

Camp Simpson

2009

Happy 75th Birthday Camp Simpson!

In 1919, Lord Baden Powell wrote,

“The objective of camp is, “To meet the boy’s desire for the open air life of the Scouts and to put him completely in the hands of the Scoutmaster for a definite period of individual training in character, physical, and moral development.”

We here at Camp Simpson endeavor to fully meet this objective while serving the needs of the troop and the boys.

The late Rev. Harry Miller from Ada, OK, Scout Executive of the former Pontotoc Council, began Camp Simpson in the early 1930s as a small 120-acre camp on the present site. The Delaware Indians had been relocated there when Oklahoma was "Indian Territory". The creek that ran through the camp was named Delaware Creek, after the Delaware Indians who had previously occupied the site.

In August of 1934, the Pontotoc Council, BSA began the purchase of property in Southeastern Oklahoma, which would eventually become known as *Camp Simpson*. Geologist, John Fitts, had discovered the property, which included an attractive swimming site named 'Witch Hole'. The council did not have the funds necessary to purchase the property, so R.W. Simpson, M.O. Matthews and other civic leaders put up the cash to buy the property. Rev. Miller would traditionally change the name of the Camp to honor benefactors of the council, with the final name of CAMP SIMPSON sticking in honor of Mr. Simpson in the 1950's.

All the wonder and beauty of the great outdoors is available at Camp Simpson. Located just 18 miles north and east of Tishomingo, Oklahoma, Camp Simpson provides troops with 13 campsites for summer camp as well as spacious room for year round adventures. Sitting in the heart of the oldest mountain range in the United States, Camp Simpson now offers 2,200 acres of woodlands, natural granite cliffs, the 120-acre Lake Sam Noble, winding creeks, and rugged hillsides. These natural surroundings make Camp Simpson an ideal location to have those individual experiences that may never be repeated in the boy's lifetime.



It is the **mission** of the Camp Simpson Staff to provide unequalled challenges and opportunities for scouts and troops leading to experiences and accomplishments they will never forget.

All of our campsites have running water during the summer season and all have latrines and picnic tables. Serving campers daily are the Mabee Dining Facility with the capacity to seat 250 as well as the Boren Trading Post. Nondenominational services are conducted during the week in the open-air Choate Chapel overlooking Lake Sam Noble. Also overlooking the lake is the McClintock Arena, where spectacular campfires and OA ceremonies are held.

Boy Scout Summer Camp conjures up images of outback experiences and the mystery of the outdoors. Camp Simpson is that and much more. Scout camp is a jam-packed week of adventure, good times, learning and fun.

Program areas at Camp Simpson include: A full Waterfront area that offers fishing, swimming, lifesaving, canoeing, small boat sailing, motor boating, waterskiing, and BSA Lifeguard. The Shooting Skills area offers 22 caliber rifle, shotgun, and archery. The primary purpose of the Field sports/Shooting Skills area is to teach the fundamentals of safety and proper use of sporting arms. Due to a great reception last summer we will be offering the Horsemanship Program again this summer

The Outdoor Skills area prides itself on diversity. We offer cooking, orienteering, environmental science, first-aid, mammal study, nature, climbing, pioneering, weather, and others.

New Scouts will enjoy our Trailblazer program where they can learn the skills needed to advance in the ranks of Tenderfoot to First Class. Check out the Indian Outpost Camp where we offer an Indian Overnighter that includes Native American games, fry-bread cooking, skills and Indian Lore. We have a fully stocked trading post where leatherwork, woodcarving, and basketry are taught. Each night is filled with campfires, shows and/or stories. The state of the art Mabee Dining Hall is the center for all food and dining activities.

Our 2009 program is very exciting, providing all Scouts an opportunity to find an activity that suits their needs. This year, we are stressing quality vs. quantity programs, thus putting fun back into summer camp. Whether it is C.O.P.E., Nature, Aquatics, Trailblazers, Scout Skills, Shooting Sports, or the new Arbuckle Adventure Program we have it all for you. The programs will be mentally and physically challenging to any Scout who participates.

**Come and enjoy our slice of Heaven In
2009!**



SUMMER **CAMP SCHEDULE**

STAFF WEEK

May 31st - June 6th

FIRST WEEK

June 7th - June 13th

SECOND WEEK

June 14th - June 20th

THIRD WEEK

June 21st - 27th

- Table of Contents -

- **Summer Camp Schedule**
.....Page 3

- **Frequently Asked Questions?**
.....Page 5

- **Section I General Information/Policies/Schedules**
.....Pages 6-20

- **Section II Merit Badge And Rank Advancement**
 - Merit Badge General Information.....Page .22
 - *Merit Badges Offered By Program Areas*.....Page 23-27
 - Trailblazer/First Year Camper Program
.....Page 28-29
 - *Merit Badge and Advancement Schedule*.....Page 30
 - Daily Activity Schedule for Scouts.....Page 31

- **Section III Special Programs And Activities**
 - Special Activities Schedule.....Page 33-39

- **Section IV Camp Forms**
.....Page 41-50



Frequent Questions?

Question:

WHAT DO WE DO ABOUT LEADERSHIP FOR CAMP?

Answer: Leadership for camp need not be a problem, if approached early. Sources of leadership include: your Troop Committee, Scout Dads, members of your Sponsoring Institution and all interested, responsible adults in your community. **A troop must have two-deep leadership at all times.**

All leaders must be registered members of the Boy Scouts of America. The adult in charge of your troop must be at least 21 years of age--there are absolutely no exceptions. Obviously, a mature Scouter is a must.

Troops must back up their leader with one or more assistants. This results in more fun for adults and a better program for the Scouts. When no other option is available, it is acceptable to have several adults rotate throughout the week.

Leaders coming in and out of camp should allow several hours overlap so those incoming leaders can learn about what is happening from the departing leaders. All leaders, even if only in camp for one day, must register with the Camp Director and should also file the appropriate medical forms. If this is not possible, see the "Provisional Camper" information on page 10 of this booklet.

Question:

WHAT OLDER SCOUT PROGRAMS ARE AVAILABLE?

Answer: For the older Scout, Varsity Scout, or Venturer, and for some Scouts aspiring to greater adventure (some age restrictions may apply!), the following programs are available: C.O.P.E. and Advanced C.O.P.E. (two ropes courses.), Horsemanship. Also new to Camp Simpson this Summer is a Wilderness Adventure Program. These programs are also available to adult leaders.

Question:

WHAT ADULT PROGRAMS ARE AVAILABLE?

Answer: Adult leaders are invited to participate in a number of special programs and training sessions during their stay: Safe Swim Defense, Safety Afloat, Scoutmaster Rifle/Archery Shoot, COPE Instructor, and BSA Lifeguard.



SECTION I

GENERAL CAMP INFORMATION

Registration Procedures

Campsite Reservations:

First, reserve a campsite, if this has not already been done. The **reservation fee is \$50.00 for each troop**. The fee must be received in the council office by **March 1st, 2009**. After this date, the campsites will be reserved on a first come, first served basis. Your deposit will be applied to your camp fees and either credited against your final payment. All units must reserve their choice of dates and campsites by completing the form on page 43. Please remember to send the appropriate deposit made out to the Arbuckle Area Council with your reservation form.

We welcome and encourage out-of-council troops to participate in our program. Out of courtesy to our fellow councils, we may not send camp information to your troop without your request for information. You should be on the list to receive information about our camp if you have previously attended our camp, used our facilities in the off season, or if you have made a verbal or written request via mail or e-mail to the council office.

All Scouts, regardless of council distinction, are eligible for the early bird payment schedule below. Any out-of-council troop that reserves a campsite at Simpson is guaranteed the same privileges and opportunities as in-council troops. They shall also share the same responsibilities, rules, and regulations.



Camp Fees:

The fee per Scout, camping under his own troop's leadership, is \$175.00 if paid according to the following Early Bird Fee Payment Schedule. This fee covers all meals, camp services, individual and unit awards, and most program materials the exceptions being those used in the handicraft area, those in shooting sports, motor boating, and special fees for the high adventure programs.

Early Bird Fee Payment Schedule:

<u>Deadline Date</u>	<u>Payment Description</u>
April 15, 2009	\$100.00 - First Early Bird Installment per Scout.
May 11, 2009	\$ 75.00 - Second Early Bird Installment per Scout.

The Early Bird Payment Forms are found on pages 45-46 of this manual. All campers participating in the Early Bird Program will receive an Early Bird Patch.

Program Fees:

Some of our programs require us to have an additional fee for participation. See below, cost shown is per Scout. These fees can be paid in advance or at Check-in during Merit Badge schedule review.

Motor Boating	\$5
Water Sports	\$10
Basketry	\$8
Space Exploration	\$8
C.O.P.E.	\$25
Wilderness Adventure	\$20
Shotgun	\$10
Indian Overnigher	\$5
Cooking	\$10
Horsemanship	\$0 Free!

Equipment Rental

We provide the opportunity for Troops to rent equipment for their week of Camp. Rental fees are as follows.

Tents	\$5
Platforms	\$2
Cots	\$2
Beds/Mattresses	\$2

Summer Camp Reservation Form (p.43) has a section to indicate equipment needed.



Late Fees:

A \$10.00, per Scout, late fee will be added if the full early bird payment is not received by May 11, 2009. If the first early bird payment installment is received after April 15, 2009 the Scout no longer qualifies for the Early Bird Program and the total fee becomes \$185.00.

Camperships:

Many Scouts need and deserve help in meeting the expense of attending Scout camping opportunities. We believe that many individuals and organizations will contribute to such a fund if it is solicited and fairly administered. The fund is not unlimited, and varies from season to season. Campership applications are available on pages 51-52 of this leader guide, and must be submitted to the Council Service Center no later than April 15, 2009 for consideration. Applicants must be registered Scouts in the Arbuckle Area Council. The campership committee will review all applications and approved funds will be awarded to applicants on a first come first served basis.

Applications may be submitted earlier than April 15, 2009, but confirmation of camperships will begin April 15th. In order for a campership to be considered, the Scout must include \$87.50 (50% of the camper's fee) with the campership application no later than April 15, 2009.

No more than half and sometimes less than half of the total camp fee will be granted from campership funds unless clearly justified. All Scouts who receive camperships will be required to earn part of the fee in accordance with the 9th Scout Law "A Scout is Thrifty", unless there are circumstances that make this clearly impossible. Applications must clearly indicate any circumstance that prevents the Scout from earning part of the fee by his own efforts. Details of application, approval, and administration must be such that there is no embarrassment to the Scout or his family.

Provisional/Maverick Camping:

This program is for an Individual Camper who is not camping with his unit or a camper who has attended with his unit and wishes to stay a week or two longer after his unit has departed. The Provisional Camper takes part in the regular camp program. The Provisional Camper is directed by an adult Scoutmaster and senior patrol leader of the troop/patrol to which he is assigned for the week.

Scouts staying for an individual week as provisional campers have the opportunity to complete or earn additional merit badges that they were not able to complete during the week at Camp Simpson with their troop.



The Provisional Camper Fee is \$175.00 (\$185.00 if registered late). If a camper attends more than one week, his second or third week is only \$140.00. Provisional/Maverick Camper forms are available on page 49 of this book.

Adult Leader Fees:

Two leaders will be admitted free from each troop. BSA policy requires that each troop have ***two-deep leadership at all times*** and all leaders must be registered members of the Boy Scouts of America. The adult in charge of your troop must be at least 21 years of age – THERE ARE ABSOLUTELY NO EXCEPTIONS.

Additional leaders will need to pay \$50 to cover their cost of food for the week.

Scout camp is an extension of your troop's ongoing program. You, as troop leaders and assistants, will provide the direction and leadership for your troop. With the support of the resources and staff at Camp Simpson, you will be able to focus on the most important task: training in character, citizenship, mental, & physical fitness.

Refund Policy:

The campsite reservation fee will be refunded until March 10, 2009. It is transferable to camper fees after that. Scout and adult fee are transferable within your unit at any time. *The cancellation of an individual reservation that cannot be transferred within your troop will be subject to the following:*

- a. **A MAXIMUM REFUND of 25% of the camper fee may be available if there has been a justifiable emergency after May 11, 2009**
- b. **All refund requests must be made in writing to the Arbuckle Area Council office c/o Camp Director, P.O. Box 5309 Ardmore, OK 73403.**
- c. **All refund requests must be made by July 3, 2009**

Camp Policies

In addition to the following camp specific policies and health and safety policies, Camp Simpson conforms to the BSA publication Guide to Safe Scouting and National Camp Standards.

Parking & Vehicle Use:

Vehicles are not permitted in the campsites and must be parked in a designated area. **This is a national policy.** Parking areas include in front of the Casper Duffer Lodge, the Mabee Dining Hall, and the Carlock Lodge. We will have designated parking areas in proximity to your campsites for parking. **Vehicles will not be allowed to park in any campsite.** You may drop off your trailer and equipment at your campsite. Any vehicle used on camp roads must display an approved permit. All approved vehicles must stay on designated roads and follow traffic directional flow (i.e., observe one-way traffic signs). No motorcycles are allowed in camp.

All drivers must be over the age of 18 with a valid driver's license. The camp speed limit is **10** m.p.h. Excessive speed in camp will result in suspension of driving privileges for an individual. According to national policy, "the beds of trucks or trailers must never be used for carrying passengers." This includes the cargo area of sport-utility vehicles and station wagons. Any individuals found to be transporting anyone in the cargo area or a truck or trailer will have his/her driving privileges suspended. The camp tractor is off limits to everyone except those designated by the camp director or ranger.

Uniform:

All Scouts and Scouters are to be in uniform at the evening meal for the flag retrieval and campfires. Leaders need to make their Scouts aware so that they can do their best to dress properly.

Leaving Camp:

Since Camp Simpson is a Scout Camp and the Arbuckle Area Council is responsible for all personnel, we ask you to instruct your Scouts that no one is to leave camp without first getting permission from his Unit Leader, and second, the permission of the Camp Director. Anyone who leaves Camp for any reason must sign out at the John Parker Health Lodge and sign back in upon return. This applies to Unit Leaders as well.

Damages to Equipment and Facilities:

Any damages discovered in camp equipment or facilities should be reported upon arrival. Any intentional misuse or abuse of camp equipment or facilities resulting in damage will be charged to the offending troop account and should be cleared before leaving camp.



Telephone:

The telephone number for Camp Simpson is (580) 638-2388. There is only one phone line to the camp and it is restricted for emergency use only. Only unit leaders in camp may access the phone and must accompany any Scout who needs to make an emergency phone call.

Prohibited Items And Activities:

Camp is an outdoors experience where Scouts can enjoy the beauty as God made it and the peaceful fellowship of other campers. The following items are prohibited at Camp Simpson in order to increase this experience:

1. Radios, stereos, and other electronic devices seriously degrade the experience for Scouts and Scouters alike and are prohibited at camp.
2. Clothing with offensive words or designs including heavy metal or drug related themes. Clothing and hats should be oriented and in good taste.
3. Personal weapons, firearms, bows and arrows, fireworks, and any kind of ammunition.

POSSESSION OF THESE ITEMS WILL RESULT IN DISMISSAL FROM CAMP.

Equipment Rental:

Camp equipment rentals should be reserved through the council registrar when initial Early Bird registration is made. Equipment will be obtained from the camp quartermaster at the time of check in. All equipment rentals must be specified on the Camp Registration Form on page 43.

Lost & Found:

Lost and found items will be kept at the Mabee Dining Hall until the end of summer camp. After the conclusion of summer camp all items will be transferred to the council service center in Ardmore and kept until the first of September. Leaders should encourage Scouts to mark all possessions with their name and troop number.

Personal Communication Devices:

All personal communication devices such as walkie-talkies are prohibited at camp because they interfere with fundamental camp staff communication.

Bicycles:

NO bicycles will be allowed during Scout Camp due to BSA safety gear regulations and pedestrian safety. Bicycle use will be permitted only as part of specific program areas determined by the Camp Director and Program Director.

Tour Permit:

In accordance with BSA policies, a local tour permit application must be filed with your council. The tour permit must be submitted to the Camp Director as check-in.

Health & Safety Policies

First Aid:

The first aid station is located in the new Director & Health Lodge near the Trading Post. It is staffed by persons trained to handle minor accidents and illnesses. Any injury or illness should be reported to the Health Officer. Special arrangements for treatment of more serious cases have been made with hospitals in Ada and Tishomingo.

Medical Form:

Each Scout and Scouter (under 40 years-of-age), must have a class 2 medical exam by a licensed physician within the last 36 months. Each Scouter over 40 must have a class 3 medical exam by a licensed physician within the last 12 months prior to arrival at camp. Medical forms are included on page 53-56 of this book and may be reproduced. A physical examination is required for all Scouts who attend camp. Be sure that each Scout brings this form, filled out by his doctor and signed by his parents. This examination will also be required for leaders. Each camper must have had a tetanus shot within the last five years. Camp Simpson will not give tetanus shots. **SCOUTS WILL NOT BE ALLOWED TO CHECK IN AT THE CAMP WITHOUT A MEDICAL EXAMINATION FORM OR OTHER CERTIFICATION BY A REGISTERED PHYSICIAN.**

Medication in Camp:

It is a national scouting policy that individuals using medications at camp be required to turn in all medications to the Health Officer. All medications that a scout or leader brings to camp is to be checked in at the health lodge at the time of medical recheck on Sunday. The individual will then go to the health lodge at a time arranged so that the health officer can log in our records as treatment is needed and schedules medicines that should be taken. All medications brought to camp **must be in the original prescription bottles** so that exact identification and dosage can be determined. Any exceptions to this must be cleared and approved by the Camp Director and Health Officer upon arrival to camp. This does not include emergency medication such as inhalers and medications for allergic reactions.

Alcohol, Illegal Drugs, and Smoking:

The use of alcohol, illegal drugs, or controlled substances while participating in the programs of the Arbuckle Area Council or on the property controlled by the council, by any person, regardless of age, is not permitted. We will enforce all local, state, and federal laws where violations involving the above are reported. Individuals under the age of 18 will not be permitted to use tobacco products.

Swim Check:

All Scouts and Scouters will take a swim check upon arrival to determine his swim classification. Each person will be issued “buddy tags” at the swim check unless such activity is to be restricted. Aquatic facilities are for registered campers only. Use of these facilities by visitors will not be allowed.

Roll Calls:

To insure the health and safety of your troop, roll call should be conducted at each meal. Any missing camper should be reported to camp administration immediately so appropriate search procedures can be started. **NO CAMPERS ARE TO BE LEFT IN THE CAMPSITE WITHOUT SUPERVISION!!**

Shoes:

In order to prevent foot injuries, we must insist that all persons wear “**closed-toe**” shoes at all times.

Pets In Camp:

To protect the health and safety of all campers, pets are not allowed in camp.

Insurance:

Supplementary health and accident insurance is maintained on every Scout and leader registered in the Arbuckle Area Council. ***Out of Council troops should maintain their own coverage. Proof of coverage must be provided upon arrival.***

Emergency Alarms:

Camp Simpson has an alarm system. It is important that everyone is aware of the fire alarm system and the weekly test. This will be explained at the opening evening leaders meeting. Camp Simpson is monitored for severe weather 24 hours a day during the summer camp season by the Carter County Emergency Management Center.

Leader Meetings:

A meeting of troop leaders and key camp staff is held Sunday evening after the campfire on the back porch of the Health Lodge. Special announcements and policies will be discussed. A daily leader/SPL meeting will be held with the Program Director on the porch of the Dining Hall immediately after breakfast. Other leader meetings will be announced during the week.

Other Important Information

Religious Services:

A service will be held on Wednesday morning before breakfast. The Choate Chapel is available for individual meditation or exclusive troop services throughout the week.

Trading Post:

Camp Simpson maintains a well-stocked trading post, which is open throughout the normal operating hours of camp. Snack food items are available as well as handicraft kits, camp T-shirts and hats, assorted merit badge pamphlets, camping supplies, and a limited amount of Official Scout Uniform parts. It is suggested that each Scout bring at least \$50.00 to spend on items throughout the week.

Special Meal Requests:

Requests should be sent to the Council office 1 week prior to arrival at camp. It is the Scout leader's responsibility to notify the council of these needs. We must know in advance so that we may plan the meals. Special identification will be used to assist the camp staff in recognizing the Scouts that have special food requirements. (This need is for diabetics and/or religious requirements).

Guest Meals:

Parents and other special guests are always welcome to join your troop for meals. The cost for adults is \$3.00 breakfast, \$4 lunch, and \$5 dinner. The cost for children under the age of ten is \$3, and free for children under two. Please notify the Camp Director prior to the meal so that accommodations can be made. Guests will be given a wristband at a checkpoint at the Camp entrance.

Information for Parents

It is important for parents to be fully informed about the camping plans of your troop, including camp dates and who the camp leader will be. A regular troop meeting night should be set aside for this purpose.

Your Parents Night Agenda might include a presentation on the troop's year-round outdoor program. Summer Camp dates, fees, and camp leadership information should be announced. Take the opportunity to tell the parents and Scouts a few of the details of camp.

For example: What type of tents the Scouts will sleep in and something about their campsite. Dining facilities at Camp Simpson will accommodate about 250 people and the food will be excellent with well-balanced meals. All meals are served cafeteria-style.



Health and Safety is also an important consideration at camp. A person trained in first aid and working under the direction of the Health Officer will be on duty at all times at the Health Lodge. Arrangements are made with the local hospital to handle any cases requiring hospitalization or medical help.

Mail

Scouts enjoy receiving news from home.
(NO MAIL SHOULD BE SENT LATER THAN WEDNESDAY.)

Mail may be addressed to Scouts in camp as follows:

Name, Troop Number
Camp Simpson
6535 East Coatsworth Rd.
Milburn, OK 73450

VISITORS

Persons who enter the camp must report to the Camp Health Lodge
If the Camp Director is not available, report to the Program Director or Health Officer. Because of the busy schedule a boy maintains at camp, parents and friends are discouraged from visiting camp during the week with the exception of family night. If visitors desire to have supper while in camp, they need to make reservations through their Scoutmaster. The cost is \$5.00 per person. Dinner is at 6:30 p.m. On Friday evening, there will be a special closing campfire and evening program as well as the Order of the Arrow Call-Out Ceremony. The Scoutmaster must provide a total number of guests who will be having dinner at camp on Friday evening to ensure adequate quantities for the meal.

Getting Ready for Camp

January 2009

- _ Check to see that your troop has reserved a campsite and paid the reservation fee for the preferred week at camp via the Arbuckle Area Council Registrar.
- _ Obtain camp leadership for your troop (Two Deep Leadership is a BSA requirement).
- _ Meet with the troop committee to discuss summer camp plans.
- _ Develop a camp attendance and budget plan to help Scouts obtain their camp fees.

February 2009

- _ Leaders, Troop Committee, and Troop Leaders review summer camp leader's guidebook.
- _ Begin projects to help Scouts with camp fees.
- _ Obtain campership forms from the council office to assist those campers with financial hardships.

March 2009

- _ Conduct a troop parent's night program and invite a Webelos II Den to attend.
- _ Start obtaining transportation.
- _ Recruit extra leaders for camp.
- _ Review Troop finance needs.



- _ Issue each scout a personal equipment list included in this book.
- _ Begin promotion with second year Webelos Dens to encourage their transition to your troop.
- _ Begin promoting the Early Bird Payment.

April 2009

- _ Campers should decide on program schedule and begin prerequisite work for merit badges.
- _ Check with local physicians to see if free Scout physicals are available.
- _ Troop committee checks with all parents whose Scouts are not signed up for camping including Webelos parents.
- _ Early Bird registration fee due in council office - \$100.00 per Scout no later than April 16th, 2008.
- _ Place request for camp equipment rentals through the council registrar.
- _ Scouts not using Early Bird plan will pay late fee after April 16th, 2008.

May 2009

- _ Scouts set individual goals for summer camp program.
- _ Determine the wants and desires of the patrols and the troop.
- _ Camp leader expresses his aims for a good camp program.
- _ Work out each Scouts schedule prior to Scoutmaster's registration dinner.
- _ Second payment for Early Bird Registration due to Council office by May 12th, 2008.

June 2009

- _ Remind all Scouts of dates, arrangements, equipment needs, departure time, physicals, copies of insurance cards, etc.
- _ Attend appropriate Scoutmaster registrations dinner
- _ Confirm transportation arrangements.

What To Bring To Camp?

AN INDIVIDUAL CHECKLIST

- | | |
|--|---|
| <input checked="" type="checkbox"/> Scout Uniform | <input checked="" type="checkbox"/> Flashlight |
| <input checked="" type="checkbox"/> Scout Handbook | <input checked="" type="checkbox"/> Toilet Articles |
| <input checked="" type="checkbox"/> Underwear | <input checked="" type="checkbox"/> Sheets, Blankets, or Sleeping Bag |
| <input checked="" type="checkbox"/> Extra Shoes, T-shirts, & Socks | <input checked="" type="checkbox"/> Bug Spray |
| <input checked="" type="checkbox"/> Two Pairs Of Short Pants | <input checked="" type="checkbox"/> Raincoat or Poncho Towels |
| <input checked="" type="checkbox"/> Swim Trunks | <input checked="" type="checkbox"/> Merit Badge Pamphlets |
| <input checked="" type="checkbox"/> Notebook & Pencil | (There May Be More Items To Bring.) |

PATROL EQUIPMENT

- Troop & American Flag
- Battery & Lanterns
- Merit Badge Pamphlet Library
- First Aid Kit
- Patrol Flags
- Patrol Cooking Equipment

OPTIONAL

- Bible
- Canteen
- Pillow
- Pocket Knife (No Sheath Knife)
- Camera & Film
- Compass
- Back Pack or Knapsack
- Hiking Boots

Arrival and Check-In Procedures

Arrival at Camp Simpson should be no earlier than 1:00 p.m. on Sunday and no later than 3:00 p.m.. We must ask your cooperation on this time as early arrival causes unnecessary waiting and late arrival causes your troop to miss the planned check-in orientation. Out of council troops must have proof of insurance in hand at the time of check-in.

Upon arrival at camp, the unit will proceed to the Carlock Lodge. Upon your arrival at the Carlock Lodge parking lot, you will be greeted by one of Camp Simpson's senior staff who will introduce you to the Camp Director, Program Director, and Medical Officer. The Camp Director will verify all your registration paper work, collect any monies that are due and assign a Troop Guide. The Program Director will assure your unit daily schedules are in order and collect any additional program activity fees.

You will then meet our medical officer. At this time, you will turn in all of the medical forms and prescriptions to the medical officer. **SCOUTS AND ADULT LEADERS WILL NOT BE ALLOWED TO CHECK IN AT THE CAMP WITHOUT A MEDICAL EXAMINATION FORM OR OTHER CERTIFICATION BY A REGISTERED PHYSICIAN.**

Your Troop Guide will then take your troop to the dining hall for a quick orientation where dining hall procedures and confirmation of troop eating area will be conducted. The last stop is at the waterfront for the swim check. All youth and adults must have a swim check. After the swim check the troop guide will escort you to your campsite, do a quick walk through, make sure all is in order and answer any questions you may have. Troops will also be informed of emergency procedures on the day of check-in.

The unit orientation is vital to the smooth operation of camp and we hope you enjoy your stay at Camp Simpson. Thank you for your cooperation.

Please Note:

It is our goal to make your experience at Camp Simpson the best camp experience possible. If there is a problem please tell us about it early so we can make any necessary adjustments. Please don't let something minor ruin your stay by waiting to tell us on your way out of camp.



Dining Hall Procedures

To accommodate the Scouts and the leaders during summer camp, the following Dining Hall Procedure has been set up.

1. All meals are served Cafeteria Style. Each troop reports to the front of the dining hall at meal time or just prior for flag ceremony or announcements.
2. Each troop will have the same table for each meal throughout the week. Tables will be assigned with place cards to avoid any confusion.
3. Two Scouts from each troop will have the responsibility of cleaning up the tables and the surrounding floor area after each meal.
4. A duty roster needs to be developed and posted in a prominent place in each troop campsite.
5. Scouts should wear “Class A” uniform to the evening meals. Scouts can leave when dismissed by **Camp** leadership.
6. A National Scout Standard is to prepare and to cook a meal by the troop in their campsite. Troops will do this for the Wednesday evening meal. Unprepared food will be issued to troops that want to participate in the process at 3:00 p.m. on Wednesday. Troops should come prepared with their own cooking equipment if they want to participate.
7. Friday evening meal is also for parents who come to camp. We ask that Troop leaders Provide the Camp Director with a count of the number of visitors they will have no later than Thursday at noon in order to ensure our quantity of food. The cost for these visitor meals is \$5/persons 10yrs old & above, \$3 kids 10yrs-2yrs, and children under 2 yrs. free.



Daily Camp Schedule

SUNDAY	EVENT	LOCATION
---------------	--------------	-----------------

1:00-3:00 PM	Check-In	Carlock Lodge
6:20 PM	Flag Retrieval	Dining Hall Parade Field
6:30 PM	Dinner	Dining Hall
8:00 PM	Opening Campfire	Amphitheater
9:15 PM	Leader Roundtable	Back Porch Health Lodge
10:00 PM	Taps	Campsites

MONDAY	EVENT	LOCATION
---------------	--------------	-----------------

8:00 AM	Flag Ceremony/Breakfast	Dining Hall
9:00 AM	Program Areas Open	Program Areas
12:30 PM	Lunch	Dining Hall
2:00 PM	Program Areas Open	Program Areas
6:20 PM	Flag Retrieval	Dining Hall Parade Field
6:30 PM	Dinner	Dining Hall
7:30 PM	Indian Overnighter	Dining Hall
10:00 PM	Taps	Campsites

TUESDAY	EVENT	LOCATION
----------------	--------------	-----------------

8:00 AM	Flag Ceremony/Breakfast	Dining Hall
9:00 AM	Program Areas Open	Program Areas
10 AM	Adult Leader Training	Dining Hall
12:30 PM	Lunch	Dining Hall
2:00 PM	Program Areas Open	Program Areas
2:00 PM	Adult Leader Training	Dining Hall
6:20 PM	Flag Retreat	Dining Hall Parade Field
6:30 PM	Dinner,	Dining Hall
8 PM	Movie Night	Trading Post
10:00 PM	Taps	Campsites

WEDNESDAY	EVENT	LOCATION
------------------	--------------	-----------------

7:20 AM	Chapel Service	Choate Chapel
8:00 AM	Flag Ceremony/Breakfast	Dining Hall



9:00 AM	Program Areas Open	Program Area
10:00 AM	Adult Ldr. Training	Dining Hall
12:30 PM	Lunch	Dining Hall
2:00 PM	Program Areas Open	Program Areas
2 :00 PM	Adult Leader Training	Dining Hall
5:00 PM	Troops Cooking In Campsite (Pick Up Food)	Dining Hall
7:00 PM	Staff Activities	
10:00 PM	Taps	Campsite

THURSDAY	EVENT	LOCATION
-----------------	--------------	-----------------

8:00 AM	Flag Ceremony/Breakfast	Dining Hall
9:00 AM	Program Areas Open	Program Areas
10 AM	Adult Leader Training	Dining Hall
12:30 PM	Lunch	Dining Hall
2:00 PM	Program Areas Open	Program Areas
2 :00 PM	Adult Leader Training	Dining Hall
6:20 PM	Flag Retrieval	Dining Hall Parade Field
6:30 PM	Dinner	Dining Hall
7:30 PM	POW WOW, OA Evening	Brush Arbor
10:00 PM	Taps	Campsites

FRIDAY	EVENT	LOCATION
---------------	--------------	-----------------

8:00 AM	Flag Ceremony/Breakfast	Dining Hall
9:00 AM	Program Areas Open	Program Areas
12:30 PM	Lunch	Dining Hall
1:30 PM	Water Carnival	Waterfront
5:30- 7 PM	Family Night Dinner	Dining Hall
7:45 PM	Flag Retreat	Dining Hall Parade Field
8:00 PM	Closing Campfire	Amphitheater
10:00 PM	Taps	Campsites

SATURDAY	EVENT	LOCATION
-----------------	--------------	-----------------

8:00 AM	Continental Breakfast	Dining Hall Porch
9:00 AM	Camp Check-Out	Dining Hall
10:00 AM	Camp Closes	All Campsites



SECTION II

Merit Badge & Rank Advancement

Merit Badge General Information

CAMP SIMPSON 2009

MERIT BADGE ADVANCEMENT AT CAMP

The Merit Badge Program is for all Scouts who are working toward rank advancement of specific skills and interest. All merit badge skills are offered in daily sessions. However, extra time will be needed to complete some merit badges. This year, we are stressing quality instruction versus quantity instruction. Therefore, there should only be 4 merit badge periods scheduled and 2 open periods to allow the boys to schedule some fun into their program.

To have a successful merit badge program, your Scouts should begin their work prior to arrival at camp. Some badges are easily earned at camp while others take longer. Advanced planning will make for a more effective merit badge program in your unit. Please note that we cannot make any substitutions for merit badge requirements.


Merit badges are usually given in group sessions. It is advised that the Scoutmaster check with his Scouts to see that the individual Scout has satisfactorily completed the work before leaving camp.

All Scouts should obtain and carefully review the merit badge pamphlet for each merit badge to be taken. Merit badge pamphlets will be made available for purchase at camp in the Trading Post. He then sees the counselor in camp at the scheduled time for his class. He works with the counselor during the week to do the necessary work and must meet every individual requirement.

It is important that the Scoutmaster study the merit badge requirements to determine what requirements you may not be able to complete at camp. It is recommended that these requirements be completed before camp. These requirements are included in this guide on the pages that follow.

Merit Badges Offered by Program Areas

The Aquatics program is one of the most popular in camp and has a lot to offer for everyone. Our Aquatics program has developed into one of the finest of any B.S.A. Camp. On Sunday, all Scouts and Leaders will have a swim test to determine their individual swimming ability. To help yourself and your scouts, spend some time practicing before you come to camp.


AQUATICS	
<u>Swimming</u>	Must pass the B.S.A. swimmer test to take this merit badge. <u>A long sleeve button-up shirt and long pants are also needed for this class.</u>
<u>Lifesaving</u>	Scouts must have earned the Swimming Merit Badge before they can attempt this badge. <u>A long sleeve button-up shirt and long pants are required for this merit badge.</u>
BOATING	
 <u>Canoeing</u>	Requires 2 hours of instruction each day. Scouts must pass the B.S.A. Swimmer test.
<u>Whitewater</u>	Recommended for older Scouts. Must be a swimmer to attempt this merit badge.
<u>Small Boat Sailing</u>	Requires 2 hours of instruction each day. Scouts must pass the B.S.A. Swimmer test.
<u>Motorboating</u>	Must be a swimmer to attempt this merit badge. Additional charge of \$5.00 for fuel.
<u>Watersports</u>	13 years of age and older. Must be a swimmer to attempt this merit badge. There will be an extra fee of \$10.00 for fuel.
Other Aquatic Programs	
<u>Non-Swimmer</u>	This is for those who have not yet learned to swim.
<u>Beginners</u>	This is for those who can swim but are not strong enough swimmers to pass the swimmer test.
<u>B.S.A. Lifeguard</u>	The participant must be present at the waterfront the entire day of camp for instruction by the aquatics director to obtain BSA Lifeguard. Which means the participant will not be able to participate in any other merit badge courses except for those offered in the evening, due to the 30 hr. Supervision Requirement. Scouts must have already earned Lifesaving Merit Badge before attempting this course. Clothing is the same as



	Lifesaving. This course is also open to adult leaders. Must have current certification in First Aid & CPR.
<u>Mile Swim, B.S.A.</u>	For any Scout or leader who is at least an average swimmer.

Scoutcraft

Camp Simpson's Scoutcraft Program exceeds in developing skills that are traditionally fundamental to Scouting. This is where Scouts learn to be Scouts.

MERIT BADGES	
 <u>Pioneering</u>	Must have a basic knowledge of knots and lashing.
<u>Communications</u>	Must be first class or above.
<u>Orienteering</u>	Each Scout must provide his own compass. Compasses will be on sale in the camp's Trading Post.
<u>Cooking</u>	Open to all scouts, program fee of \$10 applies. Requirement 7 should be complete before attending camp.
OTHER SCOUTCRAFT PROGRAMS	
<u>Totin' Chip</u>	See Scoutcraft Director for instruction time
<u>1st Year Camper</u>	See 2009 Trailblazer Program.

Ecology/Conservation

Scouting is an outdoor program, and a healthy respect for the environment is needed more today than ever before. Scouts will learn more about their outdoor surroundings and a greater appreciation of nature in the Ecology/Conservation area.

MERIT BADGES	
Fishing	Scouts should bring their own equipment. Fishing licenses are not required. A good badge for all Scouts.
Geology	Requirement 4 should be completed prior to camp
Nature	Requirement 4, Section B under Birds should be completed prior to camp.
Soil & Water Conservation	Requirement 7 should be completed prior to camp.
Weather	This Merit Badge can be completed at camp.
Environmental Science	Requirements 3 and 6 should be completed prior to camp.
Mammal Study	The study of mammals in their natural habitit.



Handicraft

Our Handicraft area will convert every camper from a scout to a craftsman. Each Scout will have the opportunity to develop new interests and skills as he uses his hidden talents to master various tools in creating many exciting different crafts. This is a particularly good area for all first year campers.

MERIT BADGES	
Basketry	Recommended for first year campers. Required materials cost approximately \$8 at the trading post.
Leatherwork	This is another good merit badge for the younger Scout. A wide variety of leather projects may be purchased in the trading post.
Space Exploration	Model rocket kits for requirement #3 are available at the trading post. Cost is approximately \$8.
Indian Lore	An in-depth cultural study of the native peoples of North America.



Healthcraft

This is a program where Scouts will learn the fundamentals of basic first aid and how to react in emergency situations. If a Scout is going to “Be Prepared” this is a very important area of instruction.

MERIT BADGES	
First Aid	This is an excellent merit badge for first year campers. Requirement 1 should be done with the Scoutmaster before coming to camp.

Shooting Sports

The right to bear arms is part of our American Heritage, but it is more important for a Scout to know how to properly handle a firearm.

This program is geared toward safe handling, but the development of good shooters is also of high priority. We also recommend that the Scouts take advantage of the open shoot periods to further develop their shooting skills.

MERIT BADGES	
Rifle Shooting	All shooting is done from the bench rest position. For the inexperienced shooter, we recommend use of troop and open rifle shooting.
Shotgun Shooting	Proficiency in breaking aerial clay targets is required. We recommend troop shooting & gun club events for preparation. A \$10.00 charge will be required to pay for shells and targets.
Archery	Proficiency and experience in archery is necessary. We recommend the Scout take advantage of troop archery and open archery in order to practice in developing the necessary skills to complete this merit badge.

New Programs/Merit Badges

Hiking	Some requirements may need to be completed after camp. Hiking will be a physically demanding course involving daily hikes. Will require daypack and water bottles(camelback).
Horsemanship	Scouts must be 14 years old. \$0 program fee.
Cooking	\$10 program fee.
Arbuckle High Adventure	Scouts must be 14 years old. \$20 program fee. Details see pg. 39



Trailblazer 2009 First Year Camper Program

In year's past, younger campers were faced with deciding which of some 35 merit badges to work on. Adult leaders agreed that younger Scouts would benefit more from their summer camp experience if the staff gave more attention to basic Scoutcraft. They felt this type of program would help the young man attain needed advancement requirements as well as improve his ability to pitch in on troop campouts. Camp Simpson's solution is Trailblazer.

Trailblazers will begin each morning at 9:00 A.M. at the Trailblazer area next to Trading Post. The Scouts will be divided into patrols, receive instruction, and pass requirements according to a fixed schedule. By the end of the week, they will have the core of outdoor skills. Time will be spent at each of Camp Simpson's program areas in order to expose the new Scouts to the opportunities available to them next year. Those Scouts who complete the Trailblazer program will receive special recognition at the Friday Night Campfire.

The Trailblazer program is comprehensive and takes time. It is impossible to participate in Trailblazer and the full merit badge program.

Scoutmaster assistance is strongly encouraged to help give individual attention to Scouts in this program. Please check with the Trailblazer staff if you can offer some assistance.

We are looking forward to this program with great hope and expectations. The year round benefits should improve each individual troop as we strive to give the Scouts a firm foundation on which to build the rest of their Scouting experience.

Trailblazer General Information

This program is designed to teach basic Scout skills to those working on ranks of Tenderfoot, Second Class and First Class. Scouts will be given the opportunity to complete the following:

Tenderfoot

- Camping #1 and #2; Overnight camping preparation; Sleep in Tent.
- Knots and Lashings #3a and 3b; Whip/fuse rope; 2 half hitches/tautline
- Hiking #4; Safe Hiking
- Flag Protocol #5; Display/raise/lower/fold the American Flag
- Other #8; Buddy System
- Ecology #10; poisonous plants – Identification and treatment
- First Aid #11a & 11b; Heimlich Maneuver; Care for minor injuries



Second Class

- Map & Compass #1a; Compass, Orienteering, Map Symbols
- Hiking #1b; 5 mile hike
- Woods Tools Use #2b & 2c; Care/Sharpening/Use of Knife, saw, ax; Use tools to prepare wood for fire
- Camping #2d & 2e; Light cooking fire, preparation, cleanup; Select tent sites, pitch tent & sleep in it.
- Flag Protocol #3; Flag Ceremony
- Ecology #5; Wild animal identification
- First Aid #6a, 6b, & 6c; Hurry cases; First aid kit; other injuries
- Swimming #7; Safe swim techniques, 50 yard swim

First Class

- Hiking #1; Procedure for finding directions without a compass.
- Ecology #6; Native plant identification
- Knots & Lashings #7a, 7b, & 8a; Timber/Clove Hitch; Square, Diagonal, & Shear Lashings; Camp Gadget; Bowline
- First Aid #8b, 8c, & 8d; Bandages; Emergency transport; heart attack
- Swimming #9; 100 yard swim; One minute float.



09 Camp Simpson Merit & Advancement Schedule

<u>PROGRAM AREAS</u>	1ST PERIOD 9:00-10:00	2ND PERIOD 10:15-11:15	3RD PERIOD 11:30-12:30	4TH PERIOD 2:15-3:15	5TH PERIOD 3:30-4:30	Open 4:30-5:30
<u>Aquatics</u>	<ul style="list-style-type: none"> • Lifesaving – (2hrs) • Swimming 	----- • Trailblazer/ Swim	<ul style="list-style-type: none"> • Swimming 	<ul style="list-style-type: none"> • Lifesaving –(2hrs) • Swimming 	-----	Open Swim
<u>Boating</u>	<ul style="list-style-type: none"> • Canoeing • Small Boat Sailing 	<ul style="list-style-type: none"> • Rowing • Whitewater(2hrs) 	----- • Small Boat Sailing	<ul style="list-style-type: none"> • Motorboating • Water Sports –(2hrs) • Canoeing 	-----	Open Boating
<u>C.O.P.E.</u>	• C.O.P.E. (3 Hrs)	-----	-----	• Climbing (2 hrs)	-----	Open COPE/Climb
<u>Ecology Conservation</u>	<ul style="list-style-type: none"> • Environmental Science • Fishing 	<ul style="list-style-type: none"> • Mammal Study • Soil/Water Conservation 	<ul style="list-style-type: none"> • Nature • Weather 	<ul style="list-style-type: none"> • Geology • Soil/Water Conservation 	<ul style="list-style-type: none"> • Weather • Environmental Science 	Open
<u>Handicraft</u>	• Space Exploration	<ul style="list-style-type: none"> • Indian Lore • Basketry/Leatherwork 		• Basketry/ Leatherwork	<ul style="list-style-type: none"> • Space Exploration • Indian Lore 	Totin Chip
<u>Healthcraft</u>	• First Aid		• Trailblazer First Aid	• First Aid		
<u>Scoutcraft</u>	<ul style="list-style-type: none"> • Pioneering (2 Hrs) • Communications 	<ul style="list-style-type: none"> • Orienteering • Cooking 	• Communications	• Pioneering (2 hours)	<ul style="list-style-type: none"> • Orienteering • Cooking 	Open
<u>Shooting Sports</u>	<ul style="list-style-type: none"> ▪ Archery ▪ Shotgun 	<ul style="list-style-type: none"> ▪ Archery ▪ Shotgun 	<ul style="list-style-type: none"> ▪ Archery ▪ Rifle 	<ul style="list-style-type: none"> ▪ Archery ▪ Rifle 	<ul style="list-style-type: none"> ▪ Archery ▪ Rifle 	Open
<u>Trailblazers</u>	• Area Time	▪ Trailblazer/Swim	▪ Trailblazer/ First Aid	• Merit Badge of Choice	• Merit Badge of Choice	Open
<u>Hiking</u>	• Hiking- (3 Hrs)	-----	-----	• Hiking (3 Hrs)	-----	-----
<u>Horsemanship</u>	• Horsemanship (2 Hrs)	-----	Open	• Horsemanship (2 Hrs)	-----	Open
<u>Arbuckle Adventure</u>	Week long. See Pg. 38	-----	-----	-----	-----	-----



SECTION III

Special Programs & Activities

CAMP SIMPSON 2009

Special Activities

<u>SUNDAY</u>	Opening Campfire	8:00 – 9:00 PM
<u>MONDAY</u>	Mile Swim, Sunrise Stroll	6 AM – 7:00 PM
	Indian Overnigher	7:30 PM
<u>TUESDAY</u>	Mile Swim	6 AM – 7 PM
	Leader Rifle Competition	4:00 – 5:00 PM
	SM Steak Burn	6:30 PM
	Movie Night	8 PM
<u>WEDNESDAY</u>	Mile Swim, Sunrise Stroll	6 AM – 7 PM
	Chapel Service	7 AM
<u>THURSDAY</u>	Mile Swim	6 AM – 7 PM
	Leader Archery Competition	4:00 – 5:00 PM
	Native American Pow-Wow	7:30 – 9:00 PM
<u>FRIDAY</u>	Mile Swim, Sunrise Stroll	11:00 AM
	Water Carnival	2 PM – 4 PM
	Parents Night/Closing Campfire	8:00 – 9:00 PM



Project COPE

Project COPE stands for “Challenging Outdoor Personal Experience.” It comprises group initiative games as well as low course and high course activities. Some of the activities involve a group challenge, while others test individual skills and agility.

Participants climb, swing, balance, jump, rappel, and think of solutions to a variety of activities. Most do much more than they think they can. Project COPE is an exciting outdoor adventure that is used to attract and hold older boy in Scouting. It offers a set of stimulating activities to meet the needs of today’s young people who are seeking greater challenges to their physical and mental abilities.

The underlying goals of Project COPE are consistent with the methods of Scouting. Group activities are ideal for emphasizing the patrol method and in developing leadership. Individual activities help promote personal growth. Other Scouting methods are inherent in conducting this program.

Goals of the course

There are seven major goals associated with the activities in Project COPE. Project COPE strives to develop participant skills in: (1) Leadership (2) Problem Solving (3) Communications (4) Self-Esteem (5) Trust (6) Decision Making (7) Teamwork

The staff will strive to fine-tune each COPE class to accomplish these goals. Each class will be slightly different, depending on the participants. Project COPE provides an opportunity for each participant to achieve success as an individual and as a member of a team. The activities are not designed to be competitive or to be a race against time. More important objectives are emphasized including building individual confidence and developing leadership and a sense of common cooperation among team members.

Special considerations

Course Safety/ Safety of the participants is paramount. It is not sufficient to simply be “concerned” about safety. That concern is augmented by a director and staff members who are knowledgeable, personally skilled in the activities, effective teachers and constantly vigilant to safe procedures and participant needs. Qualifications and characteristics of prospective staff members are carefully screened. The standards that have been developed for Project COPE activities are stringent to ensure that the experience is both safe and successful. Inputs from participants and feedback from unit leaders is encouraged.

Warm-up/ At the beginning of each session of the COPE course there will be several activities that enable participants to warm-up. This will allow them to become better acquainted and start to build trust as well as reduce the chances of strained muscles.

Competition/ Although several of the group initiatives may be of a competitive nature, the course will generally de-emphasize competition.

Flexibility/ Both low and high course events will be flexible enough to match the participant’s needs. For instance, a participant who may not be willing to do a 6-foot trust fall may be able to start with a 4 ½ foot trust fall to develop his confidence.

Expectations/ Participants will be urged to do well as they can and as much as they can, but will not be pushed into situations where they are overly stressed. Every participant will have the opportunity to accomplish and to surpass his expectations.

Leadership/ Every participant will be given an opportunity to exercise leadership. Special techniques will be used to encourage participants to assume a leadership role.

Fear/ Fear is normal for people who are about to participate in high course activities and even some of the low course events. A person may be afraid and still choose to participate, but will not be pushed into doing

something beyond his limit. In these situations, the participant may be asked if he can make the next small step rather than the total activity. Instructors will be alert to recognizing fear in participants.

Teams/ Depending on total class size, participants will be divided into 8-10 man teams. The staff will try to group participants for maximum effectiveness.

Buddy System/ Buddies can give each other encouragement and help reduce each other's fear. Since the weather during summer camp is frequently very hot and humid, the danger of heat exhaustion and heat stroke is a concern. The staff will be alert to these dangers and ensure that individual and group activities are paced accordingly. The buddy system can also be used effectively to identify any heat stress symptoms that may develop.

Entrance Requirements/ Scouts must be 13 years of age as of January 1, of the current year to participate in the COPE program. In addition, Scoutmasters should evaluate each Scout for mental and physical maturity before recommending him for the course. The objective is for Scouts to have an exciting and enjoyable Challenging Outdoor Personal Experience by completing the entire course.

Medical Status/ A Class 2 Physical examination by a medical doctor or physician's assistant is required. Use BSA form 4414. BSA directives for COPE require a review of medical records to ensure that COEP candidates do not have any condition, which could adversely affect participation in the course or which could be aggravated by intense physical activity or emotional stress. Medical records will be screened during troop registration at the Health Lodge on Sunday during check-in. Scoutmaster or unit leaders must identify COPE candidates at that time.

Physical Condition/ By its very nature, COPE is a physically rugged experience. While COPE does not require a large degree of physical strength, it is advisable for participants to be physically fit in order to avoid strained muscles or other problems, which could affect participation.

What to Bring/ High-top sneakers or light-weight hiking boots, canteen or re-usable cup, long pants, athletic support/cup, sunglasses, & sunscreen.

What not to Bring/ Leave all jewelry, rings, neck chains, money, pocket knives, etc. in the campsite or with a unit leader. Do not bring these items to the COPE course. They are a significant safety hazard.

Excessively loose or baggy clothing should not be worn to the COPE course since they could become entangled in climbing gear and cause a major problem or unsafe situation.

Cost/ The cost to participate in Project COPE is \$25 per person. This fee is used to help defray the cost of maintenance of all equipment and facilities.

CAMP SIMPSON

(Please Print)

2009 COPE Pre-Registration Form

Cost is \$25 per person.

Scouts must be 13 years old on or before January 1, 2009. Each COPE class is limited to 25 participants. Available slots will be filled in order that pre-registrations are received. A waiting list will be established for each class to adjust for cancellations up to the first day of camp each week.

- **COPE Participants will be made up of both new participants to the C.O.P.E. program, as well as “experienced participants.” C.O.P.E. is from 9:00 A.M. – 12:00 P.M.**

- **Summer Camp Week (Circle):** 1st 2nd 3rd

Troop #: _____ **Council:** _____

<u>Name/Age</u>	<u>COPE I</u>	<u>Name/Age</u>
_____		_____
_____		_____
_____		_____
_____		_____
_____		_____
_____		_____
_____		_____
_____		_____

TOTAL FEES ENCLOSED _____

Scoutmaster Name _____

Scoutmaster Address _____

Phone _____ **Scoutmaster Signature** _____

Coming this Summer,

Arbuckle Adventure Program!!

Details and registration form is on the way!

Highlights:

Spend a week backpacking through Camp
Simpsons' back country!

Tomahawk Throwing!

Flint Knapping!

Animal Tracking Basics!

Orienteering/Mapping Techniques!

Open Fire Cooking!

And Much More!

- Scouts must be 14 yr. or older
- Program Fee \$20

Campsite Cooking

A National Scout Standard is to encourage the preparation and cooking of a meal by the troop in their campsite. Troops will do this on the Wednesday evening meal.

Unprepared food will be issued to troops at 5 PM on Wednesday. Troops should also be prepared to cook in any type of weather.

Order of the Arrow at Camp

Wisawanik Lodge #190 A National Brotherhood of Scout Honor Campers

The Order of the Arrow is a National Brotherhood of Scout Campers built around the lore of the Native Americans, the ideals of Scouting Brotherhood, cheerful service to others, and the outdoors. Its purpose is to recognize Scouts and Scouters who exemplify the Scout Oath and law with particular attention to cheerful service.

SCOUT MEMBERSHIP REQUIREMENTS:

1. **Unit Approval-** To become eligible for election, a Scout must have the approval of his unit leader prior to the election.
2. **Camping Requirements-** A Scout must have at least 15 days and nights of camping according to the standards of the Boy Scouts of America. The 15 days and nights must include one long-term camp (6 consecutive days) within the two-year period prior to the election. The balance of the requirements must be made up of short-term or overnight campouts.
3. **First Class Requirement-** A Scout must have attained the rank of First Class to be eligible for election.
4. **Elections-** Unit leaders should contact the Chapter Chief or Chapter Adviser early in the year to arrange for an election team to visit a regular Troop Meeting to conduct an official election.
5. **Induction-** To be inducted into the Order of the Arrow, candidates must participate in the Ordeal and Ordeal Ceremony, the details of which are passed on following the Tap-Out Ceremony.

PLEASE CONTACT THE CHAPTER IN YOUR DISTRICT FOR AN ELECTION **PRIOR** TO COMING TO CAMP.

- * * Out-of-Council Troops may have their candidates called out at Camp Simpson if they present an approval letter from the leadership of their Lodge.

Water Carnival / Movie Night

The first event for Friday afternoon is the water carnival beginning at 2 PM until 4 PM at the lake waterfront. Events will include: Swamped Row Boat Competition, Tug-of-War, water volleyball, canoe race (no paddles), & belly buster contests.

Movie night starts at 8:00 PM on Tuesday at the Trading Post. Free Popcorn will be provided during the movie.

Indian Village “Overnighter”

**Camp Simpson is proud to present another adventure program,
The Indian Village Overnighter!**

Have you ever wanted to experience the culture and lifestyle of the Native Americans, even if for a short time? Well, now is your chance. The Indian Village Overnighter will be offered Tuesday night on a first-come, first-served basis to individuals, patrols or troops. The overnighter will be generally limited to approximately 30 Scouts. The adults are highly encouraged to go along for the trip to help provide supervision.

Scouts, adults and staff members will leave from the dining hall at 7:30 p.m.

While at the “Indian Village”, the boys will have an opportunity to experience various styles of dance, learn to drum and sing, experiment with Native American cooking, try their hand at various crafts and play a wide variety of Native American games.

The participants will return to their campsites no later than 7:00 a.m. the next morning. The fee for this nostalgic night of Native American culture is \$5.00 per person, which covers the cost of supplies, materials and food. It is suggested that you pre-register as soon as possible for this event since the participation is projected to be high.

SECTION IV

CAMP FORMS

CAMP SIMPSON

2009 Summer Camp Reservation Form

(Please Print)

Troop # _____ **Council Name** _____ **Council #** _____

Council Address _____ State _____ Zip _____

• **Scoutmaster** _____ (H) Phone _____
(W) Phone _____ Address _____ City _____
State _____ Zip _____ e-mail address _____

• **Assistant Scoutmaster** _____

Telephone _____ Address _____ City _____

State _____ Zip _____ e-mail address _____

• **Assistant Scoutmaster** _____

Telephone _____ Address _____ City _____

State _____ Zip _____ e-mail address _____

Estimated Attendance:

Youth: _____ Adults: _____

Equipment Requested (Limited Equipment):

Tents (\$5.00): _____ Tent Platforms (\$2.00 per tent) _____ Beds/Mattresses (\$2.00): _____

Folding Cots (\$2.00): _____

(Please Call for Availability!)

Campsite

(Please number first, second, and third choice - or call for availability)

Apache _____ Blackfoot _____ Comanche _____ Delaware _____ Erie _____ Fox _____ Gila _____ Huron _____

Seminole _____ Chickasaw _____ Creek _____ Cherokee _____

Week of Attendance

Y **Week 1: June 7-13**

Y **Week 2: June 14-20**

Y **Week 3: June 21-27**

Scoutmaster Signature: _____ **Date:** _____

Please remember to include deposit (\$50.00 for all troops.)

CAMP SIMPSON

Summer Camp Roster

Troop Number: _____ **Council:** _____ **Council Number:** _____

Campsite: _____ **Week:** (Please Circle) 1 2 3

Patrol: _____

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____

1. _____

2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____

Patrol: _____

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____

Patrol: _____

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____

Adult Leaders

SM: _____
ASM: _____
ASM: _____
ASM: _____

Troop Youth Leaders

SPL: _____
ASPL: _____
JASM: _____

Patrol: _____

CAMP SIMPSON

Early Bird Sign-up Sheet 2008

The Early Bird Fee Plan is \$100.00 per Scout due by April 15th, and the second payment of \$75 per Scout is due by May 11th, 2009.

Troops that Early Bird will receive two Early Bird Patches for Leaders and one extra patch for every eight additional boys that Early Bird. This is in addition to the patch that each boy that Early Birds receive.

EARLY BIRD PAYMENTS ARE DUE NO LATER THAN APRIL 15, 2009
to the council office at P.O. Box 5309, Ardmore, OK 73403.

- Unit Number _____ Scoutmaster _____
- Address _____ City _____ St _____ Zip _____
- Phone Number (_____) _____ - _____
- Total Number of Early Birds _____
- Total Money Enclosed _____
- Dates that Troop Attends Camp Simpson June _____, 2009

*****EARLY BIRD FEES ARE TRANSFERABLE BUT ARE NOT REFUNDABLE.*****

List Names of Early Bird Boys:

- | | |
|-----------|-----------|
| 1. _____ | 11. _____ |
| 2. _____ | 12. _____ |
| 3. _____ | 13. _____ |
| 4. _____ | 14. _____ |
| 5. _____ | 15. _____ |
| 6. _____ | 16. _____ |
| 7. _____ | 17. _____ |
| 8. _____ | 18. _____ |
| 9. _____ | 19. _____ |
| 10. _____ | 20. _____ |

CAMP SIMPSON

Early Bird Second Payment Form

All second payments are due by May 11, 2009, to the council office at P.O. Box 5309, Ardmore, OK 73403, in order to qualify for the camp fee discount. The second payment is \$75 per Scout.

- Unit Number _____ Scoutmaster _____
- Address _____ City _____ St _____ Zip _____
- Phone Number (_____) _____ - _____
- Total Number of Early Birds _____
- Total Money Enclosed _____
- Dates that Troop Attends Camp Simpson June _____, 2008

*****EARLY BIRD FEES ARE TRANSFERABLE BUT ARE NOT REFUNDABLE.*****

List Names of Early Bird Boys Paying Second Payment:

- | | |
|-----------|-----------|
| 1. _____ | 11. _____ |
| 2. _____ | 12. _____ |
| 3. _____ | 13. _____ |
| 4. _____ | 14. _____ |
| 5. _____ | 15. _____ |
| 6. _____ | 16. _____ |
| 7. _____ | 17. _____ |
| 8. _____ | 18. _____ |
| 9. _____ | 19. _____ |
| 10. _____ | 20. _____ |

Please Return form to Arbuckle Area Council, BSA, P.O. BOX 5309, Ardmore, OK, 73403

CAMP SIMPSON

2009 Camp Staff Application

******Applications need to be returned by March 1st, 2009******

We are looking for youth ages 15-21 (by June 1, 2009) to work at Camp Simpson. If you or any of your Troop or Venture Crew members would be interested, please complete the Camp Staff Application. You can mail your application form to the Council Service Center at the address above.

Name _____ Social Security # _____
(Application cannot be considered without SS#)

Permanent Address, City, State, Zip _____

Telephone (_____) _____ - _____ Date of Birth _____

***PARENTAL RELEASE (IF UNDER 18) _____

***SCOUT LEADER RELEASE (IF UNDER 18) _____

Unit # _____ District _____ Scout Rank _____ Scout Tenure _____

List Scouting Experience, offices, training, etc. that would make you an asset to the staff

List OTHER education, training, experience, etc. that you could bring to the staff

If you have been on camp staff before, list camp, year, and responsibilities:

Boy Scouts of America Declaration of Religious Principle:

The boys Scouts of America maintain that no member can grow into the best kind of citizen without recognizing his/her obligation to GOD and, therefore, acknowledges the religious element in the training of the member, but it is absolutely nonsectarian in its attitude toward religious training. It's policy that the organization or institution with which the member is connected shall give definite attention to his religious life. Only persons willing to agree with this declaration of principle and the Bylaws of the Boy Scouts of America shall be entitled to certificates of membership or leadership.

Affirmed _____ (initial)

I acknowledge that the information contained in this application is accurate, whole, and complete to the best of my knowledge.

Signed _____ Date _____

Please Return form to Arbuckle Area Council, BSA, P.O. BOX 5309, Ardmore, OK, 73403



CAMP SIMPSON

2009 Counselor In Training Application

We are looking for youth at least 14 as of June 1, 2009 to work at Camp Simpson. This is a one-week volunteer obligation. Please mail your application form to the Council Service Center at the address above.

Name _____ Social Security # _____
(Application can not be considered without SS#)

Permanent Address, City, State, Zip _____

Telephone (_____) _____ - _____ Date of Birth _____

Unit # _____ District _____ Scout Rank _____ Scout Tenure _____

Order of the Arrow: Yes No Honor _____

Have you ever served in a staff capacity at any Scouting event? (When & Where)

Please indicate your first, second, and third choice. Line through any week you are not available:

June 7-13, 2009 _____ June 14-20, 2009 _____ June 21-27, 2009 _____

Boy Scouts of America Declaration of Religious Principle:

The boys Scouts of America maintain that no member can grow into the best kind of citizen without recognizing his/her obligation to GOD and, therefore, acknowledges the religious element in the training of the member, but it is absolutely nonsectarian in its attitude toward religious training. Its policy that the organization or institution with which the member is connected shall give definite attention to his religious life. Only persons willing to agree with this declaration of principle and the Bylaws of the Boy Scouts of America shall be entitled to certificates of membership or leadership.

Affirmed _____ (initial)

I acknowledge that the information contained in this application is accurate, whole, and complete to the best of my knowledge.

Signed _____ Date _____

APPROVALS

Parents

Scoutmaster

Camp Director

Program Director

Please Return form to Arbuckle Area Council, BSA, P.O. BOX 5309, Ardmore, OK, 73403

CAMP SIMPSON

2009 Maverick/Provisional Camper Application

*This program is designed for Scouts that cannot attend camp with their regular troop
or for Scouts who wish to stay an additional week(s) at Camp Simpson.*

Please mail your application form to the Council Service Center at the address above.

Name _____

Permanent Address, City, State, Zip _____

Telephone (_____) _____ - _____ Date of Birth _____

Troop # _____ District _____ Council _____

Scout Rank _____

Order of the Arrow: Yes No Honor _____

Scoutmaster Signature/ Approval _____

Parent/ Guardian Signature/ Approval _____

In case of emergency, please contact: _____ at (phone) _____

Please indicate which week(s) you would like to attend.

June 7-13, 2009 _____ June 14-20, 2009 _____ June 21-27, 2009 _____

I acknowledge that the information contained in this application is accurate, whole, and complete to the best of my knowledge.

Signed _____ Date _____

CAMP SIMPSON

2009 Indian Village “Overnighter” Pre-registration Form

COST IS \$5 PER PARTICIPANT

Each overnighter is generally limited to 30 participants. Available slots will be filled in the order that pre-registrations are received. A waiting list will be established for each class to adjust for cancellations up to the day of each overnighter.

Summer Camp Week (Circle One) Week 1 Week 2 Week 3

Troop # _____ District _____ Council _____

Name of Participants:

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL FEES ENCLOSED: _____

Scoutmaster Name _____

Scoutmaster Address _____

Scoutmaster Phone _____

Signature _____ Date: _____

CAMP SIMPSON

2009 Campership Application

Name _____ Troop # _____ Rank _____

Address _____ City _____ St _____ Zip _____

Telephone _____ District _____

Week attending camp (circle): 1 2 3

- 50% Reservation Fee Required of Scout by April 15th _____ 50%
- Amount Scout & Family Will Pay _____
- Amount troop or institution will pay _____
- Amount of Campership Requested (not more than 1/2 of fee) _____
- Total Fees _____

Remarks:

This is to certify that I have personally talked with the above Scout regarding his attendance at Camp Simpson.

Signature of Scoutmaster _____ Date _____

Address _____ City _____ ST _____ ZIP _____

Parent's or Guardian's Signature _____ Date _____

Office only:

District Executive Signature _____ *Date* _____

Scout Executive _____ *Date* _____

Camperships

Purpose

To provide a fund to assist deserving Scouts who otherwise cannot meet the attendance fees to attend long- term camping opportunities sponsored by the Council.

General

Many Scouts need and deserve help in meeting the expense of attending Scout camping opportunities. We believe that many individuals, firms, and organizations will contribute to such a fund if it is solicited and fairly administrated. The Campership Fund Program recognizes that some Scouts need more help because of a greater need.

The fund is not unlimited, and varies from season to season. All Scouts who receive Camperships will be required to earn part of the fee in accordance with the 9th Scout Law, “A Scout is Thrifty,” unless there are circumstances that make this clearly impossible.

No investigation will be made as the Unit Leader is presumed to have intimate knowledge of the circumstance. Details of application, approval, and administration must be such that there is not embarrassment to the Scout or his family. All applications must be received at the Scout Office for review by the Campership Committee.

Policies

1. Campership funds will be awarded from applications on a first come, first served basis. Applications may be submitted earlier, but confirmation of Camperships will begin April 15th.
2. In order for a campership to be considered, the Scout must pay 50% of the early bird fee to the troop.
3. NO MORE THAN HALF—and sometimes less than half—the total attendance fee will be granted from Campership funds unless clearly justified.
4. Applications must clearly indicate any circumstance that prevents the Scout from earning part of the fee by his own efforts.
5. The Campership Committee will review all applications.
6. Applications are available in the forms section of this book, and must be submitted to the Council Service center.
7. Applicants must be registered Scouts in the Arbuckle Area Council.

Thank You!