

CAMP PROGRAM

UNIFORMING

We, the camp staff, believe that the uniform is a very important aspect of Scouting and that it should be worn at all Scout functions, including camp. We realize that many Scouts only have one full uniform, which can get pretty dirty after a week at camp. A plastic bucket makes a pretty good washing machine. You might want to bring some washing detergent.

The uniform policy at Camp Yocona is as follows: Complete class A uniform is required for raising and lowering of colors, breakfast and supper, and ALL campfires. Camp T-shirt or other Scouting T-shirt, Scout shorts, Scout Socks, and hat (optional) should be worn for daytime activities. Staff members will do their best to be properly uniformed, and we ask that you do the same. Be proud of the uniform and wear it properly. (Shirt-tail tucked in). Also plain or Boy Scout hats only. No Dallas Cowboys, Atlanta Braves, Etc.

ADVANCEMENT HINTS

Here are a few suggestions to help Scouts make camp both productive and fun:

- Get a copy of the pamphlets for the merit badges that you're going to take. Read these pamphlets at least once before camp.
- Carefully read requirements and make sure you are ready to take the badge. Do your home work.
- Read the notes in this guide to find out what requirements cannot be completed at camp. Do these requirements as soon as possible, and bring your work to camp or get a note from your Scoutmaster saying that you did the work for the requirements.
- While you're at it, do any other requirements you can before you come to camp, especially the paperwork ones.
- If you are taking a badge that requires a lot of skill and practice, like rifle shooting, allow free time to practice after receiving proper instruction. Free Shoot is recommended for everyone taking rifle, shotgun, and archery merit badges.
- If a Scout is going to try for the Mile Swim, he should participate in the Free Swim to build his endurance. (This has proven to be a must.)
- Scouts should bring a notebook, some pencils or pens, Scout Handbook, Merit Badge pamphlets, and any work already done. Also bring any special equipment needed, such as a pocket knife for wood carving.
- When you get to camp, be sure to go to your merit badge sessions every day. Keep up with any work or practice that you have to do at camp.

Polaris Program

A PROGRAM FOR FIRST YEAR CAMPERS

Purpose: The Polaris Program is designed to give the "First Year Camper" a positive first year learning and camping experience. It affords Scouts an opportunity to obtain knowledge of basic Scout skills needed for Tenderfoot, Second Class and First Class ranks utilizing the patrol method.

Pre-registration is required.

Schedule: 9-10 AM – Tenderfoots 10-11 AM – Second Class
11-Noon – First Class 3-4 PM – Skill Sign-off

All other times are available for scouts to participate in merit badges.

Program Highlights:

There will be a special **Campout** for the Polaris participants on Monday. Participants will need to bring their own tent and water bottle. The Polaris staff will discuss details of this campout.

The Polaris Scouts will lead a special Monday evening campfire.

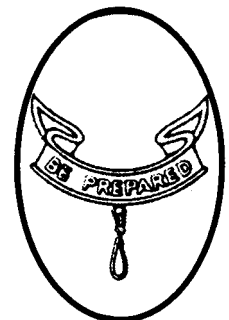
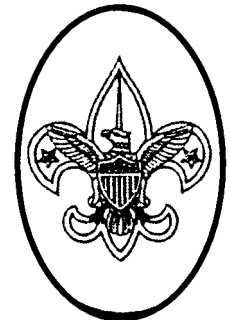
Polaris Scouts will take a **Five Mile Hike** on Wednesday during their class session. Each Scout should have his own water supply, poncho, backpack, first aid kit, and compass.

Appropriate footwear is required.

Paul Bunyan Woodsman taught by appointment only. See Polaris Director.

Boy Scout Leader Participation

Scoutmasters are encouraged to lend their support if they have a large number of boys participating in this area. Adult Scout leaders who would like to assist in this program should bring any teaching aids with them to camp and notify the Polaris Program Director on Sunday.



Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
8:30-9:30 AM		Totin Chip & Wood Tools(2-20) Poisonous Plants(T-10) Lost Buddy System(T-9)	Physical Fitness(T-9)	Flags(T-5) Hiking Rules(T-4)	Heimlich Maneuver(T-11A) First Aid(T-11B)	Whip/Fuse Rope(T-3A) Hitches(T-3B) Packing(T-1)	Resolve any questions about advancements Campsite clean-up and Troop checkout
9:45-10:45AM		Wild Animals(2-5) Map & Compass(2-1A) Height & Weight(1-2)	Wood Tools(2-20) Preparing Firewood(2-2D) Fire vs. Stove Safety(2-2E) Firebuilding & Stove(2-2F)	Five Mile Hike(2-16)	Hurry Cases(2-6A) First Aid Kit(2-6B) First Aid(2-6A)	Service Project(2-4)	
11:00—11:45AM		Directions Day/Night(1-1) Trees/Shrubs(1-6) Bowline(1-8A)	Plan Menu(1-4A) Food List(1-4B) Cooking Gear(1-4C) Safe Handling & Storage(1-4D)		Bandages(1-8B) Transport(1-8C) Heart Attack CPR(1-8D)	Hitches/Lashings(1-7A/B) Camp Gadget(1-7C)	
NOON-2 PM		Lunch					
2:00—3:00 PM	Troop Check In Health Re-Check	Rank Swim(2A-C)(1A-D) or Swim Instruction or Swimming MB					
3:00—4:00 PM	Orientation Swim Check	Merit Badge or Skill Sign-off					
4:00—5:00 PM	Set up, Settle Into Campsite	Free Time or Troop Activity or Skill Sign-off					
AFTER SUPPER	Opening Campfire	Polaris Overnight Campout		Family Night OA Campfire		Closing Campfire	

Leader's Guide to Summer Camp - 2008

PROGRAM OPPORTUNITIES

Each day, Monday through Friday, is divided into blocks, with different activities available each period. The section titled Merit Badges indicates which activities are offered during which blocks.

The bulk of the activities are merit badges and Scout skills. Other activities include COPE, Free Shoot (archery, rifle, and shotgun), Free Swim, Free Boating, BSA Lifeguard, Free Climbing, and Mile Swim, BSA. Scouts may sign up for up to six different activities. **(As the unit leader, you should guide their decisions so that they have a good balance of work and fun.)** The Scout's schedule should be placed on his summer camp application and on the Merit Badge schedule form (both in Appendix).

The first time camper should sign up for the Polaris Program. This program is oriented towards helping Scouts work toward their Tenderfoot, Second Class, and First Class rank. Scouts enrolled in this program will be able to sign up for one to three merit badges as their individual needs and desires merit.

More advanced Scouts can sign up for merit badges and participate in such programs as Project COPE, Expedition Extreme, Climbing, BSA Lifeguard, Black Powder Shooting, and work towards the Orion Award.

PROJECT C.O.P.E.



C.O.P.E. (Challenging Outdoor Personal Experience) and CLIMBING – What a combination! ***C.O.P.E. is the most exciting and challenging program you will ever experience. In a series of group-oriented challenges you will experience teamwork, problem-solving, and communication skills with your group. In addition to the stimulating challenges, C.O.P.E. is a lot of fun. The highlight of the program is a personal challenge up to forty feet off the ground, ending with a several hundred foot zip line ride. Climbing gives the Scout the opportunity to learn to climb the shear face of our climbing wall.***

This program is being offered to Boy Scouts and leaders 13 years of age or older. The only other prerequisite is a desire to meet a CHALLENGE and have some fun. **COPE will be Monday, Tuesday, Wednesday, Thursday, and Friday.**

C.O.P.E. is only offered if the course has enough participants (at least 10+). C.O.P.E. participants are required to wear long pants. C.O.P.E./Climbing for Camping Merit Badge is available on a space available basis, **since space on the C.O.P.E. course is limited to 14 per session.** To maximize the group building process, visitors are not allowed while C.O.P.E. is in session. An adult C.O.P.E. tour will be scheduled each week.

C.O.P.E is limited to the first 14 registered Scouts

To insure your Scouts a spot, simply turn in your Troop registration form early and mark C.O.P.E. next to the Scout's name who will be participating. Scouts who come provisional need to fill out the application for provisional Scouts, and return it to the Scout Service Center (505 Air Park Road, Tupelo, MS 38801) along with a **\$25.00** registration fee.

DON'T MISS OUT ON THIS EXCITING OPPORTUNITY.

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BSA LIFEGUARD

Recommended for older Scouts only (14 years old and up). Requires that Scouts spend all their time at the Aquatics area. Requires physical strength and stamina. Great deal of written work. Bring long pants, a belt, long-sleeved shirt, and shoes that can get wet. It is highly recommended that CPR instruction be completed prior to camp. **Prerequisite:** Swimming MB, Lifesaving MB, and Rowing MB, or equivalent skills. Adults are also encouraged to take this course; every troop should have at least one certified lifeguard. This course runs a full day.

MILE SWIM, BSA

This award is given to Scouts who swim a one-mile course, after completing a training program supervised by the Aquatics Director. Training sessions take place by appointment with the Aquatics Director with the mile swim completed on Friday afternoon. A minimum of 3 days of training is required.



WATER CARNIVAL

Enjoy an afternoon of fun in the water. Possible events could include Canoe Races, Row Boat Races, Scoutmaster and Scout Cannon Ball, and Swimming Races. The Aquatics Director will announce the day and time for this event.

UNIT OUTPOST SWIM

Scout leaders certified in Safe Swim Defense can elect to hold a unit outpost swim at anytime during daylight, to give their scouts extra time to swim. See Aquatics Director for details and requirements.

VOLLEYBALL TOURNAMENT

A favorite event for everyone, the annual volleyball tournament will return for 2008. Check with the Program Director for scheduling troop teams, patrol teams, staff teams, adult teams, etc.

CAMP WIDE GAMES

The whole camp gathers for an afternoon of fun and fellowship. The Camp-Wide Games will test your scouting skills and introduce camp traditions to your scouts. Patrol and troop flags will be flying as the games begin.

eXpedition eXtreme 2008

Please refer to pages 34-35.

H₂O Week

Please refer to page 36.