

TROOP 31



Camp Oljato 2009

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Philmont grace (recited before breakfast and dinner)

For food, for raiment
For life, for opportunity
For friendship and fellowship
We thank thee, O Lord.

GENERAL CAMP INFORMATION

Camp Ol-Jay-Toe has been in existence since 1941. The name Oljato is Navaho meaning “Star Light on the Waters”. Camp Oljato is located approximately midway between Yosemite and Sequoia The community of National Parks, 75 miles east of Fresno in the California High Sierras (7000ft). The Camp is situated on the south shore of picturesque Huntington Lake Directly across from Lakeshore. Huntington Lake is one mile by seven miles long. Our unique camp has a private cove and sand beach. The lake is known for being the best sailing lake in the Sierras.

The camp site has magnificent giant pines and plenty of wildflowers with a mountain stream and no poison oak. The adventure begins with a one-mile boat ride that brings Scouts, leaders and gear to beautiful Camp Oljato. There are platform tents within the eleven variable sized troop campsites. It includes running water, restrooms, showers, and a central dining hall. The unique Historic Lucy Stern Stone lodge overlooks the lake giving Oljato a true resort like setting.

HOW TO GET TO CAMP OLJATO

Directions will be given to drivers taking scouts to and from Camp Oljato, and to families upon request.

Troop 31 uses carpooling to transport scouts and adult leaders to camp. A transport fee is charged to each scout as part of his Oljato fee. Drivers will be reimbursed based on the number of scouts they transport.

CAMP OLJATO BOAT SCHEDULE

SCHEDULED BOAT RUNS MONDAY THROUGH FRIDAY. TIMES ARE “CAMP TIME” LEAVING OLJATO AND ARRIVING AT AND RETURNING FROM THE SCOUT DOCK (parking lot) ABOUT 15 MINUTES LATER.

9:00 A.M. 1:00 P.M. 4:30 P.M. 7:30 P.M.

ON DEPARTURE SATURDAY, BOATS START AT 6:00 A.M. AND CONTINUE UNTIL 9:00 A.M.

There is a \$20 fee for unscheduled boat runs -- one-way or round-trip!

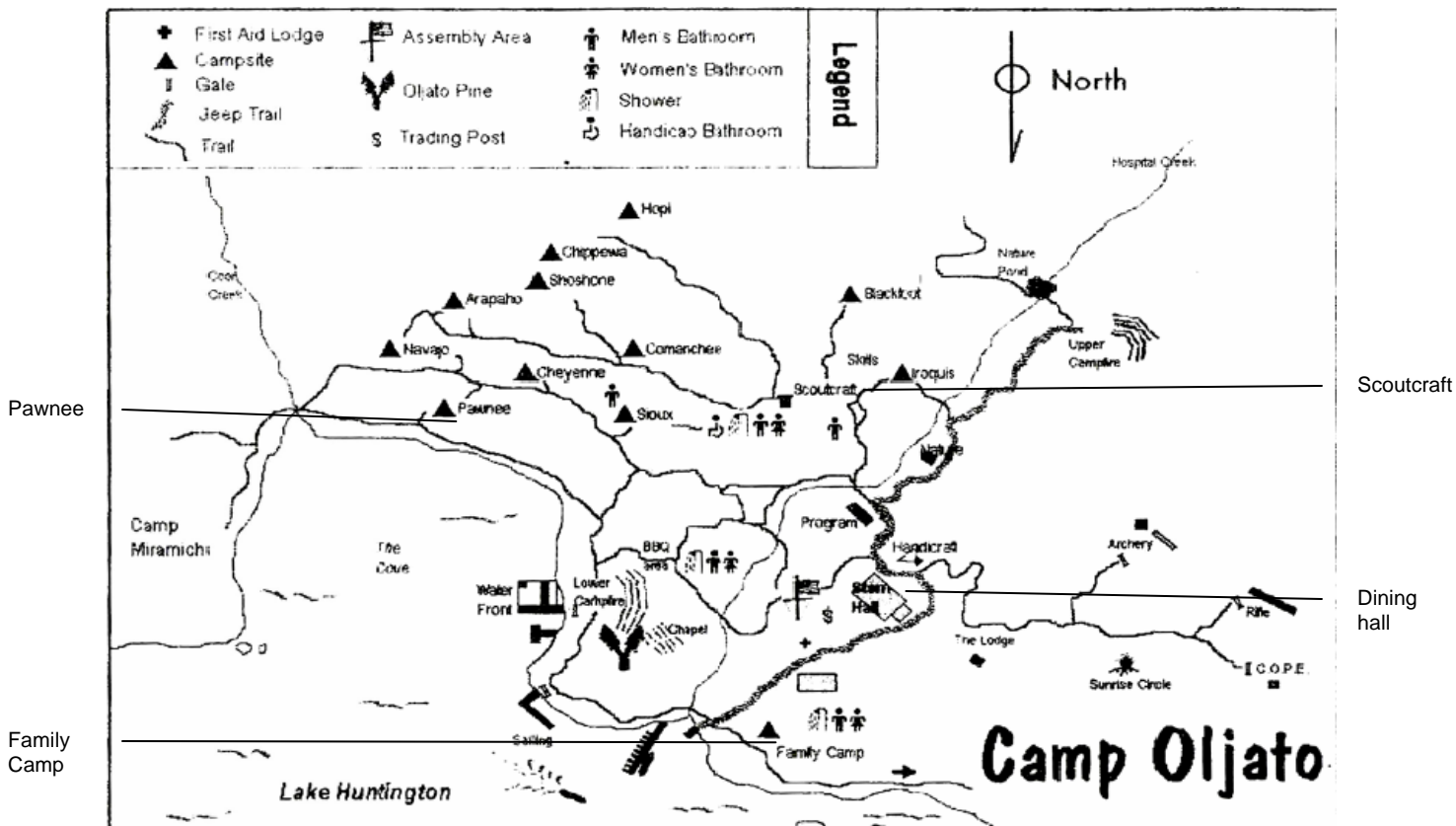
SENDING MAIL TO CAMP

Scouts and leaders can receive and send mail during their stay at camp. If your troop has already departed, letters and packages are returned to sender. If you are sending mail via USPS, please be sure and include a CLEARLY WRITTEN return address on all letters and packages.

US Postal service	Fed EX or UPS
Name of Scout Troop # ____ Camp Oljato Boy Scouts of America P.O. Box 217 Lakeshore, CA 93634	Camp Oljato Troop # ____ Name of Scout c/o Rancheria Enterprises 62311 Huntington Lake Road Lake Shore, CA 93634

CALLING CAMP

Unless there is an emergency, all incoming calls will be considered “MESSAGES”. Information will be passed on to the Scout or Troop Leader as soon as conveniently possible. Scouts are only allowed access to the phone with the permission of, and when accompanied by, an adult leader. The camp number is **559-893-3393**.



OLJATO PROGRAM AREAS

THE WATERFRONT and SAILING

Supervised by a certified Aquatics Director and staff, waterfront merit badge activities include rowing, canoeing, swimming, BSA snorkeling, and lifesaving. The waterfront staff also provides B.S.A. Lifeguard certification and favorite “Mile Swim” for Scouts. Scouts must always use the BUDDY SYSTEM. All aquatics activities must be conducted under adult supervision. Your scouts have a special opportunity to learn sailing basics on one of the nation’s premier sailing lakes. Next door to the waterfront, our sailing area has an array of vessels that foster adventuresome spirits from novice to experienced.

SCOUTCRAFT

The basics of Scouting happen in this area. The staff works with Scouts on Citizenship, Orienteering, Pioneering, Wilderness Survival, Emergency Preparedness, Camping, and Fire Safety Merit Badges. Individual Scouts and patrols can build towers and bridges from the available resources which include rope and pioneering poles.

NATURE

Nature provides the opportunity for Scouts to earn popular merit badges like Environmental Science, Fish & Wildlife Management, Fishing, Forestry, Weather, Nature, and Soil & Water Conservation.

For fishing, Scouts over the age 16 are required to have a California State Fishing License prior to coming to camp. All state fishing laws apply. Bringing your own fishing gear is highly recommended as there are only a few fishing poles available at camp.

For the Nature Merit Badge a clear plastic bottle of about one quart is needed. A Gator Aide bottle will suffice. The Environmental Science merit badge requires two hours of observation over four 30 minutes periods for use in writing a comprehensive essay. An additional 100-word essay must be written on an endangered species. There will be a test at the end of the week. Bring a notebook, pen and the willingness to work.

HANDICRAFT

Art, Leatherwork, Woodcarving and Basketry merit badges are offered in the Handicraft area. Paints, dyes, leather stamps and other tools are available. Leather and handicraft supplies are available for sale in the Trading Post. If you have some of your own supplies, please feel free to bring them along.

SHOOTING SPORTS

Offered on our ranges are the Archery, Rifle and Shotgun merit badges along with free time shooting. Scouts are encouraged to come up to the range even if they are not working on a merit badge. Adults may participate if space permits. All shooting sports classes have size limits. The Area Director has the final decision on a Scout's ability to participate. Any scout who wishes to participate in any shooting sports **MUST** have a signed Authorization and Consent to Minor form.

The archery range is equipped to handle all aspects of the Archery Merit Badge from making a bowstring to target archery. Arrow making kits and materials are available in the Trading Post.

The rifle range is equipped with .22 caliber rifles and is supervised by a certified director. A certified instructor supervises the shotgun range and provides instruction to Scouts wishing to earn the Shotgun Merit Badge. Shotguns are limited, so only seriously interested Scouts should attempt this merit badge. Shotgun tickets can be purchased at the Trading Post. Tickets are \$1.00 each and equal 4 shots.

HEALTH LODGE

Oljato employs a Health Officer who is on duty to attend to health issues your troop might encounter. First Aid Merit Badge is taught at the Health Lodge.

SKILLS PATROL

For Scouts who've never been to summer camp before, it can be intimidating and challenging. Each Scoutmaster and parent should encourage their first year campers to participate.

The skills program focuses on the skills necessary for the first three ranks of Scouting - Tenderfoot, 2nd Class, and 1st Class. Although not every requirement can be completed at camp, a majority can.

The Skills Program is devoted to specialized requirements like nature, first aid and knots. The program also provides Scouts with the opportunity to complete requirements for "Totin'-Chip" and "Firem'n-Chit".

Merit Badge / Activity	Area	9:00	10:30	2:00	Free Time	Prerequisites / Special Notes
Art & Leatherwork	Handicraft	x	x	x	Mon.	Column 1
Archery	Archery	x	x	x		Limit 10
Astronomy	Nature				x	
Backpacking	Scoutcraft				x	
Basketry	Handicraft				MTWF	
BSA Lifeguard	Waterfront		x			Age 14; CPR cert.
BSA Snorkel	Waterfront				x	See Waterfront Director
C.O.P.E.	C.O.P.E.	x	x			Age 13 before 2009; Limit 12
Camping	Scoutcraft	x	x			8c, 8d, 9
Canoeing	Waterfront	x	x			
Citizenship in the Nation	Dinning Canopy		x			2(b, c, or d); Limit 18
Citizenship in the World	Dinning Canopy			x		7 (a, b, d, or e); Limit 18
Climbing	Climbing	x	x	x		Limit 12
Climbing: Open	Climbing				x	Need Release Form
Emergency Prep & Fire Safety	Scoutcraft	x		x		EP - 1, 8c / FS 8, 9a, 11
Environmental Science	Nature	x	x	x		Bring Blank Notebook
Explorers Program	The Oljato Rock				x	Age 15 or older/ Open to Adults
Firem'n Chit	Scoutcraft				x	Wednesday
Fish and Wildlife Management & Conservation				x		
Soil and Water Conservation						
First Aid	Health Lodge	x	x			1, 2b; Limit 12
Fishing	Nature	x				
5 Mile Hike	Scoutcraft				x	Tuesday @ 3:30
Forestry	Nature	x	x			Bring Blank Notebook
Indian Lore	Handicraft	x	x			
Life Saving	Waterfront	x		x		1a
Mammal Study	Nature				MTW	
Mile Swim	Waterfront				x	Need Rower & Spotter
Motorboating	Sailing	2x				Limit 5 per class
Music	Handicraft		x	x		
Oljato Conservation Corps	Nature				x	See Nature Director
Overnight Hike/Camp	Scoutcraft				x	1st Year Scouts: Thursday Night
Orienteering	Scoutcraft		x		x	
Pioneering	Scoutcraft		x	x		Knowledge of First Class Knots
Rifle	Rifle Range	x	x	x		Limit 12
Rowing	Waterfront	x		x		
Safe Swim Defense/ Safety Afloat	Sailing				x	Adults: Tuesday
Sailing	Sailing		x	x		Limit 14
Sailing: Advanced	Sailing		x	x		Limit 4
Shotgun	Shotgun	x	x	x		Limit 6; fee for free time shooting
Swimming	Waterfront	x	x			3
Skills Patrol: Tenderfoot	Skills	x	x	x		
Skills Patrol: 2nd Class	Skills	x	x	x		
Skills Patrol: 1st Class	Skills	x	x	x		
Totin' Chip	Scoutcraft				x	Monday
Weather	Nature		x	x		
Wilderness Survival	Scoutcraft	x		x		5
Woodcarving	Handicraft	x	x	x		Limit 10

Free time schedule

Area	Merit Badge / Activity	Days	Special Notes
ALL	Olympicade	Thursday	TBA
	Tribe of Oljato	MTWF	See Head Commissioner
	SM Service Projects	MTWF	See Head Commissioner
Archery	Freeshoot	MTW	Bring Water and Buddy
	Qualification	Friday	Bring Water and Buddy
Climbing	Freeclimb	TBA	Bring Water and Buddy
COPE	Adult COPE	TBA	Specific Time given at Camp
Handicraft	Basketry	Wednesday	Purchase Kit in the TP
	Art and Leatherwork	MTWF	Starts Monday- bring Blue Card
	Ping Pong	MTWF	See HC Staff
	Poetry Club	TBA	See HC Staff
Nature	Historical Trail	MTWF	Self Guided Tour
	Mountain Boccie	MTWF	See Nature Staff
	Oljato Conservation Corps	MTWF	See Nature Director
	Oljato Service Projects	MTWF	See Nature Director
Rifle	Freeshoot	MTW	Bring Water and Buddy
	Qualification	Friday	Bring Water and Buddy
Sailing	Free Sail	MTWF	See Sailing Director
	Advanced Sailing	MTWF	See Sailing Director
Scoutcraft	Firem'n Chit	Wednesday	See SC Staff
	Totin' Chip	Tuesday	See SC Staff
	5 mile Hike	Tuesday	Bring Water and Buddy
	Tomahawk Range	MTWF	Bring Water and Buddy
	Adult Pioneering	TBA	See SC Staff
	Hockey Tournament	TBA	See SC Staff
	Ga-GA Pit	MTWF	See SC Staff
	Dodge Ball	TBA	See SC Staff
Shotgun	Freeshoot	MTW	Buy Tickets in TP
	Qualification	Friday	Bring Water and Buddy
Waterfront	Mile Swim	TWRF	Qualification starts Tuesday
	Free Swim	MTWF	Bring Buddy
	Kayak	MTWF	See WF Staff
	Rowboats	MTWF	See WF Staff
	Canoes	MTWF	See WF Staff
	WaterPong	TBA	See WF Staff

MERIT BADGES HELPFUL HINTS

Classes with too many participants will be decided by lottery. Some classes have limited space and this is the fairest way of filling those spots. An exception is made for Eagle required merit badges – in these cases older Scouts will have priority.

Merit Badge Classes: The Scouts will show up at the merit badge classes, at the appropriate time, on Monday, and they then will sign up for that merit badge. At the beginning of each class period your Scouts will go to the area in which the class they chose is being taught. (e.g., for Pioneering, the Scout will go to Scoutcraft).

Classes begin at 9:00 a.m., 10:30 a.m., and 1:30 p.m. If a Scout is interested in additional merit badges, he should go to the area that teaches the badge he is interested in and speak with a staff person about obtaining it during free time. Troop leaders are encouraged to review the program time periods and help each attending Scout select his desired merit badges. **IT IS HIGHLY SUGGESTED THAT EACH SCOUT HAVE A BACK UP FOR EACH MERIT BADGE HE WOULD LIKE IN THE EVENT THAT THE BADGE AND TIME PERIOD WANTED IS FULL, ESPECIALLY THOSE OFFERED IN SHOOTING SPORTS.**

DIFFICULTY LEVELS AT CAMP VS. HOME

The following ranks merit badges in terms of difficulty.

Relatively Easy

Fishing, Leatherwork, Woodcarving, Art.

Moderately Difficult

Rowing, Astronomy, Forestry, Nature, Soil & Water Conservation, Weather, Indian Lore, Basketry, Pioneering, Orienteering, Wilderness Survival, Camping, Archery

Difficult

Swimming, Canoeing, Lifesaving, BSA Lifeguard, Small Boat Sailing, Environmental Science, Fish & Wildlife Management, First Aid, Rifle Shooting, Shotgun Shooting

OLDER SCOUT PROGRAM

Project C.O.P.E. stands for: **CHALLENGING – OUTDOOR - PERSONAL - EXPERIENCE**

Project C.O.P.E. is a National B.S.A. program that was formally started in 1983. The program is specifically designed for older individual Scouts, who form two-person and group teams and is composed of initiative games, trust events, low course events and high course events.

Participants climb, swing, balance, jump, rappel and devise solutions to a variety of problems and situations. Most participants achieve much more than they ever imagined. While each C.O.P.E. Course is both different and unique, each participant that experiences it is encouraged to develop their own objectives.

However, the program emphasis of C.O.P.E. revolves around seven major goals. **TEAMWORK TRUST COMMUNICATION LEADERSHIP DECISION MAKING SELF-ESTEEM PROBLEM SOLVING**

This is an excellent program for the older Scouts becoming leaders within the troop. The COPE Course will be open on demand.

National Camping Standards and C.O.P.E. Standards require a minimum age level for course participation which is:

ALL C.O.P.E. PARTICIPANTS MUST BE 13 YEARS OF AGE BY JANUARY 1 OF THE YEAR THEY PARTICIPATE AT ANY C.O.P.E. COURSE. NO EXCEPTIONS.

CLIMBING

The merit badge, CLIMBING, will be offered. Requirements are very similar to C.O.P.E., but there is no age requirement.

ADULT ACTIVITIES

There will be times when adult leaders will be looking for a special activity to do at camp. If any leader would like to help the camp maintenance or conduct a service project, please let the Maintenance Director or Camp Commissioner know.

EVENING ACTIVITIES

The evening hours can be the time when Scouts find it most convenient to seek out mischievous activities. Troops must plan programs so that Scouts have preplanned activities during the twilight hours. Special camp wide activities are scheduled each evening. Please be sure to take time for inter-troop fellowship. Your presence at evening activities and campfires is not mandatory. Make sure you have time to spend quality time together.

GUESTS/VISITORS

All visitors to Camp Oljato must make prior arrangements either through the Council Office or the Camp Director, and may not come to camp unannounced. When first arriving in camp, all visitors must report immediately to the Program Office. If staying for more than one night all visitors must provide a Complete Class 1-2 (youth) or Class 3 (adult) medical form. If staying one night visitors must complete a Pac Sky liability waiver. Reservations for family camp must be made in advance and fees pre-paid.

All camp rules must be followed all the time.

All meal charges are to be paid in advance to the Camp Director.

BREAKFAST \$6.00

LUNCH \$7.00

DINNER \$8.00

THE TRADING POST

Our well stocked Trading Post sells camp patches, mugs, t-shirts, snacks and sodas, personal items, and handicraft items. Merit badge pamphlets are only available in small quantities, so you're better off bringing your own. We suggest that each Scout bring between \$25 and \$50 to camp depending on which merit badges are being attempted.

Costs are:

Shotgun shells - 4 shots per \$1.00 ticket

Handicraft - \$4.00-\$6.00 per kit

Arrow kit - \$3.00

Trading Post Hours are posted at various locations in camp and in the handout packet when troops arrive. Scouts may purchase a credit account in the trading post to eliminate the need to carry money. Knives will be sold to scouts only with specific Scoutmaster permission. No fire starters or sparklers will be sold.

CAMP SAFETY AND STANDARDS

A good camper always maintains high standards of safety, personal conduct, courtesy and conservation.

The following will help Scouts excel and have a great experience while at Camp Oljato. Safety is the top priority at Camp Oljato and we fully comply with BSA standards of youth protection.

1. Scouts **MUST** always hike and swim with a buddy or buddies. Get leader permission for the hike, route a return time.
2. All aquatic activities are conducted under adult supervision and follow the Safe Swim Defense Plan.

CONSERVATION

1. Avoid using worn out areas. Let nature restore the area over time.
2. Don't cut down any trees, dead or alive.
3. Leave all axes in the axe yard. Scouts may NOT bring their own axes to camp.
4. Never leave a fire unattended. Always be sure any fire is "DEAD OUT" with water prior to leaving the site.
5. Keep campfires small.

UNIFORM POLICY

Scouting is a uniformed organization. Scouts are encouraged to wear a proper Class A uniform to both morning and evening assemblies as a symbol of respect for the flag and the pride of being a Boy Scout. Clothing with non-Scouting logos is not permitted.

HOMESICKNESS

The Camp Director and Scoutmaster describe homesickness as the longing for home." Many a young camper would put it more clearly as "that terrible feeling in the pit of my stomach." Regardless of how homesickness is defined, it is, indeed experienced in varying degrees by Scouts who come to camp.

What causes homesickness? It is a product of a happy home life, and it occurs often in a child who misses the warmth and security that comes from a good relationship with family and friends. Homesickness is also a problem for a child whose parents are anxious about his welfare. A parent who will miss the child while he is at camp or worries that the camping experience will be unhappy often transmits this fear to the Scout. In short, while at camp, the boy often feels the anxiety of his parents and fulfills their expectations that he will miss home and not enjoy camp by becoming homesick.

Parents are the key to preventing homesickness. Parents must not promise their child that, if he doesn't like it he can come home. This promise sets the boy up for defeat. Parents must try to transmit positive messages about camp, emphasizing that his days at camp will be a worthwhile experience, and that they are happy he is going. If a child wishes to take something special with him that reminds him of home, such as a pillow, blanket or toy, he should be encouraged to do so. This special object will be a reminder of and link to home. Do not tell a Scout to telephone if he needs anything. Such advise could be contrary to the camp policy against indiscriminate use of phones. When a Scout is ready to leave for camp, avoid a dramatic departure scene.

While the boy is at camp, letters can provide a bond with home during separation. The tone of the letter and its contents have a great effect on the production of homesickness.

Once a Scout leaves a summer camp experience because of homesickness, he may not ever return. Homesickness can be prevented.

SLEEP

A good night's sleep is essential to the health of each camper. Troops must insist on absolute quiet between 10:30 p.m. and 6:30 a.m. Each Scout needs 8 to 9 hours of sleep per night.

YOUR TROOP SITE

"The troop site is the heart of the camp." It is where Scouting begins at Camp Oljato. The opportunities for improving Scout skills and advancement are tremendous. It is important for troop leaders to remember that much that can be done in a program area can be brought into your own troop site. As young Scouts are presented with new skills, they need constant reinforcement by reviewing and using these new skills in their troop site.

The Camp Commissioners will conduct a daily visitations.:

GENERAL APPEARANCE, TENTS AND TENT LINES, TROOP EQUIPMENT, BULLETIN BOARD, FIRE GUARD COMPLIANCE, SITE IMPROVEMENTS, LATRINES & SCOUT INVOLVEMENT

TENTS AND MATTRESSES

All tents are in generally good repair. We insist that all tentage be treated with respect and care. Please do not move any tent platforms. The result may be inadequate support of the platform which may lead to damage. If you would like your site organized differently, consult the Camp Commissioner. Notify your Commissioner if there are any rips that need repairing during the week. We rely on your information to ensure good maintenance of tents, so please let us know. A close out inspection will take place upon departure and any new damage must be paid by the troop.

MATTRESSES ARE PROVIDED ONLY BE ISSUED FOR LEADERS. PLEASE INSTRUCT ALL YOUR SCOUTS TO BRING AIR MATTRESSES OR FOAM PADS.

LATRINES AND WASHRACKS

“A Scout is Clean”. Encourage each scout to use the shower facility regularly during his stay at camp. The cleanliness of the camp latrines is the responsibility of the users – the Scouts and troop leadership. Latrine duty for the week will be assigned at the Monday SPL meeting. Latrines must be cleaned daily. Please have your unit do it’s part in caring for the latrines. When it’s your turn, clean them regularly and check them frequently to insure that nature calls are not a terrifying experience. The best time for cleaning initially is after breakfast and before the first merit badge session begins. Extra supplies are stored in Latrine 2 or can be obtained from Maintenance. If there are maintenance issues, please report them immediately to maintenance staff or to a Commissioner.

Separate latrine facilities are provided for Scouts, for adult males (over 18), and for females and handicapped.

FIRE TOOLS

Each troop site has fire tools that must stay in the troop site at all times. These tools include a shovel, rake, water buckets, a hose and a bow saw. A broom is also provided to help the Scouts keep their tents clean. Please return any broken items to the Camp Commissioner area and acquire another one.

LATE ARRIVALS/ EARLY DEPARTURES

Any Scout arriving late to camp must report directly to the program office. **IF DEPARTING EARLY FROM CAMP SCOUTS MUST REPORT FIRST TO THE PROGRAM OFFICE, MUST HAVE A SIGNED PERMISSION SLIP and MUST BE ACCOMPANIED BY A PARENT OR LEGAL GUARDIAN.**

ASSEMBLIES

Staff makes important program announcements during both morning and evening assemblies. Please arrive on time and in the properly worn full Class-A uniform. In respect for the flag, please coach your Scouts on proper flag etiquette: how to stand at attention (no slouching or hands in pockets), how to wear the uniform correctly (shirt buttoned and tucked in), how to salute (elbow out). Above all there must be no talking or laughing. If your unit is running late and finds that the flag ceremony has already begun, **STOP** as soon as you see the assembly area, be quiet, and salute the flag. Join the assembly only after the flag ceremony is completed. Dismissal order from assembly is based on flag patrol, flag etiquette, proper uniform, latrine duty assignment and courtesy.

MEDICAL REQUIREMENTS

Everyone must have a completed official BSA Class 1/ 2, or 3 medical health forms if spending more than one night in camp. There are no exceptions. If staying for only one night a General Release must be signed. Additionally, all Scouts must bring an Authorization and Consent to Minor Form as well.

There are 3 classes of B.S.A. medical forms.

THE CLASS 1 FORM (#34414) Must be filled out EVERY YEAR for Scouts and signed and dated by a parent or guardian in the year of participation at camp.

THE CLASS 2 FORM (#34414) Shows evidence of medical examination within the last 36 months prior to camp by a licensed physician.

THE CLASS 3 FORM (#34412) For Adults only. Shows evidence of a medical examination with the last 12 months prior to camp by a licensed physician.

PRESCRIPTION DRUGS

Prescription drugs must be left in the care of the camp health officer where they will be locked/stored in the health office (unless alternate arrangements are made). It is the responsibility of unit leaders to assure that Scouts take medications when prescribed. It is strongly recommended that minimum quantities be brought to camp, in original prescription container with dosage instructions.

If your Scouts have special needs, such as attention disorders or anger issues, please bring this to the attention of the Health Officer or Program Director so we are prepared. Behavior problems can cause a substantial disruption to those participating in a camp activity and, if disruptive behavior persists, the Scout may be asked to leave.

SOME RULES TO REMEMBER

THE LAW OF CAMP

The law at Camp Oljato is very easy - the Scout Oath and Law.

GENERAL BEHAVIOR

Horseplay can result in personal injury and damage to equipment. Scouts need to be steered toward more constructive activities. **FUN CEASES WHEN SOMEONE GETS HURT.**

HAZING

There is absolutely no room for any kind of hazing at Camp Oljato. Initiations and the like will NOT be tolerated. Troop leaders are responsible that all Scouts are properly oriented and assisted to get the most out of their camp experience without any hazing of any kind.

FLAMMABLES

Only natural wood, charcoal or propane may be used for cooking purposes. Flashlights, electric battery lanterns, or propane lanterns should be used for lighting. **WE RECOMMEND THAT EACH TROOP BRING A BATTERY POWERED LANTERN TO CAMP.** Liquid fuel (white gas) must be stored properly under the supervision of the Camp Ranger and is best not brought to camp. Only battery-operated lanterns are allowed in the tents. **NO FLAMES IN TENTS!**

FOOTWEAR

For your safety, open-toed shoes are not allowed in camp except in the gated swimming areas. If you arrive in sandals you'll be asked to change them before entering camp. This includes family campers.

PETS

Please instruct visiting parents to leave their pets at home. The only exceptions are guide dogs.

ALCOHOL, NON-PRESCRIPTION DRUGS, FIREARMS, AMMUNITION and FIREWORKS

None of these items are allowed in camp at any time. Violators will be asked to leave camp immediately. However if an adult wishes to bring to camp black powder rifle for use at the rifle range, it must be checked in with the Camp Director upon arrival. The same applies to ammunition, bows and arrows.

SMOKING

Smoking is not condoned by the Boy Scouts of America. Only persons over 18 years of age are allowed to smoke. Smoking must only be done in designated areas not in view of Scouts. Smoking is considered an open flame and is treated as a potentially dangerous hazard.

TRASH

Bears are frequent visitors in camp. All trash must be placed in double bags and taken to the back of the Dining Hall by 7 p.m. every evening for transportation out of camp. At Oljato we actively practice conservation.

KNIVES & AXES

Knives may be used ONLY as tools, not toys. Leave all axes in the axe yard. Scouts may NOT bring their own axes to camp.

GATED AREAS

There are areas throughout camp that have a level of risk associated with them: Waterfront, Sailing, Climbing, C.O.P.E., Rifle, Shotgun, Archery and Maintenance. These areas have specific entrances and exits. NO ONE allowed into these areas without permission from the staff in charge!

GENERAL INFORMATION

ADULT LEADERS IN CAMP

Each troop is required to have at least 2 adults in camp at all times. The Guide to Safe Scouting states "Two Registered adult leaders or one registered leader and a parent of a participant, one of whom must be 21 years of age or older, are required on all trips and outings. The unit is responsible for ensuring that sufficient leadership is provided for all activities." We recommend a minimum ratio of at least 1 leader for every 10 Scouts.

National Camp Standards require that each unit in camp have at least one adult currently trained in Youth Protection.

A TYPICAL DAILY SCHEDULE

7:00 a.m.	Reveille
7:25	Assembly Bell
7:30	Morning Assembly and Flag Ceremony. Breakfast follows.
8:30	Mandatory SPL Meeting at the Program Office
9:00	Merit Badge / Skills Class Session One begins
9:30	Informational Scoutmaster Meeting at the Oljato Pine
10:30	Merit Badge / Skills Class Session Two begins
12:00 p.m.	Lunch is served
2:00	Merit Badge Session Three begins
3:30	Free Time – Have Fun! Visit different program areas and participate in their special activities, work on other merit badges, or just relax.
5:30	Free Time ends. Regroup at your campsite and prepare for dinner assembly.
5:55	Assembly Bell – DON'T BE LATE!
6:00	Dinner Assembly and Flag Ceremony
8:00	Special Program Events. Bring a flashlight!
10:00	Taps. Keep noise to a minimum out of respect for your neighbors.

SPECIAL EVENTS & ACTIVITIES

On Sunday before the first evening assembly there is a special adult leader and SPL orientation meeting held under the Dining Hall canopy. There is also a mandatory Fire Safety Demonstration. On Monday there is a mandatory Fire Alarm/Lost Bather Drill.

Special events and programs held during the week typically include the Opening Campfire, Songfest, Flag Retirement Ceremony, in-camp cooking, Oljato Olympicade, OA Day, Scoutmaster BBQ, Adult Leader Cracker Barrel, Eagles Nest, Honor Patrol, Oljato Unplugged, and the Closing Campfire.

Times and locations are announced daily at the SPL meeting and at the Scoutmaster meeting. Special adult leader training includes Safety Afloat/Safe Swim Defense, Youth Protection and Climb on Safety.

On Monday, Wednesday and Friday there are food runs where food deliveries are picked up across the lake. Volunteers are needed to help boat the food to camp.

At the Friday morning adult leader meeting Oljato segment patches and advancement beads are distributed. Immediately following the closing campfire one adult leader from every troop needs to come to the dining hall. There the staff will be passing back the blue cards, both complete and partials, along with health forms and other important forms. The Tribe of Oljato patch may be purchased at the trading post.

In-Camp Cooking on Wednesday: All troops eat lunch and dinner in their campsites on Wednesday. As an option, troops may also prepare breakfast in their campsites. The menu for the day is intended for cooking on an open fire. Food is packed by the kitchen crew and is made available for pick up by troops at the designated time. This is an opportunity for Scouts to work on their cooking advancement requirements. The staff will be available for meals by invitation.

PERSONAL EQUIPMENT

Every Scout and Leader is responsible for his own personal gear AND must be able to carry it!

- Scout uniform: shirt, shorts, socks and belt. (**NO BOLO AND NO SCOUT HAT!**)
- Light jacket AND fleece, sweater or sweatshirt (light layers of clothing are lighter and warmer than a heavy jacket.)
- Light rain poncho
- Extra pair of shoes or boots
- Underwear and Socks (4)
- T-shirts (4 short-sleeve; 1 long-sleeve)
- Shorts (2)
- Long pants (1)
- Swim trunk & towel
- Wide brimmed hat and/or sunglasses
- Warm hat/beanie (for cold evenings)
- Sunscreen
- Chapstick/Blistex/Lip Balm (**Mandatory**)
- Toilet kit: soap, washcloth, toothbrush, toothpaste, comb
- Bandana, Handkerchief, or Kleenex packs
- Backpack with frame (especially for overnighiter) or duffel bag
- Sleeping bag
- Foam pad or thermarest pad
- Canteen or water bottle (1-liter)
- Mess Kit: Sierra cup/bowl, spoon, fork (**NO disposable plates/forks/spoons/etc.!**)
- Small personal first aid kit
- Flashlight with extra batteries
- Small pocket knife
- Money: \$10 per day allows an adequate amount of spending money
- Scout Handbook, merit badge pamphlets, etc.
- Pen/pencil, notebook, paper, stamps, envelopes or postcards.

NOTES:

1. **SCOUT NEEDS TO BE IN HIS FULL UNIFORM BEFORE CROSSING THE LAKE TO OLJATO CAMP.**
2. **SCOUT MUST HAVE SWIM TRUNK & TOWEL READY FOR SWIM TEST ONCE AT CAMP.**

PUT YOUR NAME ON EVERYTHING!

OPTIONAL EQUIPMENT

- Camera with extra batteries for the camera and film
- Mosquito repellent and sunglasses
- Fishing gear
- Books for reading

PLEASE DO NOT BRING THE FOLLOWING

- Sheath knives
- Pistols, Rifles
- Fireworks
- Bows and arrows
- No cell phone
- No electronics of any kind (radios, walkman, gameboys...)
- Open toe shoes

Tribe of Oljato

“A Scoutmaster’s Guide”

One Week Session

The Tribe of Oljato is our way to promote the "Oljato Spirit" to our campers. This wonderful opportunity to participate in many of camp's varied activities which lead to an inspiring end-of-session tribal ceremony, is an experience which we hope none of your Scouts nor adult leaders will want to miss. Accordingly, the tribal advancements are monitored by the Scoutmaster via the bead system. Scoutmasters' have much leeway in interpreting these "guidelines" as best fits your troop's needs in the Spirit of Scouting.

All tribal honors are requested to fulfill these basic requirements:

- Scout Spirit---live by the Scout Oath and the Scout Law.
- Personal Cleanliness---and proper uniform at all times.
- Participate---in all activities with enthusiasm and Scout Spirit.
- Service Project---depends upon the honor being sought.

Brave

Advancement: earn 1 merit badge or complete the Skills Patrol program

Patrol Participation: participate in 4 events in Program Areas with no more than 2 events in any given Program Area.

PROJECT: must be at least one hour.

Warrior

Advancement: Two merit badges or complete the Sailing II or C.O.P.E. course.

Patrol Participation: participate in 5 events in Program Areas with no more than 2 events in any given Program Area.

PROJECT: must be at least two hours.

Medicine Man

Advancement: Two merit badges or complete the Sailing II or C.O.P.E. course.

Patrol Participation: participate in 5 events in Program Areas with no more than 2 events in any given Program Area.

PROJECT: must be at least three hours.

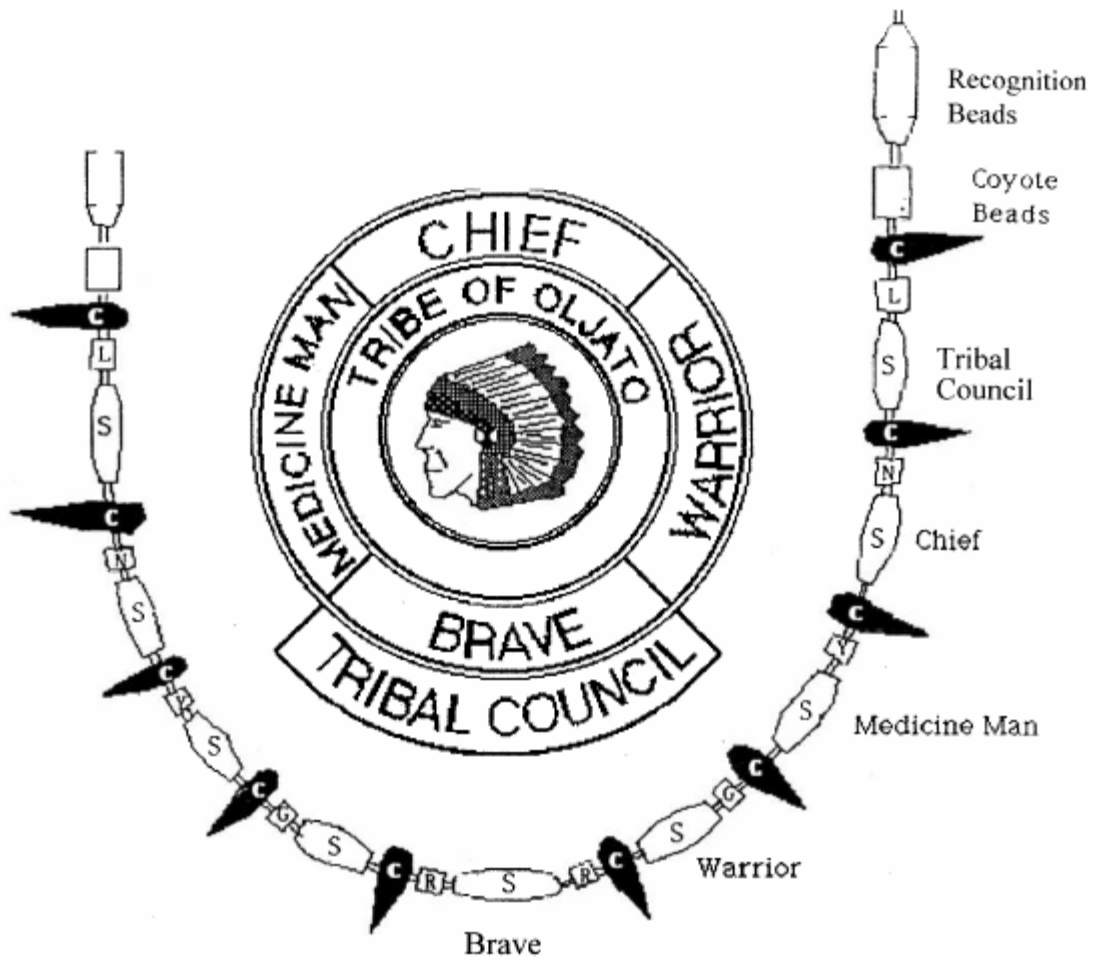
LEADERSHIP: demonstrate leadership via troop or camp activities.

Chief and Tribal Council

Advancement: Two merit badges or complete the Sailing II or C.O.P.E. course.

Patrol Participation: participate in 5 events in Program Areas with no more than 2 events in any given Program Area.

PROJECT & LEADERSHIP: In close consultation with the Nature Area Director, the candidate(s) develop, plan and implement a camp project utilizing other Scouts working towards tribal honors.



BEAD CODE EXPLANATION

AWARD

- R Red
- G Green
- Y Yellow
- N Navy Blue
- L Light Blue
- S Yellow Wood Oval
- C Bear Claw

COYOTE

- O Orange
- B Black
- W White
- N Navy Blue
- A Aqua-Green
- K Brown

RECOGNITION

- H White Wood Oval
- M Tan Wood Oval
- D Dark Brown Wood Oval
- V Pearl Violet
- T Yellow Oval
- I Pearl
- P Pearl Blue

Merit badge schedule planner

Sample schedule for first year scout				
	9:00 AM	10:30 AM	2:00 PM	Free time
First choice	First class skills	Second class skills	Art and Leatherwork	Firem'n Chit Totin' Chip
Second choice	Second class skills	First class skills	Art and Leatherwork	
Third choice	First class skills	Rifle	Sailing	Art and Leatherwork

Sample schedule for second year scout				
	9:00 AM	10:30 AM	2:00 PM	Free time
First choice	Rifle	First Aid	Emergency Prep & Fire Safety	Help with service project
Second choice	First Aid	Rifle	Sailing	Camping
Third choice	First Aid	Emergency Prep & Fire Safety	Rifle	

Sample schedule for third year scout and older				
	9:00 AM	10:30 AM	2:00 PM	Free time
First choice	C.O.P.E.	C.O.P.E.	Shotgun	Lead service project
Second choice	Fishing	Advanced sailing	Emergency Prep & Fire Safety	Camping
Third choice	Climbing	Emergency Prep & Fire Safety	Rifle	

Your schedule – return this form with your blue cards

Scout name:				
	9:00 AM	10:30 AM	2:00 PM	Free time (optional MB class)
First choice				
Second choice				
Third choice				