

**LINCOLN HERITAGE COUNCIL**

# *Operation Crooked Creek*



**2023 FALL CAMPOREE  
OCTOBER 6TH-8TH, 2023  
LEADER'S GUIDE**

# LINCOLN HERITAGE COUNCIL BOY SCOUTS OF AMERICA

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## Registration and Contact Info:

Register online at the LHC website on the Events Page:

<https://lhcbasa.org/eventsandactivities/>

If you have trouble registering online, or have any other questions, please contact either Charlie Todd, Grayson Edwards, or Sarah Rathburn:

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# Welcome to Camp

Camp Crooked Creek, part of the Harry S. Frazier Jr. Scout Reservation is located in Clermont, Kentucky. Directions to Camp Crooked Creek: Take Interstate 65 South from Louisville to State Hwy. 245 (exit 112). Turn left East on Hwy. 245, proceed approximately  $\frac{3}{4}$  mile. Turn right onto Plen Mar Drive through Meadow Peak Subdivision. Go approximately 1 mile and turn left onto Terry Drive. The road ends at the camp's Administration Building.

From Nashville take I-65 N (Crossing into KENTUCKY). Take the KY245 exit, (EXIT 112), toward CLERMONT/BARDSTOWN. Merge onto CLERMONT RD/KY-245 toward CLERMONT/BARDSTOWN. Turn right onto Plen Mar Dr. Turn left onto Terry Drive and proceed approximately  $\frac{3}{4}$  mile.

## **ABOUT HARRY S. FRAZIER, JR. SCOUT RESERVATION**

Camp Crooked Creek is on the 1000-acre Harry S. Frazier, Jr. Scout Reservation and is located 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 are found 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, located at Ribar's Dan Boone Hill overlooking the lake, gives new Scouts a big start toward achieving their First-Class Rank in just one year. Learning to be a good patrol member is an important part of this program.

# SUGGESTED PACKING LIST

## Potential Scout Packing List

- Complete Scout Uniform
- (4) T-Shirts
- (4) Shorts or pants
- (4) Pairs of socks (socks & shoes should be worn at all times.)
- Shoes (No open-toed shoes.)
- Scout Handbook/Field Book
- Rain Gear
- Medical form (mandatory) \*Parts A-C\*
- Blankets or sleeping bag
- Duffel Bag
- Toiletries
- Camera
- Money for trading post (\$60.00 suggested)
- Flashlight with extra batteries
- Pocket Knife (with Totin' Chip)
- Swimming trunks or One-piece suit
- Long pants
- Sunscreen and insect repellent
- Water bottle/canteen/cup

- Combination Lock
- Day Pack (for daily needs)
- Notebook
- Pen/Pencil
- Merit Badge Books
- Towel
- Shower shoes

## Potential Troop/Patrol Gear

- American flag and Troop flag
- Lock
- First-Aid kit
- Troop/Patrol Awnings
- Scoutmaster Handbook
- Lanterns
- Insurance policy & insurance claim form(s)
- Quartermaster or supply tent
- Receipts from camp fee payments
- Ice chest & water cooler
- Sleeping pads for Adirondack

Camp isn't responsible for any lost or stolen items.

# Camping Policy

## Camping Policy

For this event, each unit will operate in their campsite independent of Camporee Staff. Each unit will be responsible for all meals, basic first aid and cleanliness of respective sites. Medical Forms will be reviewed by the staff health officer during check-in. On Sunday, check out will be conducted following the direction of the camp master for the weekend.

## CAMP CROOKED CREEK POLICIES

- **VEHICLES/TROOP TRAILER:** No vehicles will be permitted beyond the parking lot without prior approval from the Camp Director. Please help us keep our camp safe. Your troop guide will escort you to your campsite. Unit trailers may be left in the campsite. No RV's or campers are allowed at camp. No vehicles in campsite.
- **ALL TERRAIN VEHICLES:** Personal ATV's are not allowed at the camp.
- **PERSONAL CARTS:** Carts are not allowed unless necessary for medical purposes and if Camp Director approves, driver must take manufacturers training to operate. \* Medical form should indicate need.
- **INSURANCE:** Each troop that attends must have accident insurance. If you are a Lincoln Heritage Council troop your certificate is on file with the council office. All other councils must show proof of insurance at the 12 Day-Out Meeting. Each troop will be expected to bring a copy of its insurance policy and claim form on Check-In. Applications for the Scouting insurance policy are available at your Scout Center and your Council Office. The Lincoln Heritage Council is not responsible for any expenses not paid by unit insurance or personal family coverage.
- **FIRST AID:** Please bring your unit first aid kit. Be prepared to perform basic first aid in your campsite and contact the health officer if necessary.
- **MEDICATIONS:** Prescription medications may be stored in the health lodge. If you keep prescription medication in your campsite, it must be locked away. This means that you will need a lockable container and keep your own medical log. Please have medicines ready upon arrival if you want them stored at the Health Lodge.

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

Visit [www.lhcbsa.org](http://www.lhcbsa.org) for camp forms and additional information.

- **FUELS:** The use of liquid fuels for starting any type of fire is prohibited. All fuels should be safely stored.

- **FIREWORKS:** Personal fireworks are not permitted on camp property.

- **SMOKING:** Vaping is not permitted in any building and is restricted to designated areas, along with all other forms of tobacco.

- **BUILDING DAMAGE:** Everyone at 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 damages.

- **BARRIER-FREE FACILITIES:** Please make the Camp Commissioner aware of any Scouts needing transportation.

- **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. In the event medical needs arise while at camp, our health and first aid facilities are available with qualified personnel on duty 24 hours a day. We have an agreement with Flaget Memorial Hospital, about 18 minutes from camp. 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, it's essential that staff direction be followed. We ask the cooperation and support of both campers and visitors in complying with the requests.

- **BUDDY SYSTEM:** If there is a need to visit the Health Lodge, according to Youth Protection, Scouts should bring a buddy. All Scouts should be with a buddy when they are out of the campsite.

- **FIREWOOD:** Only wood found at camp may be burned. **DO NOT BRING WOOD FROM OUT OF STATE!**

- Accommodations for CPAP machines can be made but is limited. Units may be asked to move campsites to be closer to electricity. Please bring your own heavy-duty outdoor extension cords or battery packs.

## **TROOP LEADERSHIP**

All units are required to have at least two adult leaders on camp at all times. Those units that are unable to 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 in which they serve. The unit leader must be at least 21 years of age. Any additional leaders must be at least 18 years of age. All Adults must be registered, even if they are a parent of a Scout. If you have a girl Troop, you must have at least one female adult leader.

All adults at camp must have Youth Protection Training. Visit [My.Scouting.org](http://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.

## **TRADING POST**

The Trading Post is located across the parking lot from the Administration Building. Scout supplies, snacks, camp t-shirts and other camp souvenirs will be available throughout the entire weekend.

## **SCOUTMASTERS' LOUNGE**

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



# Operation Crooked Creek

## *Schedule of events*

### **Friday, October 6, 2023**

|                |                           |                |
|----------------|---------------------------|----------------|
| 5:00 - 9:00 pm | Check-in and camp set-up  | Admin Building |
| 6:30 – 9:00 pm | Evening Program           | Admin Building |
| 9:00 - 9:45    | Scoutmaster / SPL meeting | Admin Building |
| 11:00 pm       | Lights out                |                |

### **Saturday, October 7, 2023**

|                 |                         |                   |
|-----------------|-------------------------|-------------------|
| 7:30 - 8:30 am  | Late check-in           | Admin Building    |
| 8:00 am         | Flag Raising Ceremony   | Dining Hall flags |
| 8:30 – 10:00 am | Class Session 1         | Program Areas     |
| 10:10-11:40 am  | Class Session 2         | Program Areas     |
| 11:50 - 1:00 pm | Lunch with Troop        | Campsites         |
| 1:10 – 2:40 pm  | Class Session 3         | Program Areas     |
| 2:50 – 4:20 pm  | Class Session 4         | Program Areas     |
| 4:20 – 5:30 pm  | Open Program Activities | Program Areas     |
| 6:00 pm         | Flag Lowering Ceremony  | Dining Hall flags |

|               |                    |               |
|---------------|--------------------|---------------|
| 6:15 pm       | Dinner with Troop  | Campsites     |
| 7:15 -8:15 pm | Evening Activities | Program Areas |
| 8:30 – 9:30pm | Campfire           | Amphitheater  |
| 11:00 pm      | Lights out         |               |

**Sunday, October 8, 2023**

|              |                            |
|--------------|----------------------------|
| 9:00 - 10:45 | Check-out with Camp Master |
| 11:00        | Campsites cleared          |

*Times in schedule are estimated. Some variation may occur.*

## Youth Events:

### **Friday Evening Program Available:**

On Friday night there will be numerous evening programs only available on Friday. Among these are a Movie Night and Star Gazing Astronomy Session being led by the president of the Louisville Astronomy Club. Official locations, times, and list of events will be given to units as they arrive for check-in.

### **Five Mile Hike: (Session 1 & 2 or Session 3 & 4)**

This hike is open to everyone of any rank or age, but it will focus on satisfying Second Class requirement 1(b). It will cover about half of the Seven Arrows Trail.

Maps of the trail will be provided. Leaders will instruct Scouts on how to use a basic trail map and compass together to stay on course, particularly at key intersections. Compasses can be shared, but it would be helpful if Scouts who already own a compass brought it with them. We will also be looking for signs of wildlife. (Second Class requirement 6). There is no guarantee that we will find all ten signs of wildlife to fulfill the requirement, but a list will be available to unit leaders of those that were found.

We will leave directly from the flag raising ceremony. Everyone going on the hike should come to the flag ceremony prepared. Bring a water bottle, rain gear, and wear appropriate clothing for the weather. Trail snacks, a personal first aid kit, and the rest of the “10 essentials” are recommended.

### **Ten Mile Hike: (Session 1-4)**

This hike will follow the Seven Arrows Trail from beginning to end. Requirement 5 of the Hiking merit badge requires five 10-mile hikes. This hike will satisfy part of that requirement. In addition, anyone who is a Scout or Scouter in the Lincoln Heritage Council

should consider hiking the full Seven Arrows Trail at some point in their Scouting career. If you've never hiked it before, this is your chance! It is our premier trail, the longest trail on any Lincoln Heritage Council property. Traveling over rolling terrain, you will see parts of the Harry S. Frazier Scout Reservation that you have never seen before.

Meet in the parking lot outside the Administration Building after the flag raising ceremony. Food will not be provided for you – you must bring your own lunch and trail snacks. In addition, bring your rain gear and plenty of water. A personal first aid kit and the rest of the “10 essentials” are recommended. This will be an all-day event.

### **Mountain Biking: (Session 1 & 2 or Session 3 & 4)**

We will use the same course (and the same bikes and helmets) used during summer camp. We will start in Camp Lowe, at the first shed on your right as you drive back toward the Brotherhood Lodge. The course will be open for the morning session and the afternoon session. Any avid mountain bikers who want to bring their own bikes (and/or helmets) are welcome to do so.

### **Shooting Sports: (Session 1 & 2 or Session 3 & 4)**

Scouts may sign up for either a morning or afternoon session of Rifle, Shotgun or Archery. Each Scout will be allowed a certain number of shots, as determined by the Range Master on duty. Each session will be focused on giving all scouts an opportunity to experience being on an active range and will be treated as an open shoot at Summer Camp. Scouts will not cover any specific requirement during the sessions but are welcome to ask staff on how to complete each merit badge. Spaces are limited and will be filled on a first-come, first-served basis. [Click here](#) for shooting sports authorization form. Scouts may also visit each range during open program time but will be subject to potential lines.

### **First Year Program: (Session 1 & 2 or Session 3 & 4)**

To help jump start new scouts on their trail to Eagle, we will be offering a Dan Boone First Year Camper experience during either the morning or the afternoon on Dan Boone Hill. Each Scout will be working towards completing the Totin' Chip, Firem'n Chit, Tenderfoot Reqs 3a-3d, and Second Class Reqs 2a-2d. Time permitting, other reqs may be covered. Please note, Dan Boone Hill counselors will not sign off on rank requirements in a Scout's handbook. This is the responsibility of the Scoutmaster.

### **COPE or Tower: (Session 1 & 2 or Session 3 & 4)**

The Tower is 30 feet high and four sided, giving Scouts the opportunity to try several skill levels of climbing and rappelling. 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 several elements on the high ropes course. Scouts should plan to spend either the entire morning or afternoon session on either the Tower or COPE Course. Spaces are limited and will be filled on a first-come, first-served basis. Any Scout who is at least 13 years old by camp. Scouts will meet at the admin building prior to any session.

### **Frontier Town: (Session 1, 2, 3 or 4)**

Frontier town is located near the Amphitheater. This is a unique program area that has its own special program which includes blacksmithing or tomahawk throwing. Scouts may sign up for a session of either of the activities offered. Branding will also be available during all class sessions and open program time.

### **Aquatics: (Session 1 & 2 or Session 3 & 4)**

The waterfront area on John Barr Lake is very active with merit badges such as Canoeing or Kayaking. Scouts will be able to sign up for a morning or afternoon session for either merit badge. Weather permitting scouts will be able to walk away with a finished merit badge. Any requirements not completed will be laid out following each session. The aquatics area will also be open for the open program portion of the schedule for scouts to take out a boat on our beautiful lake. Scouts may only participate in merit badge instruction and open boating if they have a valid swim test completed prior to the event. There will not be swim tests given during the weekend.

### **Mammal Study: (Session 1, 2, 3 or 4)**

Scouts will get a chance to learn more about the CCC ecosystem and what it means to be a mammal. Reqs 1-2 & 4-5 will be covered during each session. Meeting at the Ecology Lodge, scouts will have the opportunity to cover all but one requirement for this merit badge. Details on how to complete req 3 will be outlined during class.

### **Fish & Wildlife Management: (Session 1, 2, 3 or 4)**

Scouts will get a chance to gain a better understanding of the wildlife conservation and management. Reqs 1-4 & 7-8 will be covered during each session. Meeting at the Ecology Lodge, scouts will have the opportunity to cover all but 2 requirements for this merit badge. Details on how to complete req 6 & 7 will be outlined during class.

### **Forestry: (Session 1, 2, 3 or 4)**

Being led by an expert in the field of Forestry, scouts will cover a lot of ground of the local plant life of Bernheim Forest and wooded/forest areas around KY. Scouts should come prepared to cover a lot of material. Each should bring a notebook, pencil/pen and BlueCard. Prior to the weekend, scouts should complete initial research and record info for requirement 3. Prior to the start of your session's scouts should also record as much of Req 1 as possible. Session will cover majority of reqs 2, and 4-8. Final reports should be given to unit scoutmaster after the camporee. Details on how to complete the merit badge will be covered during class. Each session will meet at the Ecology Lodge.

### **Orienteering: (Session 1, 2, 3 or 4)**

Join the Orienteering Club of Louisville and take a deep dive into the Orienteering Merit Badge. Using the course at CCC that they helped build, scouts will cover Reqs 2-5 and one 1-mile course for Req 7. Scouts will need to complete Reqs 1, 6, 8-10 and the final portions of Req 7. Details on how to complete the merit badge will be covered during class. Each Session will meet at the Sales Shelter.

### **Fishing: (Session 1, 2, 3 or 4)**

Starting at the Sales Shelter for each session, scouts will be introduced the world of Fishing. Each scout should come prepared with their own fishing pole and equipment. The goal is to have every participant catch as many fish as they can. The sessions will cover Reqs 1-3 & 5. Time permitting Reqs 6-8 will also be covered. Scouts will need to complete Reqs 4, 9 and 10 on their own. Details on how to complete the merit badge will be covered during class.

### **First Aid: (Session 1, 2, 3 or 4)**

As the merit badge that has skills covered in every other badge, First Aid will be offered each session at the Sales Shelter. During each session, Scouts will cover Reqs 2-4, 6, 9, 11 and 13. Each participant will need to complete Reqs. 1, 5, 7-8, 12 and 14 outside of this camporee. Details on how to complete the merit badge will be covered during class.

### **Leatherworking: (Session 1, 2, 3 or 4)**

Starting at the Kiwanis Shelter, each session scouts will have the ability to complete the Leatherwork Merit Badge. In order to complete this merit badge, scouts will need to either come to camp with a leatherworking and braiding kit or purchase one in the Camp Trading Post.

### **Fingerprinting: (Session 1, 2, 3 or 4)**

Scouts will gather at the Rotary Shelter for each session for this merit badge. As a fun and easy-going merit badge, scouts will complete this badge and learn a lit bit about using fingerprints for identifications and how to take prints.

### **Insect Study or Robotics: (Session 4 ONLY)**

These classes will be taught by the Kentucky Science Center. With hands on opportunities being taught by field experts using top of the line teaching tools and exhibits, scouts will have a chance to experience a unique class you can't get outside of the center. Insect Study will be taught in the Ecology Lodge and Robotics in the Dining Hall. Details on how to complete the merit badge will be covered during class. Spaces are limited and will be filled on a first-come, first-served basis. **(This is subject to outfitter availability leading up to event.)**

### **All Day Activities:**

Starting with the first session and ending with open program before dinner, scouts will have the opportunity to compete in a camp wide fishing derby. Scouts must provide their own gear and fishing poles. There will be rewards for biggest catch, smallest catch, and most catches. The derby will follow catch and release for all fish caught specifically for the competition.

Other activities may be added but will be detailed on the Friday leaders meeting.

### **Saturday Open Program Activities Available:**

Starting at 4:20 until 5:30 the following events/areas will be active for open program:

- In the Ecology Lodge, the Science Center will have a World of Bugs Expo for all Scouts to come and enjoy **(This is subject to outfitter availability leading up to event.)**
- Shooting Sports Ranges will have open shoot
- Aquatics will have open boating
- Frontier Town will continue branding and give scouts a chance to throw Tomahawks

## Adult Events:

### **Scoutmaster Cookoff: (Session 2)**

Pulling inspiration from Summer Camp, adult leaders can compete for the coveted Golden Spoon to prove who is the best cook on camp. There will be rewards for best overall dish and best-looking dish. Leaders can make whatever they want and can have as many entries as they have adults in camp. The contest will be judged in the Camp Amphitheater during the second session of the day.

### **Polar Plunge: (Open Program Time starting at 4:45)**

Calling all adults who have crazy, whacky or spooky looking costumes! Going down to the camp lake at 4:45pm, we are inviting as many adults to come down and participate in a polar plunge. Awards will be given for best overall costume, most creative costume and spookiest costume (staying scout appropriate). Sign up will be handed out during the Leaders meeting on Friday.

### **Adult Leader Trainings:**

Pending potential COVID and Technological constraints, along with Increased standards from Nationals, all adult trainings are tentative at this point. The following Classes will be offered based on signups prior to the event:

- Cub Scout RSO (Session 1 & 2 or Session 3 & 4)
- CPR Certification (Session 1 & 2 or Session 3 & 4)
- Merit Badge Instructor Training (Session 1 & 2 or Session 3 & 4)
- Scoutmaster Specific (Session 1-4)
- IOLS (Session 1-4)

The goal for the weekend is to have each adult leader walk away fully trained from whichever class they attend. Prior to the camporee weekend, an instructor will reach out to each adult leader signed up to discuss what the training will look like and what all will be



covered. The curriculum and topics are subject to change but will be finalized prior to the 12 – day out meeting for the camporee.

## Fee Schedule / Refund Policy:

### **Fee Schedule:**

Each Scout and Adult Leader will owe \$25. This will cover an event patch and reservation fee for usage of the campsite.

### **Refunds:**

The Council’s refund policy will be followed: *“Refunds will be reviewed on a case by case base. No refund is guaranteed. All requests must be made in writing at least a week prior to the beginning of an event to be reviewed.”* If you have questions regarding this policy please contact the Council office. Direct transfers to other events are not possible.



# Map and Directions to:

Camp Crooked Creek  
950 Terry Dr.

SHEPHERDSVILLE KY 40165



|                            | <b>Saturday</b> |                 |         |               |               |               |
|----------------------------|-----------------|-----------------|---------|---------------|---------------|---------------|
|                            | 8:30am-10:00am  | 10:10am-11:40am | 11:50am | 1:20pm-2:50pm | 2:50pm-4:20pm | 4:20pm-5:30pm |
| Activity                   | Session 1       | Session 2       | Lunch   | Session 3     | Session 4     | Open Program  |
| Cope/Climbing              | x               |                 |         | x             |               |               |
| Dan Boone Program          | x               |                 |         | x             |               |               |
| Rifle                      | x               |                 |         | x             |               |               |
| Shotgun                    | x               |                 |         | x             |               |               |
| Archery                    | x               |                 |         | x             |               |               |
| 5-Mile Hike                | x               |                 |         | x             |               |               |
| 10-Mile Hike               | x               |                 |         |               |               |               |
| Fishing                    | x               | x               |         | x             | x             |               |
| Orienteering               | x               | x               |         | x             | x             |               |
| Mountain Biking            | x               |                 |         | x             |               |               |
| Frontier Town              | x               | x               |         | x             | x             | x             |
| Mammal Study               | x               | x               |         | x             | x             |               |
| Fish & Wildlife Management | x               | x               |         | x             | x             |               |
| Forestry                   | x               | x               |         | x             | x             |               |
| Insect Study               |                 |                 |         |               | x             | x             |
| Robotics                   |                 |                 |         |               | x             |               |
| First Aid                  | x               | x               |         | x             | x             |               |
| Leatherwork                | x               | x               |         | x             | x             |               |
| Fingerprinting             | x               | x               |         | x             | x             |               |
| Kayaking                   | x               |                 |         | x             |               |               |
| Canoeing                   | x               |                 |         | x             |               |               |