pants (blue jeans or heavy cotton preferred), a long-sleeve shirt, and leather over-the-ankle boots.

The following must be completed and signed by the participant's parent or guardian before participation in the ATV Program.

1. The ATV Safety Institute (ASI) requires participants to complete a FREE ATV Safety E-Course before participating in the ATV Program. Visit <https://atvsafety.org/atv-ecourse/>. Participants should print a certificate upon completion and bring it to camp.
2. Boy Scout ASI ATV RiderCourse Waiver & Indemnification Agreement <https://lhcbasa.org/wp-content/uploads/ATV-ASI-RiderCourse-Waiver-2017.doc-1.pdf>
3. Boy Scout ASI ATV RiderCourse Waiver <https://lhcbasa.org/wp-content/uploads/ATV-Waiver-forms-1.pdf> Agreement

CHALLENGING OUTDOOR PERSONAL EXPERIENCE (C.O.P.E.)



Project C.O.P.E. (Challenging Outdoor Personal Experience) is a fun way to build and develop teamwork, leadership, communication, and many other skills. Scouts will work together to solve problems presented in initiative activities and team course elements. They will also learn belay skills and complete challenges on the high ropes course. Our C.O.P.E. course has 18 team course elements and 13 high-ropes elements. Scouts should plan to spend the entire afternoon session on the course. Space is limited and will be filled on a first-come, first-served basis.

WHO: Any Scout who is at least 13 years old by the start of camp.

WHEN: 1:30 PM - 4:20 PM Daily

Additional Items to bring to C.O.P.E:

- Tennis shoes or boots with good traction (mandatory)
- Long pants, jeans
- Water bottle (necessary)
- Bug spray
- Bandana



ADDITIONAL PROGRAMS

VESPERS

At Camp Crooked Creek, we believe that one of the most important points of the Scout Law is that a Scout is Reverent.

On Wednesday at 7:30 PM, we will have a Vespers service in our Amphitheater. Everyone is invited to attend, no matter their traditions. All Vespers are interfaith and appropriate for all faiths and traditions.

Throughout the week, feel free to take opportunities to practice your faith of choice through personal reflections and short Vespers. Please speak to our staff at the 12-day out meeting and let us know if you have particular needs for practicing your faith.

FAMILY NIGHT

Friday night is Family Night, and all families are invited to visit Camp Crooked Creek. Units can have family gatherings for supper or eat in the Dining Hall. Meals are \$10 each, with dinner starting at 5:30 p.m. Meal tickets can be purchased in the trading post before Friday. To provide our kitchen staff with accurate numbers, please inform the Camp Commissioner how many guests will join your troop on Friday or if your unit is not planning to eat Friday Dinner in the Dining Hall. The evening concludes with a program in the Amphitheater starting at 9:00 PM. Troops should assemble by 8:45 PM for the parade of troops.

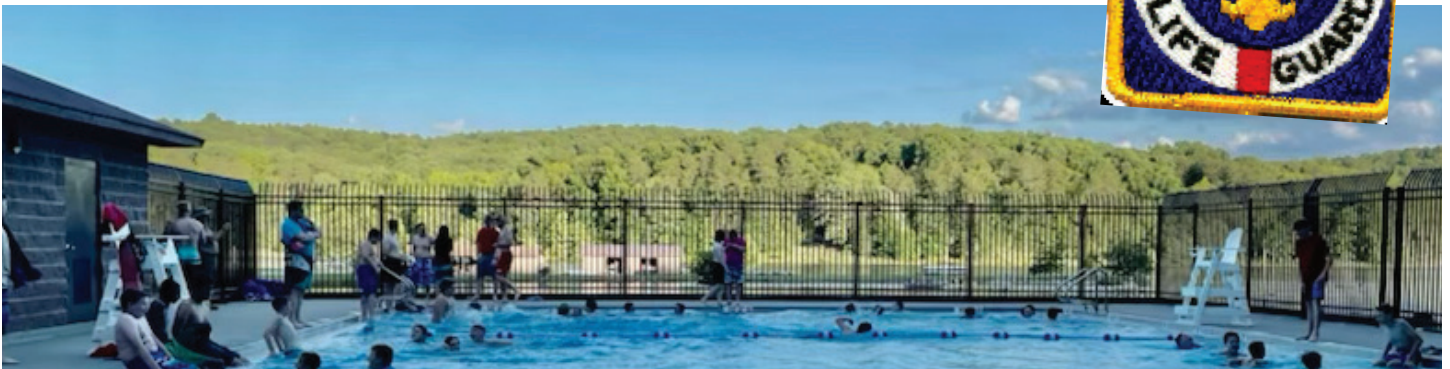
BSA LIFEGUARD

(AT LEAST 4 PARTICIPANTS NEEDED)

BSA Lifeguard Certification will be offered at camp. Participants must meet the prerequisites and have First Aid/CPR & AED for the Professional Rescuer. See the Aquatics Director for more information.

Prerequisites for BSA Lifeguard:

1. Submit proof of age. You must be at least 15 years old to participate.
2. Submit written evidence of fitness for swimming activities.
(Signed medical forms).
3. Swim continuously for 550 yards, using a forward power stroke (front crawl, breaststroke, or a combination). Swimming on the back or side is not allowed.
4. Immediately following the above swim, tread water for two minutes using the legs only and with the hands under the armpits.
5. Starting in the water, swim 20 yards using a front crawl or breaststroke, surface dive 7 to 10 feet, retrieve a 10-pound object, surface, swim (on your back) with the object 20 yards back to the starting point with both hands holding the object, and exit the water, all within 1 minute, 40 seconds.



MAFEKING CHALLENGE

Does your patrol have what it takes to compete in the challenge???

Lord Baden Powell became world-renowned as the hero of Mafeking by defending the African outpost against superior Boer forces for 217 days. You and your scouts can reenact BP's famous struggle by participating in the MAFEKING CHALLENGE. Your patrol of 5-8 Scouts will compete against other patrols.

Patrols meet at 7:30 PM on Thursday evening in front of the Dining Hall by the flag poles to get scorecards. Each Patrol must have a backpack with the 10 Scout Essentials found in the Scout Handbook, a pair of socks, an extra pair of shoes, and a Scout Handbook. Senior Patrol Leaders will get additional information at their daily meetings.



ORDER OF THE ARROW CALL-OUT CEREMONY

The Order of the Arrow will conduct a special call-out ceremony on Thursday evening. Out-of-council troops can attend and participate.

Your home council must submit the appropriate paperwork for all out-of-council troops. A member of our camp staff will serve as the Order of the Arrow Summer Camp Chief. Get their name at the Administration Building, and they will help you understand this great organization better and answer any questions you might have.

Wednesday is OA day.

Wear your lodge t-shirt and OA sash when in uniform.



