

# 2012 Leader's Guide



"A Scoutastic Time"

## Lost Lake Scout Camp

FAIRBANKS, AK



**Midnight Sun Council  
Boy Scouts of America**

**[www.midnightsunbsa.org](http://www.midnightsunbsa.org)**



# BOY SCOUTS OF AMERICA

## MIDNIGHT SUN COUNCIL



1400 Gillam Way  
Fairbanks, AK 99701  
Phone: (907) 452-1976  
Fax: (907) 452-1977  
[www.midnightsunbsa.org](http://www.midnightsunbsa.org)

Dear Scouter,

In an effort to make signing up for camp less of a hassle, we are getting you the Leader's Guide as early as possible. Please note some changes in the Leaders guide: the fee and deposit schedule have changed slightly, look for added programs new to 2012.

We are very excited to bring back the early sign ups for merit badges and other programs. Our Scouts and Scouters told us what you wanted and we heard you! Hopefully this will make everyone's camp experience more laid back and fun! Adult Scouters will also be able to sign up for their classes early as well, if desired.

2012 will be a summer where we grow from what we learned in 2011, but still provide a program rich with Scouting tradition and the experiences that build memories for a life time.

Your in Scouting,

Michelle Crismore  
Outdoor Program Director  
[michelle.crismore@scouting.org](mailto:michelle.crismore@scouting.org)



**Prepared. For Life.™**



# BOY SCOUTS OF AMERICA

## MIDNIGHT SUN COUNCIL



1400 Gillam Way  
Fairbanks, AK 99701  
Phone: (907) 452-1976  
Fax: (907) 452-1977  
[www.midnightsunbsa.org](http://www.midnightsunbsa.org)

Dear Parents and Scouters:

I'd like to welcome you back for the 2012 Summer Camp season at Lost Lake! Last year's camp season was a wonderful learning experience for me and now that I've been broken-in as Camp Director I can't wait to put that hard learned knowledge to work for our Scouts!

We have some great new opportunities like our camper recognition program that I feel will be well received by both you and the Scouts. I look forward to facilitating more fun and adventure filled opportunities for our Scouts to grow in to more complete people!

Tyler Brooks  
Camp Director  
Lost Lake Scout Camp

**Prepared. For Life.™**



## Table of Contents

Access Policy for Lost Lake Camp.....	1
Vehicle Policy for Lost Lake Camp.....	1
Camp Dates, Location, Address & Phone.....	2
Pre-Camp Check List.....	3
Pre-Camp Leaders Meeting.....	4
Camp Fees Schedule.....	5
Refund Policy.....	5
Camp Rules & Regulations.....	6
Alcohol and Drugs.....	6
Firearms.....	6
Immunization.....	6
Health and Safety.....	6
Registration/Insurance.....	6
Medical Forms, Prescriptions & Medications.....	6
Emergency Procedures.....	7
Tobacco.....	7
Restricted Areas.....	7
Pets.....	7
Vehicles.....	7
Leaving Camp.....	7
Uniforms.....	7
Footwear.....	7
Troop Leadership.....	8
Parents and Visitors.....	8
Dining Hall.....	8
Reveille and Taps.....	8
Camp Facilities.....	8
Camp Staff.....	9
Bicycle Safety Rules.....	9
Garbage and Food in Campsites.....	9
Have Fun!.....	9
Some Rules for Wildlife Safety.....	10
Some Rules in Bear Country.....	10
Some Rules in Moose County.....	10
Porcupines.....	11
Wolves, Coyotes, and Foxes.....	11
Squirrels.....	11
Camp Check In Procedures.....	
Arrival Schedule.....	12
Arrival Evening Program.....	12
Early Arrivals.....	13
Tips for a Quick Check-In.....	13

## Table of Contents

Camp Check-Out Procedures.....	14
Afternoon Schedule.....	14
What to Bring to Camp.....	15
Trading Post.....	15
Lost Lake Program.....	16
Brownsea Island Adventure.....	16
Merit Badge Programs.....	17
Specialized Time, Older Boy & Troop Programs.....	17
Aquatics.....	18
Shooting Sports.....	18
First Aid/Emergency Prep Programs.....	19
Climbing.....	19
Handicraft.....	19
Ecology/Conservation.....	20
Scoutcraft Programs.....	21
Special Programs.....	22
Evening Activities.....	23
Order of the Arrow.....	24
Trail to the Eagle.....	24
Project COPE.....	25
Camper Recognition.....	26
Additional Fees List.....	27
Merit Badge Sign Ups.....	28
Special Programs Schedule.....	29
Unit Roster.....	30
Camp T-shirt Pre-Order.....	31

**PROHIBITED ACTIVITIES:**

The following activities are forbidden without the express written consent of the Scout Executive or the Outdoor Program Director.

Hunting

Snowmachines

All Terrain Vehicles

The appearance of any pets on camp property

**The following activities are forbidden at all times and violators will be immediately escorted off camp property.**

Starting fires with gasoline, oil, diesel fuel, lighter fluid, propane, etc.

Riding in the bed of any truck type vehicle or in any trailer.

Towing passengers on sleds, wagons, or any other conveyance not intended for such use.

Use of firearms (including air guns, BB guns, or pellet guns) in any area other than the rifle/shotgun ranges at any time when authorized user groups are present in camp.

Use of Drugs or Alcohol on camp property

Use of Fireworks on camp property

The Scout Executive, Outdoor Program Director, District Executive, Camp Director, and Camp Caretaker may, at their sole discretion, direct individuals or groups to leave camp property for other serious misconduct not covered in this document.

**Vehicle Policy for Lost Lake Camp**

Troops may drive to their campsites or close to them and unload their equipment. They may park a Troop trailer off the road in a designated area close to their campsite and leave it there for the week, but all vehicles must be moved out of the campsites and parked in designated parking areas. If vehicles are not moved out of the campsites before we lock the gates on the roads their vehicles will be towed at owners expense. This is to keep our camp in compliance with the National Standards of the Boy Scouts of America.

It is the primary goal of the Midnight Sun Council to provide a safe, quality program to the youth in our community. The Council is also extremely concerned about the safety of the members within our programs.

It is the policy of the National Council, Boy Scouts of America that:

***Seat belts are required for all occupants in vehicles. The driver must be currently licensed and at least 18 years of age. The beds of trucks or trailers must never be used for carrying passengers. The posted speed limit in camp is 10 miles per hour.***

These policies are in effect for the Midnight Sun Council and Lost Lake Camp. The Midnight Sun Council has adopted a zero tolerance for violations of this policy. If any person or persons are seen violating the letter or intent of this policy, they will be immediately removed from camp. The Camp Director and Caretaker do not have any discretion in this matter and will notify the Scout Executive when such action has been completed.

**Camp Dates**

Staff Week.....June 17-23  
Week 1.....June 24-29  
Week 2.....July 2-7

**Camp Location**

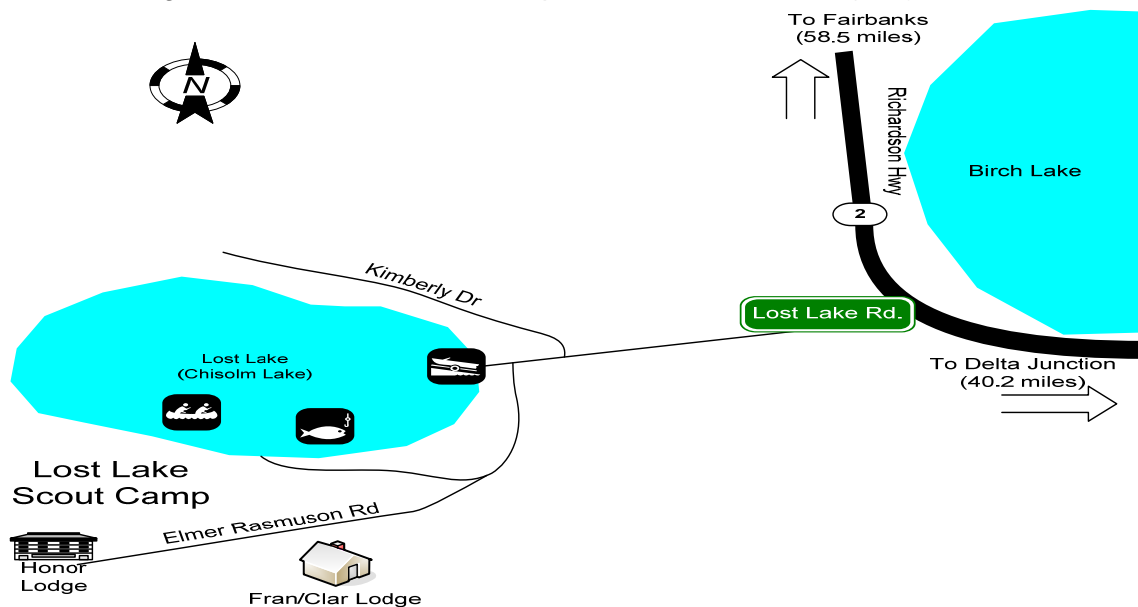
Lost Lake Scout Camp is located 58.5 miles south of Fairbanks on the Richardson Highway (Highway 2) at the end of Lost Lake Road (approximately at milepost 306). The camp lies between the Tanana River and Birch Lake on the 90 acre Lost Lake. If you get lost, pull over, turn on your GPS (or pull out the map and compass) and head towards 64° 18' N by 146° 41' W.

**Camp Address**

Scout's Name  
Troop Number  
Lost Lake Scout Camp  
Mile 58.5 Richardson Hwy., HCR 10  
Fairbanks, Alaska 99701

Parents are encouraged to write but **do not call unless it is truly an emergency**. There is one main telephone in camp and it is used for camp business only. If you do need to call do not expect to talk with the leader or your son at that time. We have over 400 acres and meal times are the most reliable times we can find them.

The camp telephone number is (907) 488-8311. The camp fax number is the same, but you need to call and let us know you are faxing something so we can turn on the fax. You can also fax to the Midnight Sun Council Office Headquarters in Fairbanks at (907) 452-1977.



**Preparations Before Camp:**

By now your unit should have completed its basic plans for camp. Your camp reservation is in, and you have selected your camp leadership. This checklist should be helpful from this point.

- \_\_\_\_\_ **Now**– Troop decides when to attend Lost Lake and submits their Hold-a-Site & Reservation form with a deposit. **Deposits made by 1 will be \$50, after that \$100.** Begin collecting individual boy fees.
- \_\_\_\_\_ **April 27** – Discounted payment is due in full.
- \_\_\_\_\_ **April/May** – Complete transportation arrangements to and from camp. Don't forget to file your Tour Plan. Be sure parents are aware of visitor policies. Hold Order of the Arrow elections for youth and adults. Collect final fees.
- \_\_\_\_\_ **June/July** – Finalize Scouts' program plans. Complete program reservations for each Scout and return to Earl & Pat Cook Council Service Center. Attend the Pre-Camp Leaders Meeting. See the next page, *Pre-Camp Leaders Meeting*, for more information.

Below is a more detailed check sheet that may help you prepare for camp:

**Three Months Before Departure**

1. \_\_\_\_\_ Leaders and committees review this camp guide.
2. \_\_\_\_\_ Commitments obtained from other adult leaders assisting in camp.
3. \_\_\_\_\_ Final commitments for camp secured from each Scout family.
4. \_\_\_\_\_ Unit leader supplies each Scout family with a copy of the parents' guide.
5. \_\_\_\_\_ Unit leader begins program planning procedure for camp.
6. \_\_\_\_\_ Travel plans are started.
7. \_\_\_\_\_ Equipment needs are reviewed.
8. \_\_\_\_\_ Contact boys with financial need who will attend camp with the troop. Provide campership form. (Forms available through the Council Service Center)
9. \_\_\_\_\_ Talk with Webelos who will graduate into your troop about going to camp.
10. \_\_\_\_\_ Check the merit badge requirements that must be completed prior to camp and help the boys get started.

**Four Weeks Before Departure**

1. \_\_\_\_\_ Scribe and unit leader complete camp roster sheets.
2. \_\_\_\_\_ Check to see if all medical examinations have been completed.
3. \_\_\_\_\_ Unit treasurer confirms with the Council Service Center that all fees are paid.
4. \_\_\_\_\_ Check on final transportation arrangements.
5. \_\_\_\_\_ Inventory troop and patrol equipment.
6. \_\_\_\_\_ Inventory each Scout's advancement records.
7. \_\_\_\_\_ Counsel Scouts on their personal goals for fun and advancement.

### 15 Days Before Departure

Prepare the following to bring to camp with you 15 days prior to leaving:

1. \_\_\_\_\_ Your Scouts' and Scouters' completed medical forms for camp. This is a must. **No Scout or adult can remain in camp without the New Annual Health & Medical Record.**
2. \_\_\_\_\_ Completed Troop roster. All adult leaders and campers at camp must be registered members of the Boy Scouts of America.
3. \_\_\_\_\_ Completed Tour Plan from your local council.
4. \_\_\_\_\_ Proof of group accident insurance coverage (ask about it at your local council service center).
5. \_\_\_\_\_ Completed Blue Cards for your Scouts.
6. \_\_\_\_\_ Receipts and camperships. Bring receipts for all fees paid at the Council office and all camperships, plus cash/check for any additional fees required.
7. \_\_\_\_\_ A check for \$50.00 to secure your 2012 camp reservation. If the reservation is made at camp the fee is \$50, after camp the fee goes up to \$100.
8. \_\_\_\_\_ This guidebook for reference.

### Pre-Camp Leaders Meeting

The **Pre-Camp Leaders Meeting** is a very important step in being prepared for you and your boys' stay at camp. The meeting will begin at 6:00 p.m. Two adult leaders and the Senior Patrol Leader are invited to attend. You will have an opportunity to get up to date on any camp changes and the camp program will be reviewed. **Your program sign-up sheets should be ready for the Program Director.** Registration and fees will be finalized. Check-in times and procedures will also be finalized to make your check-in as smooth as possible.

If you are unable to attend due to your distance from camp please send your program sign-up forms and final attendance by the leaders conference date listed here. If you have any questions please do not hesitate to call . The phone number for the Earl and Pat Cook Service Center is 907-452-1976, if you are from out of town there is a toll free number for anyone inside the state of Alaska 1-800-973-1976.

We are only doing one leaders meeting for camp this year. The meeting will be held at the Earl & Pat Cook Service Center in Fairbanks.

Week 1 & 2

Wednesday, June 6, 2011 at 6:00 PM at Earl & Pat Cook Council Service Center



**How do we apply?**

The first step to applying for a week at Lost Lake Boy Scout Camp is to fill out the Campsite Reservation form and return it with a check for \$100. If you sign up while at camp or before Jan 1, the reservation is \$50. You may request a certain campsite, but this does not guarantee you will get this campsite. We will assign campsites by the size of the Troops and how early we get the reservation. The reservation fee is non-refundable unless you are denied attendance to the week requested. All requests will be considered but cannot be guaranteed.

**All fees must be submitted by the Troop.**

**Midnight Sun Council Troops**

Due Date	Option 1	Option 2	*New Scouts
April 27	\$265.00		
After April 27		\$285.00	
*FOS Discount	\$40.75	\$40.75	\$40.75
Total	\$224.25	\$245.25	\$224.25

\*Friends of Scouting (FOS) discounts are available to Troops from the Midnight Sun Council. Discount levels are based on the percentage

\*\*New Scouts or Webelos Transfers who join by June 4, 2012 can take advantage of the early registration incentives.

**Out of Council**

Due Date April 27 - \$265.00  
 After April 27 - \$285.00

**Provisional**

Provisional Scouts are those Scouts coming alone without a Troop. The fee for all Provisional Scouts is \$285.00.

**Leaders Fees**

One adult leader (18 years or older) may attend for free with 8 paid Scouts. Only 2 free leaders per unit. All additional leaders will pay \$135.00. If a troop brings less than 8 youth the 2 leaders will pay \$85 each. If a troop brings more than 8 and less than 16 they will get 1 leader free and the second leader will pay \$85. The adults who attend for only a day or two may pay a prorated fee of \$30 per day.

**Refund Policy**

All fees (excluding \$75) are refundable until May 11, 2012, After May 11, fees are non-refundable and cannot be transferred to another unit. However, unused fees may be transferred to the following year camp fees. No refund will be given if a Scout was sent home for disciplinary action or inattention to safe Scouting standards. In addition, if a Scout chooses to leave camp early, no refund will be given. **Refunds for extenuating circumstances must be requested in writing to the Earl & Pat Cook Council Service Center and received no later than one week following departure from camp.**

**Camperships (Available only to Scouts Registered in the Midnight Sun Council)**

A limited number of camperships are available to help boys in need of financial assistance. Application forms are available at the Earl & Pat Cook Council Service Center. Camperships must be received at the Service Center no later than **June 6, 2012** to ensure equitable distribution of designated monies. Camperships are nontransferable and have no cash value.

### **Alcohol and Drugs**

Drug and alcohol laws will be strictly enforced according to the laws of the state of Alaska. **Absolutely no Alcohol or illegal Drugs will be allowed on camp property.** **All** prescribed drugs must be checked in to the Health Officer immediately upon check-in to camp.

### **Firearms**

Firearms and ammunition are available at Camp for use at the shotgun and rifle range. **No other firearms or ammunition will be permitted at camp. No personal firearms allowed in camp.**

### **Immunizations**

All attendees are required to have adequate immunizations. Immunizations must meet the State of Alaska school attendance requirements; thus, many teenagers are already protected against preventable diseases such as measles, mumps and rubella. Those listed on the medical form must be obtained prior to attending camp.

### **Health and Safety**

All precautions for the safety of the Scouts will be taken. The first aid room in the Honor Lodge is available with a qualified Health Officer on duty 24 hours a day. In addition, Lost Lake Scout Camp has an agreement with a local physician and the Fairbanks Memorial Hospital in the event that additional medical treatment is deemed necessary. In the case of non-life threatening injury, the troop leader will be asked to provide transportation to the hospital or elsewhere as directed. Emergency services will be called in the case of accidents of a more critical nature.

### **Registration/Insurance**

In accordance with national policy, every Scout and Scouter that attends summer camp must be registered with the Boy Scouts of America. The Midnight Sun Council provides accident and illness insurance for all registered members of the Midnight Sun Council. **Scout troops from outside the Council must provide certification of troop and/or Council accident and illness coverage.**

### **Medical Forms**

A physical examination is required for each Scout and adult attending camp. Physical examination forms are available at the Earl & Pat Cook Council Service Center and online at [www.midnightsunbsa.org](http://www.midnightsunbsa.org). All Scouts and Adults must have completed the **New Annual Health and Medical Record** with Parts A, B, & C completed within the last 12 months. **If a Scout or Scouter arrives to camp without an Annual Health & Medical Record form, it is the Scout or Scouter's responsibility to obtain the physical examination and complete the form before being allowed to participate in the Camp's program.**

### **Prescription Medications**

The Health Officer is required to be informed of all prescription medications brought to camp by Scouts and Leaders. The Health Officer will keep all medications at the Honor Lodge in a locked cabinet and distribute them at meal times. All adults and Scouts will go through medical checks during check-in prior to participating in the swim test.

### Emergency Procedures

Emergency procedures will be posted on camp bulletin boards and in all campsites. As a general rule, Scouts and Leaders hearing sirens must report immediately to the parade grounds in front of the Honor Lodge without delay. **Scoutmasters must make their Scouts aware of this policy.**

### Tobacco

Adult leaders should not use tobacco products around young people. Persons under 19 are not permitted to use tobacco products in the state of Alaska. Smoking is strictly forbidden in all camp buildings and tents. Lost Lake Camp is a smoke free facility.

### Restricted Areas

**Scouts are restricted from the staff areas at all times.** Campsites of other troops are off limits and should not be visited or passed through on the way to or from other areas without prior approval. **No raids allowed!!** Raids cause personal and property damage and will be grounds for removal from camp. No refunds will be given to anyone removed from camp for raids or any other disciplinary problem.

### Pets

No pets of any kind may be brought into camp without the Camp Director's approval.

### Vehicles

No vehicles are allowed outside the designated parking areas except during check-in and checkout periods. During these times, the troop may use one vehicle of its own to carry equipment. All vehicles must be moved immediately after unloading to allow room for other vehicles in camp. Vehicles not moved out of the campsites will be towed at the owner's expense. Special consideration will be given to units with disabled Scouts or leaders that require a vehicle near their campsite. Troop equipment trailers may be kept in campsites. A camp vehicle is available for camp business only. **ABSOLUTELY NO RIDES IN THE BEDS OF TRUCKS!!** Such action will be grounds for immediate dismissal from camp. All passengers must be in seat belts. The camp speed limit is 10 mph.

### Leaving Camp

No one, Scout or Leader, is to leave camp without first checking out at the Honor Lodge. Persons leaving camp must also check in upon returning to camp. Leaders needing to send Scouts home during the week need to report it to the Honor Lodge. Visitors in camp must also check in at the Honor Lodge.

### Uniforms

The complete official uniforms are to be worn by Scouts and leaders for evening retreat and dinner meals. Complete official uniforms should also be worn to all campfire productions. Activity uniforms are appropriate all other times except when specifically instructed.

### Footwear

Please make sure youth have the proper footwear for camp. They will need sturdy shoes for hiking and spare shoes in case their shoes get wet.

No bare feet.

**Troop Leadership**

Each troop must have two **registered** adult leaders in camp at all times. One leader must be at least 21 years old and the other must be at least 18. If there is a substitution for the troop leader, then there should be an overlapping period of time during which both adults are in camp in order to maintain program continuity and adult supervision over the troop at all times. **ALL ADULT LEADERS MUST HAVE APPROPRIATE HEALTH FORMS.**

**Parents and Visitors**

Parents and visitors are invited to visit on Wednesday evening from 5:00 p.m. Parents may dine with the campers. Reservations are requested. Visitors wishing to eat in the Dining Hall may do so and must present a receipt or ticket available for purchase at the Trading Post, Dining Hall front door, or at the Earl & Pat Cook Council Service Center. The meal prices are as follows:

Family Night Dinner	\$7.00
Children (4-10)	\$5.00
Children (3 and under)	Free

Check in and check out is required at the Honor Lodge.

**Dining Hall**

Meals will be served as follows: Breakfast is at 8:00 AM, Lunch is at 12:00, and Dinner's at 6:00 PM unless otherwise noted. Meals in Honor Lodge will be served cafeteria style. Scouts will sit with their troop. We will ask troops to provide table waiters before and after each meal. We ask that you assign your table waiters on the first day. A schedule will need to be posted in your troop site for your Scouts to see. Table waiters will set tables before the meal and clear and wipe off tables, dispose of refuse, and leave the area clean for the next meal. You will need two waiters for each table used. The Dining Hall Steward will oversee meal cleanup and dismiss the waiters after inspection.

Special dietary needs can be met by informing the Camp Director at least 2 weeks prior to arrival to ensure adequate menu items can be obtained.

**Quiet Hours**

Each Scout is asked to remain in his campsite and observe quiet hours between 10:30 PM and 6:30 AM.

**Camp Facilities**

The buildings and developed areas provide: troop campsites, commissary, Honor Lodge, trading post, shooting sports ranges, showers, chapel, program areas and a complete waterfront.

Campsites are located throughout the wooded areas and are provided with a water faucet and platforms or tent pads. **Troops are expected to provide their own tents. If your troop is unable to provide its own tents, please notify the Midnight Sun Council.** Latrine and shower facilities are shared with the neighboring campsites. Latrines and showers are private with individual stalls.

**Any equipment or camp property damaged by the troop will be replaced by the troop. The troop is financially responsible for any monetary loss to the Council.**

**Camp Staff**

It is the desire of the Midnight Sun Council and Lost Lake Scout Camp to provide the best quality instructors for our camp program. The camp staff arrives one full week before camp opens to prepare for their program classes. Young men and women, ages 15 and above by June 15, 2012 are eligible to apply for a camp staff position. Applications for camp staff positions may be obtained at the Council Service Center, (907) 452-1976, or online at [www.midnightsunbsa.org](http://www.midnightsunbsa.org). Compensation is based on age, education level and previous experience. Room and board are provided for camp staff.

Staff in Training (S.I.T.) are 14-year-old Scouts who wish to learn about Staff positions at camp. Those selected to participate in the S.I.T. program will receive room and board at no cost.

**Bicycle Safety Rules**

Campers, adult leaders and staff may use bicycles in camp. Please observe the following rules: 1) always wear a properly fitted helmet 2) park in designated areas only 3) ride slowly and cautiously down steep hills and not on the foot trails 4) do not ride after 10:00 p.m. 5) the bicycle should be inspected by the unit leader prior to use. **Bicycles are only permitted on specified camp trails and on the road system.**

**Garbage & Food in Campsites**

Each troop is responsible for disposing of their garbage **daily**. The garbage truck will be emptied daily. Food in campsites is **not** permitted unless previously cleared with the Camp Director. All odorous materials must be stored properly as to not attract wildlife.

**Waterlines**

If you find a leak in the waterline, please report it promptly to the camp's staff for timely repair.

**Have FUN!**

All units participating at Lost Lake are required to HAVE FUN! Programs offered during camp are designed to augment the troops' programs. No troop should feel compelled by the camp program to participate in all the activities offered. In fact, each troop is encouraged to plan and carry out at least one troop, or inter-troop, activity every day. Lost Lake provides ample opportunities for everyone to have a great experience year after year. Don't worry if your troop didn't participate in every activity offered – there is always next year!



**Some Rules in Bear Country**

There are three species of bears in North America. All three are abundant in Alaska, however polar bears are not indigenous to the region around Lost Lake. Alaska has 30,000-35,000 brown bears, which is about 70% of the North American population. Alaska has about 100,000 -200,000 black bears; at least 500,000 inhabit North America.

Most bear attacks occur in parks where bears have learned to associate humans with food (we call these bears “food-conditioned”). Other attacks, in more remote areas, are due to sudden encounters, where the bear is surprised at close range and attacks to neutralize the threat.

Black Bears have been seen at Lost Lake and usually leave when the campers come to camp. Just be cautious with your food and smellables. **Do not put any food or smellables in your tents.**

Below are some general rules for safety:

- Know the difference between brown (grizzly) bears and black bears
- Know when you are in bear habitat, and avoid or at least be aware of concentration areas
- Look for clues that bears may be present
- Keep a clean camp
- Travel in a group
- Make noise if bears are likely to be present and visibility is limited
- Don't approach bears
- Know how to interpret bear threat behavior
- Identify yourself as a human and don't run
- Increase your distance
- Know how to identify and react to predatory behavior
- Never feed bears

**Some Rules in Moose Country**

Where moose are hunted they seldom allow people to approach closely. Still, cows with calves are one of the most dangerous wild animals, much more dangerous than bull moose. A cow with a calf will normally freeze or run to avoid a close encounter. However, if they are surprised at close range, a cow may attack you or your dog to neutralize the threat. You may be given little or no warning, but if the ears go back and the hackles go up, consider yourself in imminent danger.

There are resident moose at Lost Lake and are not usually seen frequently. Be cautious as you are walking the trails to not surprise a cow and calf especially in the evening hours.

Below are some general rules for safety:

- Don't approach moose, especially cows with calves, too closely
- Never feed moose
- If attacked by a moose, run, get behind an obstacle, or curl into a fetal position

**Porcupines**

Porcupines are not aggressive. No one has ever been hurt by a charging porcupine. But don't get too close because they can swing their tails faster than you think. Porcupines don't throw quills, as some people think. As long as you exercise due caution, you should be able to enjoy watching them at close range. They do like to chew Styrofoam, plastic, etc., so make sure you have your gear safe where they won't chew it. They usually do not come into campsites, but error on the side of caution.

**Wolves, coyotes, and foxes**

Wolves, coyotes, and foxes do not normally pose a threat to humans. However, those infected with rabies, and those that have been fed by people, can be dangerous. Avoid all contact and report sightings to the camp staff. Coyotes have been known to frequent the outskirts of camp. We have never seen them in camp, but one may become brave.

**Squirrels**

Squirrels do not pose a threat only camp nuisance. They have been known to chew through dry bags, sleeping bags, tents, and anything that may have food smells in it. As with the bear safety, **DO NOT PUT ANYTHING SMELLABLE IN YOUR TENT** and definitely not in your sleeping bag.

Just be cautious with all wild animals and please do not feed them. We do not want them to realize that humans mean food. We will then have to remove them which will more than likely mean destroying them and will not be able to enjoy watching them from a distance.



The Tour Leader must bring the following to Check In:

- Current camp roster
- Council approved Tour Plan
- Proof of accident insurance coverage (note: only required if coming from out-of-Council)
- Health forms (**The new Annual Health Form is required not the old Class I & II or III**)  
for **all** participants: Annual Health and Medical Record must be completed for attendance at camp.
- Any program changes or fees that need to be reconciled

**Arrival Schedule**

**Time:** 12:00 PM – 4:00 PM

Everyone checks in at the Honor Lodge. Medical Rechecks and registration will take place here.

Troop host will guide the troop to its campsite to unload gear and change into swim trunks. Shirts and shoes are required in camp at all times.

Troop host will take Scouts to the waterfront for swim tests.

On the way to and from the waterfront the troop host will escort your troop to the following areas:

- Honor Lodge...(dining hall & first aid)
- Ecology/Conservation
- Handicraft
- Scoutcraft
- Shooting Sports
- Trading Post
- Project COPE

Return to the campsite for setting up and preparing for the evening meal.

Troops that want to arrive early to set up their campsites may do so with prior approval.

**Arrival Evening Program**

- 6:15 – 7:15 Dinner
- 7:30 Retreat
- 8:00 Merit Badge Midway (Please have Blue Cards signed for this event)
- 9:15 Campfire Production
- 10:30 Taps



**Early Arrivals**

For those units traveling a long distance, early arrival will be approved upon request. However, note the following points:

Check the welcome kiosk or the Honor Lodge for your campsite assignment. Please do not take it upon yourself to change campsites. It will do nothing but create hard feelings because you **will** have to move.

The camp is closed; please do not expect any services. Unless your unit has made arrangements with the Camp Director, your first meal served from the dining hall is opening evening dinner.

All program areas are closed including the waterfront. Please respect staff quarters.

**Tips for a Quick Check-in**

Units may choose to take the following steps to ensure a quick and simple check in.

Turn in Program Sign-Up information by June 6.

Ensure that the unit's roster, tour permit, and health forms are accurate and in order. Have copies ready to give the Camp Director upon check-in

Ensure that all financial obligations for camp are met by the pre-camp leaders' meeting.

Any updates or changes can be faxed to the camp at least one business day prior to your arrival at (907) 452-1977.

You may arrive in camp a few hours early to get your campsite set up. Campsite assignments will be posted at the Honor Lodge and on the Kiosk by the Alyeska Building.

Swim checks may be completed in any of the following methods:

**Early Swim Check** – the unit may come to camp the previous week to complete swim checks by scheduling a time with the Camp Director.

**Polar Bear Plunge Checks** – wait until the following morning and be in the water for swim checks by 6:30 a.m.

**Late Checks** – take a swimming rain check by arranging your swim check with the Waterfront Director when it is convenient for his schedule (note: Scouts or Scouters will not be permitted to enter the water or any water craft until after they have taken a swim check).



Afternoon Schedule

2:00	Documentation of any achievement earned during the week is available for pickup at the Honor Lodge.
4:15 – 4:45	All area directors will be at the Honor Lodge to answer any questions about merit badges.
4:00 – 5:45	Site cleanup and departure inspection. The commissioner staff will be available for inspections for your site. Leaders check out at the Honor Lodge; medical forms and medications will be returned at this time. <b>If your med forms are not picked up, we will not be saving them.</b> Prior to departure each troop will be required to return all borrowed equipment to the Quartermaster. Any missing items should be accounted for before departure.
6:00	Retreat
6:15-7:15	Dinner
7:30	Campfire Production and Awards Ceremony
9:00	Depart from Camp

If your troop would like to depart the following morning, please advise the Camp Director. A continental breakfast will be provided.



**What to Bring to Camp**

**Clothing, Bedding**

- Scout uniform
- Sweater or Jacket
- Swim Trunks
- T-shirts\*
- Rain Gear
- Tennis Shoes
- Socks\*
- Sleeping Bag and Pillow
- Long and Short Pants
- Hat

**Toiletries**

- Toothbrush\*
- Toothpaste
- Wash Cloth
- Soap
- Deodorant
- Towel
- Comb/Brush\*
- Sunscreen
- Insect Repellant\*

**Patrol Gear**

- Flag
- Patrol Leader’s Handbook
- Patrol First Aid Kit

**Advancement Gear**

- Scout Handbook\*
- Notebook
- Pens and Pencils\*
- Merit Badge Books\*
- Merit Badge work already completed

**Additional Items**

- Pocket Knife\*
- Water Bottle
- Spending Money
- Personal First Aid Kit\*
- Fishing Gear
- Sunglasses
- Compass\*
- Camera and Film
- OA Sash
- Religious material

**Troop Gear**

- Flag
- Troop First Aid Kit
- Alarm Clock
- Rope or Binders Twine
- Merit Badge Books\*
- Shovel/Rake/Broom
- Tents

\*Available in the Trading Post

It is helpful if the Scout has their name in their clothing and on their gear. It makes finding things in lost and found much easier.

**Trading Post**

Lost Lake Scout Camp offers a fully stocked Trading Post. In fact, if you don’t see something you need or want in our trading post, just ask and we will “DO OUR BEST” to get it for you. We stock snacks, drinks, ice cream, books, uniforms parts, kits, camping supplies, craft supplies, and more. Come in and check us out.

One of the best reasons to attend Lost Lake Camp is the program opportunities for young and advanced Scouts. We will offer several programs that meet the needs of your Scouts. Here are some things to take into consideration when planning your camp program.

- Summer camp is not a merit badge mill, where you pay a fee and get four merit badges automatically. Instead camp offers merit badges as one portion of the overall program.
- For any boy to try more than four merit badges in one week is foolish. We suggest a normal maximum of three merit badges per week per boy. True, some have earned upwards of five, but that is the exception.
- The most difficult badges to earn are those requiring a great deal of physical skills, coordination and stamina, i.e.: lifesaving, rifle shooting, archery.
- Many badges have advance work that could be done at home and not at camp. Experience shows us that camp is not an ideal classroom for written work and the smart Scout is one who comes to camp with all the written work already done.
- Boys should try something new at camp and get a well rounded experience. Try a handicraft badge, a nature badge, an aquatic or scoutcraft badge combination. In addition, experience a hike, or participate in Low/High C.O.P.E.
- Come to camp prepared. Have patrols already organized. Elect patrol leaders before camp. Work on ideas as patrols and have the "patrol leaders represent the group" at camp.
- Make patrol camping areas. Your campsite is your home for the week, so work at making it comfortable by bringing "banners and flags" to dress it up.
- Don't forget to schedule rest. That's right. Too often, you don't take the time to sit and enjoy the beauty at camp around you. Don't keep such a pace that you miss the trees, the nature, the clean fresh air.
- Be spirited. The troop that comes to camp with ideas and spirit and challenges makes the rest of camp come alive. Bring your troop cheer to camp and show everyone that you're number one.
- Be flexible! Our courteous staff will do their best to help you but sometimes things happen. Communicate. If you have a special need or want to do something spectacular, tell us about it and we'll give it our best shot.

### **Brownsea Island Adventure**

#### **First-Year Scout Program**

The Brownsea Island Adventure program is designed for those campers who are new to the Scouting program. It teaches a new Scout basic Scouting skills and offers skill development that is needed to obtain the Tenderfoot, Second Class, and First Class Ranks. The staff will give the Scoutmaster a list of Requirements that the Scout worked on during the week. We recommend that the Scoutmaster or one of his assistants have the Scout show him the skills after camp to assure that he knows them. We will not sign off on any of these skills in the Scouts Handbook. Brownsea Island Adventure campers can also spend time working on other merit badges, such as swimming, first aid, or one of the handicraft classes. These Scouts will also have the opportunity to participate in an overnight camping trip one evening. In this program, a new Scout can also earn his Firem'n Chit and Totin' Chip cards.

Leaders are encouraged to teach specific advancement skills or assist staff members with this program.

**Merit Badge Program**

Lost Lake Scout Camp offers merit badges for all registered Scouts. We will mail out Merit Badge Class Schedules the first of April. We also understand that Scouts change their mind before they come to camp. We would really like to receive the schedules by June 6th, understanding that there may be some changes. We are also going to offer a merit badge midway on the opening evening of camp. This is where any changes to schedules or changes to merit badges will be addressed. The boys will get a chance to meet their instructors and turn in their blue cards before their first class. **Remember – Priority is given on a first come first serve basis! Some class sizes may be limited. We do our very best to try to accommodate all Scouts needs.**

Scout Leaders are encouraged to help teach specific merit badges. Please let us know by the pre-camp leaders meeting of your desire to assist.

**Specialized Time**

“Specialized Time” is time every day for boys and troops to give Summer Camp a custom fit. Program areas are available by appointment for boys to get extra help on their regular activities, accelerate advancement, begin new activities, or just meet other Scouts. They should at least use the time to work on activities in their campsite. It’s also a great time for leaders to meet with the staff. In addition, troops are encouraged to use this time for troop outings and activities.

**Older Boy or Troop Programs**

This summer we are excited to offer an overnight canoe trek on the Clearwater River for older boys ages 13 and over on a provisional basis or for an entire Troop. We will need a minimum of 8 and can take a maximum of 14 for these trips to operate. The cost of these trips will be \$30 each for youth and adults attending. You will need to take your tents, sleeping bags and personal mess kits along with your other personal items. We will provide dry bags for you to put your gear in. This is a flat water river with tremendous fishing opportunities. You will leave mid-afternoon and return in time for lunch the next day.

We will also be offering an overnight Mountain Biking Trek. The youth will leave from camp after dinner and return after breakfast the next morning. The youth participating the Cycling merit badge can participate with other youth that are not taking the Cycling merit badge. There will be a trip orientation for those not working on the Cycling merit badge to go over a bike inspection and what they will need.

And as always our COPE Program is available in the mornings for older Scouts as well as Climbing merit badge.

**International Camp Staff**

We will again this year have an International Camp Staff. This person is from another country and will be happy to talk with your Scouts about Scouting in their country. It is also a good opportunity for your scouts working on Citizenship in the World to meet the requirement of talking with someone from another country. Please take advantage by inviting this person to your campsite one evening or just sitting and visiting with them when they are available.

**Aquatics****Canoeing**

Recommended for all Scouts. Bring shoes that can get wet. Extra practice time may be needed.

**Lifesaving**

Recommended for older Scouts. Bring long pants and long sleeve shirt for requirement 7.

**Rowing**

Recommended for older Scouts. Must pass the swimmers test. Bring shoes that can get wet. Extra practice time may be needed.

**Small Boat Sailing**

Recommended for older Scouts. Bring shoes that can get wet. Extra practice may be needed.

**Any Scout participating in any of these activities must be qualified as a swimmer.**

**Swimming**

Recommended for all Scouts. Shoes, socks, swim trunks, long pants, belt, and long-sleeved shirt that can get wet are required for requirement 4.

**Motor Boating**

Recommended for older Scouts. \$12 fee.

**Snorkeling BSA**

You need to bring your own gear. Recommended for older Scouts.

**Kayaking**

Recommended for older Scouts. Bring shoes that can get wet.

**Instructional Swim**

Non-swimmers and beginners have the opportunity to learn to swim during the regular program session. This will also be available by appointment.

**Swimming & Water Rescue**

This training provides BSA leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. It expands the awareness instruction provided by Safe Swim Defense training to include basic water rescue skills. At least one person with this training is required to be present to assist with supervision whenever a unit swims at a location that does not provide lifeguards. Participants must be at least 16 years of age to participate in this course. This is an 8 hours course and has a 3 year certification card. There is a \$35 fee associated with this course. If you have paid the Paddle Craft Safety fee and taking this course as well, there is no fee.

**Paddle Craft Safety**

This training provides BSA leaders with basic skills and knowledge needed to confidently access his or her ability to supervise float trips using canoes or kayaks. The material also reviews the additional training and experience needed for whitewater, how to gain that expertise, and when it is appropriate to utilize professional water guides. At least one person with this training is required to be present to assist with supervision whenever a unit goes on a float trip. This is an 8 hour course and has a 3 years certification card. Participants must be at least 16 years of age. There is a \$35 fee associated with this course. If you have paid the Swimming & Water Rescue fee and taking this course as well, there is no fee.

**Mile Swim**

This award promotes physical fitness as well as confidence. You must participate in several training sessions before completing the mile swim. There is no time limit for completion.

**Shooting Sports**

**Archery**

Recommended for Second Year Campers. \$7.00 supply fee.

**Rifle Shooting**

Recommended for older Scouts. You will need to practice outside the class time. There is a \$7 supply fee for the merit badge course. Otherwise, 10 shots for \$1.00.

**Shotgun Shooting**

Recommended for older Scouts. \$25 supply fee for the merit badge course. Otherwise, 3 shots for \$5.00.

**Black Powder (Muzzle Loader option)**

Recommended for older Scouts. \$25 supply fee for merit badge.

**First Aid/Emergency Prep**

**First Aid**

Recommended for all Scouts. Work on Requirement 1 before camp. Bring personal First Aid kit for Requirement 2d.

**Emergency Preparedness**

Requirements 8 and 9 should be completed before coming to camp. First Aid merit badge is required to participate.

**Climbing**

**Climbing**

Participants must be at least 13 years old. There will be a \$10 equipment fee.

**Handicraft**

**Art**

Recommended for older Scouts. Recommend that you do Requirement 4 before coming to camp. Art supply coupons available for \$3.00 in Trading Post.

**Leatherwork**

Recommended for all Scouts. Kits can be purchased in the Trading Post. *2-day class.*

**Basketry**

Recommended for all Scouts. Kits are available in the Trading Post. *2-day class.*

**Sculpture**

Recommended for all Scouts. Bring \$7.00 for sculpture supplies coupon.

**Indian Lore**

Recommended for all Scouts. Scouts should research native Americans in their home area before camp. Craft kits are available in the Trading Post.

**Theater**

Recommended for all Scouts.

**Photography**

Bring \$5.00 for supplies. Bring a digital camera.

**Woodcarving**

Recommended for all Scouts. Must have own pocketknife. Knives & kits available in the Trading Post.

**Ecology/Conservation**

**Weather**

Recommended for all Scouts.

**Mammal Study**

Recommended for all Scouts. Will require observation time outside of class or do 3C ahead of time.

**Environmental Science**

Recommended for older Scouts. Requires work outside of class. Requirements 3e and 4 should be worked on before coming to camp. Bring paper and pencil.

**Soil & Water Conservation**

Recommended for all Scouts. Bring a camera for 2(d), 3(c).

**Fishing**

Recommended for all Scouts. Bring your own gear. Camp fishing gear is limited.

**Fish and Wildlife Management**

Recommended for all Scouts. Requirements 5 should be completed before camp. Requirement 8 should be researched before coming to camp.

**Geology**

Recommended for all Scouts.

**Fly Fishing**

Recommended for all Scouts. Bring your own equipment. Camp fly-fishing gear is limited.

**Nature**

In Requirement 4: a #2, Must be completed before coming to camp. d #2 Must be completed before coming to camp. e #1 can be completed before camp. Please bring photos of all completed items. Recommended for all Scouts.

**Forestry**

Recommended for all Scouts. Do Requirements 5 & 7 before coming to camp.



**Nature Trails**

Lost Lake has nature trails that show the diversity of the camp's natural resources in various ways. Both self-guided and guided trails are available.



**Scoutcraft**

**Orienteering**

Recommended for all Scouts. Scouts must bring their own compass. Compasses are available in the Trading Post.

**Cycling**

Recommended for older Scouts. This merit badge will not be able to be completed because of the amount of miles they need to ride. They will go on an overnight Mountain Biking Trek.

**Geocaching**

Recommended for all Scouts, the majority, if not all, can be completed at camp.



**Pioneering**

Recommended for all Scouts. Scouts should practice knots before camp.

**Wilderness Survival**

Recommended for older Scouts. First Aid merit badge is recommended. Should bring a backpack for overnight campout.

**Cooking**

Recommended for all Scouts, the majority can be completed at camp.



**Leave No Trace Trainer**

To support the new Leave No Trace Position for Troops, we are adding a Leave No Trace Trainer Course. For a youth to hold the Leave No Trace Trainer Position in a Troop they must be:

- 14 years of age
- Have completed the 16 hour Leave No Trace Trainer Course.

This course is a 16 hour course and is for youth and adults. With the completion of this course you will be able to teach Leave No Trace Awareness courses and Leave No Trace 101. You will receive a trainers certificate from the Leave No Trace Center as well as a trainer card from the Boy Scouts of America.

**Totin' Chip, Firem'n Chit**

A Camper can earn the Totin' Chip and Firma'n Chit cards at Scoutcraft. The Totin' Chip is required to take the woodcarving merit badge.

**Paul Bunyan Woodsman**

Recommended for older Scouts. The Totin' Chip is required.

### **Campfires**

Troops should come prepared to share skits, songs, and cheers for campfires. Troops are encouraged to conduct troop or inter-troop campfires and participate in the closing Campfire Production.

### **Fishing at Lost Lake**

Bring fishing gear and plan to fish on Lost Lake's shorelines. Scouts can compete in the Big Fish/Little Fish contest. Report the length of your fish to the Ecology area. State fishing licenses may be purchased in the Trading Post.

### **Cycling**

Lost Lake has wonderful Mountain Bike Trails. You are welcome to bring your own bikes to camp just remember that you must wear helmets at all times while you are riding and stay off of the hiking trails. If someone wants to attend the overnight Mountain Biking Trek with the cycling merit badge class they may speak with the instructor to make arrangements.

### **Log-Signing Ceremony**

Lost Lake Scout Camp began a log book to record the names of all first-time campers to Lost Lake. Come experience this ceremony on your second night.

### **Climb on Safely**

The BSA stresses the importance of safety when conducting rock climbing and rappelling programs and the proper maintenance of equipment and facilities. The eight points of Climb on Safely will be offered to all adults in camp.

### **Trek Safely**

The BSA stresses the importance of safety when hiking or backpacking. This certification covers the steps for properly planning for a successful hiking experience. This training is offered to all adults in camp.

### **Safe Swim Defense**

This training is offered to all adults in camp. If you assisting with a troop that is swimming where there is not a lifeguard this training is essential.

### **Safety Afloat**

This training is offered to all adults in camp. If you are going with a troop on a float trip this training is essential.

### **Mountain Boarding**

This is a fun activity for youth and adults. The Scoutcraft area will show you the skills involved in Mountain Boarding and let you try your hand at riding the hills.



**Evening Activities**

Campers can participate in the following evening activities on Tuesday, Wednesday, or Friday evenings week 1 or Monday, Tuesday, or Thursday evenings week 2, from 7:00 – 9:00 PM.

Program Area	Evening Activities
<b>Aquatics</b>	Troops/Patrols have the opportunity to sign up for troop/patrol swims or troop/patrol boating. Troops/Patrols must provide qualified supervision.
<b>Shooting Sports</b>	Troops/Patrols have the opportunity to sign up for troop/patrol shoots in rifle or archery. You must first purchase your tickets at the trading post. Troop/Patrol leaders will help supervise the range.
<b>Ecology/ Conservation</b>	Troops/Patrols have the opportunity to sign up for exploration hikes around our camp. Information on troop hikes is available here.
<b>Scoutcraft</b>	Campers can earn Totin’ Chip or Firem’n Chit cards. Campers can participate in a Leave No Trace camping demonstration.
<b>Handicraft</b>	Come use our tools to create Patrol or Troop flags. You can also use this facility to create totems to leave at Lost Lake for years to come.
<b>COPE</b>	Visit our course! Build a team with your patrol by signing up for Patrol COPE. Any registered member of the Boy Scouts of America may come and experience the Zip Line after purchasing a ticket at the trading post.
<b>Cycling</b>	Bring your Mountain Bike and staff are available to take a ride.

**Family Night**

This is an evening that the program areas of camp are closed . We encourage the families to come have dinner in the dining hall with the campers and spend time in the campsite with them. The cost of meals is published on page 8 of this book. It is also a good evening for the Troops to plan some intertroop activities or just some Troop activities such as a Troop Hike etc.

**Family night will be Wednesday night for both weeks 1 and 2 of camp.**



**Order of the Arrow**

The Order of the Arrow is Scouting's national honor society, built around the lore of the Native Americans, the ideal of Scouting brotherhood, cheerful service to others, and the outdoors. Its purpose is to recognize those Scouts and Scouters that exemplify the Scout Oath and Law. Membership requirements include:

1. Unit Leader Approval.
2. Within the last two years, experience 15 days and nights of camping according to the standards of the Boy Scouts of America, five of which must be consecutive nights under the guidance of the Boy Scouts of America.
3. Be a First Class Scout or above and be elected by the youth of his troop.
4. A Lodge Election Team must conduct Unit Elections. For more information, you may contact your local council's lodge.

There will be an Order of the Arrow call-out ceremony during the camp. Those troops that have conducted an approved OA election may have their candidates participate. Order of the Arrow representatives on the camp staff can conduct OA elections for units during summer camp. Units conducting elections at camp must have 50% of their registered active youth present for the election. Units may conduct only one election per year.

Adult candidates for the Order of the Arrow must meet the same camping requirements. A troop's unit committee can nominate one adult per year for Order of the Arrow candidacy. In-Council Troops interested in nominating an adult should submit the nomination to the Earl & Pat Cook Council Service Center by June 1.

**Trail to Eagle**

The trail to Eagle is a long and difficult journey. This program is designed to give Star and Life Scouts some extra encouragement to achieve Scouting's highest award. The purposes of the program are listed below:

1. To increase general knowledge of the Scouting program and help Scouts understand their trail to Eagle.
2. To make participants aware of possible resources to use in determining Eagle projects.
3. To encourage participants to remain active in Scouting.



Since its founding in 1910, the Boy Scouts of America has offered its members an outdoor program stressing personal fitness. Project COPE is an acronym for Challenging Outdoor Personal Experience. It comprises a series of outdoor challenges, beginning with basic group initiative games and progressing to more complicated low-course and high-course activities. Some of these events involve a group effort, whereas others test individual skills and agility. Participants climb, swing, balance, jump, and rappel as well as think through solutions to a variety of challenges. Most participants find that they can do much more than they initially thought they could. With a team building emphasis, this program shapes leaders and sends them back to your troop with more confidence and stronger leadership skills.

Project COPE is an exciting outdoor activity that can attract and keep older boys in Scouting. It is designed to meet the needs of today's youth who are seeking greater challenges to their physical and mental abilities. The underlying goals of a Project COPE course are consistent with the methods of Scouting. Group activities are ideal for emphasizing the patrol method and developing leadership. Individual activities help promote personal growth. Participation is entirely voluntary.

### **Lost Lake Scout Camp and Project COPE**

The Project COPE course at Lost Lake boasts a world-class climbing tower that overlooks almost a dozen elements for the course's participants. These elements include a zip line, trust fall, balance beam and a confidence pole. These simply named elements present extraordinary tasks. Other elements have more exotic names like: Burma Bridge, Nitro Crossing and Water Wheel. Regardless of the names, the course is both exciting and worthwhile.

During our Summer Camp season, Lost Lake Scout Camp offers this course for the older Scouts. A Scout must be at least 13 years old to participate in Project COPE and should have attended a long-term Boy Scout resident camp in previous years. In the evenings, if space and time are available, a group of adults are also welcome to participate in the course.

Participants need to plan on 1/2 of their day being full with COPE during the week. This will leave time for Scouts to work on a couple merit badges or other activities during what would otherwise be free time. Project COPE participants will still have the opportunity to participate in camp-wide activities. The participants will receive a Project COPE patch to mark their participation. There is a \$30 equipment fee to participate in the program.

Troops may also choose to participate in patrol teambuilding exercises. They will be participating in initiative games along with a couple of the low elements on the COPE course. This will help strengthen your patrols and get them working together as a team.

The zip line will also be open to all registered members of the Boy Scouts with a \$5 coupon. The coupons can be purchased at the trading post. This will allow a person 2 trips down the zip line.

## **Falcon Triad Three Year Camper Recognition Program**

### First Year Camper: Kestrel Falcon Talon (Sparrowhawk)

- Finish a full week of the Brownsea Program OR Earn 2 merit badges at camp
- Earn a bead from 5 of the 6 program areas
- Participate in one of the special program features
- Ride the zip line.
- Take the swim test
- With your patrol lead the camp in grace at a meal
- Attend the Trail to Eagle Seminar

### Second Year Camper: Merlin Falcon Talon (Pidgeonhawk)

- Earn a bead from every program area.
- Participate in three special program features
- earn 3 merit badges at camp, one of them Eagle Required
- With your patrol lead a song at a meal time assembly
- Attend Scouts' Own with your patrol
- Participate in the polar bear swim or the scout run.
- Hike to Inspiration or Mitchell Point with your patrol.

### Third Year Camper: Peregrine Falcon Talon (Duckhawk)

- Earn two Eagle required merit badges at camp
- With your patrol plan and carry out a camp service project resulting in at least 20 boy hours of service.
- Complete a full week of COPE OR Finish the Mile Swim
- Assist the first year campers in your campsite in obtaining their Kestrel Falcon Talon
- Know the Lost Lake Camp Song from Memory
- Complete the Leave No Trace Training
- Attend the Scouting Beyond Eagle seminar
- Inquire with the Camp Director about Camp Staff opportunities.

### Scouter Recognitions:

#### Ptarmigan Award (First year camp scouter recognition)

- Attend every scouters roundtable during your week at camp
- Take at least one supplemental training course during camp
- Take the swim test
- Ride the zip line
- Participate in the polar bear swim or the scout run
- Attend all the campfire shows.
- Attend Scouts' Own
- Earn at least 4 beads.
- Help with serving or dishes at mealtime.

#### Raven Award (Returning camp scouter recognition)

- Return with your unit to camp for another season
- Complete at least 4 training courses at camp
- Assist with a merit badge class or special program feature
- Assist with an overnigher

# 2012 Fees List

<u>Merit Badges</u>	<u>Other Program Fees</u>
Archery- \$7	COPE- \$30
Art- \$3	Clearwater River Trip- \$30
Black Powder- \$25	Paddle Craft Safety- \$35
Climbing- \$10	Swimming and Water Rescue- \$35
Motor Boating- \$12	
Photography- \$5	<u>Visitor Meals</u>
Rifle- \$7	Adults (11 and up)- \$7
Sculpture- \$7	Children (4-10)- \$5
Shotgun- \$25	3 and under- Free



# Lost Lake Merit Badge Schedule and Sign-up

Please insert the # of your Scouts that will be attending each session  
and return to the Earl and Pat Cook Service Center by June 6

	Session 1 9:00-10:00AM	Session 2 10:15-11:15AM	Session 3 11:30-12:30PM	Session 4 2:00PM-3:00PM
Archery*				
Art*	X			
Basketry				X
Black Powder*	Open Program			
Brownsea				X
Canoeing		X		X
Climbing*	X	X		
Cooking		X	X	X
COPE (Not a Merit Badge)*			X	X
Cycling		X	X	X
Emergency Preparedness		X		X
Environmental Science				
First Aid	X		X	
Fish and Wildlife Management	X	X	X	
Fishing & Fly Fishing	X		X	X
Forestry		X		X
Geocache/GPS	X			X
Geology			X	X
Indian Lore	X		X	X
Leatherwork			X	
Lifesaving	X	X		X
Mammal Study	X		X	X
Motorboating*		X		X
Nature	X	X		X
Orienteering	X	X		X
Photography*	X	X		X
Pioneering	X		X	
Rifle Shooting*				
Rowing	X		X	
Sculpture*		X	X	X
Shotgun Shooting*	Open Program			
Small Boat Sailing	X		X	
Snorkeling and Kayaking	X			X
Soil and Water Conservation	X	X		X
Swimming	X		X	
Theatre		X	X	X
Weather		X	X	
Wilderness Survival	X	X	X	
Wood Carving	X	X		

\* Fee Required





CAMP T-SHIRT PRE-ORDER FORM  
**LOST LAKE SCOUT CAMP 2012**  
**(must be received no later than May 4)**  
*This offer is only valid if submitted as a Troop order.*

If you preorder your shirts, they will be ready for you when you arrive at camp and given to you during the check in process. The cost for shirts that are preordered will be \$15 each except for 2XL and larger, which will be \$16 each. Please indicate the number of shirts you are ordering for each size of shirt. Shirts will be available in the Trading Post for \$18 each.

Adult Sizes

2XL \_\_\_\_\_

XL \_\_\_\_\_

L \_\_\_\_\_

M \_\_\_\_\_

S \_\_\_\_\_



Additional Sizes and quantities:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

TOTAL NUMBER OF SHIRTS: \_\_\_\_\_  
COST PER SHIRT: \$15.00  
2XL: \$16.00

Total Due: \$ \_\_\_\_\_

Person Completing Form:  
  
Name: \_\_\_\_\_  
  
Position: \_\_\_\_\_  
  
Phone: \_\_\_\_\_  
  
Date Completed: \_\_\_\_\_  
  
Signature: \_\_\_\_\_

FOR OFFICE USE ONLY:  
  
AMOUNT PAID: \_\_\_\_\_  
  
DATE PAID: \_\_\_\_\_  
  
RECEIPT #: \_\_\_\_\_



**Midnight Sun Council—1400 Gillam Way, Fairbanks, Alaska 99701**