

Camp Crooked Creek Summer Camp



LEADER'S GUIDE



Out Scout and More at CCC

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

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

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

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



Rick Daniel
Camp Director
campcrookedcreek@
gmail.com

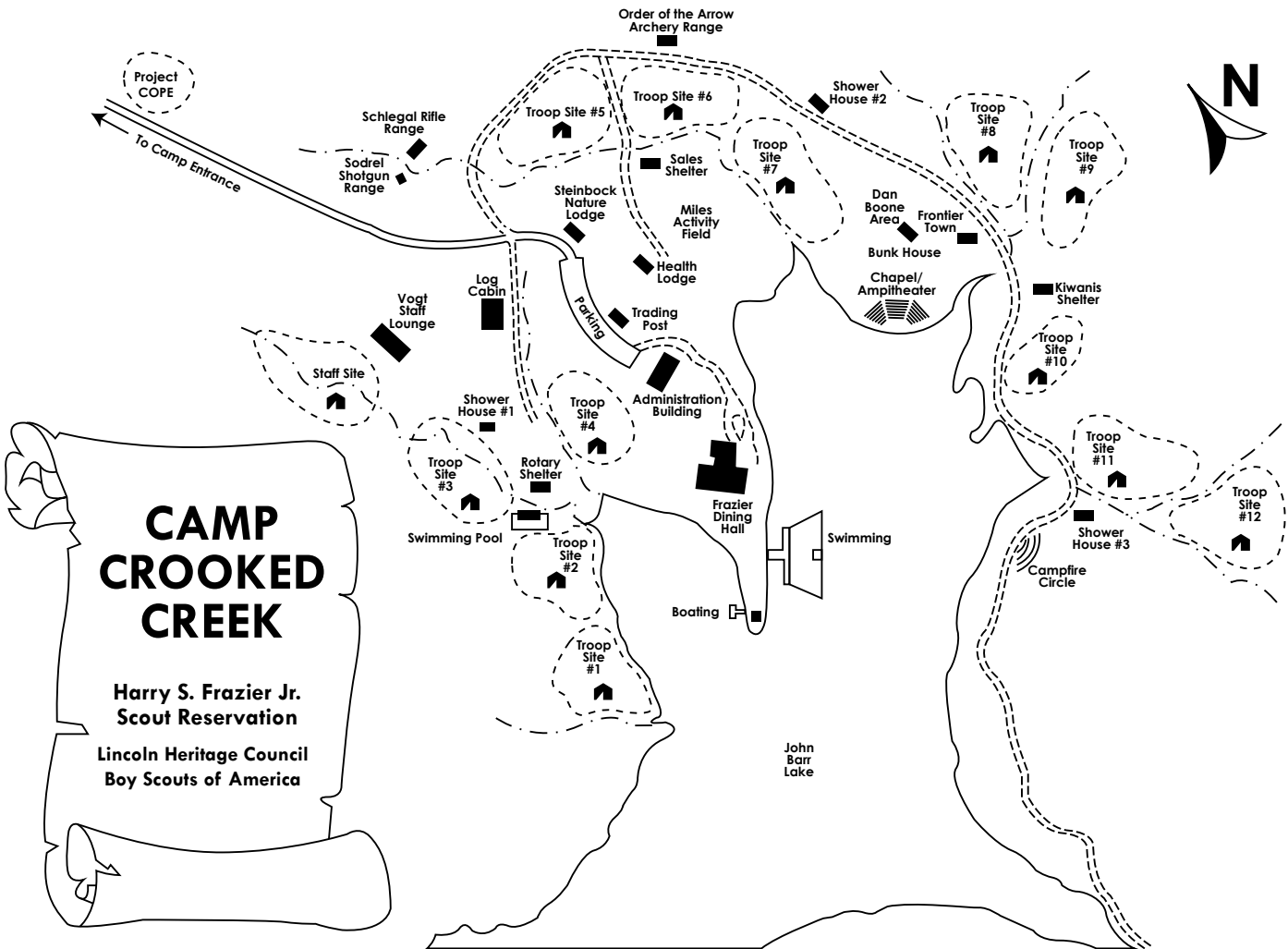


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Camp Crooked Creek
950 Terry Drive
Shepherdsville,
Kentucky 40165
(502) 543-8723 - voice
(seasonal)

WELCOME TO CAMP



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

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

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

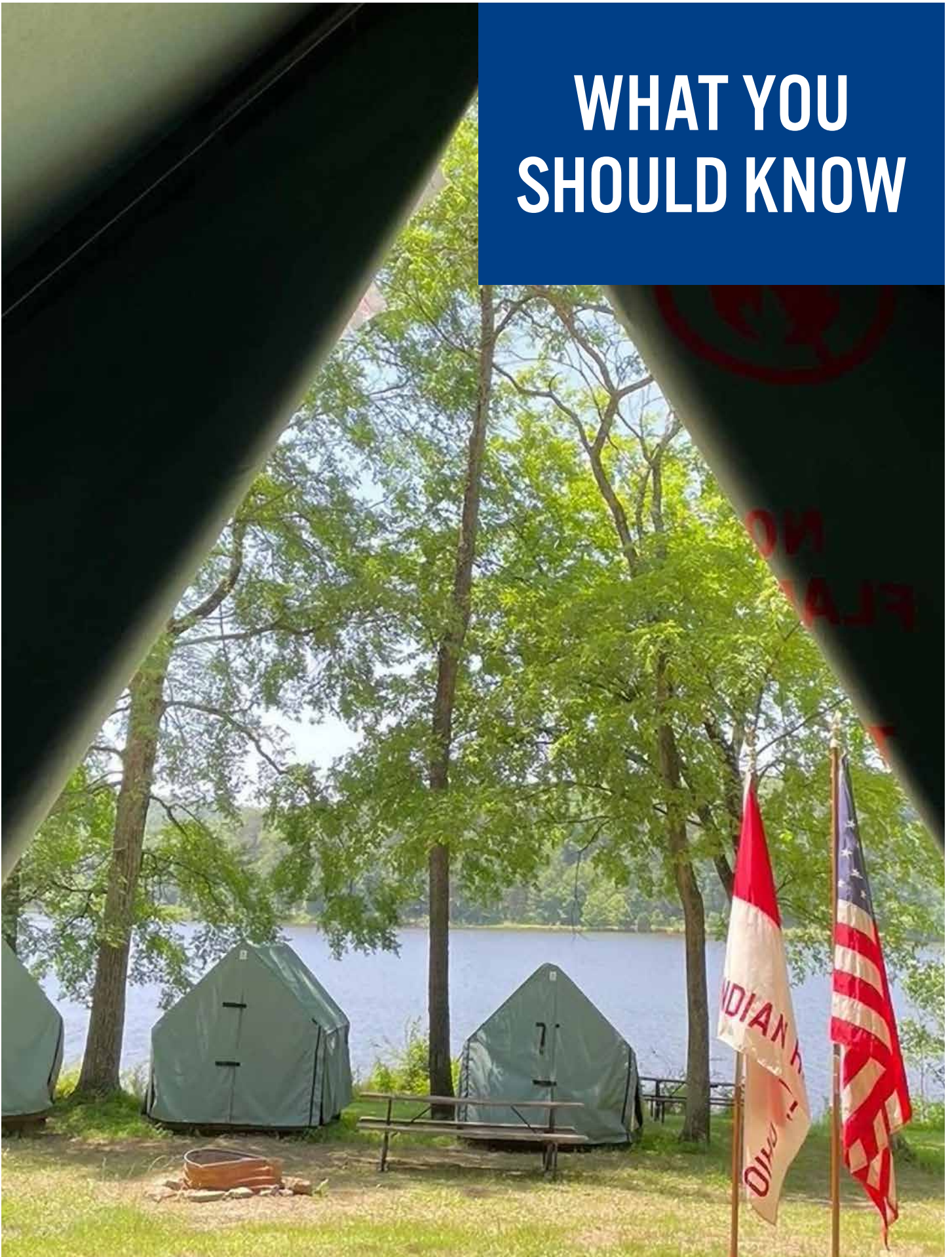


WELCOME

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

WHAT YOU SHOULD KNOW



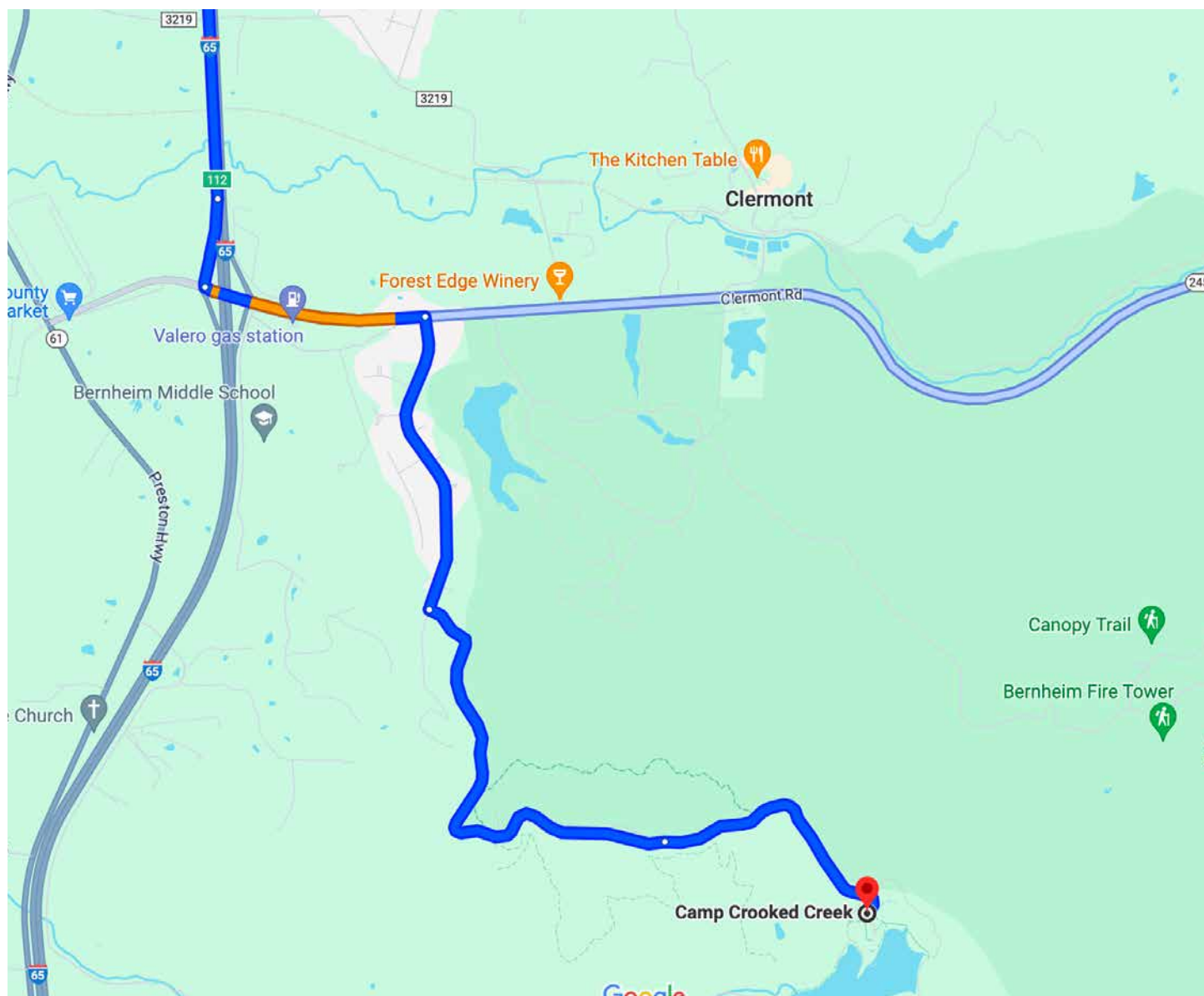


DIRECTIONS TO CAMP CROOKED CREEK

Directions to Camp Crooked Creek:

From Louisville: Take I-65 South to KY-245 (exit 112- CLERMONT/BARDSTOWN). Turn left on East KY-245 and proceed approximately ¾ mile. Turn right onto Plen Mar Drive. Go approximately 1 mile through Meadow Peak Subdivision and turn left onto Terry Drive. The road ends at the camp's Administration Building 1.7 miles past the entrance.

From Nashville: Take I-65 North (Crossing into KENTUCKY) to KY-245 (EXIT 112- CLERMONT/BARDSTOWN). Turn right on East KY-245 and proceed approximately ¾ mile. Turn right onto Plen Mar Drive. Go approximately 1 mile through Meadow Peak Subdivision and turn left onto Terry Drive. The road ends at the camp's Administration Building 1.7 miles past the entrance.



SCOUT PACKING LIST

- Complete Scout Uniform
- (5) T-Shirts
- (5) Shorts or pants
- (6) Pairs of socks
(socks and shoes should always be worn.)
- Shoes (No open-toed shoes.)
- Scout Handbook
- Rain Gear
- Medical form (required) *Parts A-C*
- Blankets or sleeping bag, sleeping pad
- Duffel Bag
- Toiletries
- Camera
- Money for the trading post (\$75 suggested)
- Flashlight with extra batteries
- Pocketknife (with Totin' Chip)
- Swimming trunks or one-piece suit
- Long pants
- Sunscreen and insect repellent
- Water bottle/canteen/cup
- Combination Lock (for gear box)
- Day Pack (for daily needs)
- Notebook
- Pen/Pencil
- Merit Badge prerequisites
- Towel
- Shower shoes

TROOP PACKING LIST

- American flag and Troop flag
- Lockable Medication Storage Container
- First-Aid kit
- Troop/Patrol Awnings
- Adult leader YPT certificates
- Lanterns
- Insurance policy & insurance claim form(s)
- Quartermaster or supply tent
- Receipts from camp fee payments
- Ice chest and water cooler
- Medical Forms for ALL campers

Camp is not responsible for any lost or stolen items.

2025 CAMP CROOKED CREEK DATES

SESSION	DATES	12 DAY OUT MEETING
WEEK 1	JUNE 8 – JUNE 14	TUESDAY, MAY 27*
WEEK 2	JUNE 15 – JUNE 21	TUESDAY, JUNE 3
WEEK 3	JUNE 22 – JUNE 28	TUESDAY, JUNE 10
WEEK 4	JUNE 29 – JULY 5	TUESDAY, JUNE 17
WEEK 5	JULY 6 – JULY 12	TUESDAY, JUNE 25

12-Day Out Meetings are at 8:00 PM EDT via ZOOM



KEYS TO SUCCESS AT CAMP



1. Have an adult leader from the Troop assigned to collect the fees to make payments and submit roster and merit badge picks in Tentaroo.
2. Schedule a camp promotion presentation to share details about the camp with the Scouts and their families. See page 15 for more information.
3. Have someone (preferably the SM & SPL) from the Troop participate in the 12-Day-Out meeting.
4. Sessions for most merit badges are available in the morning and the afternoon to help provide more opportunities for Scouts. Try assigning groups of Scouts to different merit badge sessions. Example: If 12 Scouts want to take the First Aid merit badge, spread them across the 4 scheduled sessions.
5. Merit badge sessions are open for selection on a first-come, first-served basis. *Finalized merit badge selections should be registered online by your unit by Friday, May 9. Adults will also need to be added to the Event Registration.*



CAMPERSHIPS

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

families' financial situation qualifies for assistance and whose applications are complete. Campership applications are due by May 9. Those who apply early are more likely to receive a campership. Camperships are "first come, first served."



CAMP PROMOTIONS NIGHT

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



FEES & MERIT BADGE REGISTRATIONS

A registration deposit of \$100 per Scout must be paid on or before Friday, February 28, to register for merit badges when the site opens on Monday, March 3. The Scout fee for 2025 is \$450 per Scout. The adult fee is \$150 per adult. Payments can

also be made on Tentaroo by credit card for each Scout and adult. Please get in touch with the Scout Office to adjust these numbers in Tentaroo. All camp fees must be paid by May 9, 2025.

CAMP FEES ALL INCLUSIVE!



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

leatherwork kits
woodcarving kits
basketry kits

motorboating fees
rifle shooting
arrow kits

shotgun shooting
rocket kits
and more!

REGISTRATION TYPE	AMOUNT
SUMMER CAMP	\$450.00
ADULT FEE	\$150.00

DATES TO REMEMBER

CAMP DEPOSIT (\$100/SCOUT) DUE	FRIDAY, FEBRUARY 28, 2025
MERIT BADGE SELECTION OPENS	MONDAY, MARCH 3, 2025
FINAL CAMP PAYMENTS DUE	FRIDAY, MAY 9, 2025
T-SHIRT SIZES AND ADULT NAMES ENTERED INTO TENTAROO	FRIDAY, MAY 9, 2025



CAMP RESERVATION POLICY



Each campsite has a maximum capacity, and the camp must work to stay within this capacity. Tents are allocated based on the number of Scouts and adults attending camp that week. The tents are assigned 2 scouts or adults per tent. Each unit will be assigned enough tents to house the number of people registered in Tentaroo. Adults wishing to tent alone may bring their own tent.

Adirondack sites (7,8,9,12) contain 8 Adirondack shelters that are designed to accommodate 8 single-gender scouts in one shelter. A limited number of 4-person Adirondacks are available for adults in each site. Adults from troops sharing the site will share an Adirondack shelter with same-gender leaders from other units. Units are welcome to bring their own tents to house adult leaders.

With a \$100 deposit, troops may request their choice of available campsites, but it cannot be guaranteed, nor can a specific part of a campsite.

A new deposit will be made each year, which will be applied to your final balance.

The Camp Director reserves the right to move a troop to a different campsite. The Summer Camp contact listed for the unit will be notified as soon as possible of any changes.

Depending on the troop size and the maximum number of campers allowed per site, troops may be asked to share a site with one or more units. Likewise, troops that bring more Scouts than the maximum number of campers allowed in a site may also be moved. Staff will work to accommodate each unit as much as possible.

Units attending camp this summer will be given first choice in making site reservations for next year. For your convenience, we will accept deposits for next summer while you are at camp. After the week of camp you attend ends, all sites not requested are open to any new request on a first-come, first-served basis. *This site deposit is NOT refundable but applies to the unit's final balance. Please do not overpay!*

REFUND POLICY

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

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

HEALTH AND MEDICAL RECORDS

The Annual Health and Medical Record (Parts A, B, & C) is required for all Scouts and Scouters attending camp. Carefully follow the instructions on each form and check all signatures. A doctor and a parent must sign.

Please mark each form with the person's name, troop, week attending, and campsite number. Please bring only copies to camp; all documents left at the end of camp are not retained for pickup beyond August and will be shredded. Medical forms are renewed annually.

FINAL PREPARATIONS

Ensure all fees are submitted to the council office by Monday, May 9, 2025. Be sure all shirt sizes are correct and in Tentaroo by May 9. Plan at least two troop meetings to review all camp materials with your Scouts before attending camp. Discuss the merit badges they will be working on, the equipment they need, what not to bring to camp, and be sure that all youth and adults have a current medical form. Your unit should submit merit badge selections online by Friday, May 9.

GENERAL CLEANLINESS

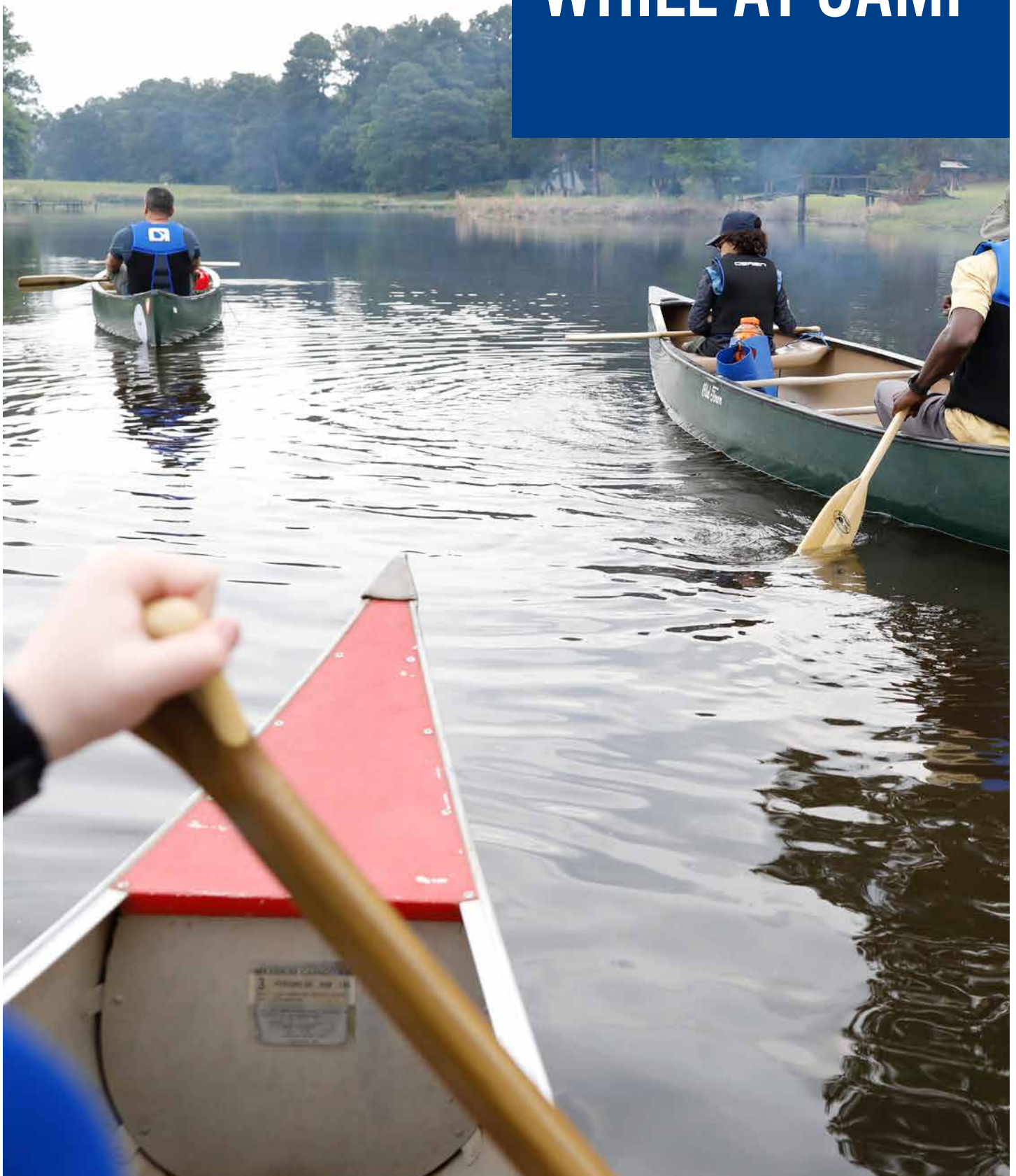
The Commissioner Staff will conduct up to two campsite visits weekly to ensure that the general cleanliness and safety of the campsite are ensured. Troops share the responsibility to clean their shower house. Units will be assigned a day to clean the shower

12-DAY OUT MEETING

Scouters and Senior Patrol Leaders are requested to attend a meeting at 8:00 PM ET on Tuesday, 12 days before their camp session. The meeting will be via Zoom or another video-conferencing platform. Please see page 7 for a list of 12 Day-out meeting dates.



WHILE AT CAMP





CAMP CROOKED CREEK POLICIES

VEHICLES/TROOP TRAILER: Please help us keep our camp safe by not proceeding to your campsite upon arrival. The unit gear trailer will be escorted to the site and parked in an approved location. All other vehicles should proceed as directed by camp staff. Troops may leave their unit trailer at the campsite. Vehicles should never pull into campsites, and RVs are not allowed at camp.

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

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

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

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

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

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

FIREWORKS: Personal fireworks are not permitted on camp property.

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

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

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

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

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

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

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

FIREWOOD: Only wood found at camp may be burned.

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

CELL PHONES: Camp Crooked Creek does not regulate the use of Cell Phones by scouts while attending camp. This responsibility is reserved for the Unit Leaders.

CAMP ADDRESS

Before June 1

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

Beginning June 1

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



MEAL SCHEDULE

GROUPS	BREAKFAST	LUNCH	SUPPER
A (SITES 1-6)	7:15 AM	12:00 PM	5:35 PM
B (SITES 7-12)	8:15 AM	12:30 PM	6:35 PM

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

FOOD SERVICE

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

CAMP VISITORS

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

SENDING MAIL TO YOUR SCOUT

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

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

SUNDAY CHECK-IN

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

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

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

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

- Any final financial settlement
- Any roster changes
- Completed Camper Code of Conduct form
- Annual Health and Medical Record for EVERY camper and adult attending camp

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

The Assistant leader(s), scouts, and the Troop Guide will go to the campsite to unload equipment **after** completing the camp tour.

An opening camp informational meeting for all Scoutmasters and Senior Patrol Leaders will be held at 7:30 PM at the Kentucky Colonels Administration Building. The campfire begins at 9:15 PM at the Amphitheater on Sunday.

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





ALL-TERRAIN VEHICLES (ATV)

A highlight of Camp Crooked Creek's program is the Scouting America ATV Safety Course. We have an extraordinary amount of interest in this program. To adhere to its requirements and ensure the safety of all participants, we must implement a new procedure for the required paperwork for course participants.

To participate in the program, the following must be completed, signed by the participant's parent or guardian, and submitted to camp before the unit's 12-day out meeting. This process ensures that all scouts holding current reservations are ready to begin the course on day one.

Scouts on the ATV waitlist are encouraged to complete the paperwork process, but there is no guarantee of participation.

Complete the E-course

Scouts in ATV must successfully complete the ATV Safety Institute (ASI) FREE ATV Safety E-Course. Visit <https://atvsafety.org/atv-ecourse/>. Upon completion, participants should download a PDF of the certificate and email it to camp. They can also print a certificate and bring it to camp.

Complete the Waivers

Both waivers are fillable PDFs on the Lincoln Heritage Website. They require a parent's signature. Complete the forms, print them, and sign them. Scan the signed forms to email to camp.

- [Boy Scout ASI ATV RiderCourse Wavier & Indemnification Agreement](#)
- [Boy Scout ASI ATV RiderCourse Wavier](#)

Submit to Camp

Scan the completed forms and send them to atv.campcrookedcreek@gmail.com. The completed forms are due by the 12-Day out meeting for your unit.





TROOP LEADERSHIP



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

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

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

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

LOST AND FOUND

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



TRADING POST

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

CHECK-OUT POLICY

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

AQUATIC PROCEDURES

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

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

SCOUT LEADERS' LOUNGE

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

CAMP CROOKED CREEK HONOR UNIT AWARD

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

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

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

	*Work on a Camp Improvement Project.	Camp Commissioner
	*Have an average Campsite score of 90% or higher. Average: _____	Camp Commissioner
	Conduct a flag ceremony or lead grace at mealtime.	Program Director
	Attend the Order of the Arrow (OA) Ceremony OA Summer	Camp Chief
	Scouts hike an approved nature trail.	Ecology Director
	*Attend Mass or Vespers Service, or the unit can conduct its own service in their campsite.	Camp Commissioner
	Meet a SPL from another troop and exchange troop activity ideas. Preferably one from another council.	Camp Commissioner
	*Display the Patrol Method in your campsite.	Camp Commissioner
	*Attend all Scoutmaster Roundtables and attend all SPL Roundtables.	Camp Commissioner
	Have at least one STAR Staffer or Dishroom Helper Program Area: _____	Area Director
	Attend all evening flag ceremonies in your field uniform	Program Director
	Participate in the Mafeking Challenge	Program Director
	Participate in a camp-sponsored Twilight Activity.	Staff Member in Charge
	Have an adult leader attend a training or participate in a Scoutmaster Challenge event.	Camp Commissioner

DAILY SCHEDULE



TIME	ACTIVITY
6:45 AM	Reveille
7:15 – 7:50 AM	Breakfast Group A
8:00 AM	Morning Flags
8:15 – 8:50 AM	Breakfast Group B
9:00 – 9:50 AM	Session I
9:30 AM	Scout Leader's Roundtable
10:00 – 10:50 AM	Session II
11:00 – 11:50 AM	Session III
12:00 PM	Lunch Group A
12:30 PM	Lunch Group B
1:00 PM	SPL Roundtable
1:30 – 2:20 PM	Session IV
2:30 – 3:20 PM	Session V
3:30 – 4:20 PM	Session VI
4:30 – 5:20 PM	Open Program
5:35 – 6:15 PM	Supper Group A
6:20 PM	Evening Flags
6:35 – 7:15 PM	Supper Group B
7:30 PM	Twilight Camp Activities
9:45 PM	Call to Quarters
10:00 PM	Taps



ADDITIONAL PROGRAMMING

(Eastern Time)

S U N D A Y	
2:00 PM	Check-in & Troop Orientation
7:30 PM	Scoutmaster & Senior Patrol Leader Roundtables
9:15 PM	Opening Campfire – Amphitheater
M O N D A Y	
9:30 AM	Scout Leader Roundtable
1:00 PM	Senior Patrol Leader Roundtable
4:30 pm	Ziplining – sign-up required in Tentaroo
4:30 PM	Mountain Biking
7:30 PM	Special Programming
7:30 PM	BSA SCUBA – registration required in Tentaroo
T U E S D A Y – Hawaiian Shirt Day - Wear your favorite Tropical print shirt	
9:30 AM	Scout Leader Roundtable
1:00 PM	Senior Patrol Leader Roundtable
2:00 PM	Adult Leader Dutch Oven Cook-off & Social
4:30 PM	Open Ziplining – Sign-up required in Tentaroo
7:30 PM	BSA SCUBA – registration required in Tentaroo
7:30 PM	Aquatics Fun Night
8:45 PM	Movie Night
9:30 PM	Stargazing
W E D N E S D A Y – Order of the Arrow Day - Wear your Lodge shirt and OA Sash	
9:30 AM	Scout Leading Roundtable
1:00 PM	Senior Patrol Leader Roundtable
5:35 PM	Scout Leader’s Appreciation Dinner
7:30 PM	Mass & Vespers Services
7:30 PM	BSA SCUBA – registration required in Tentaroo
8:45 PM	Order of the Arrow Call Out Ceremony
T H U R S D A Y – Retro Camp T-Shirt Day	
9:30 AM	Scout Leader Roundtable
1:00 PM	Senior Patrol Leader Roundtable
7:30 PM	Mafeking Challenge
F R I D A Y	
9:30 AM	Scout Leader Roundtable
5:00 PM	Senior Patrol Leader Roundtable
5:00 PM	Visitors arrive for family night
8:45 PM	Closing Campfire
S A T U R D A Y	
9:00 AM	Camp Cleaned and Closed

* Schedule subject to change.

ADVANCEMENT



ADVANCEMENT OPPORTUNITIES

In planning your summer camp program, it is important to keep in mind just who that program is for/the Scouts. With that in mind, it is essential that you include your Scouts in the planning process. This section of the Leader's Guide lists all of the program opportunities currently offered at Camp Crooked Creek. Share it with your Scouts. After all, they are the ones who will be most impacted by what is here. You will find special program opportunities, camp-wide programs, special camp awards, and, of course, merit badges.

Most of the Scouts in your troop will be primarily concerned with which merit badges they want to take. In order to guarantee success, it is important that you, the Scoutmaster, counsel them before they make their final merit badge decisions. If that isn't done, you may be setting them up for failure. Here are some things to consider when counseling your Scouts:

- Just because they want the badge does not mean it is the right badge for them.
- Physical ability and strength need to be considered. A young Scout might not pass boating or shooting badges.
- Can they complete the prerequisites before camp?
- Can they sit still for badges that require observation time?
- Have they already taken and passed the badge?

We have over planned activities and programs for your Troop and don't expect you to fill your schedule with everything we offer. We suggest that a Scout or Troop be choosy in picking the activities we offer, keeping a balance between being busy and having free time.

Remember, we want the Scouts to be successful at camp. Through proper counseling prior to camp, you can help ensure success. For first-year campers, we recommend the Dan Boone Program. For the older Scout, we have COPE, ATV, and STEM programs. You will find more information about both of these later in this section.

We also have a system in place to inform you of your Scouts' progress if any issues arise. Look for midweek progress reports in Tentaroo. On an as-needed basis, the staff will let you know of any problems and/or successes involving your Scouts.

Blue Cards: Blue cards are completed online in Tentaroo. When you register your Scouts for merit badges, they will be listed automatically on the class roster. Complete requirements will be uploaded into Tentaroo during the week, and you will be able to check on their progress. We will not be completing paper blue cards.



2025 MERIT BADGE SCHEDULE

Eagle Required	1	2	3	4	5	6	Afternoon	Evening
New in 2025	9:00	10:00	11:00	1:30	2:30	3:30	4:30	7:30
Yellow Shading- Extended Time	9:50	10:50	11:50	2:20	3:20	4:20	5:20	10:00
LakeFront Aquatics								
Canoeing		X	X	X	X			
Kayaking	X	X	X	X	X	X		
Motorboating	X		X	X		X		
Rowing		X			X			
Small Boat Sailing	X	X	X	X	X	X		
Stand Up Paddleboard (Non-Merit Badge)	X					X		
Pool Aquatics	9:00	10:00	11:00	1:30	2:30	3:30	4:30	7:30
Instructional Swimming					DB	DB		
Lifesaving				X				
Swimming	X	X	X	X				
Nature	9:00	10:00	11:00	1:30	2:30	3:30	4:30	7:30
Bird Study/ Nature	X	X						
Environmental Science		X			X			
Fishing				X	X	X		
Fish and Wildlife Management					X			
Forestry			X	X				
Insect Study			X					
Mammal Study		X						
Reptile and Amphibian Study	X					X		
Sustainability			X					
Weather	X					X		
STEM	9:00	10:00	11:00	1:30	2:30	3:30	4:30	7:30
Robotics, Engineering, Electronics		X						
Nuclear Science, Electronics, Energy					X			
Moviemaking, Photography			X		X			
Astronomy / Space Exploration			X	X				
Chemistry	X					X		
Digital Technology		X			X			
Game Design				X				
Handicraft	9:00	10:00	11:00	1:30	2:30	3:30	4:30	7:30
Art Animation	X					X		
Basketry		X			X			
Leatherwork			X	X				
Textiles/Pulp and Paper	X					X		
Woodcarving		X	X	X	X			
Personal Development	9:00	10:00	11:00	1:30	2:30	3:30	4:30	7:30
American Cultures/Indian Lore	X							
Citizenship in the Nation	X					X		
Citizenship in the World		X			X			
Communication			X	X				
Public Speaking		X			X			
Entrepreneurship/Salesmanship						X		
Music			X	X				
Scouting Heritage	X					X		
ScoutCraft	9:00	10:00	11:00	1:30	2:30	3:30	4:30	7:30
Camping		X			X			
Cooking			X		X			
Emergency Preparedness	X					X		
Exploration	X							
First Aid		X		X	X			
Safety / Fire Safety			X					
Orienteering						X		
Pioneering			X	X				
Signs, Signals, Codes		X			X			
Wilderness Survival	X					X		









2025 MERIT BADGE SCHEDULE




Trade Craft @ FrontierTown	9:00	10:00	11:00	1:30	2:30	3:30	4:30	7:30
✳ Electricity		X			X			
Metalwork	X				X			
✳ Plumbing			X	X				
Welding	X				X			
Woodworking	X					X		
First -Year Scouts	9:00	10:00	11:00	1:30	2:30	3:30	4:30	7:30
Dan Boone	Meet on Dan Boone Hill			MB	Meet at Pool			
Range and Target Activities	9:00	10:00	11:00	1:30	2:30	3:30	4:30	7:30
Archery	X	X	X	X	X	X	Qual Shoot	
Rifle	X		X		X		Qual Shoot	
Shotgun	X		X		X		Qual Shoot	
High Adventure	9:00	10:00	11:00	1:30	2:30	3:30	4:30	7:30
Climbing (Must be 13+ years old)	X							
COPE (Must be 13+ years old)					X			
ATV (Must be 14+ years old)	X				X			
Additional Opportunities	9:00	10:00	11:00	1:30	2:30	3:30	4:30	7:30
BSA SCUBA								M or Tor W
Mountain Biking							M	
Mile Swim (Non-Merit Badge) (Adults Welcome)				X				
Totin' Chip							M	
Firem'n Chit							T	

PROGRAM AREAS & PREREQUISITES

AQUATICS








The waterfront area on John Barr Lake is very active. The staff offers open programming every afternoon so Scouts can come out and cool off at the beach. Our pool hosts various merit badges.






Pre-requisites ● Recommended For is the age of the Scout or year of attending camp that is best suited for taking the Merit Badge ● Difficulty Rating is how challenging the merit badge is Scale 1= Average, 2= Moderate, 3= Challenging ● Completion at Camp depends on the scout having completed pre-requisites before camp.	Recommend for Difficulty Rating Complete at Camp
 <p>Canoeing Must successfully complete the swim test by check-in. Must bring close-toed shoes that can get wet.</p>	2nd year+ 2 Y
 <p>Kayaking Must successfully complete the swim test by check-in. Must bring close-toed shoes that can get wet.</p>	All Scouts 1 Y
 <p>Lifesaving Must have earned Swimming MB. Must pass the swim test by check-in. 2nd Class requirement 5a-d and 1st Class requirement 6a,b,e must be completed prior to camp (A signed Scout Handbook or note from Scoutmaster will suffice as proof of completion).</p>	2nd year+ 3 Y
 <p>Motorboating Must successfully complete the swim test by check-in. Must bring close-toed shoes that can get wet.</p>	2nd year+ 2 Y
 <p>Rowing Must successfully complete the swim test by check-in. Must bring close-toed shoes that can get wet. Prior knowledge of knots in requirement 4a#5 is helpful.</p>	2nd year+ 3 Y
 <p>Small Boat Sailing Must successfully complete the swim test by check-in. Knowledge of knots and splices is helpful. Must bring close-toed shoes that can get wet. Prior knowledge of knots in requirement 7a is helpful.</p>	2nd year+ 2 Y
 <p>Swimming Must pass the swim test by check-in. You should be familiar with the five required swimming strokes (see requirement 3). This is <i>not</i> an instructional swim but rather a badge to improve and perfect skills.</p>	All Scouts 2 Y
 <p>Mile Swim: Must successfully complete the swim test by check-in. Mile swimmers must attend <u>all</u> practice sessions. This is not a merit badge.</p>	Strong Swimmer 3 Y

	<p>Stand-Up Paddleboarding Must successfully complete the swim test by check-in. This is not a merit badge.</p>	<p>Strong Swimmer 3 Y</p>
	<p>Discover Scuba Must successfully complete the swim test by check-in to participate in the program. This is not a merit badge.</p>	<p>2nd year+ 2 Y</p>
	<p>Instructional Swim: Available to scouts desiring to learn how to swim or improve their skills prior to taking swimming merit badge the following year. Sessions are available during the morning sessions. As a reminder, the Swimming merit badge is not designed to teach Scouts how to swim.</p>	<p>All Scouts 2 Y</p>

SCOUTCRAFT








Whether it's merit badges or just to sharpen your skills, the Scoutcraft area has something for you. Scouts can sharpen their skills or learn new ones. Where else can you start fires and build bridges all in one place?

<p>Pre-requisites</p> <ul style="list-style-type: none"> ● Recommended For is the age of the Scout or year of attending camp that is best suited for taking the Merit Badge ● Difficulty Rating is how challenging the merit badge is Scale 1= Average, 2= Moderate, 3= Challenging ● Completion at Camp depends on the scout having completed pre-requisites before camp. 		<p>Recommend for Difficulty Complete at Camp</p>
	<p>Camping Requirements 4b, 8c, 8d, and 9a-c should be done prior to camp. A written note from the Scoutmaster will suffice as evidence of completion.</p>	<p>All Scouts 2 N</p>
	<p>Cooking Bring documentation to show completion of requirement 4 from a parent/guardian. Requirements 5 and 6d-e must be documented. Must bring a metal mess kit.</p>	<p>Age 13+ 3 N</p>
	<p>Exploration No prerequisites.</p>	<p>2nd year+ 2 Y</p>
	<p>Emergency Preparedness Must have earned First Aid MB prior to taking this badge. Requirements 2c and 6c must be completed prior to camp. Must bring an emergency pack for 8b to camp.</p>	<p>Age 13+ 2 Y</p>
	<p>First Aid Scout must prove that requirement 1 has been met before attending camp. Bring a first aid kit for requirement 5a to camp. Show evidence of completion of requirement 5b.</p>	<p>All Scouts 2 Y</p>
	<p>Fishing Scouts age 16 or older must have a valid KY Fishing License. Scouts are highly encouraged to bring their own fishing gear.</p>	<p>All Scouts 1 Y</p>
	<p>Orienteering Requirement 7 should be completed prior to camp. It can be very time-consuming. A good map and compass skills are recommended.</p>	<p>All Scouts 3 N</p>

	Pioneering No prerequisites. Good working knowledge of knots and lashings is recommended.	2nd year+ 3 Y
 	Safety Completion of Requirements 2a, 2b, and 5 required prior to camp. Fire Safety Requirements 6a, 6b,11, and 12 should be completed prior to camp. Proof of completion	All Scouts 1, 1 Y
	Signs, Signals and Codes Requirement 7.	2nd year+ 1 Y
	Wilderness Survival Requirement 5 (survival kit) should be made ahead of time and brought along to camp. Scouts should be prepared to complete requirement 8 individually in their troop's campsite.	Age 13+ 2 N




HANDICRAFT

Whether you are just interested in learning a new skill or sharing your talents with others, the handicraft area gives you plenty of opportunities to be creative. The staff is dedicated to helping Scouts create projects with quality workmanship and instilling safe work practices.

Pre-requisites		Recommend for Difficulty Complete at Camp
<ul style="list-style-type: none"> ● Recommended For is the age of the Scout or year of attending camp that is best suited for taking the Merit Badge ● Difficulty Rating is how challenging the merit badge is Scale 1= Average, 2= Moderate, 3= Challenging ● Completion at Camp depends on the scout having completed pre-requisites before camp. 		
 	Art No prerequisites. Merit badge supplies will be provided at Handicraft. Animation No prerequisites.	All Scouts 1, 1 Y
	Basketry No prerequisites. Merit badge supplies will be provided at Handicraft.	All Scouts 2 Y
	Leatherwork No prerequisites. Merit badge supplies will be provided at Handicraft.	All Scouts 2 Y
 	Textile No prerequisites. Pulp And Paper No prerequisites.	All Scouts 2 Y
	Wood Carving Must have a Totin' Chip Card (Requirement 2a). Merit badge supplies will be provided at Handicraft Lodge. Not recommended for first-year campers!	2nd year+ 1 Y





RANGE AND TARGET ACTIVITIES






Range and Target Activities is one of the most popular areas in camp. All Scouts and Scouters are given the safety rules and regulations prior to being permitted to participate.

Pre-requisites <ul style="list-style-type: none"> ● Recommended For is the age of the Scout or year of attending camp that is best suited for taking the Merit Badge ● Difficulty Rating is how challenging the merit badge is Scale 1= Average, 2= Moderate, 3= Challenging ● Completion at Camp depends on the scout having completed pre-requisites before camp. 	Recommend for Difficulty Complete at Camp
 <p>Archery No prerequisites. Merit badge supplies will be provided at the Archery Range. Maturity and the ability to follow directions are needed.</p>	All Scouts 2 Y
 <p>Rifle Shooting No prerequisites. Recommended for older Scouts. Maturity and the ability to follow directions are needed.</p>	2nd Year+ 2 Y
 <p>Shotgun Shooting No prerequisites. Recommended for older Scouts. Maturity and the ability to follow directions are needed. Ability to hold weight at extension for significant amount of time.</p>	Age 13+ 3 Y

PERSONAL DEVELOPMENT







The Personal Development area provides scouts with opportunities to work on Eagle-Required Merit Badges. Additionally, some non-eagle-required badges allow the scouts to expand their skills or knowledge.





Pre-requisites <ul style="list-style-type: none"> ● Recommended For is the age of the Scout or year of attending camp that is best suited for taking the Merit Badge ● Difficulty Rating is how challenging the merit badge is Scale 1= Average, 2= Moderate, 3= Challenging ● Completion at Camp depends on the scout having completed pre-requisites before camp. 	Recommend for Difficulty Complete at Camp
 <p>American Cultures Requirement 1 should be completed before camp. Indian Lore No prerequisites.</p>	All Scouts 2,1 Y
 <p>Citizenship in the Nation Requirements 5, 7, and 8 should be completed before camp</p>	Ages 13+ 3 Y
 <p>Citizenship in the World Requirement 7 should be completed before camp.</p>	Ages 13+ 3 Y
 <p>Scouting Heritage Must have completed requirements 5 and 6 prior to camp.</p>	All Scouts 1 Y

	Communications Must have completed requirements 5 and 7 prior to camp.	Ages 13+ 3 N
	Public Speaking No prerequisites.	All Scouts 2 Y
 	Entrepreneurship Must have completed requirement 3 prior to camp Salesmanship Must have completed requirements 5 and 7 prior to camp	Ages 13+ 2, 2 Y
	Music Must have completed requirements 3a, b, or c prior to camp	Ages 13+ 3 N

NATURE




The nature area offers something for everyone. Of course, we offer merit badges and live animals from the area. Whatever your interests, there is something there for you.





Pre-requisites		Recommend for Difficulty Complete at Camp
<ul style="list-style-type: none"> ● Recommended For is the age of the Scout or year of attending camp that is best suited for taking the Merit Badge ● Difficulty Rating is how challenging the merit badge is Scale 1= Average, 2= Moderate, 3= Challenging ● Completion at Camp depends on the scout having completed pre-requisites before camp. 		
 	Bird Study Requirement 5 must be completed prior to camp. Requires many hours of independent study. Nature No prerequisites	2nd Year+ 2, 1 N, Y
	Environmental Science Recommended for older Scouts. Some independent project work may be required.	Ages 13+ 3 N
	Fish & Wildlife Management Requirement 7 may be difficult to accomplish while in camp. Recommended for older Scouts.	2nd Year+ 1 Y
	Forestry No prerequisites.	2nd Year+ 2 Y
	Insect Study Req. 5: Do this prior to camp. Req. 6a: Bring a scrapbook. Req. 9: Must show photographic evidence. Independent study.	2nd Year+ 3 N

	Mammal Study No prerequisites.	All Scouts 2 Y
	Reptile & Amphibian Study Requirement 8 must be done prior to camp. Success in the badge depends on the availability of necessary live specimens.	All Scouts 2 Y
	Sustainability No prerequisites.	Age 13+ 3 Y
	Weather No prerequisites.	All Scouts 1 Y

STEM






Our STEM program has undergone some changes for this year. In addition to our normal merit badge program, we are introducing a different experience that is targeted toward older Scouts (who must be 14+). The STEM program includes two main programs and will be limited to 14 participants per program. Each program will use either the three morning periods or the three afternoon periods. Scouts may sign up for either the morning or afternoon sessions, but not both.

Pre-requisites		Recommend for Difficulty Complete at Camp
<ul style="list-style-type: none"> ● Recommended For is the age of the Scout or year of attending camp that is best suited for taking the Merit Badge ● Difficulty Rating is how challenging the merit badge is Scale 1= Average, 2= Moderate, 3= Challenging ● Completion at Camp depends on the scout having completed pre-requisites before camp. 		
	Robotics, Engineering, Electronics The aim is for Scouts to use their engineering and technical abilities and creativity to build a working robot by the end of the week. As part of the program, Scouts will work on the following merit badges: Robotics, Engineering, and Electronics. There are no prerequisites.	Age 14+ 3 Y
	Nuclear Science, Energy This program in STEM allows scouts interested in the underlying science of STEM-related fields to learn how and why things work the way they do. This program aims to create an immersive learning experience through demonstrations and hands-on experiments. Scouts will also have the opportunity to earn the following merit badges: Nuclear Science, and Energy. The prerequisite is Energy Requirement 4.	Age 14+ 3 Y
	Moviemaking, Photography Scouts will be working with cameras, computers, and drones to produce a film. The intent of the program is to give Scouts the opportunity to write, direct, produce, and perhaps act. The final product will be available electronically. The prerequisite is photography requirement 1b.	Age 14+ 2 Y

	<p>Astronomy Requirements 5a and 5 b must be completed prior to camp. They may include some late-night observation with a telescope. The ability to complete other requirements is affected by weather.</p> <p>Space Exploration No prerequisites. Merit badge supplies will be provided.</p>	<p>All Scouts 2 Y</p>
	<p>Chemistry No prerequisites. Recommended for older Scouts.</p>	<p>Age 13+ 2 Y</p>
	<p>Digital Technology Requirement 1 should be completed prior to camp.</p>	<p>All Scouts 1 Y</p>
	<p>Game Design No prerequisites. Recommended for creative scouts.</p>	<p>All Scouts 2 Y</p>




TRADECRAFT

New to Camp Crooked Creek this year is an exciting program area that brings to life the skilled trades for our scouts.

Pre-requisites	Recommend for Difficulty Complete at Camp
<ul style="list-style-type: none"> ● Recommended For is the age of the Scout or year of attending camp that is best suited for taking the Merit Badge ● Difficulty Rating is how challenging the merit badge is Scale 1= Average, 2= Moderate, 3= Challenging ● Completion at Camp depends on the scout having completed pre-requisites before camp. 	
 <p>Electricity Requirements 2 and 9a must be completed prior to camp.</p>	<p>Age 12+ 2 Y</p>
 <p>Plumbing No prerequisites.</p>	<p>Age 14+ 3 Y</p>
 <p>Welding Scouts must wear long-sleeved cotton shirts, long pants, and leather shoes.</p>	<p>Age 14+ 3 Y</p>
 <p>Metalwork No prerequisites. Merit badge supplies will be provided at Handicraft.</p>	<p>Age 13+ 3 Y</p>
 <p>Woodwork Must have a Totin' Chip Card (Requirement 1c). Merit badge supplies will be provided at Handicraft Lodge. Not recommended for first-year campers!</p>	<p>2nd year+ 2 N</p>

HIGH ADVENTURE

What about the older Scouts who have taken most of the merit badges offered at Camp Crooked Creek? What activities are available to them? We also have some excellent programs designed to meet their needs.

<p>Pre-requisites</p> <ul style="list-style-type: none"> ● Recommended For is the age of the Scout or year of attending camp that is best suited for taking the Merit Badge ● Difficulty Rating is how challenging the merit badge is Scale 1= Average, 2= Moderate, 3= Challenging ● Completion at Camp depends on the scout having completed pre-requisites before camp. 	<p>Recommend for Difficulty Complete at Camp</p>
 <p>Climbing There are no prerequisites. It is recommended for scouts aged 14 and older who are in good physical condition. Learning climbing knots prior to camp is helpful.</p>	<p>Age 14+ 3 Y</p>
 <p>All-Terrain Vehicle (ATV) Safety Course The ATV Safety Course requires parental consent forms to be submitted prior to arrival at camp. Scouts must also successfully complete the free online ASI ATV Safety eCourse. Participation requires a long-sleeved shirt, long pants, and over-the-ankle boots. Because of the high physical demand, participants must be 14 years of age or older.</p>	<p>Age 14+ 3 Y</p>
 <p>COPE COPE (Challenging Outdoor Personal Experience) is designed to challenge a Scout's physical, mental, and emotional abilities. In doing so, it recognizes teamwork, communication, trust, leadership, decision-making, problem-solving, and self-esteem goals. Because of the high physical demand, participants must be 14 or older to participate.</p>	<p>Age 14+ 3 Y</p>

DAN BOONE HILL FIRST-YEAR CAMPER PROGRAM

We take pride in having one of the nation’s foremost first-year camper programs. The Dan Boone Program at Ribar’s Hill was developed exclusively for Camp Crooked Creek and is constantly under revision to keep up with the changing needs of Scouts. It is a comprehensive program of hands-on practice, skills demonstration, and basic Scouting knowledge. Your Scouts will have the opportunity to experience the patrol method and leadership and be under the guidance of well-qualified staff members serving as troop guides for each patrol.

Scouts in the Dan Boone Program spend the morning working on rank advancement requirements. In the afternoon, scouts select a merit badge of their choice, and work with Dan Boone staff on Aquatics and First Aid rank requirements.

The Dan Boone program has proven effective in giving first-year campers a step up in their scouting skills and knowledge. The program provides instruction and training in many of the requirements toward the ranks of Tenderfoot, Second Class, and First Class. Scouts will develop skills in swimming, camping, fire building, knots and lashings, first aid, and many others. All Tenderfoot, Second-Class or First-Class rank requirements cannot be completed in one week at camp.

A Dan Boone Scout schedule will look like this

Sessions 1-3 9:00-11:50	Session 4 1:30-2:20	Session 5-6 2:30-4:20
Skills Instruction at Ribar Hill	Merit Badge of Scouts Choice	Aquatics and First Aid at Pool

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

Additional items to bring to Dan Boone Hill

- Water Bottle
- Scout Handbook
- Bandana or Hat





DISCOVER SCUBA AT CAMP CROOKED CREEK

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



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

MOUNTAIN BIKING AT CCC

HIGH ADVENTURE



PROGRAMS FOR OLDER SCOUTS



ALL-TERRAIN VEHICLES (ATV)

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

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

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

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

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

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



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

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

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

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

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

A close-up photograph of a fire burning in a metal pot over logs. The fire is bright orange and yellow, with flames rising from the logs. The pot is dark and reflective. The background is blurred, showing a light-colored surface. A blue text box is overlaid on the top right of the image.

ADDITIONAL PROGRAMS

MAFEKING CHALLENGE

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

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

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



ORDER OF THE ARROW CALL-OUT CEREMONY

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

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

Wednesday is OA day.

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

MASS AND VESPERS

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

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

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

FAMILY NIGHT

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

PROGRAMS FOR ADULT LEADERS

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



Dutch Oven Contest

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

S.T.A.R Staffers

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

Adult Leaders Appreciation Dinner

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

SCOUTMASTER'S MERIT BADGE

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

Supplemental Adult Leader Training

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





COUNSELOR-IN-TRAINING (CIT) PROGRAM

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

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

WHAT WILL YOU DO DURING YOUR TIME AT CAMP?

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

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

Application Requirements: Register in Tentaroo.





CAMP STAFF

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

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

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

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



FORMS





Camp Crooked Creek Camper Code of Conduct

The policies and procedures set forth in this Camp Guide provide a framework for the behavior of each Scout and adult while they are at Camp Crooked Creek. Please review this with all campers and their families prior to attending camp. Unit leaders and parents should understand that Scout behavior and resulting discipline is the responsibility of the Unit where the Scout is registered. In rare cases where serious infractions of Scouting America or Camp policy occur or where behavior threatens the life or safety of the Scout or others in Camp, the Camp Director may, at his or her sole discretion after consultation with the Unit leaders of the individual(s) committing the infraction expel a camper from Camp for the safety and security of the Camp. In such cases, the Unit leaders and/or parents of the expelled camper are responsible for providing a timely exit from Camp.

We are all, first and foremost, members of Scouting America. The basic rules governing Camp Crooked Creek begin with The Scout Oath and The Scout Law. These words should be familiar to us all and should guide us in our daily lives.

- The Scout Oath and Scout Law will be my guide throughout camp.
- I will treat Camp Crooked Creek as I would my own home. I will not deface or vandalize any property.
- I will use camp equipment in a safe manner and for its intended purpose and will return the equipment in good condition.
- I will treat all other people with the utmost respect and dignity- whether the differences be in physical characteristics or perspectives.
- I understand the importance of following Scouting America's Youth Protection and safety policies and will follow those guidelines and report all violations that come to my attention.
- I recognize that hazing or bullying of any form has no place in Scouting. I agree to prevent and stop all hazing or bullying activities. I also understand that serious cases of bullying will result in my expulsion from camp.
- Responsible use of knives is a part of the Scouting America outdoor program. The use of a knife or other sharp object in any kind of threatening manner will result in an immediate expulsion from camp.
- I have the responsibility not to engage in behavior that constitutes discrimination or harassment in any way including race, color, national origin, gender, sexual orientation, religion, age, disability, or citizenship of an individual.
- I have the responsibility to report instances of discrimination or harassment (directed at me or at others) to the camp director or the Scout executive.
- Serious and/or repetitive behavior violations including use of tobacco, alcohol, drugs, cheating, stealing, dishonesty, cursing, and fighting may result in expulsion of the camper.
- Neither Camp Crooked Creek nor Lincoln Heritage Council will be responsible for loss, breakage, or theft of my personal items. Theft on my part will be grounds for expulsion from camp.
- I will show respect for the Scout uniform by always wearing it properly.
- I will support the staff by maintaining a positive and enthusiastic attitude always.
- I agree to follow the quiet time and remain within the assigned Unit campsite between the hours of lights out and sunrise.
- Serious violation of the Code of Conduct by campers may result in expulsion from camp.

I, _____, Unit Leader for Troop _____, certify that I have discussed the above Code of Conduct with the Scouts, leaders, and parents for my Unit. I understand that I am responsible for the behavior and discipline of my Scouts. I also understand that decisions regarding discipline of Scouts from other Units will be made by the leadership of that Unit, not the management of Camp Crooked Creek except for rare cases of serious infractions where the Camping Director deems it appropriate for a camper to leave Camp for the safety and/or security of others or camp property.

Signature

Date

Buy a party for your Troop at Summer Camp!

You can pre-purchase your Scout Troop an Ice-cream party, a Big Bopper Party, or a Root Beer Float Party.



Fill out the form below indicating which party you'd like your Troop to have. The summer camp staff will work with your unit's leader at camp to schedule a time for the Troop to have their party. We ask that all pre-paid orders be placed 1 week before your troop's scheduled arrival at camp. Orders less than one week out should be paid for at camp.

- We want to purchase an Ice Cream Party for _____ at \$5.00 each.
- We want to purchase an Ale-8 One and Big Bopper Party for _____ at \$6.00 each.
- We want to purchase a Root Beer Float Party for _____ at \$15.00 each (you keep the mug).

Scouts Name: _____ Scouts Troop Number: _____

Week attending: _____ Site number: _____ Camp Point of Contact: _____

Please tell the Troop who this is from. Please don't tell the Troop who this is from.

I will pay by Cash, Check, or Credit Card.

Name of purchaser: _____

Billing Address: _____

City: _____ State: _____ Zip: _____

Email: _____ Phone: _____

Name on Card: _____ Amount to be charged: \$ _____

CC Number: _____ Exp: _____ CVS: _____

Lincoln Heritage Council 12001 Sycamore Station Place, Louisville, KY 40299
Fax: 502-361-7899, or email: daniel.hanson@scouting.org

SWIM CLASSIFICATION PROCEDURES

The swim classification of individuals participating in a Scouting America activity is a key element in Safe Swim Defense and Safety Afloat. These swim classification tests are a foundational unit of the Aquatics Continuum.

All persons participating in Scouting America aquatics are classified according to swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the individual's circumstances in the water.

SWIM TESTS FOR COUNCIL ACTIVITIES

Swim tests for **council activities** are conducted following procedures approved by a council-level committee, preferably the Council Aquatics Committee. The council committee should use the guidance contained in *Aquatics Management Guide*. **SPECIAL NOTE:** When swim tests are conducted away from camp, the camp aquatics director retains the right to review or retest any or all participants to ensure that standards have been maintained.

REGARDLESS OF WHERE OR WHEN THE SWIM TEST IS GIVEN THE FOLLOWING PROCEDURES APPLY:

- **The test is given one-on-one.** The test administrator and the swimmer are buddies during the administration of the test.
- **Each component of the test is important.** The test must not be changed either to assist the Scout or to expedite the process.
- **The test must be completed without aid or support.** Aid includes lifejackets, wetsuits, fins, etc. Swim goggles may be used to avoid eye irritation.
- **Swim tests must be renewed annually,** preferably at the beginning of the outdoor season.

TO THE SWIM TEST ADMINISTRATOR

SWIMMER'S TEST:

Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: side stroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting back stroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

BEGINNER'S TEST:

Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resumeswimming as before, and return to starting place.

Anyone who has not completed the beginner or swimmer tests is classified as a **nonswimmer**.

Swim Classification Record

(Changes and/or corrections to the following chart should be initialed and dated by the test supervisor.)

Unit Number _____

Date of Swim Test _____

	Full Name (Print) (Draw lines through blank spaces)	Medical Recheck Parts A-B	Swim Classification		
			Non-Swimmer	Beginner	Swimmer
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					

The swim classification test performed at a unit level should be conducted by one of the following council-approved resource people: Aquatics Instructor, BSA; BSA Swimming & Water Rescue; or other lifeguard, swimming instructor, etc. Test administrators should utilize chapter 5 of the [Aquatics Supervision Guide](#).

NAME OF PERSON SUPERVISING & FACILITATING THE SWIM TEST:

Print Name

Signature

Type of Authorization/Training
(Attach a copy of certification if required by council procedure)

Expiration Date if applicable