

**Camp
Krietenstein
2009
SUMMER CAMP
LEADERS
GUIDE**



Letter from the Camp Director

Welcome to Camp Krienstein! We're glad that you and your Troop have chosen to attend summer camp at Camp Krienstein. The staff will be happy to help you find the adventure of Scouting in western Indiana. Camp Krienstein has acres of woods to find the wonders of nature. You will discover that Camp Krienstein is the home of all kinds of wildlife, too.

We are excited to bring a great program to you and your Scouts in 2009. We are known throughout the state and the surrounding area as having a quality program. Our staff is outstanding and praised for being helpful. Our first year camper program for Scouts is one of the best in Indiana and is a positive experience for those Scouts who participate in this program. The instruction in the merit badge program is foremost in its field.




There are so many activities to choose from that your Scouts would have to stay all summer to do everything. As of this writing, we are working on developing new program ideas to make the outdoor summer camp experience more rewarding. Please take the time to look through the pages of this program guide to Camp Krienstein and share the information with your unit's leadership.






Many of your Scouts are looking to advance in camp. Camp Krienstein is the place to do so. With over 30 merit badge offerings to choose from, there is something for everyone from archery to woodcarving. We are making changes at camp, including a "New Eagle Quest version. Additional platforms in some sites and lots of new program equipment.

Yours in service to Scouts,

Roger A. Frese
Camp Director Camp Krienstein

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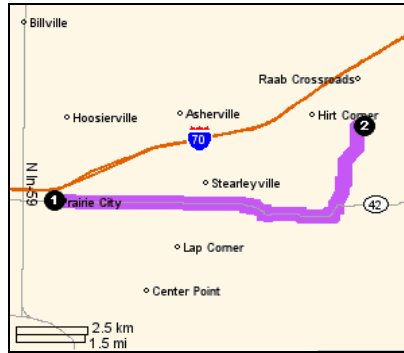
WHY CAMP AT KRIETENSTEIN?

The summer camp experience at Camp Krietenstein allows Scouts to share in fellowship and learn from the experiences of other Scouts in a unique way.

Camp Krietenstein offers “hands on” approach, which is an important aspect of Scouting. Interaction between Scouts and staff encourages Scouts to develop their skills and love of the outdoors. Because the staff are some of the best in the Crossroads of America Council and in the country, your Scouts have the opportunity for a great experience at Camp Krietenstein

The greatest reward at Camp Krietenstein will be the lasting memories he will carry with him for the rest of his life.

Directions to Krienstein Scout Camp



Directions

Miles

- | | |
|--|-----|
| 1. Exit 23 off I-70 | |
| 2. Turn South on STATE ROAD 59 | 0.1 |
| 3. Turn Left (east) on STATE ROAD 42 | 7.0 |
| 4. Turn Left on COUNTY ROAD 18 S/N BOY SCOUT RD | 2.5 |
| 5. Turn Right on COUNTY ROAD 16 E/E COUNTY ROAD 575 N | 0.1 |
| 6. Turn Left into Krienstein Scout Camp | |

Camp program opportunities

Krietenstein Scout Camp's 177 acres are located near Poland, Indiana, nestled in a scenic Indiana hardwood forest. The camp offers a variety of opportunities for troops, patrols, and individual Scouts.

Camp provides a traditional Boy Scout summer experience with full dining hall service and wall tents on elevated platforms in each campsite. We have an option where units may use their own tents and equipment in selected campsites.

Our provisional Scout program provides the opportunity for individual Scouts and patrols to attend camp if they cannot attend with their troop or they wish to enjoy camp for additional weeks. The camp will assist with providing leadership for these Scouts while they are in camp.

2009 Krietenstein Scout Camp Dates

Session 1	June 14-20
Session 2	June 21-27
Session 3	June 28-July 4
Session 4	July 5-11
Session 5	July 12-18
Session 6	July 19-25

Planning Checklist

- ❑ By October the Unit should:
 - Choose to attend camp, set camp dates and choose a campsite (if you haven't already done so).
 - Send in your camp reservation form (along with your campsite deposit fee) to one of the Crossroads of America Council offices.

- ❑ November – February the Unit should:
 - Recruit responsible leadership-a minimum of 2 adult leaders are required (1 **MUST** be 21 years or older).
 - Plan to hold a “Parent Information” meeting about summer camp to inform Scouts and parents of camp details including: dates, fee schedule, and camp program information. (Contact the Order of the Arrow or the Camp Promotion Chairman for help in planning this meeting).
 - Start a unit camp saving program.

- ❑ By March the Unit should:
 - Hold an Order of the Arrow Unit elections meeting.
 - Have 50% of camper fees paid to the Scout Service Center by March 6, 2009. Remember that the final summer fees are due by May 1, 2009.
 - Begin working with the Scouts on their advancement program for camp.
 - Conduct a second “Parent Information” meeting to explain and adopt final plans for camp by the end of April.
 - Contact parents of Scouts not attending camp and pay a personal visit to promote camp. Remind parent that Scouts can attend with other Troops or as a provisional Scout for a week.
 - Hand out the physical form or up-date the old physical form, adult and youth.
 - Apply for workerships (if necessary).
 - Adults begin physical conditioning for camp.

- ❑ By May the Unit should:
 - Collect all camping fees and complete the troop roster by May 1st.
 - Mail or send online to Scout Service Center in Terre Haute.
 - Finalize the Unit summer program for camp.
 - Instruct the Scouts in what to bring/not to bring to camp.
 - Adults continue physical conditioning for camp.
 - Do merit badge sign-up at:
<https://webportal.crossroadsbsa.org/main.aspx>

- Two weeks prior to arrival at camp the Unit should:
 - Collect all physical exams from both the youth and adults attending camp. Mail to Scout Service Center in Terre Haute. If an individual does not have a physical exam completed he/she has 3 weeks to get that task completed. Please check to see if the physical exam is properly **SIGNED AND DATED BY A DOCTOR** (within the last 36 months for youth and adults under the age of 40 and a **PARENT SIGNATURE** (within the last 12 months). Make sure all needed medications will be sent to camp and that the proper paperwork is completed and filled out correctly.
 - Pre-register the Scouts for the merit badge program and other camp programs in which they will participate. This should be completed online: <https://webportal.crossroadsbsa.org/main.aspx>.
 - Make a copy of the merit badge sign-up list for the unit leadership.
 - Make copies of the advancement program for each Scout in your Unit. Remind the Scouts about the prerequisites for their advancement program.
 - Double-check all paperwork for camp and the Scouts.
 - Establish a list of all leaders who will be attending camp including phone numbers and addresses.

- One week before coming to camp the Unit should:
 - Double check everyone's medical forms and make copies for Troop's use.
 - Hold an inspection of Unit and patrol gear.
 - Go over the personal checklist with each person attending camp.
 - Check transportation details.
 - Inform Scouts and adults about the customs, practices, procedures and rules at camp.
 - Fill out and sign "**BLUE CARDS**" for merit badge and check prerequisites.

- The day you leave for camp the Unit should:
 - Make sure everyone's medical forms are on hand. THEY NEED A PARENT'S SIGNATURE EACH YEAR.
 - Make sure all medications are in original container with proper dosage instructions and medications cards are filled out and signed.
 - ALL MEDICATIONS WILL NEED TO BE TURNED INTO THE CAMP HEALTH OFFICER during the "medical recheck" process.
 - Plan to arrive at camp **no sooner than 1:00PM and no later than 3:00PM.**

Boy Scout equipment check list

“Equipment” means those items necessary for living comfortably, and for convenience. Here is our suggested list. Please take time to double check this list and bring what you feel is necessary from your past experiences.

- Complete Boy Scout uniform (summer type) for evening meals, campfires, and flag lowering.
- Underwear and socks for at least six days.
- Sweatshirt or lightweight jacket.
- Swimming trunks, towel.
- Comfortable hiking boots, athletic shoes, extra pair of shoes (boys do a lot of walking). If the Scout is planning on any boating merit badges, he will need a pair of shoes that can be worn in the water.
- Pack, preferably with frame (needed for M.B.)
- Backpack, duffel bag, or foot locker.
- Canteen or water bottle.
- Sleeping bag or blankets and a small pillow.
- Toilet kit (toothbrush, towel, soap, comb, etc.).
- Notebook, pencil, pen and Scout Handbook.
- Sunscreen and insect repellent (non-aerosol).
- Flashlight with fresh batteries.
- Watch, first aid kit.
- Medical Form and prescription medication in its original container (medical form signed & updated).
- Spending money for Trading Post (\$50 maximum).
- Long pants (jeans) and a long-sleeved button-down shirt are required for the clothes inflation requirement of Swimming Merit Badge (cotton material only - no polyester).
- Optional* - Folding pocketknife with a ground locking blade, (blades cannot be more than 3" long), camera, cot, fishing gear, compass, sewing kit, religious materials, pajamas, alarm clock

It is recommended that portable radios, electronic games and other valuables be left at home.

Camp fees (Early Birds by May 1st)

Program	In Council (discounted)		Out of Council	
	Early Bird	Regular	Early Bird	Regular
Main Campsites	\$190	\$200	\$215	\$225
Provisional Scout	\$200	\$210	\$225	\$235
Second Week of Camp	\$165	\$165	\$185	\$185
Required Adults	\$70	\$70	\$80	\$80
Additional Adults	\$90	\$90	\$95	\$95
Daily Leaders (Meal Fee)	\$17	\$17	\$17	\$17

Fees

May 2008: Summer camp reservations (In Council Units) start for 2009 season. A non-refundable deposit of \$100 is due at that time.

March 2009: 50% of camping fees due by March 6, 2009 for each Scout and adult attending.

May 2009: Full payment by May 1st for all camping fees required to avoid \$10 per Scout late payment fee.

NOTE: Discounts apply **ONLY** if payments are made **on time**.

Workerships

A strong work ethic and self-reliance is a lesson that Scouting has been teaching for many years. If a Scout is unable to be part of a Scouting event due to lack of funds, he may never learn this lesson. The workership program begins this lesson by allowing Scouts to identify a "good turn" work project for which he could be awarded up to 50% of his camp fee.

Applications are due by May 1st with projects completed prior to camp. **Workerships are available only for Crossroads of America Council Scouts attending Krietenstein Scout Camp.** Other Councils have similar programs for their Scout families.

Refund policy

Camp fees are generally not refundable, other than in the case of hardships or an emergency. In order to be considered for reimbursement, a refund **must be** requested by the unit leadership **during camp**. The \$20.00 reservation portion of the fee is non-refundable, but is transferable to a new Scout reservation. All refunds will be reviewed following camp and reimbursement should be completed by September 30th.

Next year's reservations

White at camp, it is possible to reserve a campsite for the following year. A \$100 (\$5 Scouts deposit @ \$20) deposit is required and should be paid to the camp office or at the Council Service Center prior to camp. The \$100 deposit is non-refundable and cannot be rolled over to the next year. Crossroads of America Council troops may make reservations beginning May 1st. Our of council troops may make reservations beginning June 1st.

Camper insurance

Each camper and leader is covered by medical insurance for most injuries or illness that happen while at camp or in transit to and from the camp.

The council carries an insurance policy that generally covers a reasonable, customary amount up to \$15,000 for Accident Medical Expense Benefits, up to \$7,500 for Sickness Medical Expense Benefits, up to \$5,000 for Dental Treatment and up to \$6,000 for Ambulance Service Benefits, following payment of any primary insurance the Scout may be covered by. Any expenses beyond these limits are the responsibility of the parent/guardian.

ALL INJURIES MUST BE REPORTED TO THE HEALTH OFFICER TO INSURE PROPER DOCUMENTATION AND TREATMENT.

Following camp, questions concerning insurance may be directed to:

Office Manager
Boy Scouts of America
P.O. Box 1966
Indianapolis, IN 46206 - 1966
(317) 925-1900 or 877-925-1900

For **out of council troops** attending our camp, you will need to show proof of insurance when arriving on Sunday. If you do not have insurance coverage, you are welcome to purchase a special policy during your week of camp for only \$8.00 per Scout/leader/week. Please see the Camp Business Manager when you check in.

Camp policies

At Krietenstein Scout Camp, the Scout Oath and Law are our guiding principles. We expect each leader to provide the guidance within the troop to follow these principles, the policies of Krietenstein Scout Camp, the Crossroads of America Council and the Boy Scouts of America.

- **FIREARM RESTRICTION:** Camp will provide rifles, shotguns, ammunition, bows, and arrows at the shooting sports ranges. If a Scout wishes to bring his own shotgun (20 gauge single shot), it must be approved and checked-in with the Shooting Sports Director upon arrival in camp. *That Scout alone will be allowed to use the shotgun.*
- **ALCOHOLIC BEVERAGES AND ILLEGAL DRUGS:** Alcoholic beverages and illegal drugs are not permitted in Scout camp. Possession or use of them on camp property will be cause for removal from camp.
- **SMOKING:** Smoking is prohibited except in designated areas. The goal of this policy is to keep smoking away from Scouts. All buildings are smoke free environments. Smoking outside the entrance or exit of any building is not permitted. In addition, all campsites should be on a smoke-free basis. A designated smoking area is available in the Tin Can.
- **VEHICLES:** Vehicles are not permitted in campsites. Vehicles should be parked only in the main parking lots. One vehicle will be allowed to make one trip to the campsite to deliver and remove troop and personal gear at check-in and checkout. **Please note that BSA Policy does not allow any individual to be transported in the back of any pick-up truck or trailer.**
- **PERSONAL ITEMS:** The camp is not responsible for lost or stolen items. If such an unfortunate event occurs, it is recommended that a police report be filed for insurance purposes.
- **FUEL:** All fuels must be kept locked. The camp quartermaster can assist with this service. Remember that any type of open flame is not permitted in any tent.
- **YOUTH PROTECTION:** We adhere to all youth protection provisions of the Boy Scouts of America. Two deep leadership is required at all times. Please remember that leaders and Scouts cannot sleep in the same quarters and that mixed genders are not allowed to tent together. Exceptions are a parent/son or married couple.

- **MEDICATION:** All prescription medication must be stored at the Health Lodge in its **original container**. Inhalers, EPI pens and heart medications will be kept by the Scout or leader at the discretion of the Health Officer. Over-the-counter medications will not be allowed in camp unless they are prescribed by a physician. After Saturday breakfast, it is the responsibility of the unit leader to pick-up unused medications that were brought to camp.
- **PERSONAL TENTS:** Personal tents must meet the Boy Scout standard of 30 square feet of sleeping space per Scout. Personal tents should also have a “NO FLAMES IN TENTS” sign affixed to them. The signs are available from the camp office.
- **VISITORS:** All visitors should check in with the camp office when coming into camp, and check out when leaving (except Wednesday night).
- **LEAVING CAMP:** If you plan to leave camp, please sign in and out at the camp office.
- **PETS:** No pets in camp please.
- **HAZING:** The Scout Oath and Law are the accepted code and constant guide to all relationships within camp. The staff members are interpreters of the spirit of Scouting, as well as the skills of Scouting outdoor programs. A camper shall not be deprived of food or sleep; be placed alone without adult supervision, observation or interaction; be subjected to ridicule, threat, corporal punishment, excessive physical exercise, or excessive restraint.
- **CAMPER RELEASE POLICY:** Campers will only be released early from camp to custodial parents. Release to others must be communicated in writing in advance, with troop leader’s knowledge. Parents must indicate in writing that the Scout will be leaving with and the time and day of departure. **FOR THE SCOUTS SAFETY, SCOUTMASTERS MUST ESCORT THE SCOUT TO THE CAMP OFFICE AND SIGN THE SCOUT OVER TO THE APPROVED PERSON(S).**
- **BOATS:** There is no access to Lake Malone for personal boats at camp. If you have your own boat and would like to take your troop on an activity in it, you must discuss your plans with the Camp Directors.
- **PHYSICAL FORMS:** Every youth attending a camping program and every adult responsible for youth supervision must bring a completed Personal Health and Medical Record form with them to camp. Adults under 40 and all youths must bring a completed Class I form signed by a parent or guardian within 12 months of the time they are in camp. In addition,

all adults under fourth and all youth who are spending more than 72 consecutive hours at camp must also bring a Class 2 form completed by a licensed medical practitioner within 36 month of the time they are in camp. Adults over 40 who are spending more than 72 continuous hours in camp or who are participating in COPE or climbing must bring a Class 3 form completed by a licensed medical practitioner within 12 months of the time they are in camp. ONLY those who have a completed CLASS I and II or a CLASS III will be permitted to participate in aquatic activities. ***Parental signatures must be updated annually.***

Doctor signatures are good for 3 years for youth.

- **PAY PHONE:** A phone is located at the Camp Office for leader use, or for scouts who have a leader present. Many times, homesick Scouts try to use the phone without the knowledge of an adult leader. Please keep on eye on them.
- **PERSONAL TRANSPORTATION VEHICLES:** Individuals with disabilities desiring to bring a golf cart type vehicle to camp must apply for a permit through the camp office prior to arriving at camp.
- **TOUR PERMITS:** Any troop traveling over 50 miles should file a tour permit. Camp will sign the permit at check-in.

**PLEASE REVIEW THE “GUIDE TO SAFE SCOUTING”
FOR ALL SAFETY POLICIES
(available on the website)**

# Youth	# Required Adults
1 – 16	2
17 – 24	3
25 – 32	4
33 – 40	5
41 – 48	6
49 – 56	7
56+	1 to 8 ratio

Sunday check-in

Each troop will have a specific time schedule for arriving at Krietenstein Scout Camp as shown in the *check-in schedule* below. The camp check-in process will include unloading of gear, medical checks, dining hall orientation, a tour of camp, and a swim test. You will receive your personal check in time with your troops' reservation confirmation prior to arrival at camp.

This schedule has been developed to try and reduce the amount of time each troop will spend at each stop, as there are many things to accomplish on this day. Your guide will be the key staff member responsible for keeping your troop on this schedule.

Arrival Time at Camp Schedule	
<u>Campsite</u>	<u>Time</u>
Plainsman	1:00 pm
Jambo & Woodsman	1:15 pm
Deer Trails & Kickapoo	1:30 pm
Indian Wells	1:45 pm
Boone	2:00 pm
Frontiersman	2:15 pm
Health Check-ins will start per notification	
<i>Arrival Time on Sunday will <u>NOT</u> begin prior to 1:00 pm</i>	

Move into your campsite with your gear and unload necessary equipment. (Remember only one vehicle per troop will be allowed to go into your campsite to unload heavier gear. All vehicles have to be moved out to the main parking lots for the remainder of the week).

As soon as possible, change into your swimming suits and shoes, grab a towel and be prepared to move to the health lodge (below dining hall) for medical checks *at your unit's reserved time*. **Do not go to the health check station earlier or later than assigned time.** Be sure you have all medical forms & medications along. These should be in alphabetical order and ready to turn in at the health check station.

This will also be the time to make any changes in Merit Badges your Scouts have signed up for so be prepared for this opportunity.

Sunday schedule

Time	Activity
1:00 pm - 4:00 pm	Arrival & health check-in per scheduled times.
2:00 pm – 4:00 pm	Begin Unit registration & check in procedures.
6:20 pm	Troops report to parade field for flag ceremony.
6:30 pm	Sunday evening meal (this time is only for the Sunday meal).
7:00 pm	Camp staff introductions.
7:15 pm	Dismissal.
7:15 pm	Sunday Vespers in the camp chapel.
8:00 pm	Unit leader Roundtable meeting in dining hall.
9:15 pm	Opening campfire in the council ring.
10:00 pm	Campfire ends (all Scouts return to their sites).
11:30 pm	Lights out in all campsites/staff area.

Saturday departure

A continental breakfast will be served Saturday in the dining hall. Remember that another troop will be using the campsite after you have left, so please be courteous to your fellow Scouts and leave the campsite in good condition.

There is no provision for 2nd week campers to stay over on weekends, so if a Scout is staying for a second week of camp please make sure he is picked up on Saturday and returned on Sunday.

Departure check list

- 7:45 am - Flag raising ceremony.
- 7:55 am - Pick up final merit badge information below the dining hall. Each troop should review all advancement records prior to departure. The Program Director/Merit Badge Counselor can correct discrepancies.
- 8:00 am - Continental breakfast. Medications & health forms may be picked up after breakfast by an adult leader.
- 8:45 - 9:00 am - **Return to campsite for check out.** Your staff guide will meet you at your campsite to complete a campsite checkout.

Visitors

Parents and families are always welcome at Krietenstein Scout Camp. Please register in the camp office upon arrival. The campfires held on Wednesday and Friday evenings are two excellent times for visitors. If a visitor is going to be in camp and desire to eat a meal they can purchase a meal ticket at the Trading Post at a cost of \$6.00 per meal. **Please let us know two days in advance** so we can ensure there is room for your guests. *(This includes extra adults staying for supper on Sunday night.)*

Krietenstein Scout Camp wisdom

Krietenstein Scout Camp has been providing a summer home for Scouts for over 80 years. Here are a few things that might help you with your stay in camp.

1. Uniforms are encouraged for evening flag ceremonies, evening meals and evening campfires.
2. Merit badges are not the only things going on at Krietenstein Scout Camp. We encourage troops to try new adventures and activities (i.e. tubing, canoe trips, and hikes). Talk to the Program Director about these opportunities.
3. Be prepared for camp. Check equipment needs before coming. Have your patrols organized and participate in camp honors program.
4. Take time to enjoy the beauty of our camp and the many trails winding through our 177 wooded acres.
5. Show troop spirit! Bring your troop flag and proudly display it at flag ceremonies! The troop that comes to camp with ideas and spirit

- challenges the rest of camp to come alive.
6. Our outstanding staff tries to do its best to serve every Scout. Please let us know how we can meet your needs.
 7. If you have a special need or want to do something spectacular, tell us about it and we will give it our best shot.
 8. It is unfortunate when someone loses something of value. Please have a plan for storing valuables.
 9. **Pace yourself** - especially if the weather is extremely hot. Plan on carrying a canteen of water and use it.
 10. **Communicate** - if you have a special need or want to do something spectacular, or need a problem solved, let us know and just maybe we can help.
 11. Unit leaders should bring some type of lockable device to camp to secure the Troops valuables.
 12. Advise your Scouts to leave their valuables at home or secured with the unit leadership. Watches, spending money, etc., should not be taken to the central shower area, lakefront, or left on your bunk in your campsite.
 13. BE FLEXIBLE! Each week there are many Scouts in camp who are lost, so-to-speak. While the staff is here to try to meet the needs of everyone, we just cannot be everywhere for everyone.
 14. One last thing. We want to make our camp the **BEST** in Indiana. We cannot do that without your help. If you have any suggestions, write it down and pass it on to the camp administration. We'll be glad to listen to you and your ideas.

Troop photographs

Troops will have the opportunity to take home a troop photo for each Scout attending Krienstein Scout Camp. Troops are encouraged to bring troop and patrol flags to make their Krienstein Scout Camp photo complete. Troops should dress in Class A uniforms for the photo.

Photos will be taken early in the week. Time and place will be announced.

Mail

Parents and family members are encouraged to send a letter or a package to camp. They should allow at least three days delivery time. Items arriving after Scouts departure will be returned to sender. Packages and letters **MUST BE** addressed in the following manner:

Scouts Name
Campsite/ Troop Number
Krietenstein Scout Camp
6445 East Co. Rd. 575 North
Centerpoint, Indiana 47840
Camp Krietenstein Emergency
Phone Number (812) 986-2300

NOTE: Every year Scouts receive mail from family and friends that must be returned to sender because the troop number is missing from the address. Please go over these procedures with parents and family members.

Equipment needs

Krietenstein Scout Camp provides quality equipment and a prepared campsite for each troop in camp. It is important to complete the equipment request and return it to Krietenstein Scout Camp at least **two weeks in advance** of your stay in camp. This will allow us to prepare your campsite prior to your arrival.

Each campsite is fully equipped with the following items:

1. Wall tents on elevated platforms to allow for good air circulation
2. Mattresses
3. Dining fly
4. Picnic table
5. Latrine with running water, toilet paper, and cleaning supplies
6. Flag pole with American flag
7. Shovel, rake, broom and hose available at the latrine
8. Additional equipment is available to be checked out from the camp Quartermaster

Damaged equipment

Scouts are expected to take care of all equipment they use. Sometimes, however, equipment is damaged and it needs to be replaced or repaired. If equipment is misused by the Troop, the cost of any damaged equipment needs to be settled before the Troop leaves camp on Saturday. Damages to equipment should be reported to the Quartermaster or Commissioner.

Environmental statement

The Boy Scouts of America cares about our environment. All Scouts and leaders are charged to protect and respect our environment, especially while at camp. Help us keep your camp clean by:

1. **RECYCLING:** Reduce the use of all paper, Styrofoam, and plastic. Reuse and recycle all materials. For your convenience, aluminum can recycling containers are available in various areas of camp.
2. **LOW IMPACT CAMPING:** Respect nature. Be gentle to your campsite. Take trash with you and put it in proper containers. Stay on trails to maintain a natural camp setting.
3. **HIKING:** Respect the outdoors and follow the outdoor code.

Food service

Krietenstein Scout Camp has employed exceptional food service personnel to provide quality meals for Scouts and leaders. A licensed dietician has reviewed the menus for balanced nutrition.

In the event that you wish to invite guests to dine with your troop at camp, meal tickets can be purchased at the Trading Post. **Please purchase these tickets two days prior to the arrival of your guests.** A \$6.00 fee will be charged per meal.

Special dietary needs

We want your stay to be enjoyable at camp. If Scouts and leaders need special meal substitutes because of dietary restrictions, please notify the camp office TWO WEEKS prior to your troops arrival.

Wednesday night meal

Wednesday nights at Krietenstein Scout Camp are traditionally "Family Night". For this reason, meals are not served in the dining hall. It is important for each troop to make plans for an alternate source of food for the Wednesday night meal. Some troops over the years have chosen to order pizza from town and others have chosen to cook in their campsite. Other troops use this as an opportunity for parents to bring "carry-in" favorites for the scouts.

Special arrangements can also be made to support those who wish to cook in their campsite. If you are planning to cook in your campsite on Wednesday night and need help getting the food you need, send a copy of your menu at least 30 days in advance so we can be sure to have supplies in stock. A nominal fee will be charged for food from the dining hall.

Troop leadership

Leader meetings

There will be an important Troop Leader meeting on Sunday at 7:30 pm. Scoutmaster meetings are held Monday - Friday after breakfast on the dining hall porch. Each troop should have a leader present to receive all necessary information for the day's program. SPL meetings are daily at 8:30am.

Scout leader services

Krietenstein Scout Camp offers leaders opportunities to learn and to have some fun while at summer camp. We will always have fresh coffee, Scouting-related information and comfortable chairs in the Scout leader's lounge. Special training subjects will also be available at 10:00 AM each morning in the Scout Leader's Lounge.

Adult leader activities

During your week at camp, qualified members of the staff will

offer adult training in Youth Protection, Safe Swim Defense and Safety Afloat. Participate in Staff/Scout Leader challenges or enjoy a friendly game of horseshoes. Orienteering instruction is a new activity offered this summer.

Leader role

A teacher, a listener, a motivator, a disciplinarian, these are just a few roles of a Scout leader. In camp, this is only amplified. Thus it is required that every troop have at least two adult leaders (at least one must be 21 years of age) in camp at all times. Though a leader's role in camp is probably the most challenging, it is also the most rewarding. The staff at Krietenstein Scout Camp understands the challenge and the reward, so we are always willing to help when needed.

Trading Post

The Krietenstein Scout Camp trading post provides a full selection of souvenirs, Scouting items and snacks for sale during your stay. The following is a list of some of our available items:

- Bagged Ice
- Krietenstein Scout Camp mugs and Camp T-shirts.
- Scout knives (must have Totin' Chip), flashlights, hot sparks (must have Firem'n Chit) and many other Scout items.
- Craft kits, merit badge pamphlets, songbooks, handbooks, etc.
- Scout socks, hats, council strips.
- Snacks (candy, ice cream, chips) and drinks.
- Batteries, soap, tooth brush, tooth paste, insect repellent, etc.

- And lots, lots more for your shopping pleasure!

We suggest that the Scoutmaster or another adult serve as the “banker” during the week. When a Scout needs money he can check it out from the banker. This keeps the Scout from losing his money, can serve as a method of teaching thriftiness, or as part of Personal Management merit badge.

Daily program schedule

Time	Activity
7:00 am	Rise and shine
7:50 am	Morning Flag ceremony on parade field
8:00 am	Breakfast
8:25 am	Morning statements
8:30 am	Clean up after breakfast
8:00 am	Breakfast
9:00 am	Scout skill sessions #1
9:30 am	Unit leaders Roundtable in Scoutmaster's Lounge
9:45 am	Session #1 ends
10:00 am	Session #2
10:45 am	Session #2 ends
11:00 am	Session #3
11:45 am	Session #3 ends
12:00 pm	Lunch according to schedule (table hoppers report 5 minutes before troops scheduled)
1:00 pm	Lunch ends
	Troop get togethers Camp wide game
2:00 pm	Session #4
2:45 pm	Session #4 ends
3:00 pm	Session #5
3:45 pm	Session #5 ends
4:00 pm	Session #6
4:45 pm	Session #6 ends
5:50 pm	Camp Flag Ceremony
6:00 pm	Evening meal

Evening program schedule

Day	Time	Activity
Sunday	6:30 pm	Evening meal
	7:00 pm	Staff introductions
	7:15 pm	Meal dismissal
	7:30 pm	Camp wide Vespers
	8:00 pm	Unit leaders meeting
	9:15 pm	Opening campfire
	10:00 pm	Campfire ends/Staff meeting
Monday	6:00 pm	Evening meal
	7:00 pm	Evening activities begin
	9:00 pm	Evening activities ends
	9:30 pm	Trading Posts closes for the day
Tuesday	9:15 pm	Scoutmasters Cracker Barrel night
	7:00 pm	Camp-wide activity
Wednesday	6:00 pm	No evening meal
	8:30 pm	SPL's and O. A. campfire
Thursday	7:30 pm	Scouts own non-denominational service
	9:15 pm	Scoutmasters root beer floats night
Friday	8:30 pm	Closing campfire

Advancement Opportunities

Here are a few tips concerning the merit badge program at Krietenstein Scout Camp:

1. In March or April review each Scout's advancement and help him decide which merit badges he wants to work on at camp. Be sure to review the schedule to avoid conflicts in merit badge scheduled times.
2. Review the requirements of each merit badge with the Scout to see which requirements should be completed before going to camp (pre-requisites)
3. Scouts are encouraged to sign up for merit badges before arriving at camp. It is important to use the online reservation site: <https://webportal.crossroadsbsa.org/main.aspx>. To assist leaders with their role in camp, an update of the progress for each Scout's merit badge work will be available twice during the week. If there are any questions about a Scout's progress a leader should feel free to discuss the question with the appropriate instructor.

On Saturday morning, adult leaders will receive merit badge cards for the Scouts in the Troop. This is not a "blue card", which is normally used to certify the completion of a merit badge. The camp merit badge card is

used so that all of the details of a partial completion are made available to the Scout. When the remainders of the requirements are completed, the camp card can be used to certify the completion of the merit badge at your local service center.

Experience Tells Us

1. Summer Camp is **NOT** a merit badge mill, where you pay a fee and get a merit badge automatically. Instead, the camp program offers a merit badge program as a supplement to the overall Scouting program at summer camp.
2. Do your homework ahead of time. Complete the advanced written work at home; camp is not the ideal classroom where written work can be completed. The prepared Scout will come to camp ready to go and have all the written material completed.
3. The “Eagle Quest” program is designed to help those Scouts advance and gain a better understanding of the Scouting program. Let it work for you and your Troop.
4. The first year Scout camper, generally speaking, should try for no more than 2 merit badges (and one of these is recommended to be a Handicraft related merit badge). Others will argue this point, but we will not. We’ll let a Scout take as many merit badges as he and his Scoutmaster wants, but remember that experience has shown us different.
5. You should plan on a maximum of **three merit badges** per Scout per week.
6. The most difficult merit badges to earn are those requiring a great deal of physical skill, coordination, and stamina. These merit badges are: canoeing, lifesaving, swimming, rifle and shotgun shooting merit badges.
7. Scouts should try doing something new at camp and get a well-rounded experience.
8. Plan time for your Scouts and yourself to enjoy the woodlands and the lake or even the wildlife areas of camp.

On-line Reservations/Merit Badge Sign-up

General Notes:

1. This online system was designed to work with Internet Explorer. Using a browser other than IE may result in unexpected displays of information.

2. A series of nine steps will be presented allowing you to select fees, indicated attendees, register for merit badges, select any optional items and remit payment. During the reservation process, your current step is displayed in red, steps you have already completed are displayed in green and steps you have not yet completed are shown grayed out. If returning to a step, it is displayed in yellow.

3. Once you have completed your reservation, you can return at any time to edit your reservation (see "Editing Your Reservation" on the next page).

4. When you arrive at camp, your reservation will be reviewed, with any funds due being payable at that time and/or refunds being submitted.

5. Should you have questions or need assistance, contact the **Terre Haute Service Center at (812) 232-9496, extension 18.**

6. A User's Guide complete with example screen shots can be found at: www.crossroadsbsa.org/portal.

Making Your Camp Reservation:

1. Address for reservations is:

<https://webportal.crossroadsbsa.org/main.aspx>

2. First time users of the system must register. Click the *Register* link, read and accept the council's privacy policy and then select your relationship to the council.

A. Crossroads of America Council Member (CAC) – any leader registered in this council.

B. Boy Scouts of America Member – any leader registered in another council.

C. General Public – this is for non-registered leaders. You should not select this option.

3. Complete the information requested. CAC members must type their name exactly as it appears on their membership card. If you do not know your BSA ID#, you can click the button to the right to look it up using commonly known information.

4. Click the *Reservations* link on the left side of your screen.

A. Step #1 – Basic Reservation Information

1. Create a name for your reservation. Example: Troop 100 Summer Camp.

2. From the Event Type drop down, select "Camp-Summer Programs".

3. From the Event Name drop down, select "Krietenstein Summer Camp".

4. From the Session drop down, select the week of camp your Troop will be attending.

5. Click the Continue button.

B. Step #2 – Contact Information

1. From the Contact Position drop down, select the registered position you are assuming in making this reservation. Leaders often have more than one registered position. You will want to select an option related to the Troop you are making the reservation for in order to populate the participants in a later step.
 2. Select the contact person from the Reservation Contact drop down. This defaults to you.
 3. Click the Continue button.
- C. Step #3 - Reservation Fees
1. Indicate the number of adults and youth planning to attend in the boxes displayed.
 2. Click the Continue button.
- D. Step #4 – Attendees
1. Select the names of those leaders and Scouts attending. Move them to the right side of the screen using the buttons in the center of the screen.
 2. If a name does not show, you type it in under the guest's section below indicating whether the individual is an adult or youth and their gender. Move to the box on the right using the same buttons in the center of the screen.
 3. Click the Continue button (*Note: The system attempts to reconcile the number of adults and youth you entered on Step #3 with the individuals you select at this step. You cannot proceed until you resolve any errors.*)
- E. Step #5 – Activities
1. Register Scouts for merit badges by selecting the check box next to their names and then clicking the green plus sign next to the respective merit badge and time. The green plus sign changes to a pencil icon. If you need to make a change, click the pencil icon, make your changes and then click the check mark button to accept.
 2. Continue until you have registered all Scouts up for their respective merit badges. (*Note: Use the Activity Category drop down to filter the number of merit badges shown.*)
 3. Click the Continue button when finished.
- F. Step #6 – Optional Items
1. Indicate the number of any listed items that you wish to select.
 2. Click the Continue button.
- G. Step #7 – Review Reservation
1. Check to be sure your reservation is correct. If you see errors, you can click the pencil (edit) button next to the items to move back to that respective step for corrections.
 2. Click the Continue button.

H. Step #8 – Invoice

1. A display of your invoice appears.
2. Click the Continue button.

I. Step #9 – Payments

1. Enter your credit card information and click Submit Payment.
2. Clicking “Pay Later” will hold your reservation for 168 hours (7 calendar days) after which the system will cancel your reservation if not paid.
3. Payment by cash, check, escrow account, etc. can only be made by council staff. Click “Pay Later” to park your reservation. Remember, checks mailed must be received and posted within the 7 calendar period noted above to avoid cancellation.

Editing Your Camp Reservation at a Later Date:

1. Return to the reservation login page:
<https://webportal.crossroadsbsa.org/main.aspx>
2. Login to the system with your user name and password.
3. Click “Reservations” on the left side of the screen, then select your camp reservation by clicking the pencil (edit) button. You can click through each step one screen at a time or jump to a specific step by clicking the numbered links at the bottom of the screen. (*Note: Holding your cursor over the number results in a Text Tip pop-up indicating the function of the respective step.*)

Merit Badges

Merit Badges are important at Krietenstein Scout Camp, but keep in mind there are many other activities in camp that are beneficial for Scouts. Some times, just “hanging out” in the campsite is just fine for a Scout.

Our advancement opportunities are on the pages that follow. The Merit Badge sign up is online this year. We hope that it makes the process easier.

We have qualified staff that holds to the requirements of merit badges as listed in the merit badge pamphlets. Some of our Pre-requisites are items that are only written work and can be completed at home prior to camp to make it easier than doing them at camp.

The merit badges listed are as of October 2008, some changes may need to be made to the list of merit badges or the pre-requisites. A special packet of information will be mailed to all troops who are signed up for camp in late March with updates to the merit badge listing.

Aquatics Area

The aquatics area is one of the most popular areas in camp and features many activities other than the merit badge program.

Activity schedule

6:00-6:50 AM Monday-Polar Bear Swim

6:00-6:50 AM Tues. Wed., Thurs., Fri - Mile Swim Practice (mile swim arranged)

Aquatics Activity	9:00	10:00	11:00	2:00	3:00	4:00
Swimming Merit Badge Clothes Flotation (Thursday & Friday only)		•			•	
Instructional Swim		•				
Rowing Merit Badge	•				•	
Canoeing Merit Badge		•		•		
Lifesaving, BSA Lifeguard (must attend free swims, polar bear swims, and mile swim)			•			
Open Swim/Boating Area						•
Rowboat/Canoe Regatta - TBA						

Pre-requisites

Aquatics Activity	Pre-requisites and paperwork
Swimming	Pass the swimmer's test
Lifesaving	Swimming Merit Badge
*Rowing	Pass the swimmer's test
*Canoeing	Pass the swimmer's test
Instructional Swim	For non-swimmers and beginners
Open Swim	Bring a buddy
Mile Swim (Conditioning)	Pass the swimmer's test
*BSA Lifeguard	CPR, age14+, must be a strong swimmer

Shoes you can get wet are required.



Ecology and Conservation

The ecology area is an excellent place to explore the world around us. Each Scout should try to see the new creatures we have acquired each week.

Activity schedule

Ecology Activity	9:00	10:00	11:00	2:00	3:00	4:00
Environmental Science	•		•	•		
Nature	•					
Mammal Study	•					
Astronomy						•
Forestry					•	
Geology		•				
Reptile Study & Amphibian Study						•
Soil & Water Conservation		•		•		
Fishing			•			
Fish & Wildlife			•			
Archaeology				•		
Weather					•	
Insect Study		•				
Bird Study	Time is arranged with Ecology Director					

Pre-requisites

Ecology Activity	Pre-requisites and paperwork
Environmental Science	3e, 4b recommended for age 13 and up
Nature	5
Mammal Study	4a, b, c, d, e, f, or g
Astronomy	Night hikes required, 6
Reptile & Amphibian Study	8
Archaeology	7a,b

Astronomy	2, 6, 10
Fish & Wildlife Mgt	8



Health & Safety

The Health Lodge is not just a place where we handle first aid cases; it is also where a Scout learns the first help given a victim of an accident or other health emergency. Our Health Officer coordinates this merit badge session.

Activity schedule

First aid Activity	9:00	10:00	11:00	2:00	3:00	4:00
First aid	•			•		
Emergency Preparedness		•			•	
Safety			•			•



Outdoor skill

The Scoutcraft area is a place where Scouts learn the basic skills of Scouting. Scoutcraft activity features knots, camping, pioneering, orienteering and much more. Athletics, Sports and Personal Fitness are also held in this area. This is also the headquarters for Firecrafter.

Activity schedule

Outdoor Skills	9:00	10:00	11:00	2:00	3:00	4:00
Backpacking & Camping		•			•	
Wilderness Survival	•			•		
Emergency Preparedness		•			•	
Pioneering		•			•	
Orienteering	•			•		
Cooking			•			•
Hiking	To be arranged with the Outdoor Skills Director					

Pre-requisites

Outdoor Skills	Pre-requisites and paperwork
Camping	proof of 4b, 9a, b, c (a lot of written work can be done at home)
Wilderness Survival	5
Emergency Preparedness	1,8a,b, c
Pioneering	None
Cooking	Additional time required (may vary)
Personal Fitness	1a, b, 8,
Backpacking	10, 11a,b,c
Hiking	5, 6, 7

Handicraft

The handicrafts badges are a good start for first year Scouts. The pride and satisfaction of making something with your own hands is a good lesson for a young Scout to learn. New Scouts always find success in this area, so encourage them to pick at least one activity from this area. Woodcarving Merit Badge is strongly recommended for Scouts at least 13 years old.

Activity schedule

Handicraft Activity	9:00	10:00	11:00	2:00	3:00	4:00
*Wood Carving (Tues-Fri)		•	•		•	•
Model Design	•			•		
Art		•	•		•	
Basketry		•	•		•	•
*Leatherworking		•	•		•	•

* Woodcarving recommended for ages 13 and up.

* Leatherworking class to complete remaining requirements Thursday after supper 6:30-7:00 pm.

Pre-requisites

Be sure Scouts have extra money to purchase needed supplies for Handicraft Merit Badges.

Handicraft Activity	Pre-requisites and paperwork
Leatherwork	Projects cost \$4 - \$20 (scout choice of project)
Wood Carving	Totin' Chip Project cost is \$5.00 - payable at Trading Post
Basketry	Projects cost \$6.00

Notes

Many of the activities in the handicraft area require project materials. Approved & reasonably priced project materials are available at the Trading Post.



Shooting sports

Safety is our first consideration at Krietenstein Scout Camp ranges. When visiting a range, listen carefully to all instructions from the directors.

Activity schedule

Sports Activity	9:00	10:00	11:00	2:00	3:00	4:00
Rifle Shooting					•	
Shotgun Shooting	•	•				
Archery	•	•		•	•	
Open Archery Range			•			•
Rifle Open Range						•
Shotgun Open Range			•			
Special Evening Activities: tomahawk throw, muzzle loading shotgun *times to be announced						

Pre-requisites

Sports Activity	Pre-requisites and paperwork
Rifle Shooting	1 st class & up (with permission from Scoutmaster)
Shotgun Shooting	age 13+, recommended for 1 st class & up \$5.00 for 25 shells payable at Trading Post

Older Scout programs

Older Scouts (age 13+) in the troop often are the role models and leadership for younger Scouts. It is important that we try and keep these older Scouts interested in Scouting. At Krietenstein Scout Camp, we are aware of this and have a number of programs to try and give younger Scouts something to look forward to, as well as keep older Scouts interested in summer camp:

The Firecrafter Program
Woodcarving Merit Badge
BSA Lifeguard
Tomahawk Throw
Muzzle Loading
Shotgun Shooting Merit Badge
Introduction to Scuba
Canoe and Tubing trips

Eagle Quest

We are excited to offer a program that caters exclusively to the needs of a Scout beginning his trail to Eagle. The Eagle Quest Program is a fast paced, high energy, hands-on area that helps newer Scouts achieve requirements in the Tenderfoot, Second Class and First Class Ranks. Scouts are encouraged to sign up for all three ranks or attend only the classes needed to advance. Our area director will help Scouts decide which sessions to attend if only a few requirements are remaining in a rank.

Totin' Chip, Firem'n Chit, knots, fire building, first aid, compass work, hikes and more await the newest members of your troop in Eagle Quest.

The troop has the responsibility for providing program activities that lead to the First Class rank. The council can help by providing the outdoor facility, materials, and staff to assist a troop in their summer camp program delivery.

Daily schedule	
9:00 or 2:00	Tenderfoot
10:00 or 3:00	Second Class
11:00 or 4:00	First Class

Daily area of emphasis	
Monday	Scout basics Hiking pre-requisites
Tuesday	Nature/Hikes
Wednesday	Scoutcraft
Thursday	First aid
Friday	Make up
10:00 daily	Instructional swim time

A Scout can show up for any session based on his advancement needs.


Sign-up is required.


At the conclusion of your week of camp, a progress report called the "tracking sheet" will be reviewed by each Scout and enclosed in the Unit's checkout packet on Saturday morning. Throughout the week we strongly encourage the Unit Leader to get involved in the Eagle Quest program and check on the progress of their Scouts.


Firecrafter program

Firecrafter is a camp rank system that recognizes and develops a Scout's camping skills. In Firecrafter, Scouts will join a camping service organization that started in 1920 at Camp Chank-tun-un-gi (now Belzer Scout Camp). This popular program is unique to the Crossroads of America Council. The desire to be a Firecrafter is often the push a Scout needs to come back to summer camp another year or to give him the added confidence to strive for Eagle and other advancements.

The camp ranks can only be earned at camp. They serve to complement your Scouts' advancement work. Most of the camp rank requirements are taken directly from Boy Scout rank advancements. Scouts may try for more than one rank during the week, but this is not encouraged.

 **Camper** is the first year program. All first year Scouts and Scouts new to Krietenstein Scout Camp are encouraged to become Campers. The requirements cover camp citizenship, the Scout Oath and law, the origins of scouting, map and compass, hiking and one hour of camp service. Camper may be completed in the Eagle Quest Area (formerly Woodchip).

 **Woodsman** is the second year program. Campers should be encouraged to become a Woodsman. The Woodsman rank covers camp skills (fire building, knot tying, knife and ax), nature, first aid, leadership and two hours of service. (Woodsman may be completed in the Eagle Quest Area (formerly Woodchip).

 **Firecrafter** is the third year program for First Class Scouts and above. While some exceptional Firecrafters have attained it in their first or second year in camp, it is usually the Third Year before a Scout has the physical or emotional maturity to candidate for Firecrafter. The standards for the Firecrafter rank are high and include all areas of scouting skills. The three most difficult requirements are planning and leading a campfire, building a fire by friction, and the "unknown test" of the Firecrafter Ritual, which takes place after camp is over.

Minisino is a Miami Indian word meaning “tried and proven”. A youth is eligible to be tapped out for Minisino the summer following his becoming a Firecrafter. After a Firecrafter is tapped out he must successfully complete a two-week candidacy at one of the council camps. Only those who are tapped out know its requirements.

Adult Scouters can become Firecrafter members by:

1. Being nominated by their district Firecrafters
2. Approval of the Firecrafter Council Committee
3. Go through the Firecrafter Ritual

If you are not a Firecrafter and are interested in more information, see the Firecrafter Chief, the Firecrafter Coordinator or your District Firecrafter Advisor.

Firecrafter notes

1. Scoutmasters should monitor the first requirement on each card that covers personal conduct, regard for one’s individual camping areas, respect for others and the environment. A daily tent inspection is a good way to let Scouts know that clean camping is important.
2. For Camper and Woodsman candidates, it is sometimes helpful to set aside specified times to work only on Firecrafter advancement or attend Eagle Quest.
3. A Firecrafter candidate is expected to set his own time schedule. He will need to schedule a campfire with the camp Firecrafter Coordinator who assigns graders for all campfires. Planning his time appropriately is part of the experience.
4. Service projects can be scheduled through Commissioners or the camp Ranger.
5. All candidates for Camper and Woodsman should complete their requirement cards by Friday evening. Those returning cards to the trading post prior to the camp-wide closing campfire will be recognized at the campfire. Patches and membership cards for Camper and Woodsman are available at the trading post at a cost of \$2.00.



Order of the Arrow

One of the most meaningful experiences in all Scouting is to be elected to the Order of the Arrow. Jaccos Towne Lodge #21 serves the Crossroads of America Council. The Order of the Arrow is a group of honor campers and was established to accomplish several goals:

1. To recognize Scouts who best personify the Scout Oath and Law in their daily actions.
2. To promote Scout camping, to develop and to maintain its traditions and to foster the spirit of Scouting.
3. To focus on the Scouting principle of willing service to others.

Order of the Arrow

Krietenstein Scout Camp has an Order of the Arrow Coordinator, who is responsible for all O.A. ceremonies, elections and promotions. If your troop or individual Scouts are members of a dance or ceremonial team, they are invited to talk to the camp O.A. coordinator about joining in the ceremonies while they are in camp.

Wednesday Family Night is O.A. sash night and then at the conclusion of the Wednesday night campfire, the Order of the Arrow will conduct a "calling-out" ceremony for the entire camp. All newly elected O.A. candidates will be called-out and participate in the call-out ceremony.

Troops from councils outside of the Crossroads of America Council must have a letter from their lodge stating the names of Scouts and Scouters from their troop who have been elected into the Order of the Arrow.

Unit elections must be held prior to summer camp.

Hiking opportunities

Nature Hike/Ecology Trail - This trail is set up and maintained by the Ecology staff. It leads to areas abundant in plant species and frequented by wildlife. Identifying markers are located along the Kickapoo trail to draw hikers' attention to various flora and fauna.

The Eagle Quest Hike - Here's a great 5-mile trail that includes some of the surrounding countryside around camp. This hike is scheduled for Tuesday morning (weather permitting) and is open to all adults and scouts.

Canoeing opportunities

If troops are interested in taking canoe trips, an opportunity exists to canoe down the Eel River. This should be arranged in advance of your arrival at camp.

Baden-Powell Camp

Baden-Powell Camp is a merit badge day camp where Boy Scouts have the opportunity to earn up to six Eagle required and non-required merit badges. The day camp is located at Belzer Scout Camp, not at Ransburg Scout Reservation or Krietenstein Scout Camp. Choose the program that provides the merit badges you need. The fee is \$70.

Camping – Chemistry – Cinematography - Citizenship in the Community - Citizenship in the Nation Citizenship in the World-Communications- Computers – Crime Prevention – Disabilities Awareness - Emergency Preparedness -Environmental Science- Family Life -Fingerprinting –First Aid - Mammal Study-Music- Oceanography - Personal Fitness- Personal Management- Photography- Railroading-Textile –Truck Transportation - Veterinary Medicine- Firecrafter workshop & Woodsman Program

Baden-Powell and Dan Beard dates:

wk 1	June 15 – 18	wk 3	July 6 - 9
wk 2	June 22 - 25	wk 4	July 13 - 16
wk 3	July 7 - 10	wk 5	July 20 - 23
	June 29 – July 2 (note: Camp will be closed)	wk 6	July 27 – 30
		wk 7	Aug 3 - 6

Dan Beard Camp

Dan Beard Camp, located at Belzer Scout Camp, is geared towards helping young Scouts reach First Class rank. This four-day program conducted at the same time (8:45 am – 3:00 pm) as Cub Scout Day Camp is yet another opportunity to help guide your Scouts towards Eagle. The week will give Scouts the opportunity to complete many of the requirements for Tenderfoot, Second Class and First Class ranks. The fee for the program is \$70. Attendance is limited so sign up early!

The program runs Monday – Thursday, 8:45 am to 3:00 pm. For more information please contact our Council Service Center.

Personal Provisions

1. Bring a sack lunch, notebook, pen, Scout Handbook, merit badge pamphlet, Scoutmaster pre-signed merit badge cards, Class 1 health forms, swimsuit and a towel.
2. Complete Pre-requisites before attending Baden-Powell Camp to earn merit badges.
3. Bring swimsuit and towel for daily swim time.

Emergency procedures

The camp has established procedures to be followed in the event of most emergencies. Emergency procedures are posted throughout the camp and will be reviewed with everyone upon arrival Sunday.

1. **SEVERE WEATHER/FIRE:** A continuous siren means assemble at the main camp flagpole by troop. Report any missing persons to the camp director. Follow other directions.
2. **MEDICAL OR ACCIDENTS:** Give minimal first aid and report to the health office. If bodily fluid spills are present, keep individuals away from the area and report to the health director who will clean the area.
3. **FATALITY:** Report to the camp director.
4. **YOUTH PROTECTION:** Notify camp director. Remove victim from the situation, and do not talk to anyone regarding the situation.
5. **LOST SCOUT:** Notify camp director, and report all information about the lost Scout. Assist in the search as directed. Follow directions.

EMERGENCY PHONE NUMBER TO CONTACT
Krienstein Scout Camp (812) 986-2300

Acceptance and participation in the camping programs at Krienstein Scout Camp are the same for everyone without regard to race, color, sex, age, disability or national origin.

Any person who believes he or she has been the object of discrimination in any USDA-related activity should write: Secretary of Agriculture, Washington DC 20250.

CROSSROADS OF AMERICA COUNCIL

BOY SCOUTS OF AMERICA

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