



SCOUTS BSA SUMMER CAMP LEADER'S GUIDE



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www.ccltbsa.org
www.awac.org



CAMP CHIEF LITTLE TURTLE LEADERS GUIDE INDEX

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STAY CONNECTED

Anthony Wayne Scout Reservation—Camp Chief Little Turtle

2282 West 500 South
Pleasant Lake, IN 46779

Camp Office: Staffed **June 7 to August 1**

Phone: 260.475.5099

Camp Director -

Phone:

Email:

Facilities Director - Wally Lester

Phone: 260.316.2171

Email: wally.lester@scouting.org

Assistant Scout Executive - Chuck Walker

Phone: 260.450.5583

Email: chuck.walker@scouting.org

Council Program Assistant - Cody Zimmerman

Phone: 260.432.9593

Fax: 260.436.1824

Email: cody.zimmerman@scouting.org

Camp Kitchen Director - Tara Herman

Email: cclt.kitchen@gmail.com

A MESSAGE FROM THE CAMPING & PROPERTIES COMMITTEES...

Dear Scouts and Scouters,

Scout units' are always looking for program ideas and most importantly, to **DELIVER THE PROMISE** of adventure in Scouting! Well, look no further than your own council camp, the Anthony Wayne Scout Reservation (AWSR), home of Camp Chief Little Turtle (CCLT).

We strive to deliver the promise by making improvements each year. Over the last three years, we have had over \$180,000 in facility improvements. Some of the projects are more visible to you, others may not be, but they all make camp better. Projects completed in 2017 included the administration building remodel, new swimming dock, remodeled rope swing dock, lighting with power at shooting sports, and TV's for promotional and training displays in the dining hall. In 2018, we had the trading post remodel, vehicle shelter at the compound, projector and screen for promotional and training displays in the dining hall, and the waterslide for our new swim dock. The most recent improvements in 2019 was an upgraded on-demand water system with 2 new wells, metal stairs to the Apache campsite, changing rooms at waterfront, and a dedicated fishing pier. We hope you see how much these improvements are making a difference in our **Delivery of the Promise**.

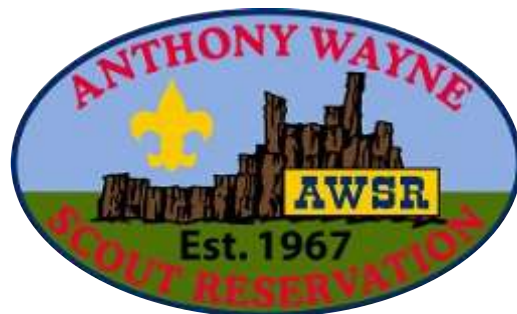
We look forward to seeing you and your unit at the 2020 summer camp season of CCLT! If there is anything we can do to make this your best summer ever, please contact us. Check out our camp website at www.ccltbsa.org for additional information. We are committed to making your camping experience one you will talk about for years to come.

Yours in Scouting,

Camping & Properties Committees



www.ccltbsa.org
www.facebook.com/groups/CCLT.BSA/
<https://www.instagram.com/campchieflittleturtle/>



The Camp Chief Little Turtle Legend

Long ago, when Chief Little Turtle was a young man, he discovered white men clearing the land and building log homes along the Pigeon River. Concerned, he spoke with the tribe's Medicine man who told him to fast and cleanse his body. After several days, the Great Spirit appeared to Little Turtle in the form of a Great Blue Heron.

The Heron told him to craft a bow and four arrows, each with a different color arrowhead. One was to be white, one yellow, one black and one red. From the highest hill, he was to shoot the arrows in the four directions, north, south, east and west. That land would one day return to the state it was during the time of the Indians.

In the 1960's the Anthony Wayne Area Council Boy Scouts were seeking a new camp. Hearing of a property north of Fort Wayne, the committee went to visit. While walking the east boundary, a stone caught the eye of Bill Hall and Dr. Art Hoffman. Digging it out, they discovered a black arrowhead. Taking this as a good sign, the Board bought the property.

While building the south entrance, Cook Lockheed discovered a yellow arrowhead. And most recently, Ranger Jack Zeiger found a white arrowhead nestled in the roots of a tree while clearing the site at Deer Camp on the north end. The fourth arrowhead is believed to be in Wilderness Camp on the west side.

While the fourth arrowhead has never been found, our quest continues. It has come to symbolize reaching for lofty goals, gaining new knowledge and working together with our friends and fellow Scouts. All of this is done while having fun and testing our Scouting skills.

PREPARING FOR CAMP

SUMMER CAMP CHECKLIST

- ☐ June - December: Current year pick the following years campsite and pay deposit. Also designate a unit camp coordinator to make all arrangements and collect paperwork and fees.
- ☐ December: Secure two-deep leadership and attend the Outdoor Program and Summer Camp Kick-off with you SPL.
- ☐ January: Hold a camp promotion at a unit meeting. Contact council office to set up promotion. Online System goes live to start entering information.
- ☐ February: \$50 early bird deposit due to the council using the online payment system. Register scouts for merit badges & activities Review merit badge pre-requisites and additional needs
- ☐ May: Make your Final payments and Merit Badge selections. Ensure ALL overnight leaders are Registered and Youth Protection trained. Collect health forms and Medication Administration Records. Email dietary restrictions to cclt.kitchen@gmail.com
- ☐ June: attend the two-week prior meeting. Have any questions you have ready. Bring all health forms and Medication Administration Records and dietary restrictions forms and any other paperwork to turn in.

ONLINE REGISTRATION

Online registration will reserve a campsite for your unit. A \$100.00 deposit is due upon reservation for each tented or non-tented patrol site. Deposit will be credited to your final balance on the final payment deadline.



Camp Dates

Week 1 - June 21-27

Week 2 - June 28-July 4

Week 3 - July 5-11

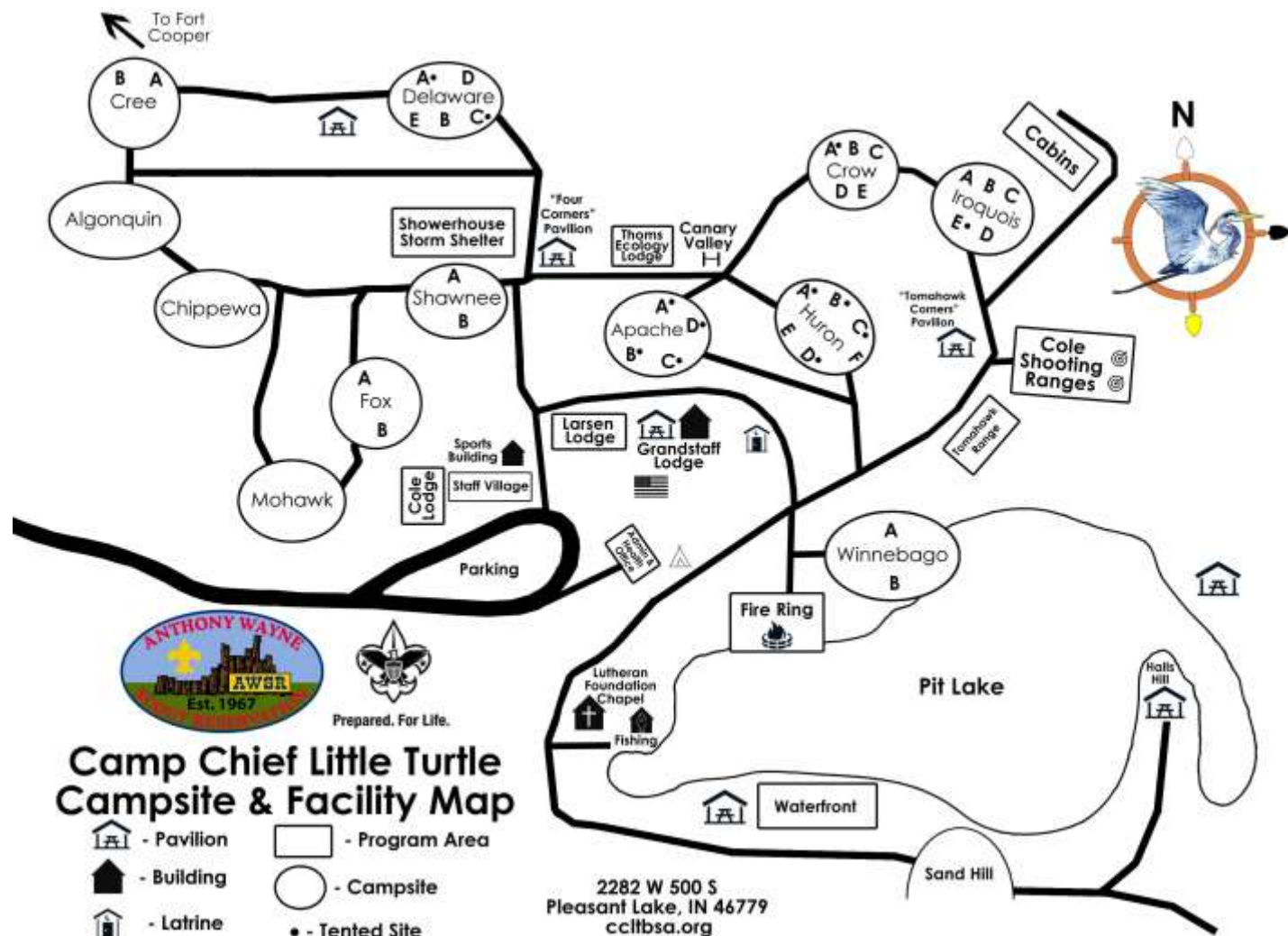
Week 4 - July 12-19

CAMPSITE DESCRIPTIONS

There are twelve campsites throughout Camp Chief Little Turtle. Each site consists of several patrol sites (some tented and others are non-tented), a pit latrine, wash stand, fire ring, picnic table, and an ample supply of firewood. Each tented patrol site includes 5 wooden platforms, canvas tents, cots, and mattresses. Mosquito nets for all campers are available to check-out through the Camp Quartermaster.



Campsite	Area Type	# of Patrol Sites	Tented/Non-Tented
Algonquin	Long Wooded	1	Non-Tented
Apache	Wooded	4 (A, B, C, D)	All Sites Tented
Chippewa	Small Wooded	1	Non-Tented
Cree	Wooded	2 (A, B)	Non-Tented
Crow	Large Open Field	5 (A, B, C, D, E)	A is Tented B,C,D,E are Non-Tented
Delaware	Wooded	5 (A, B, C, D, E)	A & C are Tented B,D,E are Non-Tented
Fox	Large Wooded	2 (A, B)	Non-Tented
Huron	Part Wood/Part Field	6 (A, B, C, D, E, F)	A,B,C & D are Tented E & F are Non-Tented
Iroquois	Large Open Field	5 (A, B, C, D, E)	E is Tented A,B,C,D are Non-Tented
Mohawk	Large Wooded	1	Non-Tented
Shawnee	Large Wooded	2 (A, B)	Non-Tented
Winnebago	Wooded over Lake	2 (A, B)	Non-Tented



LEADERSHIP POLICY

Each unit must provide two-deep leadership throughout the duration of the week. A minimum of 2 adults present at camp must be over 21 years of age and be registered in the BSA. All adults that remain overnight must be current registered members of the BSA, have completed the most recent Youth Protection Training , and provide a current Health Form (sections A & B) and section C if staying beyond 72 hours.

In addition, there must be a BSA registered female adult leader 21 years of age or over in every unit serving females.



SUMMER CAMP PROMOTIONS

Units are encouraged to host a camp promotion in conjunction with their Order of the Arrow Unit Election. Members of the Camp Leadership Team and Camping Committee can also be scheduled to make a unit presentation. Contact the council service center to schedule a presentation.

Promo Video can be found on the Camp Website Home page CCLTBSA.org

CAMP FEE SCHEDULE

The following payment schedule will be used for Scout Resident Summer Camp. Scouts & adults must register and make payments through their unit Summer Camp Coordinator. Units are responsible for making all payments to the council.

Scout, Adult, and Individual Camper Fees:

Camper	\$340.00 (\$310 <i>Early Bird Fee</i>)
Adult	\$125 (\$115 <i>Early Bird fee</i>) or \$22 per day
Patrol Sites	\$100.00 deposit per site (due with reservation). Each tented site includes 5 wall-tents on a platform with two cots and mattresses. Deposit is credited to your final balance.

Early Bird Deposit of **\$50 per Scout** by **February 3, 2020** AND remaining fee of **\$260 per Scout** paid by **May 4, 2020. Include names of scouts attending.**

Newly registered Scouts & Arrow of Light Crossovers **\$310** if paid in full by **May 4, 2020**

Please indicate the number of Arrow of Light graduates and new Scouts you will be signing up for camp on all signup sheets and online registration.

Program Fees: Camp fees cover the cost of attending camp. Your Scouts will want to have some extra spending money for Trading Post souvenirs. In addition, some merit badges require additional kits/fees to be purchased or paid with your registration. See quick reference guide for more information.

Multi-Week Discount: A Scout may attend additional sessions for \$260. The 2nd week discount includes NYLT or a 2nd week of camp for same scout.

Workership: Workerships are awarded to Scouts needing financial assistance (**AWAC Scouts Only**). Applications are **due no later than April 1, 2020**, and this includes all Scouts. Apps will be reviewed by the Council Camping Committee. Units and families will be notified prior to payment deadlines.

CAMP FEE SCHEDULE (CONT.)

FREE LEADER PROGRAM: **NEW!** Each unit attending camp will receive one free adult camp registration. You can earn more free adults by having more scouts come to camp. 2-15 Scouts is one free leader. 16-30 scouts 2 free leaders. 31-45 Scouts 3 free leaders. Every 15 scouts you bring to camp you receive one free leader. If paid in full by May 4th.

REFUND POLICY: Any camper fee can be transferred to another camper. Refund requests due to death in the family, serious illness, or severe injury will be handled on a case by case review by the Council Camping Committee. We strongly encourage the unit leader to submit the refund form to the Camp Office before departing from CCLT. It is the responsibility of the unit to keep accurate records of individual payments from Scouts and adults to the troop. The council is responsible for keeping accurate records of payments, credits, and refunds. Please note that NO camper fees will be carried over to the next year. Refundable amount does not include an initial \$75.00 administration fee for Scout Resident Camp. Refund forms must be received at the council office within 30 days of that session ending. **No adult refunds.**

MERIT BADGE & ACTIVITY REGISTRATION

Camp Coordinators will need to discuss with their scouts which merit badges and activities they will want to take at camp. Online registration will open **January 1, 2020**. Merit Badge signups must be submitted no later than the two-week prior meeting. Some classes have maximums and will be filled on a first-come-first-served basis.

TWO WEEK PRIOR MEETINGS

This meeting will FINALIZE merit badge signups, health forms, other forms, and you will be able to ask questions. Meeting will be held at the Council Service Center in Fort Wayne—

8315 W Jefferson Blvd. Fort Wayne IN 46804.

SCOUT CAMP - WEEK 1	Monday, June 8	6:30 PM
SCOUT CAMP - WEEK 2	Monday, June 15	6:30 PM
SCOUT CAMP - WEEK 3	Monday, June 22	6:30 PM
SCOUT CAMP - WEEK 4	Monday, June 29	6:30 PM

At your two-week out meeting have the following ready to turn in:

- ☐ **ALL** health forms for those attending camp. Please keep a copy for your files.
Unclaimed health forms will be shredded.
- ☐ Dietary Restrictions Forms & Medication Administration Forms.
- ☐ Merit Badge sign up completed—*if not completed online*
- ☐ All program fees paid
- ☐ ATV Permission Form and Hold Harmless Form

Upon check-in at camp, please have the following ready to turn in:

- ☐ Swimmers test, if completed prior to attending camp—A copy of Lifeguard Certification is **required** to accompany test results. If it is not provided test will be void.
- ☐ Final roster of all youth and adults

GOING TO CAMP

THE FIRST DAY

ARRIVAL BEGINS: 11:00 A.M.

ORIENTATION TIME: 1:00 P.M. a Staff Guide will meet your unit at your campsite to help assist your orientation rotation.

No Lunch is Provided. If for ANY reason you will be late coming to camp, please call the camp office. Your cooperation is required to make the orientation as smooth as possible.

One vehicle & trailer per unit will be allowed to proceed to the campsite, at a time. After the first day all vehicles need to be in the parking lot. No pop-up campers, travel trailers, RV's, personal Golf Carts, Motorcycles, or ATV's allowed at Camp.

CAMP ORIENTATION

- **HEALTH CHECKS** **LOCATION: Administration Building** The unit leader should have all medicine collected from the Scouts with name and troop number printed on the outside of the bag or container (Prescription and over-the-counter). All medication **must** be in the original container. Only enough medication to get through the week should be sent to camp. Please ensure that the medical forms have current parental and physician signatures, and information.

- **SHOOTING SPORTS SAFETY INSTRUCTION**

- **SWIM CHECKS** Everyone wishing to swim or boat during their stay **MUST** complete a swim test. The BSA Swim Test will be conducted by camp lifeguards.

OFF-SITE SWIM CHECKS may be conducted prior to arriving at camp. AT ANY TIME, STAFF MAY RE-TEST ANY CAMPER OR LEADER to determine swimming ability. The Waterfront Director has final authority on camper's swimming level.

- **DINING HALL & TRADING POST ORIENTATION**
- **CAMP TOUR** (Storm Shelter, Shower House, Program Areas)



GENERAL INFORMATION & CAMP POLICIES

CAMP OFFICE: The camp office hours are between 8:00 AM and 9:00 PM, but are subject to change. Camp office opens **June 7, 2020** and closes **August 8, 2020**. Outside of these dates please contact the council office.

CAMP PHONE/EMERGENCY #: 260-475-5099

CAMP FAX #: 260-475-1709

MAIL SERVICE: Mail can be sent and received. Stamps and writing materials are available at the Trading Post. Mail arriving after campers have left will be marked "Return to Sender".

Scout's Name _____ Unit # _____

Anthony Wayne Scout Reservation

2282 W 500 S

Pleasant Lake, IN 46779-9643

LOST AND FOUND: Most lost and found items will be kept outside of the Trading Post while valuable items will be kept at the camp office. AWAC is not responsible for any unit or personal items that may be lost, stolen, or damaged. **Items are disposed of one week after each camp session.**

VISITOR POLICY: All visitors must sign in and out at the camp office and receive a visitor identification tag. Guests are highly encouraged to visit but are restricted to just observing the camp program areas and not participating in it. **Guests visiting at meal times are welcome to join, but must buy a meal card from the camp office for \$8.00 per meal.** Visitors should also be aware that seating in the dining hall is limited. The Camp reserves the right to refuse meal cards to guests based on availability. **All visitors must depart camp no later than 11:00 pm.**

PERSONAL BIKES: Personal bikes may be used for merit badge program. Units are responsible for transporting them to and from camp. CCLT is not responsible for personal bikes used for program. **Helmets and Shoes must be worn at all times.**

FIREWORKS/FIREARMS: Personal firearms, fireworks, ammunition, and bow hunting equipment are strictly prohibited. Sheath Knives used as camp tools may be used by adults 18 years and older, NOT by youth.

CAMPFIRE POLICY:

Fire Rings: All fires must be burned in a fire ring. No materials are to be burned outside of the fire ring. Fire rings and firewood will be provided by the Anthony Wayne Scout Reservation.

Fuel: Only wood provided by the Scout Reservation (with the exception of kiln dried lumber) is to be burned at camp. Liquid fuels (white gas, lantern fuel, lighter fluid, etc.) must be stored in a ventilated, locking box a minimum of 20 feet from all buildings, tents, and open flames.

Area and Safety considerations: Units **must** complete and follow the Fireguard Plan. Plan will be provided upon arrival. It is recommended that an area of 10 feet around the fire ring area be checked for and cleared of flammable debris.

PERSONAL GEAR: A suggested list of personal gear can be on page 47. Everything you will need can easily be packed in a backpack or duffel bag. The less you bring, the easier it is to transport to your campsite. Scouts should bring at least two pairs of shoes, including one pair of hiking boots/shoes. Open-toed shoes are NOT permitted at CCLT. All personal gear should be marked with Scouts name and unit number.

CAMP HOUSING: CCLT provides tented and non-tented sites. Tented sites have BSA wall tents, designed for two scouts or adults. Tents stand on a wood platform and include cots, mattresses and mosquito netting. Each site has latrine facilities, a wash stand, and flag pole. **Camp management reserves the right to re-assign campsites and units. All units should plan on sharing the site with other units as there are multiple unit sites in each site.**

CAMP SHOWERS: Located near Shawnee Campsite. **Units MUST have an adult present when their Scouts are using the facility. Adults and Scouts are responsible for keeping the shower house and restrooms in good order.** One key per unit will be issued to an adult leader, if more keys are needed please see the camp office .

CELL PHONE POLICY: Cell phone usage during program time is at the discretion of the Counselor. Outside of program is up to the unit leaders.

BSA RULES & POLICIES: CCLT complies with and enforces all BSA rules, policies, and procedures. A complete list of National BSA policies can be found in the Guide to Safe Scouting or at www.scouting.org

GENERAL INFORMATION & CAMP POLICIES

VEHICLES IN CAMP: One vehicle per unit at a time ON CHECK-IN DAY ONLY. Each unit is allowed one trailer in the campsite. **DO NOT** transport anyone outside the passenger cab of your vehicle at any time. Everyone riding in a vehicle **MUST** have and wear a seat belt at all times.

EMERGENCY PLANS: Detailed plans have been developed to handle emergencies that may arise at camp. Details about these plans will be made available to leaders upon arrival at camp. Unit leaders are encouraged to leave their cell phone number at the camp office in case we need to contact someone from the unit.

DRUGS/ALCOHOL/SMOKING: Alcohol and illicit drugs are strictly prohibited. Violators will be removed from camp by the Steuben County Sheriff's Department. All medications **MUST** be kept in the lockable Med Box provided by CCLT. **Adults are not permitted by BSA Policy to smoke or vape in front of Scouts at any time.** Please consult the camp administration for designated smoking areas.

USDA DISCRIMINATION STATEMENT: *In accordance with Federal Law and U.S. Department of Agriculture policy, this institution is prohibited from discriminating on the basis of race, color, national origin, sex, age, or disability.*

To file a complaint of discrimination, write USDA, Director, Office of Adjudication, 1400 Independence Avenue, SW, Washington, D.C. 20250-9410 or call (866) 632-9992 (Voice). Individuals who are hearing impaired or have speech disabilities may contact USDA through the Federal Relay Service at (800) 877-8339; or (800) 845-6136 (Spanish). USDA is an equal opportunity provider and employer.

It is the policy of the Indiana Department of Education not to discriminate on the basis of race, color, religion, sex, national origin, age, or disability, in its programs, activities, or employment policies as required by the Indiana Civil Rights Law (I.C. 22-9-1), Title VI and VII (Civil Rights Act of 1964), the Equal Pay of 1973, Title IX (Educational Amendments), Section 504 (Rehabilitation Act of 1973), and the Americans with Disabilities Act (42 USCS § 12101, et seq.).

Inquiries regarding compliance by the Indiana Department of Education with Title IX and other civil rights laws may be directed to the Title IX Coordinator, Indiana Department of Education, Room 229, State House, Indianapolis, IN 46204-2798, or by telephone to (317) 232-6610 or the Director of the Office for Civil Rights, U.S. Department of Education, 111 North Canal Street, Suite 1053, Chicago, IL, 60606-7204 (312) 886-8434 Jennifer McCormick, Indiana Superintendent of Public Instruction.

MEDICATION LOCK BOX PROCEDURES

- ◆ Upon arrival at camp all medications will be reviewed by the Health Officer during check-in of unit physicals. **Medication not requiring refrigeration or temperature controlled storage will be placed in a Medication Box (camp provided), a lockable storage container to be kept at the unit's campsite.**
- ◆ Each unit will have a Unit Leader who will be assigned a key to the Medication Box.
- ◆ Medication Boxes must be stored in a locked location, such as a unit trailer or leader vehicle.
- ◆ Each day the Unit Leader will complete the Medication Distribution Log. This log will be reviewed by the Health Officer periodically throughout the week.
- ◆ At check-out, all medications must be returned to the scout(s) from both the campsite Medication Box & the Health Officer. All Medication Boxes & Medication Administration Records must be returned to the Health Officer.

All medications must be in their ORIGINAL container. Medications not provided in their Original Container will NOT be accepted. Scouts on medications must have a completed medication record sheet signed by their parent upon arrival. Those with epi-pens, inhalers, etc. should bring TWO, marked with Scout's full name. An extra shall be kept in the Medication Box as a precaution. Medications needing refrigeration will be kept in the Health Office.

CAMP SECURITY & FIRST-AID

CAMP SECURITY: ALL campers, leaders, and visitors must check-in AND out of camp at the Administration Building. It is strongly recommended that Scouts do not leave camp. All authorized participants are identifiable by a provided wristband. Visitors will be identified with a "visitor tag" and all staff will wear appropriate identifying markings. Unauthorized persons are to be reported to the camp office immediately.

EARLY RELEASE POLICY: Any person needing to leave camp outside of the regular check-in/out time must do so at the camp administration office. Any person under the age of 18 must have written consent from their parent/legal guardian on file in the camp office if they need to leave with another adult. This form is available in Part A of page 1 of the annual health form.

MEDICAL FORM: The Annual Health Form ([Form #680-001, 2019 printing](#)) requires an annual physical by youth and adults regardless of age and signature of a license healthcare practitioner. **These forms need to be turned in to the council office or no later than the two week out meeting for every person attending camp.** Please keep a copy for your files. Everyone attending CCLT overnight (Scouts and adults) must turn in a health history *before* participating in any camp activities.

The Annual Health and Medical Record is valid for 12 months and **Parts A, B & C must be completed for all persons attending camp for a length of 72 consecutive hours or longer.** Parts A & B must be completed for all persons staying overnight at camp for less than 72 consecutive hours. UNDER NO CIRCUMSTANCE WILL A MEDICAL FORM BE ACCEPTED BY THE CAMP PERSONNEL WITHOUT THE SIGNATURE OF A LICENSED PRACTITIONER (MD, DO, Nurse Practitioner or Physicians Assistant) for persons staying at camp for more than 72 consecutive hours.

MEDICAL EXAMS WILL NOT BE PROVIDED AT CAMP.

FIRST-AID: The camp provides a Health Officer on-call 24 hours a day. All injuries requiring additional treatment will be sent to Cameron Memorial Hospital. According to BSA policy, the camp must insure that injuries receive full medical attention in a timely manner. The camp will notify parents if additional treatment is required. ALL injuries (no matter how small) must be reported to the camp Health Officer.

ILLNESS: When a Scout or Scouter's health is in question prior to their arrival at camp, it is better for them to delay their trip to camp. If any camper becomes ill during camp, it must be reported to the Health Officer. If a scout becomes too ill to participate in the program or is potentially contagious, their parents will be contacted regarding transportation home. The Camp Health Officer and Camp Director may ask ill Scouts and Scouters to leave camp in order to prevent the spread of illness.

INCIDENT REPORTS & MEDICAL BILLS:

The Boy Scouts of America medical insurance does not automatically cover medical bills.

- 1) The Unit Leader must complete an Incident Report Form with the camp medical staff.
- 2) All medical bills must be submitted to the person's family insurance.
- 3) Any portion not covered by the family insurance may be submitted to the BSA Insurance by providing all medical bills & insurance statements to the Anthony Wayne Area Council. The Boy Scouts of America medical insurance is a secondary insurance coverage. It's primary coverage for those members without medical insurance.

SPECIAL ACCOMODATIONS

ELECTRICAL NEEDS: All Scouts & Scouters needing electricity for medical assisted devices need to notify the council by your two-week out meeting. Camp can provide battery charging in the administration office during the day with your provided battery. No electricity is available at the campsites.

DIETARY NEEDS: All Scouts & Scouters having special dietary needs should complete & submit the Dietary Restriction Form in the health form. The kitchen staff will take these needs under advisement & contact you with any necessary questions. Email dietary needs & questions to the Kitchen Manager at cclt.kitchen@gmail.com

ACCESSIBLE TRANSPORTATION: If you require assistance you must contact the Council Office **prior** to camp. **No personal ATV's or UTV's are permitted.**

CAMP PROGRAMS

CAMP AWARDS PROGRAMS

TRAIL AWARDS: The Pokagon-Kekionga Trails Association maintains six marked trails that cover over 35 miles throughout the wilderness at the Anthony Wayne Scout Reservation. All trails begin at the CCLT Parking Lot and are well marked. Trail maps and guides are available through the camp office or the council website. Trail patches and medals are available for purchase through the Trading Post. For More information go to <https://www.ccltbsa.org/pokagon-kekionga-trails>

Pit Lake Trek: 5 miles
Deer Hollow Trek: 5 miles
Mastodon Trek: 5 miles

Chief Little Turtle Trail: 10 miles
Kay Houtz Legend Trail: 10 miles
Me-She-Kin-No-Quah Mountain Bike Trail: 10 miles

ZEIGER SERVICE AWARD

PURPOSE: Recognize volunteer leaders at summer resident camp that go above and beyond to carry out the mission of Camp Chief Little Turtle.

RECOGNITION: Gold bordered special current year camp patch. Limited Run of 100 pieces per year. Presented at closing campfire in a short presentation.

OPTION 1

Complete the following:

Provide 12 hours of service to a camp program area such as Aquatics, Shooting Sports, Fishing, STEAM, Health Office, Sports, etc.

Complete at least two additional requirements from any category in option 2.

-OR-

OPTION 2

Complete a total of 6 requirements, with a minimum of one from each category.

<u>LEADERSHIP DEVELOPMENT</u>	<u>CAMP SERVICE</u>	<u>CAMP FUN!</u>	<u>CAMP PROMOTION</u>
1. Complete any leader-specific training while at camp. 2. Become a certified BSA Lifeguard. 3. Lead a unit service or cleaning project. 4. Complete the Project COPE program as a participant (based on available spots). 5. Complete the ASI ATV Rider Course as a participant (based on available spots).	1. Provide at least 3 hours of service in a program or kitchen assisting with program delivery. 2. Provide at least 3 hours of pre-approved assistance to the Camp Ranger. 3. Assist with one of the outpost overnight programs 4. Lead a multi-hour camp service project (such as a painting project or trail improvement). 5. Serve as unit host to a provisional Scout(s).	1. Log at least 3 hours of napping. Log must be kept on a CCLT branded item. 2. Play 9 holes of Disc Golf. 3. Challenge another unit leader to shooting competition at shooting sports. 4. Catch a fish 5. Take a hike or lead a hike with other Scouts on one of the marked trails. 6. Complete (or assist Scouts with) the one-mile orienteering course. 7. Complete the Mile Swim (including attending instructional classes)	1. Invite a camp staff member to your campsite to promote working at camp. 2. Complete a unit leader survey and submit to the Camp Director. 3. Reserve and pay campsite deposit for next year! 4. Make a positive social media post about camp and "tag" CCLT.

CAMP AWARDS PROGRAMS CONTINUED

BLUE HERON CAMPER AWARD: This local council award was started in 1993. Units who earn it for the first time wear the Blue Heron Patch. The second year earns them a white arrowhead pin; the third year a yellow arrowhead pin; and the fourth year the black arrowhead pin. The last pin to earn is the red arrowhead pin. Troops who have earned the Blue Heron Award for 5 years are presented an award at the closing camp-fire. Patches & pins are available for purchase from the Camp Trading Post. **Troop leadership is responsible for maintaining records and submitting paperwork to the Camp Director to earn the award each year.**



COMMISSIONER AWARD: Earn this by accumulating a total of 125 points for the week. The commissioner staff will inspect every unit Monday through Friday. The commissioner staff is the final authority on all Commissioner Awards. The Commissioner Award is one of the required items for the Blue Heron Award.

COMMISSIONER AWARD & BLUE HERON CAMPER AWARD REQUIREMENTS CAN BE FOUND IN SECTION FIVE

GATEWAY COMPETITION: The gateway will be scored on the following: correct knots & lashings, Scout participation originality, and creativity. Ribbons will be awarded to all participants. The commissioner staff is responsible for judging gateways. The competition is one of the required items for the Blue Heron Award. Please note that gateways **MUST** not block the camp service road through any campsite. A camp service road runs through or into every campsite. Please locate your gateways to the sides of these roads.

LITTLE TURTLE CUP: Units will compete throughout the week for points, with a final event occurring Friday afternoon. Units will be notified upon arrival to camp of the point system, so that they can plan their path to victory! Additional points may be earned prior to the units arrival at camp through participating in meetings and promotional gatherings.

AWSR HIGH ADVENTURE PATCH: This patch is a recognition award for participants who have completed all parts of the high adventure program. It is a five piece set consisting of a center and four strips to go around the outside. Scouts can purchase the patch after completing each section. Sections include the Climbing Tower, Project C.O.P.E., Mountainboarding, and the Flying Squirrel.



SPECIAL CAMP PROGRAMS

EARLY BIRD/POLAR BEAR SWIM: Weather permitting, the waterfront will be open before breakfast on a designated day for a quick dip in Pit Lake. Patches are available in the Camp Trading Post. Participants will need to sign up in advance at the admin building.

VESPER SERVICE: Scouts can attend an all-faith worship. Any religious group is welcome to hold its own service. Daily reflection and/or devotionals are encouraged by all units. You're encouraged to be in the official Scout Uniform for the all-faith service.

LEADER LUNCHEON & DUTCH OVEN COOKOFF: Come meet a council representative **Wednesday** during a special lunch to discuss camp program, upcoming council & national events, and future camp plans. All leaders are encouraged to prepare a dessert item of your choice to compete against other leaders. Desserts will be judged on taste, creativity, and presentation. Winners will be presented a prize! Cook-off will serve as dessert for the leader lunch.

EVENING PROGRAMS

OPENING & CLOSING CAMPFIRE: We will have two campfires, one on Sunday and the other on Friday Night. *Each unit will be asked to perform a skit or song during closing campfire.* Please wear the official Class “A” Scout Uniform for campfires. Skits and songs must be pre-approved by the Program Director. Senior Patrol Leaders are responsible for signing up their unit.

OPEN PROGRAM: Monday evening and Friday afternoon will be open programming in all areas. Scouts may use this time to makeup requirements, spend some time at the lake, head to the range, or simply relax. Units or patrols may also use this time to complete a camp activity together.

FAMILY NIGHT: Join us on Friday night for an old fashioned picnic. Guests & family members are invited to join us. **Meal tickets may be purchased at the Camp Office prior to the meal for \$7 each. Please have a rough head-count of those attending when you register at camp on your first day.**

BRANDING: Bring your favorite CCLT items to get branded! Available during select times throughout the week, choose your favorite branding iron from our selection and “burn” in your camp memories! Location and times to be announced on your check-in day.

OUTPOST NIGHT

On Thursday evening our staff will be putting on a variety of outpost activities. Some of these activities will involve an overnight, while others will not. **Sign-ups for outpost will take place at camp.** Adults are encouraged to attend to help meet 2 deep leadership requirements.

Fishing Outpost: Come out and learn great fishing skills and enjoy a campfire down by beautiful pit lake. Required for Fishing and Fly-Fishing MB Students.

Canoeing Outpost: Spend time out on the water canoeing in one of our lakes, set up camp in the Orion campsite.

COPE/Climbing Outpost: Spend time out at the Jack Zeiger COPE course, and do some night climbing as well.

Buckskin Outpost: Do some branding, and Tomahawk and Knife Throwing,

Evening Sports Outpost: For those who would rather just play a game of Gaga ball, Frisbee golf, or kick ball at the Parade Field.

This list is not comprehensive & will be adjusted & added to as we get closer to the camp season.

Star Gazer Outpost: Spend the evening staring at the stars! The Ecology staff will break out the telescopes and binoculars to see what you can see. Required for Astronomy MB Students.

ATV Outpost: Night ride on the ATV's. Available only to those who are participants in the course or are already ASI Certified.

THEMED DAYS

MONDAY: *International Day!* Celebrating the International Brotherhood of Scouting & our International Camp Staff member. Special menu items for dinner and an open discussion with our International Scout.

TUESDAY: *CCLT Olympics!*

WEDNESDAY: *OA Day!* Wear your sash to head to the front of the line at meals and Mid-Week Campfire

THURSDAY: *Pirates Day!*

FRIDAY: *Family Day!* Invite your family up to watch the Little Turtle Cup, Open Program, eat dinner with your unit, and enjoy the closing campfire!

CAMP TRAINING PROGRAMS



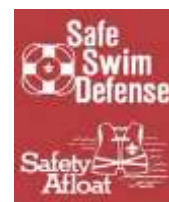
POSITION SPECIFIC TRAINING: This training will be made available by request. If you have leaders in your unit who need this training, and they will be attending camp. Please let us know **at least 2 weeks in advance** and we will make arrangements. Leaders will have access to the Internet based training as part of the Online Learning Center provided by Boy Scouts of America. **NOTE: Register for training at your TWO-WEEK OUT MEETING or Contact Cody.Zimmerman@Scouting.org or 260-432-9593.**

CLIMB ON SAFELY TRAINING: Climb On Safely covers eight key safety points about climbing and rappelling and is required training for at least one adult leader on any type of Scouting outing that involves climbing or rappelling. The training will be held once a week by a climbing instructor if available.



TREK SAFELY TRAINING: "Trek Safely" covers seven key safety points about trekking and is recommended for adult leaders organizing any type of trek. Trek Safely training will be conducted by camp staff each week.

SAFE SWIM DEFENSE: All swimming activities in Scouting are required to follow the eight basic principles known collectively as the Safe Swim Defense plan. A unit that follows the plan can expect a safe, enjoyable aquatic experience. Safe Swim Defense is required for BSA tour permits.



CPR Training: American Red Cross CPR/AED training will be available. Signups will begin at the Leader meeting Sunday evening. Space is limited. Training times will be announced at the time of signup. There is a small fee for this training. \$15 fee applies to participate.

SAFETY AFLOAT: All boating activities in Scouting are required to follow the nine basic principles of Safety Afloat. With an emphasis on accident prevention through proper preparation and skills, a unit that follows Safety Afloat can expect a safe, enjoyable activity. Safety Afloat is required for BSA tour permits for any trip afloat.



LEAVE NO TRACE: Leave No Trace helps reinforce the mission, and reminds us to respect the rights of other users of the outdoors as well as future generations. Appreciation for our natural environment and a knowledge of the interrelationships of nature bolster our respect and reverence toward the environment and nature.

EAGLE PROJECT SEMINAR: A seminar on the Eagle Scout Rank will be conducted by the Council Advancement Chair. This is a wonderful opportunity to learn about Eagle projects and paperwork by the expert. Wednesdays at 1pm on the dining hall porch.



MERIT BADGES

Please review the merit badges and additional information. Share this with your Scouts as they select with your guidance their activity schedule for this summer. The merit badge quick reference guide provides additional information including: prerequisites, age recommendations, required materials, costs if any, and helpful hints.

Camp Coordinators will need to discuss with their scouts which merit badges and activities they will want to take at camp. Merit Badge signups must be submitted no later than the two-week prior meeting.

NOTE: Some classes have a maximum number of scouts allowed per session. Registration is first-come first served. Scoutmaster will be able to print individual scout merit badge schedules from the on-line system.

- ♦ **A helpful hint:** Scouts may, at any time during the week, pick up additional badges by talking with the merit badge counselors. The staff will do their very best to accommodate these Scouts and help them complete the badge. The Scouts have the responsibility to ask the counselors to join a merit badge and what work they might have to accomplish to catch up with the other Scouts.

BLUE CARDS: Blue Cards will be completed by Merit Badge Counselors/Area Directors and provided in the unit check-out packet. Unit Leaders can bring partial Blue Cards for their scouts to be completed at camp. The Scoutmaster will receive a merit badge summary prior to departure on Saturday, noting completes & partials. It is the unit leaders responsibility to take this information back to their Advancement Chairman to receive awards. Merit badge reports will be available to unit leadership.



Please Remember...

- **Summer camp is not a merit badge mill** where you pay a fee and get badges automatically.
- **The most difficult badges to earn** are those that require a great deal of physical skill, coordination, and stamina. Examples would be Lifesaving, Shooting Sports, and Climbing.
- **Some badges and programs require self-discipline and maturity** to be successful experiences. Examples would be Environmental Science, Swimming & Water Rescue, Paddle Craft Safety, and Project C.O.P.E.
- **Scouts should come to camp prepared.** Scouts should read the merit badge books and do all the prerequisites listed on the merit badge quick reference pages. Prerequisites already signed off by Scoutmaster or designee will be accepted.
- **Leaders should encourage Scouts to not fill up their day with strictly merit badges.** No more than three to four merit badges are encouraged for a week at camp. Less are recommended if some require multiple sessions. **Give them a reason to come back next year!**

SHOOTING SPORTS

Truly a favorite among Scouts, all shooting sports (archery, black powder, shotgun, and rifle) take place at Cole Shooting Sports. All of these badges require good hand and eye coordination and are not recommended for first year Scouts. Additional sessions may be required to complete these badges. All Shooting Sports activities are supervised by a National Camp School Trained Shooting Sports Director and/or NRA Certified Instructor.

ARCHERY - SHOTGUN - RIFLE - TOMAHAWK & KNIFE



MUZZELOADER MADNESS! Have a blast with the muzzleloaders! Open to all ages with no additional costs. Any watermelons found in and around the range on this day are fair targets...

OPEN ARCHERY/RIFLE Open for Scouts and adults to come and shoot rifle and archery during session 3, 5, & 6, and Friday afternoon. NOTE: Merit Badge students will have priority during these times. There is no additional cost. **No age restrictions.**



OPEN SHOTGUN Any Scout and leader can come down and shoot those pesky clay pigeons. The camp uses both 12 and 20 gauge shotguns. Open during session 3 and 6. Cost is 5 shells for \$2 payable at the camp office. **No age restrictions, but participants must be able to handle a shotgun.**



OPEN TOMAHAWK & KNIFE THROWING— Any scout or leader can throw 'hawks or knives. Come on down to the range! Open 5th & 6th session everyday and Monday/Friday evening. No age restrictions.

Note: This is not a Merit Badge.



LITTLE TURTLE TRADERS

In addition to being well-stocked with camping gear, refreshments, and camp merchandise, the Trading Post offers two merit badges. Stop in and try out our very own delicious Arrowhead Rootbeer and other tasty treats!



SALESMANSHIP

AQUATICS

All Aquatic Merit Badges and activities are instructed on our very own Pit Lake. A former rock quarry, its crystal clear waters and sandy bottom make us proud to say that it is one of the cleanest lakes in Indiana! The Aquatics Program is supervised by a National Camp School Certified Aquatic Director.

CANOEING - KAYAKING - LIFESAVING - ROWING - SWIMMING - SMALL BOAT SAILING

SNORKELING - ROPE SWING - STAND UP PADDLEBOARDS - BSA LIFEGUARD - MILE SWIM

POLAR BEAR SWIM - INSTRUCTIONAL SWIM SWIMMING & WATER RESCUE - PADDLECRAFT SAFETY

SWIMMING & WATER RESCUE: Provides BSA leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. It expands the awareness instruction provided by Safe Swim Defense training to include basic water rescue skills. The unit leader completing the training will also be confident in his or her ability to conduct the standard BSA swim classification tests.

PADDLECRAFT SAFETY: This course expands on Safety Afloat training to include the basic skills and knowledge needed for a unit leader to confidently assess his or her ability to supervise float trips using canoes or kayaks. The material also reviews the additional training and experience needed for whitewater, how to gain that expertise, and when it is appropriate to utilize professional whitewater guides.

NOTE: These two adult leader training courses are offered as part of the BSA Lifeguard. Adults wishing to participate in either of these programs should consult the camp Aquatics Director for times.

INSTRUCTIONAL SWIM: This "Learn-to-Swim" program will introduce Scouts who are beginners or learners to swimming. Focus is on developing strokes & swimming proficiency needed to pass the BSA swimmers test. **NOTE: This is not a Merit Badge.**

MILE SWIM: While not a merit badge, Scouts will build up their swimming distance daily to swim the mile on Thursday and earn the Mile Swim Award. Scouts and adults must attend each practice session in order to earn the award. **Scouts & adults must pass the BSA swimmers test. Recommended for 3rd year campers and older.**

BSA LIFEGUARD: Open to adults and scouts at least 15 years of age. Completion of this training will permit you to act as a lifeguard on your next unit aquatic outing. Two additional hours of supervised lifeguarding are required to earn the certification (may be done at camp). One evening session required.

SNORKELING: Not a merit badge, but this experience allows you to earn & wear the Snorkeling Award. Participants must have the Swimming Merit Badge and pass the BSA swimmer test.

STAND UP PADDLEBOARD AWARD: Not a merit badge, but this training allows you to earn & wear the Stand Up Paddleboard Award. Participants must have pass the BSA swimmer test.



ECOLOGY & CONSERVATION



All Ecology-Conservation Merit Badges are based out of the Thomas Lodge and utilize the 1200 acres of classroom space on the Anthony Wayne Scout Reservation. The property boasts a wide variety of wildlife including White Tail Deer, Pheasant, Turkey, and the not so elusive Northern Indiana Large Mouth Mosquito!

Participation in Eco-Con programs may also qualify youth to earn the World Conservation Award.

The Ecology-Conservation Program is supervised by a National Camp School Trained Ecology Director.

ARCHAEOLOGY - ASTRONOMY- ENVIRONMENTAL SCIENCE - FORESTRY

NATURE/MAMMAL STUDY (ODD YEAR) - BIRD STUDY (EVEN YEAR) - INSECT STUDY- GEOLOGY

BOY SCOUT WORLD CONSERVATION AWARD: Scouts who complete Environmental Science, Citizenship in the World, and either Soil & Water Conservation OR Fish & Wildlife Management Merit Badges.

RECYCLING: The Ecology-Conservation staff coordinates a camp-wide recycling program. Find out how you can help reduce, reuse, and recycle plastic, glass, paper, and electronics during your stay at camp.



ALL ECO-CONSERVATION MERIT BADGES REQUIRE PAPER AND WRITING UTENSILS

SOARING EAGLES

Scouts looking to get a great start on many Eagle required badges should definitely take advantage of these sessions. Due to the advanced nature of these course, it is recommended that scouts are 1st class rank or higher to participate. Many of these classes require additional work outside of the session time and have pre-requisites that cannot be completed at camp. Review the Merit Badge Quick Reference Guide for pre-requisites and preparation.

CITIZENSHIP IN THE NATION - CITIZENSHIP IN THE WORLD -

COMMUNICATIONS - FIRST AID



S.T.E.A.M.

Science Technology Engineering Arts Music

All STEAM programs take place in the Grandstaff Lodge just east of the dining hall on the parade field. Many of these merit badges require kits that are provided upon arrival on first day of merit badge. In addition, some extra time may be needed to finish a project outside of the session time.

ART (ODD YEAR) - ANIMATION (EVEN YEAR) - BASKETRY - CHESS
FINGERPRINTING/CRIME PREVENTION - GAME DESIGN - LEATHERWORK - PHOTOGRAPHY
PROGRAMMING - SPACE EXPLORATION - WELDING/METALWORK - WOODCARVING



CRIME PREVENTION & FINGERPRINTING: These two courses will be taught together in the same course and scouts will work on both during the one hour session. **Recommended for 2nd year campers and older.**

WELDING & METALWORK: These two courses will be taught together in the same course and scouts will work on both during the evening session. A very popular area. Scouts will meet at the registration pavilion near the camp office and be transported to the camp maintenance facility where they will receive their instruction. **Recommended for 2nd year campers and older.**



ATV

Be a Part of the motorsport program offered by the Boy Scouts of America during your stay at Camp Chief Little Turtle. Earn the ASI Rider Course certification, ATV safety and TREAD Lightly skills. Then take trail rides to areas of camp seldom seen, and become confident in your new riding ability. This program is open to all Scouts and Leaders over the age of 14, it only Cost \$40.00. Extra rides will be offered during the week, for campers who already have (*or earn it by Wed.*) their certification. Additional fees apply (See Below), To participate, you must download and complete the following: 1) **Take the E-Course at <https://atvsafety.org/atv-ecourse/> & bring certificate**, 2) Hold Harmless Agreement, and submit both by the two week out meeting.

Cost: \$40.00 (in addition to regular camp fee)

Age: 14 and up (Classes are limited to a maximum of 4, 14-15 year olds out of 5 total participants)

ASI Rider Course Classes:

Session 1 : M-W 9:00 to 11:50am

Session 2 : M-W 2:00 to 4:50pm



*You MUST Bring!!

- *Long Pants
- *Water bottle
- *Long sleeve shirt
- *Boots that cover your ankles
- Bandana for a helmet liner (optional)

We Will Provide:

- Age sized ATV
- Helmet
- Goggles
- Gloves

Great Time!!



EXTRA RIDE SESSIONS

If you already have an ASI Rider Course card (you **must** have your card), you may sign up for any "extra rides" held during the week. Sign up in camp office, first come, first served. Group sizes are limited. Signed Waiver Required

Thurs AM/PM	Class Rides	9am & 2pm	Free
Thur. Evening	Special ride	8:00 to ?	\$5.00
Fri. AM/PM	CCLT Legend Ride	9am & 2pm	\$10.00

HIGH ADVENTURE



PROJECT COPE: (Challenging Outdoor Personal Experience) is recommended for 3rd year and over scouts, and is designed to build teamwork, communication, problem solving, trust, leadership, self-esteem, & decision-making. The course includes climbing, skywalk events, & a zip line!! Adult leaders are encouraged to participate. **THE PROGRAM MUST HAVE A MINIMUM OF SIX PARTICIPANTS PER SESSION TO BE OFFERED.** Long pants and sturdy shoes are required each day to participate. There is **No Extra Fee** for this program.

CLIMBING: Scouts must be in good physical condition as this is a strenuous merit badge. Length of class may vary depending on number of participants
This is recommended for 3rd year campers and older.



FLYING SQUIRREL: Located in Canary Valley. The participant is attached to a climbing rope hung from a pulley nearly 40 feet above the ground. The participant is quickly pulled from the ground into the air in a matter of second & becomes the Flying Squirrel!
SPL's can schedule this at their daily SPL meeting.



OUTDOOR SKILLS

Go "back to the basics" - where scouts can advance their skills with map and compass, Pioneering, Morse code, semaphore, and camping! Located in Tomahawk Corners across from the rifle range. Scouts may also stop in during open session to earn their Totin' Chip or Firem'n Chit. Open Outdoor Skills sessions occur during 5 & 6th sessions and on Monday and Friday evening.

ORIENTEERING/GEOCACHING - CAMPING - WILDERNESS SURVIVAL -

PIONEERING - FIRE SAFETY - SIGNS, SIGNALS & CODES

BRANDING - TOTIN' CHIP- FIREM'N CHIT - EMERGENCY PREPAREDNESS

TOTIN' CHIP & FIREM'N CHIT: Scouts looking to be able to safely use a pocket knife or to build and start fires need to earn these certifications. Scouts may schedule a time with the staff during 5th or 6th sessions or during evening open program on Monday or Friday .

PAUL BUNYAN WOODSMAN: Seldomly earned by scouts, this award is easily completed with a bit of time investment during your week at camp. Meet with the Outdoor Skills staff early in the week to discuss how you can earn this award!



**These award patches are available in the trading post after you earn them!*

TURTLE QUEST

First Year Camper Program

Mission: To introduce first year scouts to Camp Chief Little Turtle and the Scouts, BSA program, while utilizing basic essential scout skills, providing fun, and adventures in the great outdoor.

Eligibility: The Turtle Quest Program is open to all first year scouts. The program is specifically designed to work with Scouts who crossed over from Cub Scouts to Scouts, BSA in the spring. **It is NOT mandatory that the first-year Scouts participate in this program.** The Turtle Quest Program is geared for young Scouts who have not yet achieved Scout or Tenderfoot Rank and need to learn the basic skills. It is not as requirement driven as the merit badge program and focuses on basic skills and the use of the patrol method. **The unit leader is the best judge of which Scouts would benefit most from the program.** The focus of this program is **NOT** on rank advancement, but on the basic skills of patrol method, first aid, map skills, firem'n chip, and knots. Scouts are organized into patrols for the week with scouts from other units. The Program begins by developing the patrol through teamwork style games and learning about their fellow Scouts. The scouts will be introduced and work with many scouts skills, but **staff will not be signing off requirements**, leaders are responsible for reviewing and signing off skills. Totin' Chip will be offered during open session throughout the week. Thursday, the Scouts will be meeting and leaving after dinner, for a campfire program

Equipment: Every scout should bring a water bottle or closed container, bug spray, rain gear, and bag to carry their stuff.



SPORTS

Sports programs take place at the Sports Lodge just west of the Dining Hall for Cycling, and Golf. Fishing, Fly Fishing, and Fish and Wildlife Management take place at the Fishing Shed next to the Chapel. In addition to the merit badges, this staff will coordinate a variety of activities & games throughout the week.

CYCLING - GOLF - MOUNTAINBOARDING

FISHING - FLY FISHING - FISH & WILDLIFE MGMT.

MOUNTAINBOARDING: Part skateboard, part snowboard, this is one activity you need to see! Available to youth 14 years of age and above during open sessions. All equipment Including safety equipment is provided.

OPEN CYCLING: Troops or patrols with adult supervision may check out the camps Trek Mountain bikes for a quick tour or extended trail ride during open session.

GOLF MB: Scouts should bring their own set of clubs for 18 holes of Golf on Friday at a local course. There is a \$25 fee to participate in this merit badge to cover green fees and other expenses.

FISH ON! This program is located at the fishing shack down on Pit Lake next to the Chapel. Live bait is available for purchase through the camp Trading Post. Earn all three of these merit badges to earn the BSA Complete Angler Award!



KISKAKON



KISKAKON LODGE ORDER OF THE ARROW *"Home of the Standing Bear"*



KISKAKON LODGE

The Order of the Arrow is the National Honor Society of the Boy Scouts of America and works to encourage continued participation in Scouting and camping. Kiskakon Lodge provides service to Camp Chief Little Turtle through cheerful, friendly service. OA programs are coordinated by a Camp Chief and all programs unless otherwise announced will meet at the OA teepee in the parade field near Grandstaff Lodge. In addition to the exclusive OA programs listed below, this program also teaches the following merit badges: **INDIAN LORE**

OA DAY is Wednesday! Wear your sash all day to gain a "fast pass" entry for your meals.

BROTHERHOOD CLASS will be offered at 1:00 pm in the OA Teepee. Cost is \$25 + current dues if not previously paid). Preregister with merit badge signups online. (AWAC Lodge Members Only)

BROTHERHOOD CEREMONY will be Wednesday night following program! This is the opportunity for those eligible (Kiskakon members who have been Ordeal for 10 months) to seal their membership in the Order by taking their Brotherhood.

OA RUN CAMPFIRE will be Wednesday after Vespers at 9:00pm and include:

- **CALL-OUT CEREMONY** will be conducted. All are welcome to meet the newest members. Out of council units should bring a letter from their home lodge that lists eligible candidates.
- **RE-DEDICATION CEREMONY** will take place after the Call-Out Ceremony and all Arrowmen are invited to participate and earn a special patch.



<http://www.awac.org/order-of-the-arrow>

2020 WEEKLY SCHEDULE (Subject to Change)								
Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	
THEME		International!	CCLT Olympics	OA Day!	Pirates Day!	Family Day!		
6:00 AM					Polar Bear Swim			
6:30 AM		Reveille						
7:00 AM		Staff Breakfast						Breakfast in Campsites
7:15-7:45		Camp Breakfast						
8:30 AM		Assembly & Flags						
9:00 AM		Session 1 & Leaders Meeting in Dining Hall					Merit Badge Make up	Final Checkout 11am
10:00 AM		Session 2						
11:00 AM		Troop Arrival & Campsite Setup	Session 3					
12:00 PM	Lunch		Leader Lunch	Lunch				
1:00 PM	Camp Orientation Troop Guides will meet units in Campsites	1:30ish Emergency Drill & SPL Meeting After Drill	SPL Meeting Safe Swim Defense & Safety Afloat @ Campfire Ring	SPL Meeting Eagle Talk @ Dining Hall Porch	SPL Meeting OA Brotherhood @ Dining Hall Rocket Launches @ Dining Hall Porch	Little Turtle Cup!		
2:00 PM		Session 4					Open Program (3:30-5:00)	
3:00 PM		Session 5						
4:00 PM		Session 6						
4:30 PM	Leaders Meeting in Dining Hall							
5:30 PM	1st Shift Dinner					Family Picnic		
6:15 PM	Flags							
6:30 PM	2nd Shift Dinner							
7:15 PM				OA Brotherhood Walk	Outpost Programs	6:45 Assemble For Flags & Campfire		
7:30 PM	SPL Meeting	Open Program	CCLT Olympics	Vespers		Campfire Program		
8:15 PM	Assemble for Campfire							
8:30 PM	Campfire Starts							
9:30 PM	Campfire Ends			OA Run Campfire @ 9				
10:00 PM				OA Rededication Ceremony				
11:00 PM	Taps (Lights Out)							

Camp Chief Little Turtle Merit Badge Schedule & Quick Reference Guide

Green merit badges will be able to be finished at camp within the class time.

Yellow merit badges may require some time outside of the class to complete but they can be completed at summer camp

Red merit badges are ones your scouts will not be able to complete at summer camp because of the prerequisites. They will need to be done before camp and bring a letter from the scoutmaster will need to be shown to the counselor to be marked complete or they will go home with an incomplete.

Gray blocks are other BSA Awards or activities we offer.

Camp Chief Little Turtle Core Merit Badges					
	CIT IN THE NATION	FINGERPRINTING	GEOCACHING	METALWORK	SHOTGUN
ARCHAEOLOGY	CIT IN THE WORLD	FIRE SAFETY	GEOLOGY	ORIENTEERING	SIGNS, SIGNALS, CODES
ARCHERY	CLIMBING	FIRST AID	GOLF	PHOTOGRAPHY	SMALL BOAT SAILING
ASTRONOMY	COMMUNICATION	FISH & WILDLIFE MANAGEMENT	INDIAN LORE	PIONEERING	SPACE EXPLOTATION
BASKETRY	CRIME PREVENTION	FISHING	INSECT STUDY	PROGRAMMING	SWIMMING
CAMPING	CYCLING	FLY FISHING	KAYAKING	RIFLE	WELDING
CANOEING	EMERGENCY PREP	FORESTRY	LEATHERWORK	ROWING	WILDERNESS SURVIVAL
CHESS	ENVIRONMENTAL SCIENCE	GAME DESIGN	LIFESAVING	SALESMANSHIP	WOODCARVING
Camp Chief Little Turtle Rotation Merit Badges					
Even Year Rotation			Odd Year Rotation		
ANIMATION	BIRD STUDY		ART	NATURE/ MAMMAL STUDY	

2020 CAMP CHIEF LITTLE TURTLE MERIT BADGE SCHEDULE & QUICK REFERENCE GUIDE

MERIT BADGE/ACTIVITY	PRE-REQS & PREPARATION	SESSION TIME							COMMENTS
		1	2	3	4	5	6	EVE	
AQUATICS									
CANOEING MB	BSA Swimmer Test	102			103	OPEN	OPEN	OPEN M/F	
KAYAKING MB	BSA Swimmer Test		104	105		OPEN	OPEN	OPEN M/F	
LIFESAVING MB (Eagle)	BSA Swimmer Test, 1a.	106							Two hours. Must swim 400 yards. Bring street clothes for Req. 9. 3rd year +.
ROWING MB	BSA Swimmer Test	108				OPEN	OPEN	OPEN M/F	
SMALL BOAT SAILING MB	BSA Swimmer Test				109		OPEN	OPEN M/F	Two hours. 3rd year +.
SWIMMING MB (Eagle)	BSA Swimmer Test & Strong Swimmer		111	112	113		OPEN	OPEN M/F	Strong Swimmer. Open 5th & 6th Session
SNORKELING	BSA Swimmer Test & Swimming MB	110							Equipment provided. 3rd year +.
ROPE SWING	BSA Swimmer Test					OPEN	OPEN	OPEN M/F	Bring a buddy!
STAND-UP PADDLEBOARDING	BSA Swimmer Test			114		OPEN	OPEN	OPEN M/F	Bring a buddy! 3rd year +.
MILE SWIM	BSA Swimmer Test			107					Course prepares you to swim the mile on Friday.
POLAR BEAR SWIM	Set an alarm!								Offered Thursday Morning at 6am.
INSTRUCTIONAL SWIM					104				Learn to swim!
BSA LIFEGUARD	BSA Swimmer Test & 15 years of age.	101							Requires additional time during open sessions and one evening. Two hours.
SWIMMING & WATER RESCUE	15 years of age.								Adult Leader Training. Offered during BSA Lifeguard. See Aquatics Director for times.
PADDLE CRAFT SAFETY	15 years of age.								
ECOLOGY & CONSERVATION									
ARCHAEOLOGY MB	Bring notebook & pencil.			301					
ASTRONOMY MB	Bring notebook & pencil. Req 4		302					*R	*Plan "Star Party" on Thursday evening to fulfill requirement #8. 3rd year +.
ENVI. SCIENCE MB (Eagle)	Bring notebook, pencil, and two liter bottle.	304			305				Two hours. Will require work/research outside of session. 3rd year +.
FORESTRY MB	Bring notebook & pencil.			306					Bring a tree guide if you can. 3rd year +.
BIRD STUDY (EVEN YEAR)	Bring notebook & pencil.					307			Requires additional time outside of session.
INSECT STUDY MB	Req 9 Bring notebook & pencil.				310				Requires additional time outside of session.
GEOLOGY MB	Bring notebook & pencil.	308							
TURTLE QUEST									
FIRST YEAR SCOUT PROGRAM	No pre-requisites	709						*R	See Leader Guide for information about Turtle Quest. *All scouts participate in an outpost Thursday.
LITTLE TURTLE TRADERS (TRADING POST)									
SALESMANSHIP MB					1002				May require additional time during open session.

2020 CAMP CHIEF LITTLE TURTLE MERIT BADGE SCHEDULE & QUICK REFERENCE GUIDE

MERIT BADGE/ACTIVITY	PRE-REQS & PREPARATION	SESSION TIME							COMMENTS
		1	2	3	4	5	6	EVE	
SCIENCE TECHNOLOGY ENGINEERING ART MUSIC									
ANIMATION MB (EVEN YEAR)		401			402				
BASKETRY MB <i>\$14 Fee</i>	Requires kit from Trading Post		403				404	OPEN M/F	May be earned in any open session.
FINGERPRINTING & CRIME PREVENTION MB	Crime Prevention: Req 4,7	405				406			Both Merit Badges worked on during session. Crime Prevention is a red badge
LEATHERWORK MB <i>\$12 Fee</i>	Requires kit from Trading Post		407		408			OPEN M/F	May be earned in any open session.
WOODCARVING MB <i>\$4 Fee</i>	Requires kit from Trading Post & Totin' Chip			409		410		OPEN M/F	Requires work outside of session. May be earned in any open session.
SPACE EXPLORATION MB <i>\$11 Fee</i>	Purchase rocket kit in Trading Post				411				Rocket Launch on Thurs.1pm. Rocket kit is \$6-8.
CHESS MB				412		413			Additional practice outside of session needed. May meet in Dining Hall
WELDING & METALWORK MB <i>\$15 Fee</i>								414	Offered in the evening Monday through Thursday. See instructor for exact times.
PHOTOGRAPHY MB	Req 1b Cyberchip must be shown to Counselor	415							May bring own Camera
PROGRAMMING	Req 1a Cyberchip must be shown to Counselor		416						
GAME DESIGN				417					
SOARING EAGLES									
CIT IN WORLD MB (Eagle)						202			Recommended for 1st Class. Will meet with International Scout for part of Req 7
CIT IN NATION MB (Eagle)	Req 2				203				Recommended for 1st Class.
FIRST-AID MB (Eagle)	Req. 2d.	501							Two hours. May bring first-aid kit to complete Req. 2d. 3rd year + recommended.
COMMUNICATIONS MB (Eagle)	Req 5,8			205			206		Recommended for 1st Class.
KISKAKON (OA)									
INDIAN LORE MB <i>\$13 Fee</i>	Requires kit from Trading Post Req 2 & 3			414					
BROTHERHOOD CLASS <i>\$25 Fee</i>	Must be current w/ annual dues.								Course #415. Offered at 1pm on Wednesday. Brotherhood Ceremony Wednesday evening.
HIGH ADVENTURE									
ATV <i>\$40 Fee</i>	14 years of age. E-Course before Camp	603			604		OPEN M/F		Two hours. E-Course before Camp Long pants, shirt, boots required.
CLIMBING MB					601		OPEN		Two hours. Can be strenuous. Max of 12.
COPE	13 years of age recommended	607							Three hours. Minimum of 6 participants.
FLYING SQUIRREL	Schedule during SPL Meeting						OPEN	OPEN M/F	Unit/Patrol Activity.

2020 CAMP CHIEF LITTLE TURTLE MERIT BADGE SCHEDULE & QUICK REFERENCE GUIDE

MERIT BADGE/ ACTIVITY	PRE-REQS & PREPARATION	SESSION TIME							COMMENTS
		1	2	3	4	5	6	EVE	
OUTDOOR SKILLS									
ORIENTEERING MB & GEOCACHING MB	Geo Req 8 & 9 Orie Req 9, & 10		703						Recommended for experienced Scouts. Bring your own GPS if available.
CAMPING MB (Eagle)	Req. 4b,5e,7b,8d,9ab	704			705				Written statement from leader or blue card to confirm completion of pre-requisites.
FIRE SAFETY MB	Req 6a & 11		706						Safety survey sent home to complete. Scouts may visit a fire station during the week if available.
PIONEERING MB	First Class Rank	707					OPEN	OPEN M/F	May require work outside of session. 3rd year +.
SIGNS, SIGNALS, & CODES MB	Req 7				708				3rd year +. #7 may be completed at camp with Patrol/unit
WILDERNESS SURVIVAL MB						709		*R	*Overnight on Thursday. 3rd year +.
EMERGENCY PREP MB (Eagle)	Req 1 2c & 8B			710		711			3rd year+
BRANDING							OPEN	OPEN M/F	Available by appointment with staff.
FIREM'N CHIT							OPEN	OPEN M/F	Available by appointment with staff.
TOTIN' CHIP							OPEN	OPEN M/F	Available by appointment with staff.
SHOOTING SPORTS									
ARCHERY MB <i>\$3 Fee</i>	Pull a 35lb bow.	801	802	OPEN	803	OPEN	OPEN	OPEN F	Will require additional time during open session. Maximum of 12 scouts
RIFLE MB		804	805	OPEN	807	OPEN	OPEN	OPEN F	Will require additional time during open session. Maximum of 16 Scouts
SHOTGUN MB <i>\$20 Fee</i>	Be able to handle a shotgun.			OPEN	808	809	OPEN		Will require additional time during open session. Max of 12 scouts. \$2 per 5 shells during open session payable in Camp Office.
HAWK & KNIFE THROWING							OPEN		
MUZZLELOADER/ BLACKPOWDER								OPEN Mon.	"Muzzleloader Madness" Monday evening.
RIFLE/ARCHERY CHALLENGE								OPEN Thur	Thursday evening.
SPORTS									
CYCLING MB (Eagle)	13 years of age. Req 7		901				OPEN	OPEN M/F	Two hours. Mountain Biking option. May bring own bike & helmet. Additional rides may be completed during open session.
GOLF MB <i>\$25 Fee</i>	Bring a full set of clubs.				902				Fee includes 18 holes of Golf played on Friday.
MOUNTAINBOARDING	14 years of age.						OPEN	OPEN M/F	Not a Merit Badge
FISHING		904			905		OPEN	OPEN M/F	Live bait available in Trading Post. Requires participation in Thursday Outpost.
FLY FISHING	Recommended for 3rd year scouts.		906				OPEN	OPEN M/F	Requires participation in Thursday Outpost.
FISH & WILDLIFE MGMT.	Recommended for 3rd year scouts. Req 5 & 7			907					

BLUE HERON CAMPER AWARD

The **Blue Heron Camper Award** is a great way to keep the Camp Chief Little Turtle Legend alive in your unit! *This is a progressive award recognizing up to five years of camping experience at CCLT.* Recognition the first year consists of the **Blue Heron Patch**. Each subsequent years earns the colored arrowhead pins to go around the compass of the patch and then a plaque. **The record of this award is only kept by each individual unit.**

To be eligible for the **Blue Heron Camper Award**, a troop must accomplish the following:

1. The unit **must** accumulate 125 points in their campsite inspections (per the commissioner scoresheet)
2. The unit **must** participate in the following camp-wide events:
 - A. Waterball
 - B. Little Turtle Cup
 - C. Gateway Competition
3. The unit **must** attend the Camp Vespers/other religious service.
4. The unit **must** complete a camp service project AND a cleaning project as designated by the camp admin office.
5. The unit or patrol of the unit **must** teach/lead a song or skit at closing campfire.
6. The troop SPL **must** attend all SPL meetings
7. The unit or patrols of the unit **must** participate in three of the following:
 - a. OA event
 - b. Trail Hike
 - c. Polar Bear Swim
 - d. Flying Squirrel
 - e. Muzzleloader Madness
 - f. Mountain Bikes/Boards
 - g. Outpost Program on Thursday



I certify that our unit has completed all requirements for the Blue Heron Camper Award:

Scoutmaster _____ Unit # _____

Camp Director Signature _____ Date _____

Please place our order for:

- 1st year: ____ Patches @ \$2.50 each (no pins)
2nd year: ____ White Pins @ \$2.00 each
3rd year: ____ Yellow Pins @ \$2.00 each
4th year: ____ Black Pins @ \$2.00 each
5th year: ____ Red Pins @ \$2.00 each
5th year: ____ Unit Recognition Plaque (presented at Campfire)

Patches & Pins may be
purchased at the Camp
Trading Post or the
Fort Wayne Scout Shop

Acct #6T847

COMMISSIONERS AWARD SCORE SHEET

UNIT#

CAMPSITE:

DATE:

Items will be evaluated on a "0" to "4" basis.

Units must accumulate a minimum of 125 points to earn the Commissioner Award and be eligible for the Blue Heron Camper Award. In order to "Exceed Camp Standards" Units must go above and beyond what is required to meet the camp standard. For example, designing and building a flagpole out of spars would qualify. Inspections begin after lunch on Monday.

"0" No Participation
 "1" Needs Improvement
 "2" Below Camp Standards
 "3" Meets Camp Standards
 "4" Exceeds Camp Standard

ITEM	M	T	W	TH	F	TOTALS
AMERICAN FLAG DISPLAYED						
FIRE PLAN/DUTY ROSTER						
FIRST AID KIT						
AXE YARD PROPERLY MARKED						
UNIT TOOLS IN PROPER PLACE						
GROUND'S CLEAN						
UNIT FLAG DISPLAYED PROPERLY (PARADE FIELD)						
LATRINE CLEAN						
PATROL METHOD & SCOUT SPIRIT						
CAMP GADGET	X					
FIRE EXTINGUISHER						
TOTALS						

COMMISSIONER COMMENTS: _____

CAMP CHIEF LITTLE TURTLE COMMISSIONER AWARD

AMERICAN FLAG DISPLAYED: Each campsite should display the American Flag. The flag must be properly displayed as indicated in the Boy Scout Handbook. Each campsite is equipped with one flagpole. If more than one unit is in a campsite, then each unit will share the one flag pole. While not mandatory, it is recommended that units display the American Flag at the entrance of their gateway.

FIRE-PLAN/DUTY ROSTER POSTED: Each unit must have a designated fire pit or ring. A fireguard chart must be completed and posted (available at camp office). Each unit/patrol fire area should be in an existing fire ring. A fire bucket with water and a fire bucket with sand or dirt must be present. Fire buckets and shovels can be requested from the Quartermaster, if the unit does not have them. NO FIRES may be left unattended and NO FLAMES in tents must be marked on each tent or next to each tent (camp tents are marked). A daily duty roster must be clearly posted in the campsite indicating daily responsibilities of Scouts and patrols. Bulletin boards are available from the Quartermaster, if the unit does not have one.

FIRST-AID KIT: Each unit should have a First-Aid Kit located in a central and accessible location that is visible from outside the campsite at all times (not locked in a trailer). The kit should contain items to perform basic first-aid procedures. All injuries requiring first-aid must be reported to the Camp Health Officer. This can be done by filling out the first aid slip.

AXE YARD PROPERLY MARKED: Each unit must have an axe yard for Scouts. Each axe yard should be well marked and clear of any obstacles. The axe yard should have a gate, place to display Totn-Chip Card, and the chopping block must be secured. All chopping and sawing must be done in the axe yard.

UNIT TOOLS IN PROPER PLACE: All unit tools must be stored in a secure location when not in use (a supply tent or unit trailer). Those tools being used during the day in the campsite such as axes and saws must be sheathed and off of the ground.

GROUND'S CLEAN: The unit must keep their campsite clean and free of trash, whittling chips, and other materials. All perimeter ropes and gateways must be well maintained and cannot obstruct the camp service road.

UNIT FLAGS DISPLAYED PROPERLY: The unit flag is to be displayed in the ring around the main flagpole. There is a flagpole for every unit flag. Please raise your unit flag during the camp raising ceremony after breakfast and then retire your flag during the camp flag lowering ceremony. **Please do not leave your flag on the pole overnight.**

LATRINE CLEAN: The latrine in every campsite must be cleaned and sanitized on a daily basis. The wash stands must have hand soap and hand sanitizer present. Units sharing a campsite must coordinate their cleaning responsibilities. All toilet lids must remain down when not in use. Hoses are **NOT** to be used to clean latrines. Latrine cleaning kits will be available in the campsite upon arrival. Additional hand soap, hand sanitizer and cleaning supplies are available through the Quartermaster.

PATROL METHOD/SCOUT SPIRIT: The Commissioner Staff will be looking for evidence of the patrol method in use by each unit. Evidence of the patrol method/Scout Spirit may be obtained by observing the patrols in camp-wide activities, campsite, etc.

CAMP GADGET: Each unit is encouraged to create a camp gadget that will be useful to them during their week at camp. No grading will be conducted on camp gadgets until Tuesday in order to give scouts time to design and build.

FIRE EXTINGUISHER: The unit must keep their campsite fire extinguisher visible for the campsite.

CCLT PRE-CAMP SWIM TEST PROCEDURE

Complete a **Unit Swim Classification test**. This test must be lead by an approved by the Council (unit leader and conducted by a recognized/certified instructor). Record the results of the Swim Classification test on the form provided. Details on the requirements for the Swim Classification test are found on the following forms. Any Scout not listed on the Unit Swim Classification Test Form will be labeled a non-swimmer until he completes a swim classification test at camp. Upon arrival in camp we will confirm your unit roster and your unit will be able to proceed to with the remaining orientation. Those that have completed the swim test will not need to complete a swim check at camp.

SPECIAL NOTE: When swim tests are conducted away from camp or at the point of activity, the Camp Aquatics Director shall at all times reserve the authority to review or retest all participants to ensure that standards have been maintained.

Unit Swim Classification Test Information

The Boy Scouts have developed new guidelines concerning the swim classification testing, which you usually do Sunday afternoon at check-in at summer camp. **You now will be able to complete your units swim classification test prior to coming to camp.** The following steps must be followed to complete the unit swim classification test prior to camp.

1. The swim classification test must be conducted by one of the following individuals: Aquatics Instructor, BSA (BSA Camp School Trained); Aquatic Supervisor, BSA (BSA Camp School Trained); BSA Lifeguard; certified lifeguard; swimming instructor or swim coach. When the unit goes to summer camp, each individual will be issued a buddy tag under the direction of the Camp Aquatics Director.
2. **Attach a copy of the certificate card of certifying instructor, to the unit swim classification record.**
3. Complete the classification test after January 1st, of the summer camp year. (Any illness or injury to a Scout or Scouter between the swim test and camp needs to be addressed at camp).
4. Bring unit swim classification record to camp or have it to turn in at the two-week prior meeting.

Swim Classification Procedures

The Swim classification of individuals participating in a Boy Scout of America activity is a key element in both Safe Swim Defense and Safety Afloat. The swim classification tests should be renewed annually and no more than 6 months prior to summer camp.

All persons participating in BSA 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 circumstances in which the individual will be in the water. The Swimmer's Test demonstrates the minimum level of swimming ability for recreational and instructional activity in a confined body of water with a maximum 12-foot depth and with shallow water footing or a pool or pier edge always within 25 feet of the swimmer. The various components of each test evaluate the several skills essential to the minimum level of swimming ability. Each step of the test is important and should be followed as listed below:

Unit Swim Classification Test Record

Unit number _____ Date of swim test _____

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, breast stroke, 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, resume swimming as before, and return to starting place.

SPECIAL NOTE: When swim tests conducted away from camp or at the point of activity, the Camp Aquatics Director shall at all times reserve the authority to review or retest all participants to assure that standards have been maintained.

Scout Name	Non Swimmer	Beginner	Swimmer
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			

Name of Person conducting test (include copies of certification).

Print name: _____ Signature _____ Date _____

Certification/License _____

Issuing Organization _____

Unit Leader: _____

Print name: _____ Signature _____ Date _____

All-Terrain Vehicle (ATV) Program

Participation and Hold-Harmless Agreement

Camp Chief Little Turtle, AWSR

Camp Chief Little Turtle, AWSR from the AnthonyWayne Area Council will be conducting an ATV program at camp. Scouts will be instructed how to ride on and drive an ATV. Scouts will be taught ATV safety and will drive on a training course, then on approved trails only. Scouts will be on the unit individually and in control of the power and brakes. Scouts will be required to wear a helmet, goggles, gloves, over-the-ankle boots, long-sleeve shirts, and long pants. Scouts are expected to abide by all safety rules and the instructions of the camp instructor(s).

I, the undersigned, give my child, _____, permission to participate in this program. I understand that participation in the activity involves a certain degree of risk. I have carefully considered the risk involved and have given consent for my child to participate in the activity. I understand that participation in the activity is entirely voluntary and requires participants to abide by the rules and standards of conduct. I release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all claims or liability arising out of this participation.

For safety, my child and I agree that he/she will do the following or he/she will be removed from the program.

Because space is limited, any additional cost associated with participation in this program will not be refunded.

1. Complete the ATV safety class taught at Camp Chief Little Turtle Scouts Age: _____
2. *Wear all required safety gear at all times on or around the equipment.* Week Coming to Camp: _____
3. *Follow all safety rules provided in the training class.*
4. *Follow the instructions of the camp staff instructor(s)*
5. *Maintain control of the ATV at all times and remain within the speed determined to be safe by the camp instructor(s).*
6. *Be in full compliance with all local, state, and federal guidelines, including age restrictions and original equipment manufacturer standards.*
7. *Respond to the camp satisfaction survey from the Boy Scouts of America as it evaluates the ATV program.*

Participant's signature: _____ Date: _____

Parent/guardian signature: _____ Date: _____

Parent/guardian printed name: _____ Date: _____

Home phone: _____ Cell phone: _____



BOY SCOUTS OF AMERICA®

ANTHONY WAYNE AREA COUNCIL

CCLT - UNIT EARLY BIRD DEPOSIT

Scouts BSA DUE BY February 3, 2020
Cub Scout DUE BY March 2, 2020

Please print clearly:

Unit Leader Name: _____ Type of Unit: _____ Unit # _____

Council: _____ District: _____

Address: _____

City: _____ State _____ Zip _____

Phone: _____ Email: _____

Of Scouts attending CCLT in 2020 _____ x \$50/each Total \$ _____

Scouts who earned the Free Trip to Camp do not pay a deposit. Please list their names:

First Name	Last Name	Age	Rank

Please return this completed form to: Program Assistant at Cody.Zimmerman@scouting.org, fax to 260-436-1824,
mail or drop off to AWAC, 8315 W. Jefferson Blvd., Fort Wayne, In 46804.

Camp information available at www.CCLTBSA.org

Paid by: Cash _____ Check _____ Unit Acct # _____ Credit Card _____

Credit Card # _____ Expiration Date _____

Signature _____ Zip Code _____

A/C 6B847

8315 W. Jefferson Blvd.
Fort Wayne, IN 46804
www.awac.org

Prepared. For Life.™



Last Day

Unit # _____

Breakfast Order

Campsite _____

Filled Out By: _____

Picked Up By: _____

Each person may get up to 1 Cereal, 1 Poptart, 1 Yogurt, Fresh Fruit, & 2 Milks.

Please fill out accordingly.

Options	Quantity
Cheerios	
CoCo Puffs	
Fruit Loops	
Limit 1 cereal per person	

Poptarts Strawberry (2 per package)	
Poptarts Chocolate Chip 2 per package)	
Limit 1 package per person	

Yogurt	
Limit 1 per person	

Milk (Limit 2 per person)	
Chocolate	
White	

Assorted Fresh Fruit Limit 1 per person	
---	--

Please Return to **KITCHEN MANAGER** no later than **Leader Meeting Wednesday.**

**If no breakfast is needed, indicate so, and
RETURN FORM**

Special Meals for the Week

Filled Out By: _____

Troop # _____ Campsite _____

Leader Luncheon will be on Wednesday. Every leader is encouraged to join us for a choice of steak or chicken. Our Scout Executive and others will be there for questions, etc.

Steak _____ # Chicken _____

Family Night Dinner on Friday will be available for family or friends that wish to come up and see what fun the boys are having at camp this year! Cost is \$7 per meal for all not participating at camp this week younger children may want to share. This is a box meal that those attending camp have already paid for. You can also choose to cook in your campsite or carry in. **Meals for guests will be available for those meals that you pre-purchase no later than Sunday at check-in.** **NO** meals will be available for purchase on Friday.

Total # in campsite eating our Friday Night Meal _____

(PLUS) Total # of **PAID** guests eating _____

(Put guests names on back of this page)

Total # of meals needed _____

Please give this **ENTIRE** form to the **KITCHEN MANAGER**
by MONDAY LEADER MEETING

Picked Up By: _____

SUGGESTED CAMPING EQUIPMENT

YOUTH—Please bring no more than you will need for six nights at camp. Mark all items with name and troop number. Pack in duffel bag or backpack—light is right!

PERSONAL EQUIPMENT

Sleeping Bag

Pillow

Pajamas

Duffel Bag or Pack

Water Bottle or Drinking Cup

CLOTHES

Official Scout Uniform (shirt, pants/shorts, socks, Belt)

T-shirts (4-5)

Shorts (2-3 pair)

Long pants

Jacket or sweatshirt

Swim suit (Scouting appropriate)

Underclothes (4 sets)

Extra socks

Shoes (2 pair: boots and athletic shoes)

CARRY WITH YOU AT ORIENTATION

Swim suit & towel (wear swim suit under clothes)

Rain gear

Drinking cup/water bottle

Pencil and notebook

Signed and completed Health History

All medications AND forms

PERSONAL CARE ITEMS

Bath towel & Wash cloth

Toothbrush & Toothpaste

Soap

Comb or brush

Toiletries

EXTRAS (HIGHLY RECOMMENDED)

Flashlights & batteries

Mosquito Repellent/Netting

Sunscreen (SPF 15+)

Scout Handbook

Clothes bag for dirty clothes

Camp chair

Note: If theme nights are established, bring appropriate gear, i.e.: Hawaiian Shirt

OPTIONAL EQUIPMENT

Camera

Sunglasses

Stamps & Envelopes

Religious materials

Watch

Pocket Knife (folding only)

Toten Chip

Firem' Chit

Wallet & money with ID

Fishing Equipment

REPAIR KIT:

Needles, thread, buttons, safety pins

SUPPLY KIT:

Stapler, tape, scissors, pens, pencils, paper, markers, thumb tacks

DO NOT BRING

Generators, Sheath Knives (Adults only),

Alcohol, Drugs, Fireworks

TROOP AND LEADER EQUIPMENT

Clipboard

Alarm clock (battery powered)

Biodegradable soap

Clothes line (50-100 feet) and pins

Lantern for latrine light

Hammer

Cooking equipment

Vittles Kit

Mess Kit (Plate, Flatware, Cup)

Gas or propane stove for leaders hot beverages

Utensils for cooking and eating

PROGRAM HIGHLIGHTS

Amazing Fishing ~ Daily Open Program Times ~ Little Turtle Cup Troop Competition ~ International Scout ~ Outpost Programming



No C.O.P.E. Fee ~ Turtle Quest our 1st Year Camper Program ~ Tomahawk & Knife Throwing ~ Soaring Eagles Program ~ GAGA Ball

Individual Camper Program ~ 4th of July week Flour War ~ National Youth Leadership Training ~ Multi-week Discount