

Camp Crooked Creek Summer Camp



LEADER'S GUIDE



Dear Scout Leaders,

As the summer season quickly approaches, we want to extend a huge, enthusiastic welcome from all of us here at Camp Crooked Creek! We are incredibly excited to host your troop for what promises to be an outstanding week. The theme for this summer is “Celebration,” and we have planned a fantastic program designed to honor the traditions of Scouting while embracing the values and spirit of our nation. Our entire camp staff is ready to deliver a memorable and meaningful experience for every Scout, whether they are joining us for the first time or are seasoned veterans of summer camp.

Above all, we assure you that safety will always be our top priority. Our goal is simple: to ensure a safe, enjoyable, and stress-free summer camp experience for Scouts of all ages and experience levels. We understand that you are entrusting us with your most valued resource—your Scouts—and we take that responsibility seriously.

We view the unit leaders as essential partners in camp management. Our staff is fully equipped to run all program areas; however, we recognize that many of you possess incredible expertise, and we warmly invite you to lend a hand in areas of your own interest or skill while at camp.

We look forward to seeing you all at check-in and sharing the spirit of Celebration with you!

Yours in Scouting,



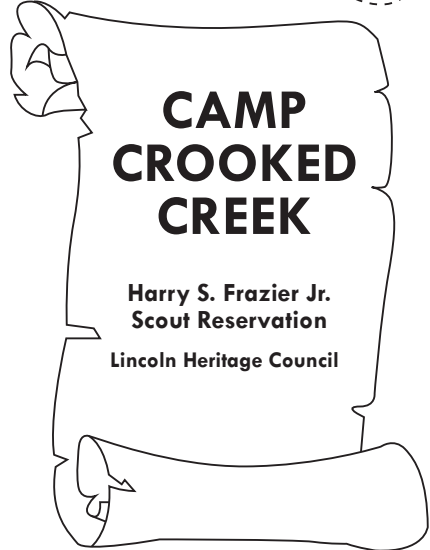
Rick Daniel
Camp Director
campcrookedcreek@
gmail.com



Daniel Hanson
Director of Camping
Daniel.Hanson@
Scouting.org

Lincoln Heritage Council
12001 Sycamore
Station Place
Louisville, KY 40299
Phone: (502) 361-2624
www.scoutinglhc.org

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



Range and target activities 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.

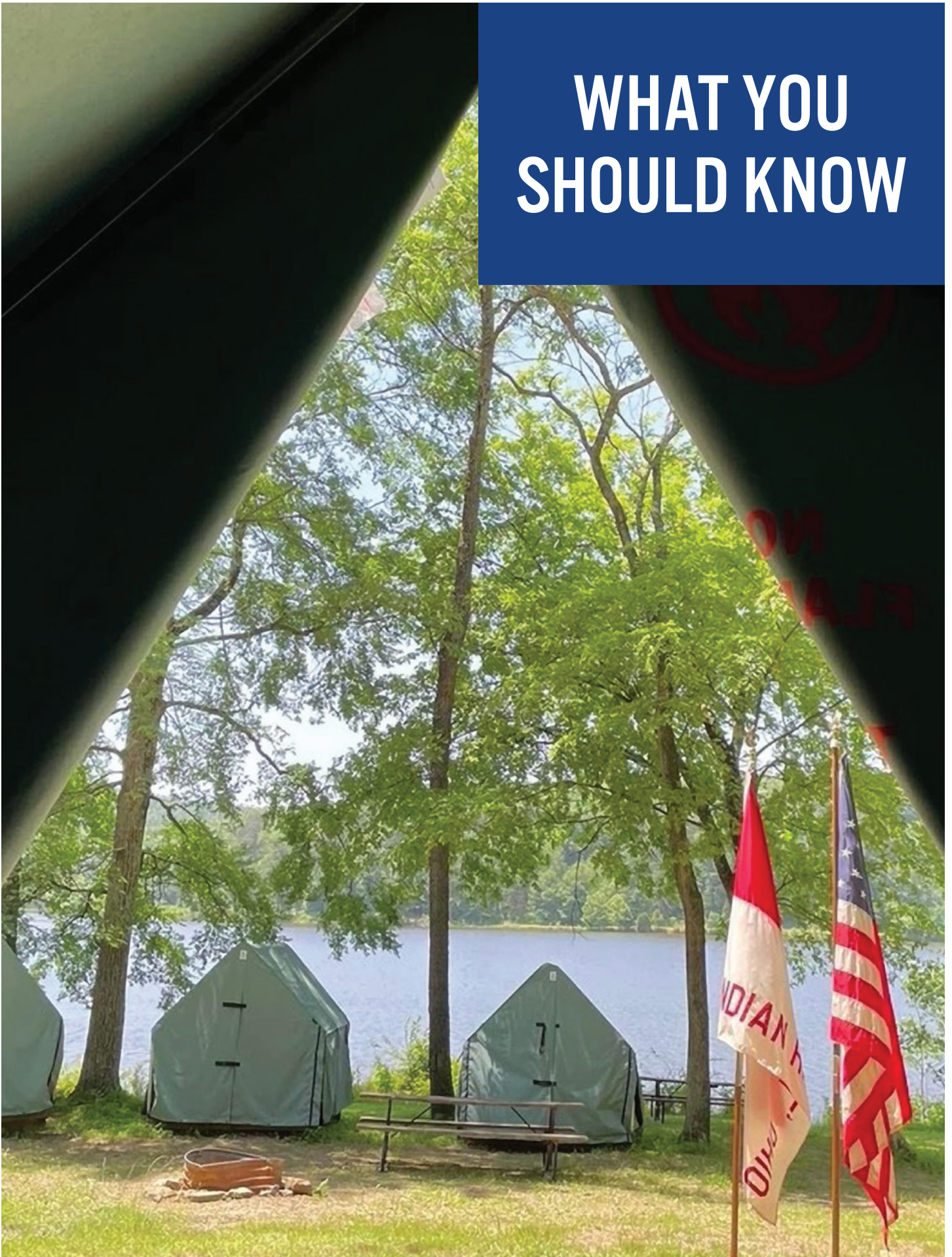
3



WELCOME

WELCOME TO CAMP	3	DAILY SCHEDULE	19
WHAT YOU SHOULD KNOW		ADDITIONAL PROGRAMMING	20
GETTING TO CAMP CROOKED CREEK	6	ADVANCEMENT	
2026 CAMP CROOKED CREEK DATES	7	ADVANCEMENT OPPORTUNITIES	22
SCOUT PACKING LIST	7	PLANNING MERIT BADGE SCHEDULE	22
TROOP PACKING LIST	7	MERIT BADGE SCHEDULE	24-25
KEYS TO SUCCESS AT CAMP	8	AQUATICS	26
CAMPERSHIPS	8	SCOUTCRAFT	27
CAMP PROMOTIONS NIGHT	8	HANDICRAFT	28
FEES & MERIT BADGE REGISTRATIONS	9	RANGE AND TARGET ACTIVITIES	29
CAMP FEES	9	PERSONAL DEVELOPMENT	30
CAMPSITE RESERVATION POLICY	10	NATURE	31
REFUND POLICY	10	STEM	32
FINAL PREPARATIONS	11	TRADE CRAFT	33
HEALTH AND MEDICAL RECORDS	11	HIGH ADVENTURE	33
GENERAL CLEANLINESS	11	DAN BOONE (1st Year Camper Program)	34
PRE-CAMP MEETING	11	HIGH ADVENTURE PROGRAMS	35
WHILE AT CAMP CROOKED CREEK		DISCOVER SCUBA	36
CAMP POLICIES	13	C.O.P.E.	36
MEAL SCHEDULE	14	ATV	37
FOOD SERVICE	14	ADDITIONAL PROGRAMS	38
SPECIAL DIETARY CONCERNS	14	MAFEKING CHALLENGE	39
SPECIAL EVENT MEALS	14	ORDER OF THE ARROW	39
CHECK-IN PROCEDURES	15	VESPERS	40
CAMP VISITORS	16	FAMILY NIGHT	40
COMMUNICATIONS	16	CONSERVATION CORPS	40
MAIL	16	CAMP STAFF	40
CAMP ADDRESS	16	TROOP PROGRAMS FOR ADULT LEADERS	41
HONOR UNIT AWARD	17	Dutch Oven Contest	
TROOP LEADERSHIP	17	S.T.A.R. Staffers	
LOST & FOUND	17	Adult Leader's Appreciation Dinner	
TRADING POST	18	Scoutmaster Merit Badge	
CHCK-OUT POLICY	18	Supplemental Trainings	
SCOUT LEADER'S LOUNGE	18	COUNSELOR-IN-TRAINING	42
AQUATIC PROCEDURES & SWIM TEST	18		

WHAT YOU SHOULD KNOW



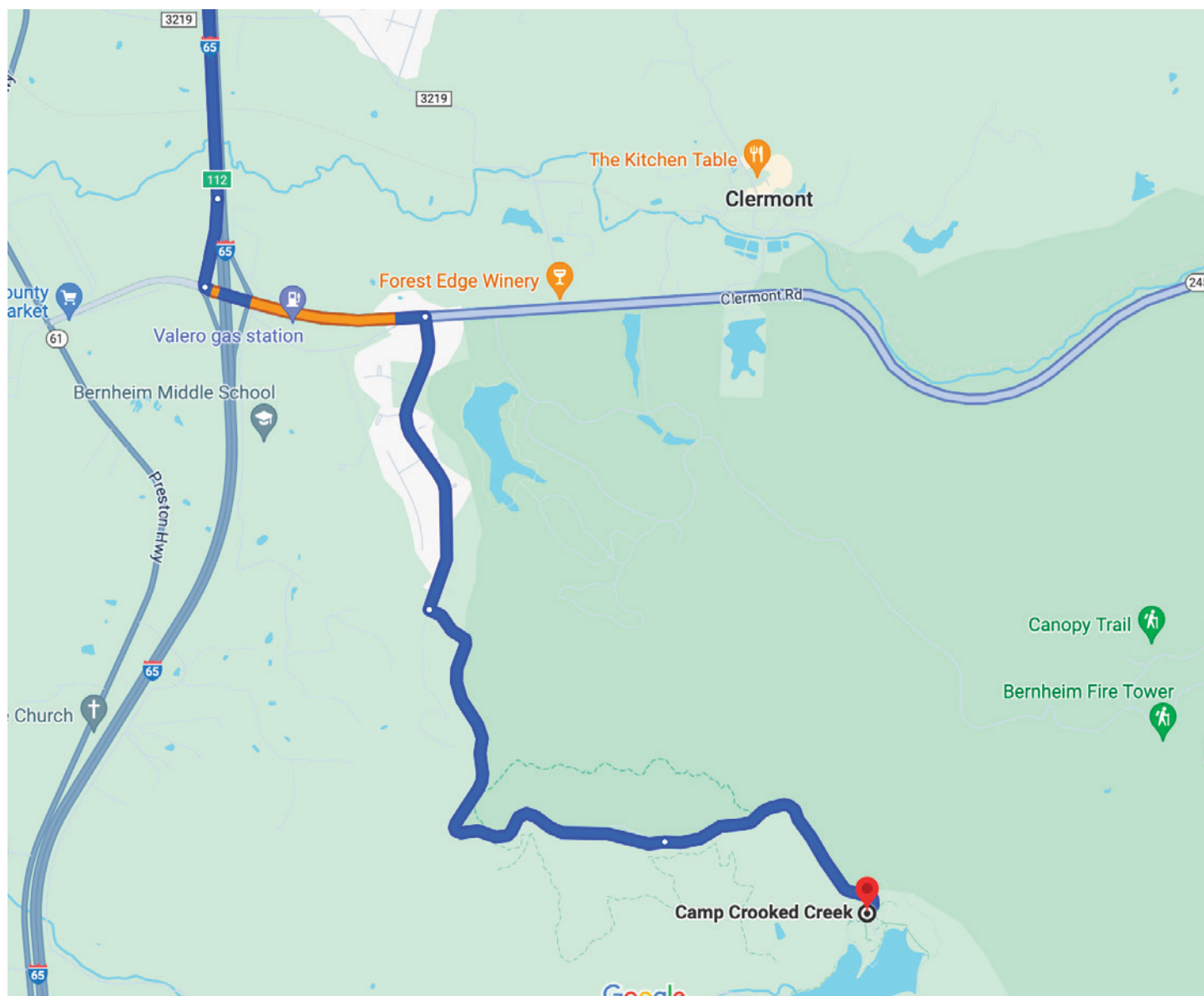


GETTING TO CAMP CROOKED CREEK.

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 $\frac{3}{4}$ 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 $\frac{3}{4}$ 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
- ☐ Annual health and medical record *Parts A-C*
- ☐ Blankets or sleeping bag, sleeping pad
- ☐ Duffel Bag
- ☐ Toiletries
- ☐ Camera
- ☐ Money for the trading post (\$100 suggested)
- ☐ Flashlight with extra batteries
- ☐ Pocketknife (with Totin' Chip)
- ☐ Swimsuit
- ☐ 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 Canopy
- ☐ Lanterns
- ☐ Quartermaster or supply tent
- ☐ Receipts from camp fee payments
- ☐ Ice chest and water cooler
- ☐ Annual health and medical records for ALL campers

Camp is not responsible for any lost or stolen items.

2026 CAMP CROOKED CREEK DATES

SESSION	DATES	PRE-CAMP MEETING
WEEK 1	JUNE 7- JUNE 13	TUESDAY, MAY 26
WEEK 2	JUNE 14-JUNE 20	MONDAY, JUNE 1
WEEK 3	JUNE 20-JUNE 27	MONDAY, JUNE 8
WEEK 4	JUNE 28-JULY 4	MONDAY, JUNE 15
WEEK 5	JULY 5- JULY 11	MONDAY, JUNE 22

Zoom Link <https://us06web.zoom.us/j/82462638217?pwd=xmu-VYplaZ5AG12yMqNiPXbbOn0gf3M.1>

Pre-Camp 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.
3. Have someone (preferably the SM & SPL) from the Troop participate in the Pre-Camp Meeting.
4. Sessions for some merit badges are available in the morning and the afternoon to provide more opportunities for Scouts, while others are offered only once. Try assigning groups of Scouts to different merit badge sessions if possible. Example: If 12 Scouts want to take the First Aid merit badge, spread them across the 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 8. 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.campcrookedcreek.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 8. 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 or lhcbbsa@scouting.org 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 27, to register for merit badges when the site opens on Monday, March 2. The Scout fee for 2026 is \$465 per Scout. The adult fee is \$150 per adult. Payments can

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 8, 2026.

CAMP FEES ALL INCLUSIVE!



Camp Crooked Creek is unique in that our basic camp fee covers all activities within the camp. There are no additional fees for scouts to get in the way of fun! Additionally, each youth camper receives a Camp Crooked Creek Summer Camp T-shirt.

- \$ 0 Range and Target Activity fee
- \$ 0 Aquatics fee
- \$ 0 Leatherwork, Basketry, Woodwork Kit fee

- \$ 0 Art, Textile, or Metalwork fee
- \$ 0 COPE, Climbing, or ATV fee
- \$ 0 Robotics, Rocketry, or STEM fee

REGISTRATION TYPE	AMOUNT
SUMMER CAMP	\$465.00
ADULT FEE	\$150.00

DATES TO REMEMBER

CAMP DEPOSIT (\$100/SCOUT) DUE	FRIDAY, FEBRUARY 27, 2026
MERIT BADGE SELECTION OPENS	MONDAY, MARCH 2, 2026
FINAL CAMP PAYMENTS DUE	FRIDAY, MAY 8, 2026
T-SHIRT SIZES AND ADULT NAMES ENTERED INTO TENTAROO	FRIDAY, MAY 8, 2026



CAMP RESERVATION POLICY



Camp Crooked Creek offers two options for Summer Camp Housing. We offer Adirondacks and traditional canvas tents. Units camping at Camp Crooked Creek share campsites with other troops. This means sharing the site pavilion and site clean-up duties as well. Each campsite has a maximum capacity, and the camp must work to stay within this capacity. Housing is allocated based on the number of Scouts and adults indicated on your reservation. We cannot guarantee a particular area within the site.

Adirondack sites (7, 8, 9, 12) contain seven Adirondack shelters, each designed to accommodate eight single-gender scouts. A limited number of 4-person Adirondacks are available for adults at 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 provide accommodations for adult leaders who prefer to have their own space.

We offer Canvas Wall tents at several of our sites (1, 3, 4, 5, 6, 10, 11). We provide canvas tents on wooden or concrete platforms, depending on the site, each with two cots. We assign a location within the site based on the number of reserved scouts

and leaders indicated on your Summer Camp reservation. Tents are allotted, with each assigned two occupants. If you bring additional scouts or leaders, please note that you may need to provide your own tent, so plan accordingly. Adult leaders should plan to share tents. Adult leaders who wish to have their own tent should plan to bring one.

Units attending camp this summer will be given first choice in making site reservations for next year. With a \$100 deposit, troops may select their preferred site from the available campsites. For your convenience, we 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. Your troop must make a new deposit each year, which we will apply to your final balance. This site deposit is NOT refundable but applies to the unit's final balance. Please do not overpay!

The Camp Director reserves the right to move a troop to a different campsite. Our camp commissioner contacts the unit's Summer Camp point of contact for any changes.



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. Annual health and medical records are renewed annually.

FINAL PREPARATIONS

Ensure all fees are paid by Friday, May 8, 2026. Be sure all shirt sizes are correct and in Tentaroo by May 8. 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 8.

GENERAL CLEANLINESS

The Commissioner's Staff will conduct up to two campsite visits to ensure the general cleanliness and safety of the campsite. Troops share the responsibility to clean their shower house and latrines. Units will be assigned days to clean the shower house.

PRE-CAMP MEETING

We encourage Scout Leaders and Senior Patrol Leaders to attend a virtual Pre-Camp meeting before their camp session. The meeting will be via Zoom or another video-conferencing platform. Please see page 7 for a list of Pre-Camp meeting dates. The meeting begins at 8 PM EDT. The camp director will share the link to access the meeting via email before your scheduled meeting date. Please ensure that the email address in Tentaroo is accurate. The leader who is responsible for the scouts while at camp should participate in this virtual meeting. The Pre-Camp meeting is recorded and posted on the Camp Crooked Creek YouTube channel.



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. *Annual health and medical record 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.

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.

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: Smoking and 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.

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 Safeguarding Youth, 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: Although much of Camp Crooked Creek does not have cell phone service, we do not prohibit the use of cell phones by campers outside of merit badge sessions. Camp Crooked Creek staff does not regulate the use of cell phones by scouts outside of merit badge sessions. Camp Management delegates this responsibility to unit leaders.

Please remind scouts that shower houses, Aquatics changing rooms, and latrines are cell-phone-free zones. Charging cell phones at shower facilities is prohibited. No one should unplug cords for phone charging. The equipment plugged in could be vital to the health and safety of all campers. Camp Crooked Creek does not provide charging facilities for cell phones or other electronic devices.

DINING GUIDE



MEAL SCHEDULE

GROUPS	BREAKFAST	LUNCH	SUPPER
SITES 1-6	7:15-7:50 AM	12:00-12:35 PM	5:15-5:50 PM
SITES 7-12	8:10-8:45 AM	12:45-1:20 PM	6:15-6:50 PM

The Camp Director may ask some troops 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.*

Dietary Needs Form:

<https://forms.office.com/Pages/ResponsePage.aspx?id=Q366Iu-d80yi3abzmEqmv-AN7-9OQ-VDrgjPh2uju1UOUxJMksyUVVDVzLOSjRJSjRNWVhOU->

SPECIAL DIETARY CONCERNS

If any Scouts or leaders in your troop have specific food restrictions or needs, please ensure they complete the Special Diet Request Form before arrival at camp. This form goes directly to our Food Service Contractor, who will contact families for additional

information if needed. Kandle Industries, our food service provider, can accommodate many common food allergies, including Celiac disease, diabetes, and allergies to nuts, dairy, or eggs. While Kandle provides vegetarian options for every meal, vegan options are not assured.

Due to limited space for refrigeration, if you require a special diet that requires specially prepared foods, please contact the Camp Commissioner before camp to arrange for food storage and preparation.

During meal service, campers with special dietary meals will enter the serving area through the door on the right and line up along the counter on the right. The Kandle Industries on-site dietician will greet the camper and serve them their specially prepared meal.

If you or a camper is unable to secure a suitable dietary meal option, please speak with our camp commissioner.

MENU DETAILS

We strive to provide a quality, nutritious dining experience for all campers. Once approved, we will post the planned menu on the camp website. Please note that items and ingredients could change based on product availability. For ingredient labels of the most commonly served camp foods, please contact the on-site Kitchen Manager for Kandle Industries.

SPECIAL EVENT MEALS

Wednesday	Chick-fil-a Picnic on the Lawn Lunch: Wednesday lunch is a grab-and-go option for all campers. There is no seating in the Dining Hall. Campers collect their meal from the porch of the Dining Hall beginning at 12:00, regardless of meal time. Lunch consists of a Chick-fil-A sandwich, waffle chips, a cookie, and a bottle of water.
Wednesday	Scout Leader Appreciation Dinner: All full-week leaders registered at camp are invited to a Steak dinner with our Scout Executive, Jason Pierce. The meal begins at 5:15 in the Waterfront Pavilion.
Saturday	Grab to Go Breakfast: Saturday morning breakfast is an easy-to-eat meal consisting of breakfast pastries, fruit, gogurt tubes, and juice. The Dining Hall opens at 7:30 AM for this breakfast. Please clear out of the Dining Hall by 8:30 so our staff can begin cleaning.

CHECK-IN PROCEDURES



Camp Crooked Creek does not assign check-in times for arrival at camp. Troops may begin arriving at 2:00 EDT on the Sunday of their scheduled week at camp. Please do not

arrive earlier, as our staff may not be prepared to welcome you to camp.

TRAILER AND VEHICLE PARKING

Main Parking Lot Gear Vehicle Driver

- ✓ The unit gear trailer will be escorted to the campsite and directed into an approved location. Troops may leave their unit trailer at the campsite.
- ✓ All other vehicles should proceed as directed by camp staff.
- ✓ Vehicles should never be parked in campsites. RVs are not permitted at the camp.

CHECK-IN

Administration Building One Adult Leader

- ✓ Make any final financial settlement
- ✓ Verify Roster (Names and count of the final number of Scouts and Leaders)
- ✓ Complete the on-camp contact form
- ✓ Receive information such as the schedule and the camp map
- ✓ Receive Identification bracelets for each camper (including Leaders)
- ✓ Receive Parking Passes and Handicap Passes, if pre-arranged with the camp director
- ✓ Turn in the Camper Code of Conduct Acknowledgement

MOVING IN

Your Campsite Troop Guide and SPL

- ✓ Locate tents assigned to your troop (or Adirondacks)
- ✓ Quickly unload personal gear and change into swim gear (if needed)

HEALTH REVIEW

Administration Building One Adult Leader

- ✓ Turn in Annual Health and Medical Records.
- ✓ Review records with a Camp Health Officer.
- ✓ Review medication and dosage instructions for medications administered by the unit.

DINING HALL ORIENTATION

Frazier Dining Hall Whole Troop

- ✓ Find your table assignment for all meals.
- ✓ Learn about waiter responsibilities.
- ✓ Learn about Dish return procedures.
- ✓ Review your Special Diet Requests submission and verify food allergies and special needs.

SWIM CHECKS

Waterfront Pavilion Whole Troop

- ✓ Complete swim checks.
- ✓ Receive buddy tags.

DROP/ADD SESSION

Administration Building One Adult Leader (3:00-5:00 Sunday)

- ✓ Make changes to scouts' schedules as needed

COMMUNICATIONS



Prior to Camp:

Be sure to check out our 90, 45, and 30-day Newsletters for updates and revisions to the camp guide. Also, please join the Camp Crooked Creek Management team for a virtual Pre-Camp meeting.

SESSION	DATES	PRE-CAMP MEETING
WEEK 1	JUNE 7- JUNE 13	TUESDAY, MAY 26
WEEK 2	JUNE 14-JUNE 20	MONDAY, JUNE 1
WEEK 3	JUNE 20-JUNE 27	MONDAY, JUNE 8
WEEK 4	JUNE 28-JULY 4	MONDAY, JUNE 15
WEEK 5	JULY 5- JULY 11	MONDAY, JUNE 22

At Camp:

Please make sure a leader or SPL represents your troop at each of the following meetings:

Sunday Night Orientation Meeting
At least one leader and the Senior Patrol Leader
from each unit
7:15 PM
Administration Building

Daily Adult Leader
Roundtable
9:30 AM
Administration Building

Daily Senior Patrol
Leader Meeting
1:40 PM
Dining Hall Back Porch

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. Mail 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

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)

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.

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 Scouting America 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 Safeguarding Youth Training.
Visit 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 8. 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.

CAMP CROOKED CREEK HONOR UNIT AWARD

The Camp Crooked Creek Honor Unit is a Senior Patrol Leader-led Unit award that each unit can earn while attending camp. To earn this award, units must work together, including scouts and leaders, to complete a minimum number of

camp-related activities, such as service, reverence, attending special program events, and more. We will recognize units completing the Honor Unit requirements at the Family Night Campfire.

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

Any camper (scout or leader) needing to leave camp must sign out in the Camp Administration Building. Any adult, other than a scout's parent/guardian, taking a scout from camp must adhere to Scouting America's Two-Deep Leadership policy. Parents or Guardians or authorized persons picking up a scout from camp must provide a valid photo ID and complete an Early Release Form before leaving the property. Please adhere to this policy so we can keep our scouts out of harm's way.

UNIT CHECK-OUT

On Friday, after 3:00 PM, send an adult leader from your troop to the Administration Building to meet with one of the camp management team to collect your unit's swag (patches, annual health and medical records, and any other paperwork). Please bring a completed Camp Assessment to this meeting. You will also be able to make your reservations for 2027 at this time.

On Saturday, pick up "To-Go" breakfast for your troop in the Dining Hall beginning at 7:45 AM. Camp closes at 9 AM on Saturday morning. All units must be out of camp by this time.

AQUATIC PROCEDURES

Conducting a Unit Swim Classification before camp is encouraged. A certified lifeguard must administer the swim classification test. The local council approves lifeguards who have American Red Cross or YMCA certifications. Swim classification must be within six months of arriving at camp. National Standards DO NOT allow summer camps to accept a swim classification completed by a leader trained in Safe Swim Defense. Leaders can find the unit swim classification form on the camp webpage. Adult leaders checking in their unit should bring Swim Classifications. The Aquatics Director reserves the right to retest youth or adults if necessary.

All visitors to the Waterfront Aquatics area must wear Closed-toe shoes at all times. If your Scout has signed up for a boating merit badge, they must wear water shoes or shoes they don't mind getting wet. Do not let Scouts wear their wet boating shoes around camp. Wearing wet shoes around camp can cause blistering. The Aquatics Director always oversees the Aquatics area. Please direct all questions regarding this area to the Aquatics Director, who reserves the right to deny participants the opportunity to swim based on their ability, the availability of proper equipment, or their 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. Some meetings and training sessions are conducted here as well.

DAILY SCHEDULE



TIME	ACTIVITY
6:45 AM	Reveille
7:15-7:50 AM	Breakfast Group A
8:00 AM	Morning Flags
8:10-8:45 AM	Breakfast Group B
9:00- 9:50 AM	Session One
9:30 AM	Scout Leader Roundtable
10:00- 10:50 AM	Session Two
11:00- 11:50 AM	Session Three
12:00- 12:35 PM	Lunch Group A
12:45- 1:20 PM	Lunch Group B
1:40 PM	SPL Council Meeting
2:00-2:50 PM	Session 4
3:00- 3:50 PM	Session 5
4:00- 4:50 PM	Special Programming- Various Locations
5:15- 5:50 PM	Supper Group A
6:00 PM	Evening Flags
6:15- 6:50 PM	Supper Group B
7:15 PM	Special Programming- Various Locations
11:00 PM	Taps



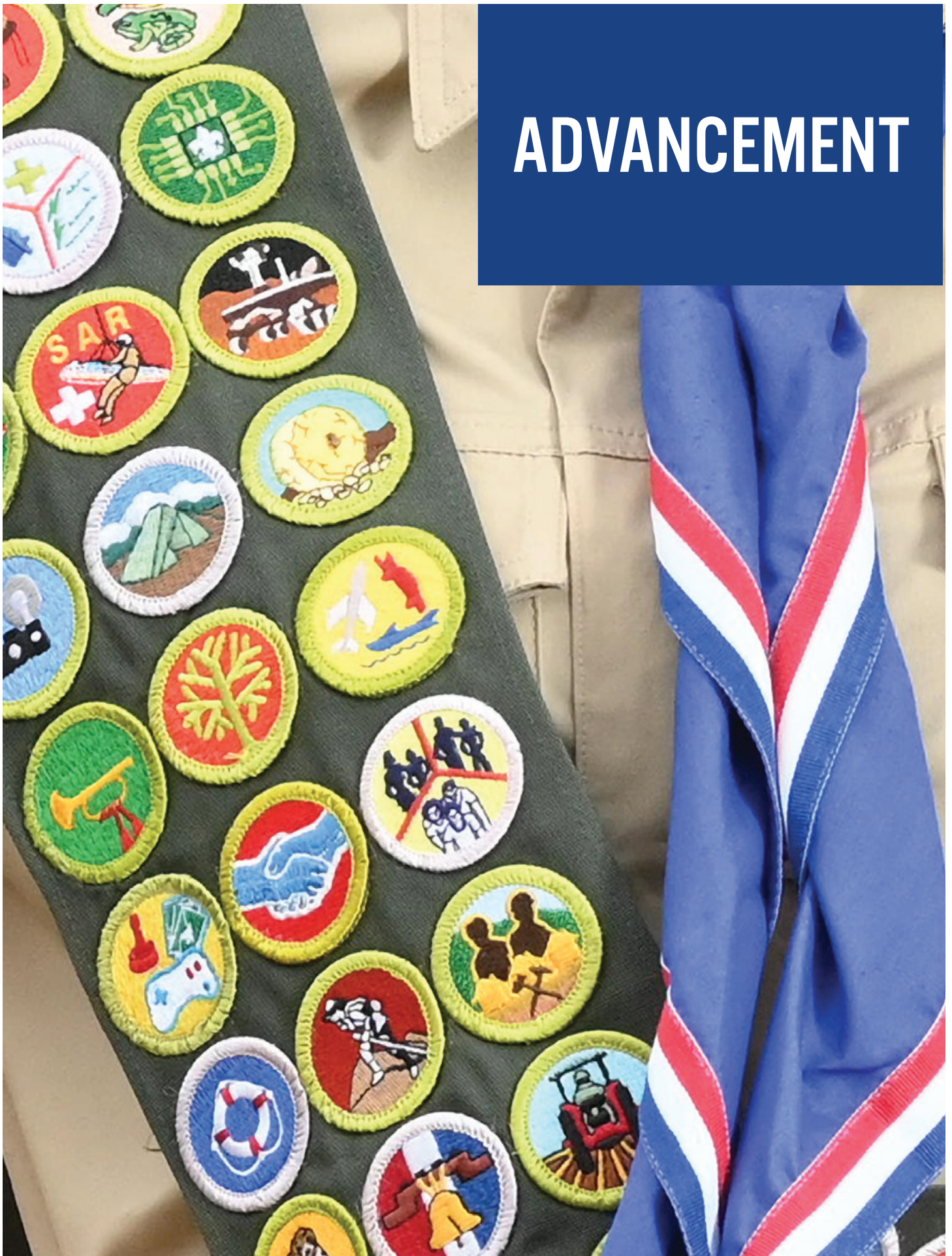
ADDITIONAL PROGRAMMING

(Eastern Time)

S U N D A Y	
2:00 PM	Check in & Troop Orientation
7:30 PM	Scout Leader & Senior Patrol Leader Roundtable
9:15 PM	Opening Campfire- Amphitheater
M O N D A Y – Wear your Troop T-Shirt	
9:30 AM	Scout Leaders Roundtable- Administration Building
1:40 PM	SPL Council Meeting- Dining Hall Porch
4:00 PM	Ziplining -registration required in Tentaroo
4:00 PM	Special Programming- Various Locations
7:15 PM	Special Programming- Various Locations
7:15 PM	Fishing Derby @ Lake Barr
7:15 PM	Discover SCUBA – registration required in Tentaroo.
T U E S D A Y – Tropical Shirt Day - Wear your favorite Tropical print shirt	
9:30 AM	Scout Leaders Roundtable- Administration Building
1:40 PM	SPL Council Meeting- Dining Hall Porch
2:30 PM	Adult Leader Dutch Oven Cook-off & Social
4:00 PM	Rappelling -registration required in Tentaroo
4:00 PM	Special Programming Various Locations
7:15 PM	Manatee Games @ Waterfront
7:15 PM	Discover SCUBA – registration required in Tentaroo.
8:15 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 Leaders Roundtable- Administration Building
1:40 PM	SPL Council Meeting- Dining Hall Porch
4:00 PM	Special Programming Various Locations
5:35 PM	Scout Leaders Appreciation Dinner
7:15 PM	Mass and Vespers Service
7:15 PM	Discover SCUBA – registration required in Tentaroo.
8:15 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 Leaders Roundtable- Administration Building
1:40 PM	SPL Council Meeting- Dining Hall Porch
4:00 PM	Special Programming Various Locations
4:00 PM	Order of Arrow Ice Cream Social
7:15 PM	Mafeking Challenge
F R I D A Y	
9:30 AM	Scout Leaders Roundtable- Administration Building
4:00 PM	SPL Council Meeting- Dining Hall Porch
4:00 PM	Family Night Begins
8:45 PM	Closing Campfire Begins

* Schedule subject to change.

ADVANCEMENT



ADVANCEMENT OPPORTUNITIES

When planning your summer camp program, it is essential to keep in mind who the 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.

For 2026, we have made some adjustments to our schedule. Some merit badges only meet for two days. This schedule allows scouts to earn additional merit badges throughout the week, keeps them engaged throughout the entire session, and provides them with flexibility in scheduling.

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.



PLANNING YOUR UNIT'S SUMMER CAMP MERIT BADGE SCHEDULE

Scheduling merit badges can feel like a puzzle, especially with term courses around them. While working with your scouts, use these steps as a guide to complete their schedules.

Step 1: Understand the Schedule:

Before you start, get the merit badge schedule and categorize the offerings:

Course Type	Typical Duration	Scheduling Priority
Full-Week (5-Day)	Monday through Friday, daily. (e.g., Citizenship in the Nation, Camping)	Highest – These are fixed appointments
Short-Term (2 or 3-Day)	Meets a few times (e.g., M/T or W/Th/F) or only once a day for a shortened period. (e.g., Music, Reptile & Amphibian Study)	Medium – Schedule these to fill gaps.
Open Program/Free Time	Periods not dedicated to merit badges. (e.g., afternoons, evenings, certain blocks)	Lowest – Use this for unit time or catch-up.

Step 2: Establish the Full Week Classes

Start with your Scouts' highest-priority, full-week merit badges (the 5-day options). These are your schedule's anchors.

- Block the Time:** For each Scout registered in a 5-day class, mark that exact period (e.g., 9:00 AM – 10:30 AM) as unavailable for the entire week.

Example: Scout A takes Camping (Period 1) and Environmental Science (Period 3). Periods 1 and 3 are now locked Monday through Friday.

Step 3: Fill the Gaps with Short-Term Classes

Once you and the scout have identified and established the full-week classes, use the remaining available periods to schedule short-term courses (lasting 2 days).

- Look for Double Openings:** Short-term classes are ideal for utilizing periods not already booked. For example, if a Scout has Period 4 open on Monday and Tuesday, they can take a 2-day class that meets during that block.
- Combine Short-Term Merit Badges:** Often, a Scout can stack two different 2-day classes back-to-back in the same period over the week. These courses meet for extended time blocks, typically two-hour sessions.
 - Option A: Class A meets Period 4 on M/T. Class B meets Period 4 on W/Th.
 - Goal: A Scout should be able to take two 2-day courses for every single full-week course period they have open.

Example (Continuing Scout A): Scout A's Periods 2 and 4 are open all week.

- Period 4: Slot in Music (meets M/T) and Scouting Heritage (meets W/Th).

Step 4: Final Review and Flexibility

Always build in a "buffer" for things to go wrong.

Key Action	Rationale
Check Travel Time	Ensure Scouts have adequate time to walk between class locations if they are back-to-back.
Avoid over Scheduling	Leave time for unit activities, rest, or essential catch-up work (especially the afternoon "siesta" period). A balanced schedule ensures that Scouts complete badges without feeling overwhelmed, while still allowing for valuable unit bonding time and rest.
Prioritize Prerequisites	Remind Scouts that they must complete all listed prerequisites before camp to earn credit for their badge.

2026 MERIT BADGE SCHEDULE

2026 Camp Crooked Creek Merit Badge Schedule																	
			Morning Sessions			Afternoon Sessions										Program Notes	
Bold Eagle Required			Daily			Monday		Tuesday		Wednesday		Thursday		Friday		Part Week Classes	
<i>Italics- New in 2026</i>	Min	Max	9:00-9:50	10:00-10:50	11:00-11:50	2:00-2:50	3:00-3:50	2:00-2:50	3:00-3:50	2:00-2:50	3:00-3:50	2:00-2:50	3:00-3:50	2:00-2:50	3:00-3:50	Extended Time Sessions	
Lake Aquatics																	
Canoeing	4	10	X	X	X	X		X		X		X		X			
Kayaking	4	10	X	X	X		X		X		X		X		X		
Mile Swim	4	10														Practice Swims for Mile Swin 4:00 PM	
Motorboating	4	4	X	X	X												
Rowing	4	6				Row A		Row A		Row B		Row B				Session A meets M & T, Session B Meets W & Th	
Small Boat Sailing	4	6	X	X	X		X		X		X		X		X		
Stand Up Paddleboard (Non-Merit Badge)	4	10				SUP A		SUP B		SUP C		SUP4 D		SUP E		Each day is a separate session. Scouts only attend 1 session.	
Pool Aquatics																	
Instructional Swim	4	10	X	X	X												
Lifesaving	4	10				X		X		X		X		X			
Swimming	4	20	X	X	X	First Year		First Year		First Year		First Year					
Nature																	
Environmental Science	4	20	X		X												
Fishing	6	20				Fish A		Fish A		Fish B		Fish B		walk-in MB		Session A meets M & T, Session B Meets W & Th	
Forestry	6	20		X	X												
Mammal Study	6	20				Mammal A		Mammal A								Mammal Study only meets M & T	
Reptile and Amphibian Study	6	20								R&A A		R&A A		R&A A		Repitle and Amphibian Study only meets W-F	
Sustainability	6	20	X	X													
Weather	6	20				Weather A		Weather A		Weather B		Weather B				Session A meets M & T, Session B Meets W & Th	
STEM																	
Astrononmy and Space Exploration	4	20			X		X		X		X		X		X		
Chemistry	4	20	X		X												
Digital Technology	4	20		X													
Engineering and Architecture	2	8				X		X		X		X		X			
Game Design	4	20	X				X		X		X		X		X		
Moviemaking and Photography	4	8		X													
Nuclear Science and Energy	2	8				X		X		X		X		X			
Robotics and Electronics	2	8	X														
Textiles/Pulp and Paper	4	12	X		X												
Handicraft @ FrontierTown																	
Art		16				Walk-in MB		Walk-in MB		Walk-in MB		Walk-in MB		Walk-in MB			
Animation		16				Walk-in MB		Walk-in MB		Walk-in MB		Walk-in MB		Walk-in MB			
Basketry		12				Walk-in MB		Walk-in MB		Walk-in MB		Walk-in MB		Walk-in MB			
Blacksmithing (14+ Non Merit Badge)	2	8				X		X		X		X		Open Brandin		Blacksmithing only meeets M-Th	
Leatherwork		12				Walk-in MB		Walk-in MB		Walk-in MB		Walk-in MB		Walk-in MB			
Metalwork (14+)	2	6	X														
Woodcarving		10				Walk-in MB		Walk-in MB		Walk-in MB		Walk-in MB		Walk-in MB			
Woodworking	2	10	X	X	X												








2026 MERIT BADGE SCHEDULE




2026 Camp Crooked Creek Merit Badge Schedule																
			Morning Sessions			Afternoon Sessions								Program Notes		
Bold Eagle Required			Daily			Monday		Tuesday		Wednesday		Thursday		Friday		Part Week Classes
<i>Italics- New in 2026</i>	Min	Max	9:00-9:50	10:00-10:50	11:00-11:50	2:00-2:50	3:00-3:50	2:00-2:50	3:00-3:50	2:00-2:50	3:00-3:50	2:00-2:50	3:00-3:50	2:00-2:50	3:00-3:50	Extended Time Sessions
Trade Craft																
Electricity	4	12	X	X	X											
Plumbing	4	12	X	X	X											
Welding	4	6	X				X	X		X		X		X		
Eagle Path																
Citizenship in the Nation	2	20	X		X		X		X		X		X		X	
Citizenship in the World	2	20		X		X		X		X		X		X		
Communication	2	16	X		X		X		X		X		X		X	
Personal Management	2	20		X		X		X		X		X		X		
ScoutCraft																
Camping	2	20	X		X											
Emergency Preparedness	2	16	X		X											
Entrepreneurship/Salesmanship	4	20		X												
Exploration	4	20				Explore A		Explore A		Explore B		Explore B				Session A meets M & T, Session B Meets W & Th
First Aid	2	12	X	X												
Music	4	12				Music A		Music A		Music B		Music B				Session A meets M & T, Session B Meets W & Th
Orienteering	4	20	X	X												
Fire Safety	4	20				Fire A		Fire A		Fire B		Fire B				Session A meets M & T, Session B Meets W & Th
Search & Rescue	4	16	X		X											
Pioneering	4	20		X	X											
Scouting Heritage	4	20				Scout H A		Scout H A		Scout H B		Scout H B				Session A meets M & T, Session B Meets W & Th
American Heritage	4	20				A Her A		A Her A		A Her B		A Her B				Session A meets M & T, Session B Meets W & Th
Signs, Signals, Codes	4	20			X											
Wilderness Survival	4	20		X												
First -Year Scouts																
Dan Boone	8	40	X			X		X		X		X		Showcase		
Range and Target Activities																
Archery	2	8	X	X	X	qualify session		qualify session		qualify session		qualify session		qualify session		Ranges are open for scouts that need to complete qualifying first. If space is available, ranges will be open for non-participating shooters.
Rifle	2	8	X	X	X	qualify session		qualify session		qualify session		qualify session		qualify session		
Shotgun	2	6	X	X	X	qualify session		qualify session		qualify session		qualify session		qualify session		
High Adventure																
Climbing (Must be 14+ years old)	2	10				X		X		X		X		X		
COPE (Must be 14+ years old)	2	10	X													
ATV (Must be 15+ years old)	4	8	X			X		X		X		X		X		PM ATV last until 4:30 PM
Additional Opportunities																
Totin' Chip (Non Dan Boone Scouts)		24				Begins at 4:00 PM										
Firem'n Chit (Non Dan Boone Scouts)		24						Begins at 4:00 PM								
Camp Crooked Creek Conservation Corps		18				Walk-in		Walk-in		Walk-in		Walk-in		Walk-in		
Discover SCUBA	2	10				7:15 PM		7:15 PM		7:15 PM						Each day is a separate session. Scouts may sign up for one session.
Open Rappelling (Tentaroo registration Required)	4	20				Begins at 4:00 PM										
Open Zipline (Tentaroo registration required)	4	12						Begins at 4:00 PM								

PROGRAM AREAS & PREREQUISITES

AQUATICS






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

Pre-requisites		Recommend for Difficulty Rating Complete at Camp
<ul style="list-style-type: none"> Recommended For is the age of the Scout or the 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. 		
	Canoeing Must successfully complete the swim test by check-in. Must bring close-toed shoes that can get wet	2nd year+ 2 Y
	Kayaking Must successfully complete the swim test by check-in. Must bring close-toed shoes that can get wet.	All Scouts 1 Y
	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 before camp (A signed Scout Handbook or note from Scoutmaster will suffice as proof of completion)	2nd year+ 3 Y
	Motorboating Must successfully complete the swim test by check-in. Must bring close-toed shoes that can get wet.	2nd year+ 2 Y
	Rowing Must successfully complete the swim test by check-in. Must bring close-toed shoes that can get wet. Prior knowledge of knots is helpful for requirements 4a and 5.	2nd year+ 3 Y
	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 is helpful for requirement 7a	2nd year+ 2 Y
	Swimming Must pass the swim test by check-in. You should be familiar with the five required swimming strokes (see requirement 3). This session is <i>not</i> an instructional swim but rather a badge to improve and perfect skills.	All Scouts 2 Y

	Mile Swim Must successfully complete the swim test by check-in. Mile swimmers must attend <u>all</u> practice sessions. This activity is not a merit badge.	Strong Swimmer 3 Y
	Stand-Up Paddleboarding Must successfully complete the swim test by check-in. Stand-up Paddleboarding is not a merit badge.	Strong Swimmer 3 Y
	Discover Scuba Must successfully complete the swim test by check-in to participate in the program. Discover SCUBA does not meet the requirements for the SCUBA merit badge.	2nd year+ 2 Y
	Instructional Swim Available to scouts desiring to learn how to swim or improve their skills before taking the swimming merit badge the following year. Sessions are available during the morning sessions. As a reminder, the Swimming merit badge does not teach Scouts how to swim.	All Scouts 2 Y

SCOUTCRAFT



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





Pre-requisites <ul style="list-style-type: none"> • Recommended For is the age of the Scout or the 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
	Camping Scouts should complete requirements 4b, 7b, 8c, 8d, and 9a-c before camp. A written note from the Scoutmaster will suffice as evidence of completion.	All Scouts 2 N
	Cooking Bring documentation to show completion of requirement 4 from a parent/guardian. Scout should bring documentation of completion of requirements 5 and 6d-e. Must bring a metal mess kit.	Age 13+ 3 N
	Exploration No prerequisites	2nd year+ 2 Y
	Emergency Preparedness Must have earned First Aid Merit Badge before taking this badge (requirement 1). Scout should complete requirements 3a and 3b after camp. It is helpful if scouts complete requirement 3c before camp.	Age 13+ 2 N
	Fire Safety Scout should complete requirement 5g before camp	All Scouts 1 Y

	First Aid No prerequisites.	All Scouts 2 N
	Orienteering Scout should complete requirements 7, 8, and 9 before camp. We recommend that scouts have strong map and compass skills.	All Scouts 3 N
	Pioneering No prerequisites. We recommend that scouts have a good working knowledge of knots and lashings.	2nd year+ 3 Y
	Search and Rescue Requirement 6a is a prerequisite.	2nd year+ 2 Y
	Signs, Signals, and Codes No prerequisites. It is helpful if scouts complete requirement 7 before camp.	2nd year+ 1 Y
	Wilderness Survival To complete requirement 5, scouts need to prepare a survival kit in advance and bring it to camp. Scouts may complete requirement 8 individually at 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 dedicates itself to helping Scouts create high-quality projects and instilling safe work practices.

Pre-requisites <ul style="list-style-type: none"> • Recommended For is the age of the Scout or the 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
	Art No prerequisites. Counselors supply needed materials .	All Scouts 1 Y
	Animation No prerequisites. Counselors supply needed materials.	All Scouts 1 Y

	Basketry No prerequisites. Counselors supply needed materials.	All Scouts 2 Y
	Leatherwork No prerequisites. Counselors supply needed materials.	All Scouts 2 Y
	Wood Carving Must have a Totin' Chip Card (Requirement 2a). Counselors supply needed materials. Not recommended for first-year campers!	2nd year+ 1 Y
	Woodwork Must have a Totin' Chip Card (Requirement 1c). Counselors supply needed materials. Not recommended for first-year campers!	2nd year+ 2 N









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 before being permitted to participate.

Pre-requisites <ul style="list-style-type: none"> • Recommended For is the age of the Scout or the 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
	Archery No prerequisites. Counselors provide the necessary materials at the Archery Range. Maturity and the ability to follow directions are needed. We recommend that first-year campers DO NOT take this merit badge.	2nd Year+ 2 Y
	Rifle Shooting No prerequisites. Recommended for older Scouts. Maturity and the ability to follow directions are needed.	2nd Year+ 2 Y
	Shotgun Shooting No prerequisites. Recommended for older Scouts. Maturity and the ability to follow directions are needed. Ability to hold weight at extension for a significant amount of time	Age 13+ 3 Y

PERSONAL DEVELOPMENT & EAGLE PATH

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 the 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
 Citizenship in the Nation Scouts should complete requirements 5 and 7 before camp.		Ages 13+ 3 N
 Citizenship in the World Scouts should complete requirement 7 before camp.		Ages 13+ 3 Y
 Communications Must have completed requirements 5 and 8 before camp.		Ages 13+ 3 N
  Entrepreneurship Must have completed requirement 3 before camp Salesmanship Must have completed requirement 5 before camp		Ages 13+ 2 N
 Personal Management Must have completed requirement 2 before camp, and recommended for older scouts.		Ages 13+ 3 N
 Scouting Heritage Must have completed requirements 5 and 6 before camp		All Scouts 1 N
 Music Must have completed requirements 3a, b, or c before 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 <ul style="list-style-type: none"> • Recommended For is the age of the Scout or the 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
	Environmental Science Recommended for older Scouts. Scouts may be required to complete some independent project work.	Ages 13+ 3 Y
	Fishing Scouts age 16 or older must have a valid KY Fishing License. Scouts are highly encouraged to bring their own fishing gear. Requirement 10 is a prerequisite	All Scouts 1 N
	Forestry No prerequisites.	2nd Year+ 2 Y
	Mammal Study No prerequisites	All Scouts 2 Y
	Reptile & Amphibian Study Scout should complete requirement 8 before 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




The STEM program at Camp Crooked Creek helps Scouts learn about Science, Technology, Engineering, and Math in fun and exciting ways. We offer a variety of programs that combine two merit badges into two-hour dynamic and learning-packed sessions. Programs meet five days a week in these sessions. Additionally, we offer traditional sessions for scouts who are simply looking for STEM-related merit badges.

Pre-requisites		Recommend for Difficulty Complete at Camp
<ul style="list-style-type: none"> • Recommended For is the age of the Scout or the 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. 		
 	Astronomy Requirements 4a and 4b require a late-night session (adult-supervision required, weather dependent). Scouts should complete requirement 8 before camp. Space Exploration No prerequisites. Counselors supply needed materials.	All Scouts 2 Y
 	Architecture and Engineering The prerequisite for Architecture is requirement 1(a). This combined merit badge session is a 2-hour session that meets Monday through Friday.	Age 14+ 3 Y
 	Robotics, Electronics The aim is for Scouts to utilize their technical and creative abilities to build a functioning robot by the end of the week. 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 The prerequisite is Energy Requirement 4	Age 14+ 3 Y
 	Moviemaking, Photography Scouts will work with cameras, computers, and drones to produce a film. The program aims to provide Scouts with the opportunity to write, direct, create, and act. The final product will be available electronically. The prerequisite is photography requirement 1b	Age 14+ 2 Y
	Chemistry No prerequisites. Recommended for older Scouts	Age 13+ 2 Y
	Digital Technology Scouts should complete Requirement 1 before camp.	All Scouts 1 Y
	Game Design Scout should complete Requirement 8 before camp. Recommended for creative scouts	All Scouts 2 Y

 	<p>Textile No prerequisites</p> <p>Pulp And Paper No prerequisites.</p>	<p>All Scouts 2 Y</p>
---	---	-------------------------------




TRADECRAFT

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

Pre-requisites <ul style="list-style-type: none"> • Recommended For is the age of the Scout or the 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>Electricity Scout should complete Requirements 2 and 7 before 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>

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.

Pre-requisites <ul style="list-style-type: none"> • Recommended For is the age of the Scout or the 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>Climbing There are no prerequisites. Recommended for scouts aged 14 and older. Due to the high physical demand, participants must be at least 14 years old and in good physical condition to participate. Learning climbing knots before camp is helpful.</p>	<p>Age 14+ 3 Y</p>
 <p>All-Terrain Vehicle (ATV) Safety Course The ATV Safety Course requires the submission of parental consent forms before arrival at camp. Scouts must also complete the free online ASI ATV Safety eCourse. Participation requires a long-sleeved shirt, long pants, and over-the-ankle boots. Due to the high physical demand, participants must be at least 15 years of age.</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 acknowledges the importance of teamwork, effective communication, trust, leadership, informed decision-making, problem-solving, and self-esteem. Due to the high physical demand, participants must be at least 14 years old and in good physical condition to participate.</p>	<p>Age 14+ 3 Y</p>

DAN BOONE HILL

FIRST-YEAR CAMPER PROGRAM

The Dan Boone Program at Ribar's Hill was developed exclusively for Camp Crooked Creek and is continually revised to meet 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 under the guidance of well-qualified staff members serving as troop guides for each patrol.

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 for the ranks of Scout, Tenderfoot, Second Class, and First Class. Scouts will develop skills in swimming, camping, fire building, knots and lashings, first aid, and many other skills. Scouts can not complete all Tenderfoot, Second-Class, or First-Class rank requirements in one week at camp.

We recommend that an adult leader accompany their first-year campers to Dan Boone. We also encourage scout leaders to meet with the first-year campers each day for a check-in. We suggest discussing what they did that day in Dan Boone and signing these off in their handbook.

A Dan Boone camper schedule will look like this

	Monday	Tuesday	Wednesday	Thursday	Friday
9:00 - 9:30 am	Group time				Patrol competition day!
9:30 - 11:00 am	Skill round-robin	Skill round-robin	Nature (e.g., look for 10 signs), GPS, orienteering day!	Skill round-robin	
11:00 am	MB Round-robin –	MB Round-robin		MB Round-robin	MB Round-robin
	Lunch break				
2:00 pm	Swimming* and First Aid Rank Requirements @ Pool *Swimming – Offer two programs.		Camp program tour (Visit other areas)	Swimming* and First Aid Rank Requirements @ Pool	Patrol competitions (First aid and/or swimming?)
3:00 pm	● Beginner program – Instructional swim where the primary goal is passing the swimmer test. ● Experienced program – Cover				Graduation – a chance to recognize scouts, reflect on the week, and promote
3:50 pm	Group Time: Scouts gather as patrols, retrieve flags, and close out the day. A CD, PD, or commissioner offers a Scoutmaster minute.				

During the Skills round-robin, first-year campers will

- Focus on requirements that are likely not often covered at the troop level.
- Learn skills so that they are ready to be a contributing member of their troop.
- Participate in hands-on learning activities.
- Have fun, and advancement happens along the way.

We encourage Scouts aged 13 and older to attend Merit Badge sessions. If an older first-year camper is interested in participating in the Dan Boone Program, please contact 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, along with daily attendance records.

HIGH ADVENTURE

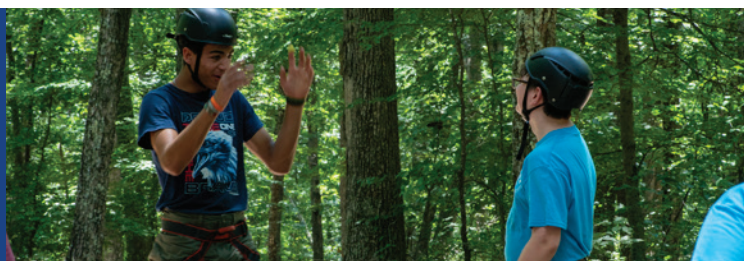




DISCOVER SCUBA AT CAMP CROOKED CREEK

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.

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 a range of 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 team-course and high-ropes elements. C.O.P.E. sessions are three hours in length. Space is limited and filled on a first-come, first-served basis.

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

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

- | | |
|---|---|
| <input type="checkbox"/> Tennis shoes or boots with good traction (mandatory) | <input type="checkbox"/> Water bottle (necessary) |
| <input type="checkbox"/> Long pants, jeans | <input type="checkbox"/> Bandana |
| | <input type="checkbox"/> Bug spray |

PROGRAMS FOR OLDER SCOUTS



ALL-TERRAIN VEHICLES (ATV)

You've hiked the miles, now it's time to master the machine! Camp Crooked Creek is one of the few camps in the country to offer an ATV riding program specifically designed for older Scouts. This isn't a joyride—it's serious skills training that will let you experience camp like never before.

Our core program is the nationally recognized ATV Safety Institute (ASI) RiderCourse, led by a licensed, certified instructor. You'll spend the week in a controlled environment mastering the mechanics and safety techniques required to operate an All-Terrain Vehicle responsibly. With the ASI RiderCourse, you will master starting and stopping smoothly, turning from gradual curves to quick swerves, negotiating hills and challenging obstacles, and emergency stopping and

evasive maneuvers. Once you've nailed the basics, you'll apply your new skills to safely operate the ATV across the exciting, custom-made trails at Camp Crooked Creek.

Age & Participation Requirements

This program is built for the older, responsible Scout. Scouts must be at least 14 years old to participate.

Action Required: Paperwork Checklist

Due 10 Days Out! Due to the high interest and strict safety requirements, all paperwork must be completed and submitted **BEFORE** arriving at camp.

Required Document	Action/Submission Details
1. ASI Safety E-Course Certificate	Complete the FREE online ATV Safety Institute (ASI) E-Course at https://atvsafety.org/atv-ecourse/ . Download and email the PDF certificate.
2. ASI RiderCourse Waiver & Indemnification Agreement	Find the fillable PDF on the Lincoln Heritage Website Must be signed by a parent/guardian.
3. ASI RiderCourse Waiver	Find the fillable PDF on the Lincoln Heritage Website. Must be signed by a parent/guardian.

Submission: Please scan the two signed Waivers and the E-course Certificate, and email all three documents to atv.campcrookedcreek@gmail.com by the Pre-camp meeting.

Mandatory Riding Gear: Safety is key! While the camp provides the helmets, goggles, and gloves, you **MUST** provide the

following personal clothing. **NO EXCEPTIONS.**

- **Long-Sleeve Shirt**
- **Long Pants (Blue jeans or heavy cotton. Non synthetic material)**
- **Leather Over-the-Ankle Boots (Required for ankle protection)**



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 call-out ceremony on Wednesday evening. All units in camp are welcome to attend and participate. Home Lodges for Out-of-Council Troops wishing to have scouts called out should submit a letter to the camp before the ceremony. A member of Camp Crooked Creek staff will serve as the Order of the Arrow Summer Camp Chief. If you have questions, please don't hesitate to ask, and they will be happy to help you learn more about this great organization and its commitment to Cheerful Service.

To encourage Fellowship, the Order of the Arrow will host an Ice Cream Social for all members and newly called out candidates on Thursday at 4:00 pm.

Wednesday is OA day.

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



MASS AND VESPERS

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

On Wednesday at 7:15 PM, we offer a Vespers service in our amphitheater. We invite everyone to attend, regardless of their faith traditions. Vespers are interfaith and appropriate for all faiths and traditions. We also offer a Catholic Mass at the same time at the Waterfront Pavilion for those wishing to attend.

Throughout the week, feel free to take advantage of opportunities to practice your faith of choice through personal reflections and brief vespers. Please speak to our staff at the Pre-Camp meeting and let us know if you have 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.

CAMP CROOKED CREEK CONSERVATION CORPS

To help Scouts earn conservation service hours and preserve camp for future generations, Camp Crooked Creek is launching a special conservation opportunity, which we are calling the Camp Crooked Creek Conservation Corps. Designed for older Scouts who need to complete service time for rank advancement, the Camp Crooked Creek Conservation Corps offers meaningful, hands-on experience in preserving our natural camp environment. Crew members will assist with vital conservation projects, including trail maintenance, invasive species removal, campsite restoration, and erosion control.

Participation in the Camp Crooked Creek Conservation Corps is an excellent way to fulfill service hour requirements while developing leadership skills and leaving a lasting, positive impact on the camp for future generations of Scouts.



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.



CAMP STAFF

For two months of the year, staff members call Camp Crooked Creek "home" and dedicate themselves to providing an excellent summer camp experience to every Scout. We hire staff members who are interested in positively impacting our Scouts.

The camp staff is here to lead merit badges and activities for the Scouts, ensuring that your expectations are met or exceeded, and to assist campers in any way possible. If you have any questions or issues, please ask a staff member for help.

An Area Director implements the program and supervises the area staff that runs the program. Our 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 here to ensure that every camp operation is as successful as possible, including managing the staff, meeting food needs, ensuring safety on camp, and collaborating with adult leaders to provide a quality experience.

If you have scouts interested in joining our staff, please refer them to www.campcrookedcreek.org.



COUNSELOR-IN-TRAINING (CIT) PROGRAM

The Counselor in Training (CIT) program offers qualified 14 or 15-year-old Scouts a positive Scouting experience that enables them to understand the multifaceted roles and responsibilities of Scout Camp staff members, and to identify prospective camp staff members who have demonstrated positive leadership and instructional abilities. The Counselor in Training Program is a one-week-long, cost-free program.

Counselors in Training (CIT) are responsible to the Program Director and are directly supervised and assessed by the director of the area to which they are assigned. Basic Requirements for CITs are:

- Must be registered with Scouting America,
- Must have a written recommendation from their Scoutmaster.
- Should be 14 or 15 years old (the idea is that 16+ should apply to be regular staff)
- Must commit to being at camp for the whole week.
- Must complete required training.

During the Program, the CIT will

- Enroll in 2 merit badge classes as a participant.
- Rotate through at least four program areas (STEM, Nature/Ecology, Scout Craft, Aquatics, Dan Boone, Handicraft).
- Help in the instruction of skills within their assigned program areas. They will, under no circumstances, be responsible for solo instruction of any skill or merit badge.
- Assist in Dining Hall Operations for at least one Breakfast, lunch, and dinner service.
- Check in daily with the Program Director or CIT director.
- Receive no compensation other than room and board.

Restrictions:

1. CITs will not leave camp at any time, except for a recognized emergency.

Additional Information:

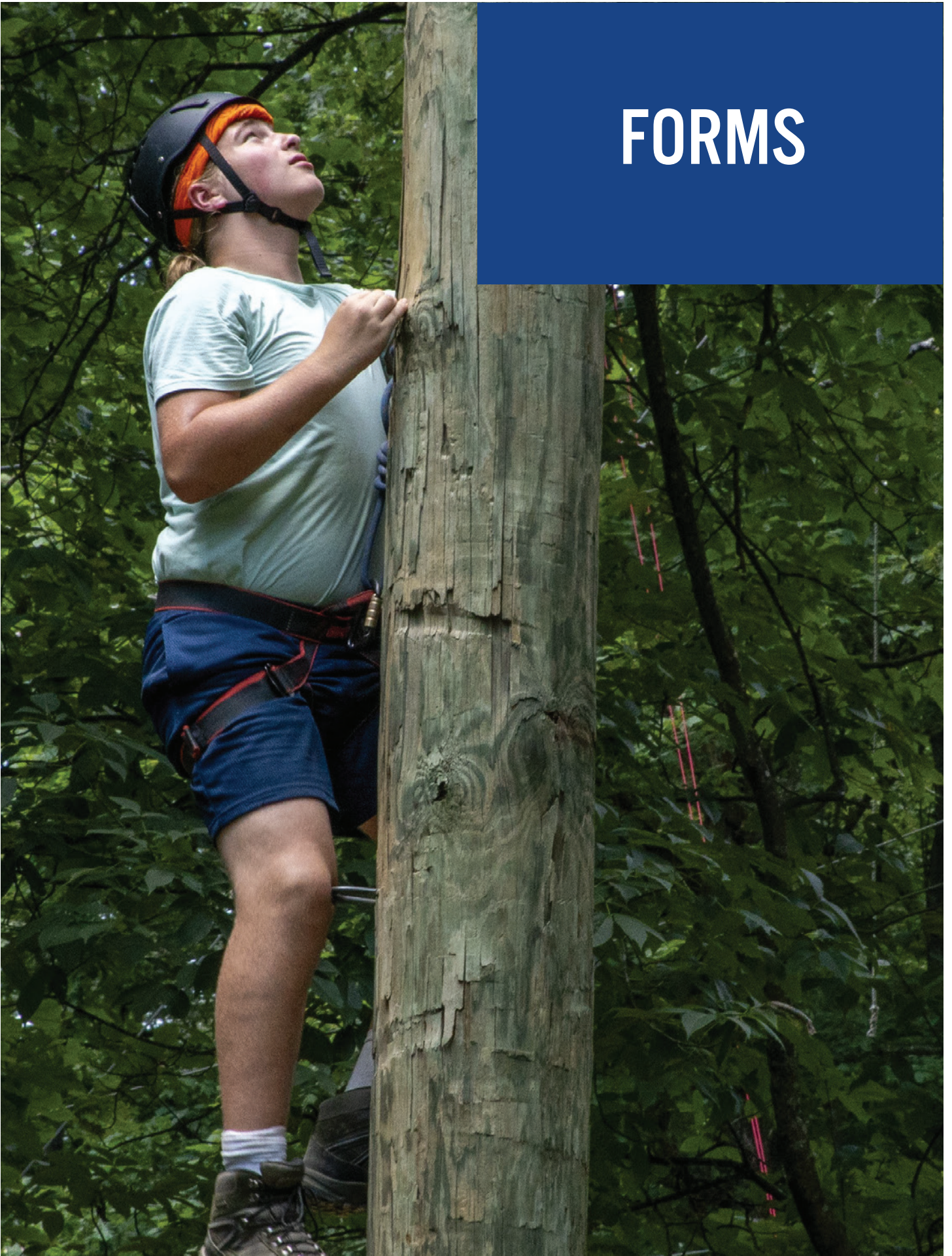
1. Camp will provide CITs with housing in the staff area.
2. We expect CITs to observe the same rules of conduct as staff members.
3. CITs will complete all the required online training before the week of service.
4. CITs will wear a complete Scout uniform while in camp.

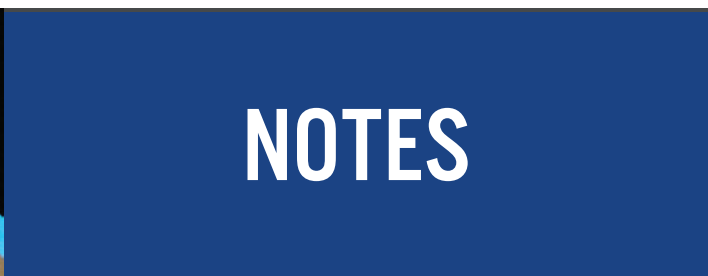
Please submit a completed application via the form found at campcrookedcreek.org

Note: Lincoln Heritage Council reserves the right to terminate a CIT's service at any time should conduct or other circumstances warrant such action.



FORMS



This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.



Camp Crooked Creek

Camper Code of Conduct

The policies and procedures set forth here 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 before attending camp. Unit leaders and parents should understand that Scout behavior and resulting discipline are the responsibility of the Unit. 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 remove a camper from Camp for the safety and security of the Camp. In such cases, the Unit leaders and/or parents of the camper are responsible for providing a timely exit from Camp.

The basic rules governing Camp Crooked Creek are the Scout Oath and the Scout Law. These words are familiar to us all and guide us in our daily lives.

- The Scout Oath and Scout Law will guide me throughout camp.
- I will treat Camp Crooked Creek as I would my own home. I will not deface or vandalize any property.
- I will safely use camp equipment for its intended purpose and return it in good condition.
- I will treat all others with the utmost respect and dignity. I will respect diversity, whether the differences are in physical characteristics or perspectives.
- I will follow Scouting America's Safeguarding Youth policies 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 removal from camp.
- The responsible use of knives is an expected part of the 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 will not 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 the removal of the camper.
- Neither Camp Crooked Creek nor the local 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 always support the staff by maintaining a positive and enthusiastic attitude.
- 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, the Unit Leader, 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 \$5.00 each. Qty: _____
- ☐ We want to purchase an Ale-8 One and Big Bopper Party for \$6.00 each. Qty: _____
- ☐ We want to purchase a Root Beer Float Party for \$15.00 each (you keep the mug). Qty: _____

Troop Number: _____

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

Name of purchaser: _____

If this party is from a particular scout family or to celebrate a birthday, what is the name of the scout?

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

PAYMENT INFORMATION

I will pay at camp once we arrive. ☐ Cash or ☐ Check,

Pre-pay by Credit/Debit Card. Please call Lincoln Heritage Council (502)361-2624

Lincoln Heritage Council 12001 Sycamore Station Place, Louisville, KY 40299

Fax: 502-361-7899, or email: LHBSA@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