

Cherokee Scout Reservation Summer Camp 2023 • Leader Guide



Listing of Updates

Updates appear in red ink

Monday, March 27, 2023

- First Aid Merit Badge will last for 2 hours – page 20.
- Added Programming Merit Badge – page 28
- Added Horsemanship Merit Badge – page 30
- Expanded Horsemanship Merit Badge program description – page 33
- Added new twilight activities
 - Twilight will run Monday, Tuesday, Wednesday, and Friday nights – page 39
 - New activities:
 - E-Sport tournament – page 40
 - Axe throwing – Page 40
- Corrected Adult Sporting Clays Shoot on Friday – 3:00 – 5:00 pm – page 44

COVID-19 Mitigation Plans

The latest information regarding our COVID-19 mitigation plan can be found at www.csr.camp/COVID-19.

Our COVID-19 mitigation plan will be reviewed and approved by the Caswell County Department of Public Health.

Our plan will follow the latest guidance of from the Center of Disease control, the NC Department of Health and Human Services, and NC Governor Cooper's executive orders.

Our plan will adhere to the guidance provided by the national Boy Scouts of America Outdoor Program Group, Health & Safety Group, and Risk Management Group.

Nationally Accredited Camp

Cherokee Scout Reservation is a nationally accredited camp by the National Council of the Boy Scouts of America. Regionally trained appraisers inspect the camp annually. Key staff members are trained through the BSA National Camp School. Staff members are trained in CPR and basic first aid.

Photo & Image Release Notice

By attending Cherokee Scout Reservation summer camp, you agree to allow Cherokee Scout Reservation and the Old North State Council to use your image for promotional purposes. Photos and video images may be used in, but not limited to, print publications, online publications, videos, presentations, websites, and social media.

Information Subject to Change

The information within this guide is subject to change. Check the website for the most recent and up-to-date version.

Nondiscrimination Policy

It is the policy of the Cherokee Scout Reservation not to discriminate against any person on the basis of race, color, national origin, religion, age, sex (including pregnancy, childbirth, breastfeeding, or related medical condition), gender, sexual orientation, gender identity, marital or familial status, genetic information, citizenship status, ability, or any other legally protected characteristic in the administration of our program. Cherokee Scout Reservation will make accommodations, as far as is practical, to meet the needs of a person with disabilities as directed by the Americans with Disabilities Act of 1990. Any camper or leader with a disability requiring assistance of the camp staff should contact the camp director at least 12 days prior to arrival at summer camp.

WHAT'S NEW?

New Merit Badge Offerings

- Digital Technology
- Horsemanship
- Programming

Open House for First Year Campers & Families

- Allows Scout and family to see camp, visit campsite, see health lodge, enjoy lunch in dining hall, walk the Scout's merit badge schedule, and meet the camp staff
- Saturday, June 17
- 11:00 am – 1:00 pm
- Includes lunch
- Walk camper's merit badge schedule
- \$12 fee per person in party
- Registration closes at 11:59 pm on Tuesday, June 13
- <https://www.scoutingevent.com/070-summercampopenhouse>

Merit Badge Completion Day

- Did you end up with partial merit badges at summer camp?
- Then come to Cherokee on Saturday, July 29 to complete those requirements.
- Scouts should arrive at 8:30 am. Instruction will begin at 9:00 am.
- Scouts will depart by 4:00 pm.
- We will only support merit badges that we taught during Summer Camp 2023.
- Cost is \$25.
- Includes lunch.
- Registration closes at 11:59 pm on Tuesday, July 25.
- <https://www.scoutingevent.com/070-meritbadgecompletionday>
- Parents/guardians are welcome to stay.
- Cost for parents/guardians is \$8, which includes lunch.

Local Membership Requirements for Adults Spending the Night at an Old North State Long Term Camp (Summer Camp)

- Effective immediately, any adult who spends at least one night while accompanying a Scouting unit to a long-term camp activity, sponsored by the Old North State Council or any of its agents, must be a registered member of the Boy Scouts of America with a completed criminal background check and completed mandatory Youth Protection Training.

- For those who are not registered with the BSA, we recommend submitting their adult leader application to the council office no later than April 1.
- We suggest that you register these adult leaders as Scouter Reserve. The position code is 91. The Scouter Reserve position requires payment of registration fee, background check, and completion of youth protection training. The Scouter Reserve position does not require completion of IOLS.
- Adult leader registration and Youth Protection training status will be verified during the unit's 12-day-out meeting.

From Feb 2023 Guide to Safe Scouting Update

- Two registered adult leaders 21 years of age or over are required at all Scouting activities, including meetings. There must be a registered female adult leader 21 years of age or over in every unit serving females. A registered female adult leader 21 years of age or over must be present for any activity involving female youth. Notwithstanding the minimum leader requirements, age- and program-appropriate supervision must always be provided.
- All adults accompanying a Scouting unit who are present at the activity for 72 total hours or more must be registered as leaders. The 72 hours need not be consecutive.
- **[(Effective September 1, 2023) Two registered adult leaders 21 years of age or over are required at all Scouting activities, including all meetings. There must be a registered female adult leader 21 years of age or over in every unit serving females. A registered female adult leader 21 years of age or over must be present for any activity involving female youth or female adult program participants.**
- **Notwithstanding the minimum leader requirements, age and program-appropriate supervision must always be provided.**
- **All adults staying overnight in connection with a Scouting activity must be currently registered in an adult fee required position as listed or as an adult program participant.**
- **See FAQ for list of adult fee required positions. Registration as a Merit Badge Counselor does not meet this requirement.**

Welcome to Cherokee Scout Reservation!

Thank you for choosing Cherokee for your Summer Camp 2023 adventure.

We're excited to host you and your Scouts for a week filled with fun and adventure. As you review this guide, you will notice our vast and diverse program offerings. First-time campers can spend time working on rank advancement in our FROGS program. Advanced campers have a chance to explore camp through our ATV program or learn how to load a muzzle-loading rifle with horn and bag. Scouts still working towards Eagle have plenty of merit badges to choose from. There are also opportunities to hang out with friends, relax, and just have fun.

We're committed to offering a dynamic summer camp program while keeping everyone safe.

We encourage you to review this guidebook, follow us on Facebook, check out our website, as you prepare for summer camp.

Our goal is to ensure you and your Scouts have the best possible experience. If you need something, now and during camp, please do not hesitate to ask. We will do our best to provide.

We look forward to your unit's arrival this summer!

Yours in Scouting,

A handwritten signature in black ink that reads "Bud Harrelson". The signature is written in a cursive, flowing style.

Bud Harrelson, Camp Director
bud.harrelson@scouting.org

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GENERAL CAMP INFORMATION

Dates

Week 1	June 18 – 24
Week 2	June 25 – July 1
Week 3	July 2 – 8
Week 4	July 9 – 15
Week 5	July 16– 22
Week 6	July 23 – 30

Camp Fee

- The camp fee is **\$470**.
- The camp fee is all-inclusive and covers the cost of all merit badge supplies with two exceptions.
- Exception 1: *Scouts who take BSA Lifeguard need to earn CPR for the Professional Health Provider. We provide this course at camp for \$50. Taking the CPR for the Professional Health Provider at summer camp is optional.*
- Exception 2: *The ATV PowerSport program has a \$65 program fee.*
- The camp registration fee is the same for in-council and out-of-council units.
- All camp fees will be collected online using [Black Pug](#) – our event management system.
- Unit leaders can determine if the unit will submit all payments for the unit or they will allow families to submit individual payments using Black Pug's Parent Portal. The unit leader initiates and distributes Parent Portal access.
- Scouts who attend as Provisional campers or day campers submit their individual payments using Black Pug.
- Black Pug does not come with additional or hidden fees. If the fee is \$120, the Black Pug will charge your credit card \$120.

Early Bird Fee: \$420

- To receive a \$50 discount on the camp fee, the full \$420 must be submitted by 11:59 pm on Saturday, April 1.
- All Webelos Crossovers and new Scouts who join your unit after Saturday, April 1 are automatically eligible for the early bird rate.

Late Fee: \$20

- After 12:00 am on Friday, May 26, a \$20 fee will be added to the registration fee.

Multi-week Camp Discount: \$100

- Scouts who attend Cherokee more than one week, receive a \$100 discount from the camp fee.

Provisional Fee: \$490

Day Camper Fee: \$205

Adult Leader Fee: \$200

- Adult leader fees must be submitted by Thursday, May 25.

Camp Fee Payment Structure

Payment 1: \$160 due Thursday, March 23

Payment 2: \$160 due Thursday, April 27

Payment 3: \$150 due Thursday, May 25

Refund Policy

- Payment 1 deposits are non-refundable, but are transferable to another Scout in your unit.
- Once the camper has paid more than **\$160**, the refund amounts will not exceed 50% of the funds paid at the time of the refund regardless of circumstances.
- Refunds should be requested during the unit's 12-Day-Out-Meeting.
- Refund requests should be submitted by the unit leader directly to the camp director.
- Refunds will not be granted after the 12-Day-Out-Meeting for the unit's scheduled week at camp unless the camper becomes ill or experiences a death in the family. If the camper becomes ill, a doctor's note must accompany the refund request. Should the camper become ill or experience a death in the family, the unit leader should request a refund Sunday of the week the unit is scheduled to attend camp. Regardless of circumstances, no refunds will be granted after Sunday of the unit's scheduled week at camp.
- Refunds will be returned to the credit card on file with Black Pug within 30 days.
- **If we are unable to offer camp, because of COVID-19, families will receive a full reimbursement.**

Camperships

- Financial assistance is available to Scouts for whom the camp fee is a financial hardship.
- Campership amount typically does not exceed one-third of camp fee (\$150).
- Camperships are available to in-council and out-of-council Scouts.
- **Deadline for submitting campership requests is Thursday, April 27.**
- Campership forms are available online – <https://www.csr.camp/forms--resources.html>.

Provisional Scouts

- For Scouts who are unable to attend camp with their unit or wish to attend multiple weeks of camp, we form a Provisional Unit.
- Female and male Scouts can participate in the Provisional unit.
- The Provisional Troop adult leaders are full-time staff members who provide supervision and support to Provisional Scouts. Female and male adult leaders are present.
- Limited to 20 Scouts per week.
- Cost: **\$490**
- A **non-refundable \$160 deposit** secures a space in the Provisional Troop.
- Families will secure a Provisional Scout seat by submitting the \$160 payment via [Black Pug](#) – our event management system.
- Provisional Scouts who submit \$440 payment in full by Saturday, April 1 are eligible for the \$50 early bird discount.
- Merit Badge enrollment opens on Saturday, April 1 at 8:00 pm. Families will be able to enroll Provisional Scouts in merit badges at that time.
- Advancement paperwork is immediately available to families on Saturday in Black Pug. Look under the REPORTS tab to see which requirements your Scout completed.
- We will also email a copy of the advancement report to the Scout's unit leader on Saturday morning.
- Provisional Scouts must bring their completed [BSA Health Form](#) to Sunday check-in.
- Parents/guardians and unit leaders are welcome to participate in the Provisional Troop as well.
- Parents/guardians who stay for the entire week pay the \$200 adult fee.
- Parents/guardians who stay for a partial week pay by the meal - \$11.75/meal.
- Parents/guardians will need to provide their own tent.
- Parents/guardians who stay with their Provisional Scout must be registered members of the BSA with a completed background check and Youth Protection Training.
- If you are not a registered member of the BSA, have your Scout's unit register you as a Scouter Reserve.

Day Campers

- Day Campers attend camp from 9:00 am until 5:00 pm to earn merit badges and partake in other camp program offerings.
- Female and male Scouts can be day campers.
- **Cost: \$205**
- The fee includes the cost of merit badge supplies, lunch, and a camp patch.
- A **non-refundable \$75 deposit** secures a space as a Day Camper.
- Families will secure a Day Camper seat by submitting the \$75 payment via [Black Pug](#) – our event management system.
- Day Campers are not eligible for the early bird rate.
- Merit Badge enrollment opens on Saturday, April 1 at 8:00 pm. Families will be able to enroll Day Campers in merit badges at that time.
- Advancement paperwork is immediately available to families on Saturday in Black Pug. Look under the REPORTS tab to see which requirements your Scout completed.
- We will also email a copy of the advancement report to the Scout's unit leader on Saturday morning.
- Day Campers should arrive at camp at 8:30 am on Monday to check-in.
- Day Camper check-in will take place underneath the tarp outside of the Headquarters Building.
- Day Campers must bring their completed [BSA Health Form](#) to Monday check-in.
- Day Campers will eat first lunch in the Dining Hall.
- Day Campers will eat lunch with the Provisional Troop.



Scouts enjoying our Family Night campfire.

Who to Contact?

- Questions about camp should be directed to Camp Director Bud Harrelson at bud.harrelson@scouting.org.
- Questions related to BSA insurance should be directed to Sherron Whitesell at sherron.whitesell@scouting.org or 336-378-9166.
- Prior to June 1, inquiries and correspondence, should be directed to the Old North Council Office, 1405 Westover Terrace, Greensboro, NC 27408 or 336-378-9166.
- After June 1, inquiries and correspondence, should be directed to Cherokee Scout Reservation, 3296 Boy Scout Camp Road, Yanceyville, NC 27379, 336-694-6440, or campatcherookee@gmail.com.

Family Night

- **COVID-19 mitigation strategies may require camp be closed to outside visitors.**
- Each Thursday, from 5:30 to 10:00 pm, families and friends are invited to camp.
- Typically, visitors bring covered-dishes to share among the unit. Each troop has a different tradition, so be sure to check with your unit leaders about Family Night food expectations.
- Visitors should plan to attend the exciting and entertaining flag retreat ceremony and campfire beginning at 7:45 pm at the flag pole.
- We know that executing a covered-meal in the campsite with families and friends can be difficult for some units because the distance between camp and your home community.
- To support those units, those from in-council and out-of-council, we will provide a simple meal in the dining hall.
- This meal will be at no additional cost to you or your campers.
- You will notify the camp director of your need to have supper in the dining hall on Thursday night to the camp director during your 12-day-out meeting.
- Some units choose to bring in food and cook-out in the campsite.
- Other units choose to take the unit into town for a meal.

Scouts with Special Needs

Cherokee Scout Reservation desires for all Scouts and adult leaders to be able to take full advantage of our exciting summer programs. We will do our best to meet all reasonable requests for accommodations.

- **During registration, in Black Pug, Scouts/unit leaders will have the opportunity to include information about allergies, dietary concerns, medical concerns, and mobility needs.**
- All requests for accommodations will reviewed and solidified with the unit leader during the unit's 12-Day-Out Meeting.

Mobility

- For Scouts and adults with mobility needs, the best solution is for the unit to provide their own golf cart.
- Golf carts must meet all the requirements outlined in our [Golf Cart Use Policy](#).
- For Scouts who cannot provide their own golf cart, the camp will provide transportation between program areas.

Dietary Needs

- **Our Dining Hall is a peanut-free environment.**
- For Scouts and adult leaders with special dietary needs, we will do our best to provide suitable alternatives to our meals.
- **A salad bar is available at lunch and dinner, daily. COVID-19 mitigation strategies may require us to remove the salad bar. However, we will make prepared salads available.**
- A sample [camp menu](#) can be found online - <https://www.csr.camp/forms--resources.html>.
- Scouts and their families are encouraged to bring additional food that will best satisfy the Scout's dietary needs.
- Limited storage space is available in the Dining Hall kitchen's coolers for the storage of food items you might bring.
- Our food services manager is available to answer questions about meal ingredients and preparation techniques.
- Direct questions about meal ingredients and preparation techniques to our camp director at bud.harrelson@scouting.org.

Correspondence

- Please remember to put the following information on all correspondence submitted.
- This includes emails.
- Unit Type, Unit Number, Week, Site
- Troop 13, Week 3, Seneca B

Trading Post

- A stock of necessities is available to replace the forgotten toothbrushes, flashlights, and batteries.
- Items to enjoy during their leisure will also be available to Scouts, leaders, and visitors.
- The Commissary contains a host of snacks and refreshments.
- **On average, Scouts spend \$50.**
- Scouts are responsible for their own money.

Pre-order Memorabilia

- You may pre-order 2023 camp t-shirts and hats.
- Unit leaders will submit a Scout's pre-order through Black Pug.
- **Pre-orders are due by Thursday, May 11.**
- Pre-orders will be delivered during your unit's 12-day-out meeting.
- Limited supplies of t-shirts and hats will be available for sale in the trading post.

Mail

- Mail is delivered to camp daily.
- To send your Scout mail, use the following address format.

Scout's Name and Unit Number
Cherokee Scout Reservation
3296 Boy Scout Camp Road
Yanceyville, NC 27379

Emergency Phone Number

- The emergency phone number at camp is 336-694-6440.

Religious Services

- Scouting vespers will be held each morning as part of our morning flag ceremony.
- Our Scouting vespers are interfaith.

Meals

- Meals are served cafeteria style in the air-conditioned Dining Hall.
- **COVID-19 mitigation strategies may require us to socially distance during meals. This may require Scouts to eat elsewhere beside the dining hall or for us to eat in more than two shifts.**
- For all meals, units will eat together at their predetermined seating area in meal shifts.
- Units are notified of their meal shift during check-in on Sunday.
- Units will have the same meal shift for the entire week. Unit waiters will assist in placing tableware, drinks, and condiments on the table and in cleaning the tables after those meals.
- Waiters should arrive ten minutes before their unit's meal shift.
- [Menus](#) are approved by a certified nutritionist and prepared by experienced cooks.
- This menu is subject to change each week and there is no guarantee of the menu for any particular week.
- Special dietary needs request should be submitted, through Black Pug, during the registration process.



Scouts learn to use potter's wheel in Pottery Merit Badge.

CAMP PROGRAM + MERIT BADGES & ACITIVIES





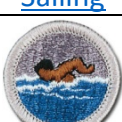

Cherokee Scout Reservation offers a wide variety of merit badges and activities for Scouts to enjoy while at summer camp. The next few pages describe our merit badge program.





- Most of the merit badges we offer can be completed during summer camp, but some cannot. When selecting your merit badges pay attention the requirements that will not be covered or completed during summer camp.
- Some merit badges have age restrictions.
- All merit badges and activities have a class size maximum. We use class sizes maximums to ensure the camper to staff ratio allows for quality instruction and maximum engagement and participation by the Scout. In most cases, each merit badge is offered more than once during the day so Scouts have multiple opportunities to enroll in a specific merit badge.
- All Scouts will pre-register for merit badges using the online merit badge registration system. Unit leaders will register Scouts for their merit badges.
- Scouts will communicate to adult leaders the merit badges they wish to take during summer camp using the **Unit Merit Badge Registration Form**. The **Unit Merit Badge Registration Form** is available online at <https://www.csr.camp/forms--resources.html>.
- The online merit badge registration system opens the first weekend in April – **Saturday, April 1 at 8:00 pm**.
- The online merit badge system will close on Sunday at 11:59 pm two weeks prior to your unit's arrival at camp. For example, for a unit attending camp during Week 2, which starts on Sunday, June 25, the online merit badge system will close on Sunday, June 11 at 11:59 pm.
- Once the online merit badge registration closes, changes may be made during the unit's 12-day-out meeting or upon arriving at camp.
- If a merit badge or activity is closed because of class size, use Black Pug's waitlist function to add your name to the wait list for this particular merit badge or activity.
- **The camp staff will not act upon wait list until the week of June 4.**
- **Area directors have the right to refuse participation in a program if they are uncomfortable with the Scout's ability to complete the program in a safe and effective manner.**
- For class times, refer to the class schedule in this guide and within Black Pug.
- Scouts and leaders should give attention to the difficulty rating of each merit badge and program before registering.

Difficulty	Description
1	Easy program – great for 1st year camper
2	Requires more dedication – should be at least a 2 nd year camper
3	Difficult or strenuous program – should be at least a 3 rd year camper
4	More academically complicated or physically strenuous – intended only for veteran campers




Aquatics Program Area

Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 Canoeing	Prerequisite: Pass swimmer's test	Waterfront	2	Swimsuit, towel, water shoes (or shoes that can get wet)
 Kayaking	Prerequisite: Pass swimmer's test	Waterfront	2	Swimsuit, towel, water shoes (or shoes that can get wet)
 Lifesaving	Prerequisite: Earn Swimming Merit Badge	Waterfront	3	Long pants, long-sleeve button down shirt, belt, shoes that can get wet
 Small-Boat Sailing	Prerequisite: Pass swimmer's test	Waterfront	3	Swimsuit, towel, water shoes (or shoes that can get wet)
 Swimming	Prerequisite: Pass swimmer's test	Waterfront	2	Swimsuit and towel
 Cherokee Catfish	Instructional swim program. Designed to help Scouts pass the swim test.	Waterfront	1	Swimsuit and towel

Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 Mile Swim, BSA	Prerequisite: Must pass swimmer's test. Requires participation during all sessions.	Waterfront	3	Swimsuit and towel
 Stand-Up Paddle Boarding	Prerequisite: Must pass swimmer's test.	Waterfront	3	Swimsuit, towel, water shoes (or shoes that can get wet)
 BSA Lifeguard	Prerequisite: <ul style="list-style-type: none"> Adults and Scouts must be at least 15 years-old. Earn American Red Cross First Aid and CPR/AED for the Professional Rescuer (C-Pro). The C-Pro course is offered at camp for an additional \$50 fee. Taking the C-Pro course at camp is optional. Approval from the Aquatics Director is required for participation. 	Waterfront	4	Swimsuit and towel
 Paddle Craft Safety	Prerequisite: Must pass swimmer's test. <ul style="list-style-type: none"> Adults and Scouts at least age 16. Earn Canoeing and Kayaking merit badges (adults must possess these skills) Obtain Standard CPR/AED and First Aid certification. Camp offers CPR for the Professional Rescuer (C-Pro) and first aid. The C-Pro course has an additional cost of \$50. Taking the C-Pro course at camp is optional. Meets Tuesday, Wednesday, and Thursday from 9:00 am to 11:50 am. 	Waterfront	4	Swimsuit, towel, water shoes (or shoes that can get wet)








Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 Swim and Water Rescue	<p>Prerequisite: Must pass swimmer's test.</p> <ul style="list-style-type: none"> Adults and Scouts at least age 16. Earn Canoeing and Kayaking merit badges (adults must possess these skills) Obtain Standard CPR/AED and First Aid certification Camp offers CPR for the Professional Rescuer (C-Pro) and first aid. The C-Pro course has an additional cost of \$50. Taking the C-Pro course at camp is optional. Meets Tuesday, Wednesday, and Thursday from 2:00 pm to 5:00 pm. 	Waterfront	4	Swimsuit and towel








Ecology & Conservation Program Area

Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 Astronomy & Space Exploration	Includes Twilight workshop Monday, Tuesday, and Wednesday.	Nature Lodge	2	Scouts will need a field notebook.
 Bird Study	We will start Requirements 5 and 6 during camp. We may not finish them. Scouts will participate in early morning bird walks.	Nature Lodge	3	Scouts will need a field notebook.
 Environmental Science	Not recommended for younger Scouts.	Nature Lodge	4	Scouts will need a field notebook.
 Forestry	N/A	Nature Lodge	2	Scouts should bring a notebook in which to mount the leaf collection.
 Insect Study	We will start requirement 5 during camp. We may not finish. Requirement 9 cannot be done during	Nature Lodge	3	Scouts will need a field notebook. It will be beneficial for






	camp. Scouts will be prepared to complete requirement 9 when they return home.			Scouts to have access to a digital camera or SMARTphone to complete requirement 5.
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 Mammal Study & Nature	Great for younger Scouts. Some hiking involved.	Nature Lodge	1	Scouts should bring a digital camera or SMARTphone. Scouts will also need a notebook in which to mount a leaf collection and field samples.
 Reptile and Amphibian Study	Requirement 8 will not be completed at camp. We will prepare Scouts to complete this requirement upon returning home; however, Scouts can complete this requirement prior to attending summer camp.	Nature Lodge	1	Scouts will need a field notebook.
 Weather	N/A	Nature Lodge	1	Scouts will need a field notebook.





Handicraft Program Area






Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 Art	Art Requirement 6 will not be completed at camp.	Handicraft Shelter	2	N/A
 Basketry	N/A	Handicraft Shelter	1	N/A
 Indian Lore	N/A	Handicraft Shelter	1	N/A
 Leatherwork	N/A	Handicraft Shelter	1	N/A
 Model Design and Building	N/A	Handicraft Shelter	1	N/A

Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 Photography	Prerequisite: Earn Cyber Chip	Handicraft Shelter	2	Scouts must bring a digital camera.
 Pottery & Sculpture	N/A	Handicraft Shelter	2	N/A
 Woodcarving	Prerequisite: Earn Tot'n Chip	Handicraft Shelter	2	Totin' Chip








Health and Safety Program Area

Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 Disabilities Awareness	N/A	Anderson Shelter	1	N/A
 Emergency Preparedness	Requirement 2c will not be completed during camp.	Anderson Shelter	3	Family emergency kit
 Fire Safety	N/A	Anderson Shelter	3	Notebook and Pencil/Pen
 First Aid	<p>The 2022/2023 merit badge requirement update for First Aid increased the rigor and expectations of this merit badge.</p> <p>New of 2023 – First Aid Merit Badge will be a 2-hour session.</p>	Anderson Shelter	2	N/A
 Personal Fitness	<p>These requirements will not be completed in camp. Scouts will need to complete requirement 1 prior to attending camp. Requirement 1a asks Scouts to participate in a physical examination; it also gives them actions to complete during and after the physical. Scouts should come prepared to discuss these topics. Requirement 1b asks Scouts to participate in a dental examination. Scouts will need to bring documentation of dental examination with them to camp.</p> <p>Scouts will work on 6 and 7 in camp, but will need to complete requirement 8 after camp.</p>	Fitness Shelter / Activity Field	2	





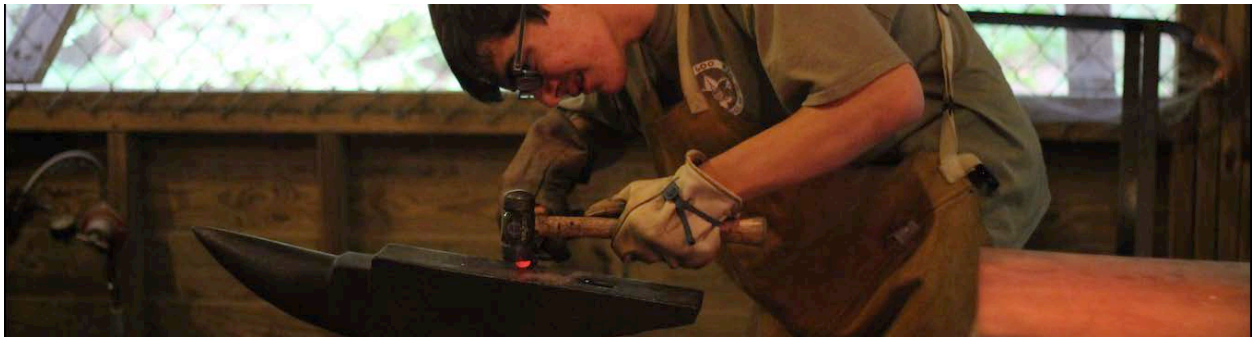
Leadership Program Area

Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 Citizenship in the Nation	N/A	OA Lodge	2	It would be beneficial for Scouts to have access to a wireless-capable laptop or tablet
 Citizenship in the World	N/A	OA Lodge	2	It would be beneficial for Scouts to have access to a wireless-capable laptop or tablet
 Communications	Requirement 5 will not be completed at camp.	OA Lodge	2	It would be beneficial for Scouts to have access to a wireless-capable laptop or tablet







Metalwork Program Area




Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 Metalwork	Minimum age is 13	Metalwork Shop	4	Long trousers mandatory. Closed-toed leather shoes required, but boots desired. Scouts may also want a long-sleeve, button down shirt. All of these items will get dirty. Scouts may want to bring two pairs of trousers and two long-sleeve shirts.
 Advanced Metalwork	Minimum age is 13. Scouts must have already earned the Metalwork Merit Badge.	Metalwork Shop	4	Long trousers mandatory. Closed-toed leather shoes required, but boots desired. Scouts may also want a long-sleeve, button down shirt. All of these items will get dirty. Scouts may want to bring two pairs of trousers and two long-sleeve shirts.






Scoutcraft Program Area

Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 Camping	<ul style="list-style-type: none"> Requirements 4, 5e, 6e, 7, 8d, & 9a, 9b, 9c will not be completed at camp. Preliminary work on Requirement 8c, especially researching food costs can and should be done prior to camp. 	Scoutcraft Shelter	2	N/A
 Cooking	<ul style="list-style-type: none"> Requirements 4, 6d, 6e, & 6f will not be completed at camp. Scouts will be prepared to complete Requirement 4 at home. Scouts will be prepared to complete requirement 6d, 6e, & 6f on a unit backpacking trip. Preliminary work on Requirements 5a, 5b, 5c, 6a, 6b, & 6c, especially researching food costs can and should be done prior to camp. 	Scoutcraft Shelter	3	N/A
 Fishing	<ul style="list-style-type: none"> Scouts may wish to bring their own fishing equipment. Offered Monday, Tuesday, and Wednesday during twilight. Scouts must attend all three nights. 	Scoutcraft Shelter	3	N/A
 Geocaching	Requirement 9 will not be completed at camp. Scouts will be prepared to complete this requirement with their unit on a future unit outing.	Scoutcraft Shelter	2	N/A





Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 Hiking	<ul style="list-style-type: none"> Requirements 4, 5 and 6 will not be completed at camp. Scouts will leave camp prepared to complete requirements 4, 5 and 6. 	Scoutcraft Shelter	2	Scouts need to wear good hiking boots.
 Signs, Signals & Codes	Requirement 7 will not be completed at camp. Scouts will be prepared to complete this requirement with their unit on a future unit outing.	Scoutcraft Shelter	3	N/A
 Wilderness Survival	<ul style="list-style-type: none"> Requirement 8 requires an overnight camping trip which will be offered at camp. Requirement 5 (Personal Survival Kit) may be completed prior to camp. Participation in the overnighter on Tuesday night is required to complete the badge. If female Scouts participate in Wilderness Survival, we may need to recruit an adult female leader to participate in the overnight to ensure we comply with youth protection. We will do our best to meet this requirement with camp staff first. 	Scoutcraft Shelter	3	Appropriate equipment (daypack containing Scout Outdoor Essentials and survival kit).

FROGS Program Area (First-Year Camper Program)

Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 FROGS	Our First-year Camper program. A half-day program that meets from 9:00 to 12:00 or 2:00 to 5:00.	FROGS Shelter	1	Day pack, water bottle, Scouts BSA Handbook, paper and pencil



Shooting Sports Program Area

Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 Archery	<ul style="list-style-type: none"> Physical strength and stamina required to be able to draw back the bow. Submit Shooting Sports Hold Harmless form available online - https://www.csr.camp/forms--resources.html. 	Archery Range	3	N/A
 Muzzle Loading	<ul style="list-style-type: none"> Recommended for older Scouts; however, the minimum age to participate is 11 years old. Must have earned or be working on a shooting merit badge. Submit Shooting Sports Hold Harmless form available online - https://www.csr.camp/forms--resources.html. 	Muzzle Loading Range (beside Metalwork Shop)	3	N/A
 Rifle Shooting	<ul style="list-style-type: none"> Shooting experience highly recommended. Must be at least 11-years old Scouts must attend safety session on Sunday evening. Click here for more information. Submit Shooting Sports Hold Harmless form available online - https://www.csr.camp/forms--resources.html. 	Rifle Range	3	N/A
 Shotgun Shooting	<ul style="list-style-type: none"> Physical strength & stamina required to hold shotgun. Shooting experience highly recommended. Must be at least 12-years old. Scouts must attend safety session on Sunday evening. Submit Shooting Sports Hold Harmless form available online - https://www.csr.camp/forms--resources.html. 	Shotgun Shelter (across road from camp entrance)	3	N/A

Additional Information for Rifle Shooting and Shotgun Shooting Merit Badges



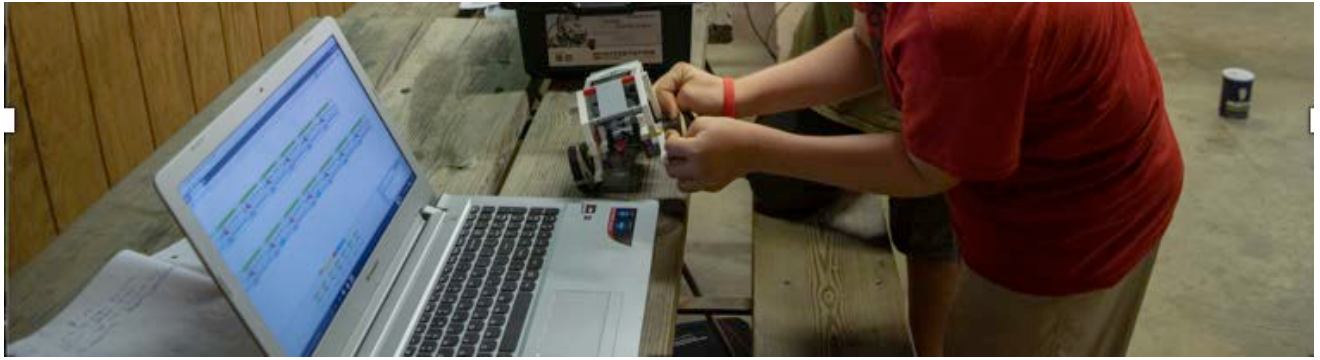
Rifle Shooting Merit Badge

- Class size is limited to 16 to assure adequate range time.
- The age requirement has been reduced; Scouts must be 11 years old.
- Each shooter receives his own personalized eye & ear protection.
- On Sunday, there will be a safety briefing starting at 4:00 pm for all Scouts taking the merit badge.
- This meeting is **MANDATORY** for everyone, even if the Scout took the Shotgun merit badge the previous year. Those who are not present will have to attend a make-up meeting which will be held during 1st meal on Tuesday. If the make-up meeting is missed, the scout will have to schedule an additional make-up meeting with the Shooting Sports director.
- Submit Shooting Sports Hold Harmless form available online - <https://www.csr.camp/forms--resources.html>.

Shotgun Shooting Merit Badge






- Class size is limited to 12, to assure adequate range time.
- Scouts must be 12 years old.
- Each shooter receives his own personalized eye & ear protection.
- On Sunday, there will be a safety briefing starting at 4:00 pm for all Scouts taking the merit badge.
- This meeting is **MANDATORY** for everyone, even if the Scout took the Rifle merit badge the previous year. Those who are not present will have to attend a make-up meeting which will be held during 1st meal on Tuesday. If the make-up meeting is missed, the scout will have to schedule an additional make-up meeting with the Shooting Sports director.
- Submit Shooting Sports Hold Harmless form available online - <https://www.csr.camp/forms--resources.html>.





STEM Program Area


Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 Animation	N/A	STEM Lab Classroom II	3	
 Chemistry	N/A	STEM Lab Classroom I	2	Scouts will need a notebook.
 Chess	N/A	STEM Lab Classroom I	2	N/A
 Crime Prevention & Fingerprinting	Open to all Scouts. Formerly our Forensic Biology program. Requirements 4 and 6 will not be completed in camp.	STEM Lab Classroom I	2	Scouts will need a notebook.
<p>NEW for 2023</p>  Digital Technology	Prerequisite: Earn Cyber Chip	STEM Lab Classroom	2	N/A
 Electricity	<ul style="list-style-type: none"> Electricity requirements 2 and 9 will not be completed at camp. We will prepare Scout to conduct electrical home safety inspection (requirement 2) and to interpret the family power bill (requirement 9) upon returning home. 	STEM Lab Classroom II	3	Scouts will need a notebook.

 Electronics	N/A	STEM Lab Classroom I	2	N/A
 Fingerprinting	<ul style="list-style-type: none"> Offered during Twilight on Monday, Tuesday, or Wednesday night. Scouts must register for the merit badge using the online merit badge registration system. Scouts only need to attend one session. 	STEM Lab Classroom I & STEM Lab Classroom II	1	N/A
 Nuclear Science	Not recommended for younger Scouts.	STEM Lab Classroom I	3	Scouts will need a notebook.
NEW for 2023  Programming	Prerequisite: Earn Cyber Chip	TBD	3	
 Robotics	N/A	STEM Lab Classroom II	3	Scouts will need a notebook.






Trade Skills Program Area

Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 Automotive Maintenance & Traffic Safety	Minimum age is 13	Trade Skills Shop	3	Long trousers mandatory. Closed-toed leather shoes required, but boots desired. Clothes will get dirty.
 Farm Mechanics	Minimum age is 13	Trade Skills Shop	3	Long trousers mandatory. Closed-toed leather shoes required, but boots desired. Clothes will get dirty.



Merit Badge / Activity	Notes	Location	Difficulty	Materials to Bring
 Home Repair & Plumbing	Minimum age is 13	Trade Skills Shop	3	Long trousers mandatory. Closed-toed leather shoes required, but boots desired. Clothes will get dirty.
<p>NEW for 2023</p>  Horsemanship	Minimum age is 12	Off Camp		Jeans are mandatory. Boots are required.
 Welding	Minimum age is 13	Trade Skills Shop	3	Long trousers mandatory. Closed-toed leather shoes required, but boots desired. Scouts may also want a long-sleeve, button down shirt. All of these items will get dirty. Scouts may want to bring two pairs of trousers and two long-sleeve shirts.
 Advanced Welding	Minimum age is 13. Scouts must have already earned Welding Merit Badge.	Trade Skills Shop.	4	Long trousers mandatory. Closed-toed leather shoes required, but boots desired. Scouts may also want a long-sleeve, button down shirt. All of these items will get dirty. Scouts may want to bring two pairs of trousers and two long-sleeve shirts.
 Woodworking	Minimum age is 13. Scouts must have earned their Totin' Chip.	Trade Skills Shop	4	Long trousers mandatory. Closed-toed leather shoes required, but boots desired. Clothes will get dirty



CAMP PROGRAM + SPECIALTY PROGRAMS – YOUNGER SCOUTS



Fundamental Requirements of Good Scouting (FROGS)

- The FROGS program is designed for Scouts who have just joined a troop and need to work on their rank requirements for Tenderfoot, Second Class, and First Class ranks. This will give Scouts the opportunity to work on merit badges either in the morning or afternoon, depending on when he signs up for the F.R.O.G.S. program.
- Emphasis will be placed on the following skills: first aid, knots and lashings, Totin' Chip, fire building, and map/compass.
- Scouts that complete the program will be ready to pass off several requirements. Just as important, the Scouts that participate in the program should return to the troop with some newly developed Scout skills.
- As part of our COVID-19 mitigation plan, we have reduced the class size from 32 to 24 Scouts. We will organize the Scouts into 3 patrols of 8.



Who should participate in the program?

- That is up to the Scoutmaster and troop leadership.
- The majority of the Scouts in this program will be 10 ½ and 11 years old as the program is geared towards Scouts who are new to Scouting or have just bridged from Webelos to a Scouts BSA troop.

When is the FROGS program offered?

- A morning and afternoon section of FROGS is available.
- The morning section starts at 9:00 am and lasts until 11:50 am.
- The afternoon section starts at 2:00 pm and lasts until 4:50 pm.
- Scouts should only register to take one section.

What do F.R.O.G.S. participants do for the rest of the day?

- The following merit badges and activities are appropriate for first-year campers: Swimming, Catfish, Nature and Mammal Study, Reptile and Amphibian Study, Indian Lore, Leatherwork, First Aid, Pottery and Sculpture



FROGS Scouts practice knot tying.

What to Bring

- | | | |
|----------------|-----------------------|------------------|
| • Day Pack | • Scouts BSA Handbook | • Paper & Pencil |
| • Water Bottle | • Pocket knife | • Bandana |

CAMP PROGRAM + SPECIALTY PROGRAMS – OLDER SCOUTS

Advanced Metalwork

Already have Metalwork merit badge? Are you creative and enjoy working with your hands? Our Advanced Metalwork program is the place for you. Advanced Metalwork allows Scouts to apply and extend the skills learned in metalworking merit badge. In Advanced Metalwork, Scouts learn to use a large coal forge. They also have more freedom in designing their final project for the week. NOTE: Advanced Metalwork is not a merit badge.



Advanced Metalworking Scouts use large coal forge to heat metal for their projects.

Advanced Welding

Advanced Welding exposes Scouts to welding skills and techniques not covered in Welding Merit Badge. Scouts will learn oxyacetylene welding and cutting techniques. They will learn to flat, horizontal, and overhead welding. Scouts will also have a chance to stick weld using a “buzz box” welder, which is different from the welder we use to teach welding merit badge. At the end of the week, Scouts will tour a local welding shop and interact with career welders. Scouts must have already earned Welding Merit Badge. NOTE: Advanced Welding is not a merit badge.



A Scout in Welding Merit Badge uses a grinder to clean his welds.

Crime Prevention & Fingerprinting Merit Badge (Previously known as Forensic Biology Program)

Have you ever wondered how closely CSI on TV is to processing and solving a real crime? Would you like to learn the techniques that help you identify unknown drugs, compare trace evidence using a microscope, find and classify fingerprints, detect gunshot residue, and interview eyewitnesses?

This is your chance to be the scientist, analyze the evidence and solve the crime! This hands-on class will teach techniques for properly collecting, documenting, and analyzing crime scene evidence. Activities will include paper chromatography, handwriting analysis, cyber security, arson investigation, study of fibers, hair, paint chips, glass, soil, fingerprints, impressions, blood, DNA analysis, counterfeit money, eyewitness interviews, etc. Come and help us solve these crimes and learn about exciting careers in forensics.

Muzzle Loading Rifle Trail Shoot

CSR is proud to offer this UNIQUE older Scout program to campers who have earned or are taking one of the shooting sports merit badges. Scouts learn about muzzle loading rifles, their history, safe shooting & compete using percussion long-rifles, shooting bags & powder horns on our one-of-a-kind trail range. They load & shoot at interactive silhouette targets, in a hunting type scenario. Each shooter receives his own personalized eye & ear protection. Adult leaders may also join this class, space permitting, by seeing the camp office manager at the Sunday night leader's meeting. The course is limited to 7 Scouts. Scouts must be 11 years old to participate. All shooters must submit the Shooting Sports Hold Harmless form available online - <https://www.csr.camp/forms--resources.html>.

Horsemanship Merit Badge – New for 2023

- Horsemanship Merit Badge is new for 2023.
- Horsemanship Merit Badge is offered during twilight.
- Scouts, families, and leaders need to understand this is an opportunity to earn Horsemanship Merit Badge. This is not horse-riding lessons.
- Scouts must participate in the merit badge on Monday, Tuesday, and Wednesday nights.
- Each night's session will last at least 2 hours. Scouts will have a minimum of 6 hours of instruction.
- Scouts must be at least 12-years old to participate in Horsemanship Merit Badge.
- The course is limited to 10 Scouts.
- Horsemanship Merit Badge is offered off-camp at Gilead's Rest Horse Farm.
- Gilead's Rest Horse Farm is a 10–15-minute drive from camp.
- The plan is for Scouts to depart CSR at 6:15 pm and return at 8:45 pm.
- Scouts in Horsemanship Merit Badge will eat first supper.
- Horsemanship Merit Badge has a program fee of \$100.
- The Horsemanship Merit Badge program fee covers the following:
 - Leasing 5 horses
 - Feed and care for the horses
 - Health/veterinary care for the horses
 - Tack and gear
 - Program equipment/instructional supplies

CAMP PROGRAM + CERTIFICATION PROGRAMS

ATV: PowerSport

Let's ride! Explore back country trails at Cherokee Scout Reservation after you complete the ATV Safety Institute RiderCourse on our ATV Field. Suitable for any level of rider, you will learn the basics of riding safely while respecting the environment. The course builds fundamentals and ends with a fun and scenic trail ride through the back country of camp!

Who can participate?

- Scouts 14 and up
- Registered adult leaders
- Maximum class size is 8 (first priority will be given to youth)

Pay attention to age and weight requirements.

Are there age and weight limits?

- Scouts must be at least 14 years old.
- Maximum weight for 14-15 year old participants is 180 pounds. (Manufacturer specified)
- Maximum weight for 16 year old and older participants is 215 pounds. (Manufacturer specified)

Can I bring my own ATV?

- No. All ATVs used in ATV PowerSport must be the property of the Old North State Council.

Can I bring my own helmet, goggles, or gloves?

- Yes. Helmets must have the DOT approved markings.
- You are responsible for personal items at all times.

How many riders are in a class?

- Class size is limited to 8

Are there any prerequisites?

- **E-Course** completion **prior** to arrival. To complete the E-course, Scouts need to access <https://cvt.svia.org/login/index.php>, then scroll to the bottom and create a new account. From there, they will be able to log-in and start the course.
- The E-course requires a strong internet connection because it uses videos, pictures, check-lists and quizzes to provide a fun, interactive learning environment.
- Upon completion of the E-course, Scouts will receive a certificate of completion. Bring the certificate with you and we will collect them at check in.
- *See more details about what you need to bring to the course below*

Is safety gear provided?

- Helmet, Goggles, and Gloves are provided
- *You need to bring long pants, long sleeves, and boots/shoes that cover the ankles.*

What does it cost?

- There is an additional \$65 program fee for participating in the ATV PowerSports program.

What do we teach?

- We teach the **ATV RiderCourse** program developed by the **ATV Safety Institute**. The ATV RiderCourse is two parts, a 2-hour online E-Course (must be completed at home prior to arrival) and a hands-on, S-Course conducted by licensed ATV Safety Institute Instructors. The E-Course develops safety knowledge and awareness through interactive activities and video. The course covers protective gear (like DOT-compliant ATV helmets), environmental concerns, riding strategies, and local laws and is a prerequisite for the hands-on S-Course. The S-Course offers students an opportunity to practice basic riding skills in a controlled environment under the supervision of a licensed Instructor.
- Students practice basic safety techniques with hands-on exercises covering starting and stopping, turning (both gradual and quick), negotiating hills, emergency stopping and swerving, and riding over obstacles. Particular emphasis is placed on the safety implications relating to each lesson.

Who teaches the course?

- The ATV RiderCourse is taught only by Instructors who are licensed by the ATV Safety Institute. All ATV Safety Institute Instructors must complete a comprehensive training program and meet specific requirements to become licensed.
- Cherokee Scout Reservation has 4 licensed instructors.

What will I receive after completing the course?

- Upon completion of the RiderCourse, Scouts will receive a patch, certificate, and pocket card.

What kind of ATV will I be riding?

- Participants under 16 years old will ride our new [Yamaha Raptor 90](#) ATVs. *
- Participants 16 years and older will ride our new [Polaris Phoenix 200](#) ATVs.**

* NC State Law requires young people ages 14 and 15 to ride an ATV with a 90cc engine or smaller.

** NC State Law allows young people age 16 and older to ride an ATV with an engine larger than 90cc.

- The BSA National Camp Accreditation Program (NCAP) does not allow the use of ATVs within camp for purposes other than to operate ASI RiderCourse program.

What do I have to bring?

Important! Failure to bring these items will result in not being able to participate.

Paperwork ([Checklist here](#))

1. [E-Course](#) certificate of completion. [View sample](#)
2. [Hold Harmless Agreement](#) – for the Old North State Council and Cherokee Scout Reservation. *Must be signed by the Scout and the parent/guardian.*
3. [ASI COVID19 Waiver](#). *Must be signed by the Scout and the parent/guardian.*
4. [BSA Annual Health and Medical Record](#) (Parts A and B) *Must be signed by the Scout and the parent/guardian.*

Clothing

1. Long pants
2. Long sleeves
3. Boots/shoes that cover the ankles. Hiking boots work fine.

- We will offer 2 sessions to allow maximize the number of Scouts who can participate – 16 total each week.
- Each session is 1.5 hours long.
- Session times:
 - Session 1: 9:00 am – 10:20 am
 - Session 2: 10:30 am – 11:50 am
- Upon completion of the RiderCourse, Scouts will receive a patch and certificate.
- NOTE: All ATVs used in ATV Adventure must be the property of the Old North State Council. Scouts cannot bring their own ATVs.
- NOTE: The BSA National Camp Accreditation Program (NCAP) does not allow the use of ATVs within camp for purposes other than to operate ASI RiderCourse program.



Scouts learning ATV safe riding techniques in the ATV field.



Scouts apply ATV safe rider techniques during trail ride.

BSA Lifeguard

- BSA Lifeguard training is focused on the need to provide BSA operated facilities, such as summer camps, and units with quality aquatics programs.
- The program is open to all registered adults and older youth.
- BSA Lifeguard is an all-day program, running all six merit badge periods and all Twilight sessions.
- It is a very rigorous and physically demanding week of swimming, rowing, and lifesaving skills.
- To complete the BSA Lifeguard course, participants must pass the practical test and written test of the program.

Participation in the BSA Lifeguard course does not guarantee that you will earn the qualification as a BSA Lifeguard.

Participants must show the maturity necessary to be a professional rescuer and a model of aquatics leadership.

- Participants will also need to show proof of certification in CPR/AED for the Professional Rescuer and First Aid (C-Pro) that have an expiration date no earlier than December 31, 2022.
- C-Pro is offered at camp for an additional \$50.
- Taking C-Pro at camp is optional. The council offers C-Pro training throughout the year.
- Training is valid for 3 years as long as CPR/AED for the Professional Rescuer and First Aid certification is kept current.



Prerequisites:

1. Submit proof of age – must be at least 15 years old to participate.
2. Submit written evidence of fitness for swimming activities (signed BSA health form)
3. Swim continuously for 550 yards, including at least 100 yards each of the following strokes in good form: front crawl, breaststroke, elementary backstroke, and sidestroke.
4. Immediately following the above swim, tread water for two minutes.
5. Starting in the water, swim 20 yards using a front crawl or breaststroke, surface dive 7 to 10 feet, retrieve a 10-pound object, surface, swim with the object 20 yards back to the starting point and exit the water within one minute 40 seconds.



BSA Lifeguard candidate practices his rescues.

Paddle Craft 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.
- It includes a review of the training and experience needed for whitewater; however, it is recommended and appropriate to utilize professional whitewater guides.
- This training is valid for 3 years.

Who: Scouts and Scouters, 16 years of age or older

Prerequisites: Earn Canoeing and Kayaking merit badges (adults must possess these skills), obtain CPR and First Aid certification

When: Tuesday, Wednesday and Thursday, 9:00 am to 11:50 am



Swimming and Water Rescue

- This course provides BSA leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities.
- It expands on the awareness instruction provided by Safe Swim Defense training to include basic water rescue skills.
- This training is valid for 3 years.

Who: Scouts and Scouters, 16 years of age or older

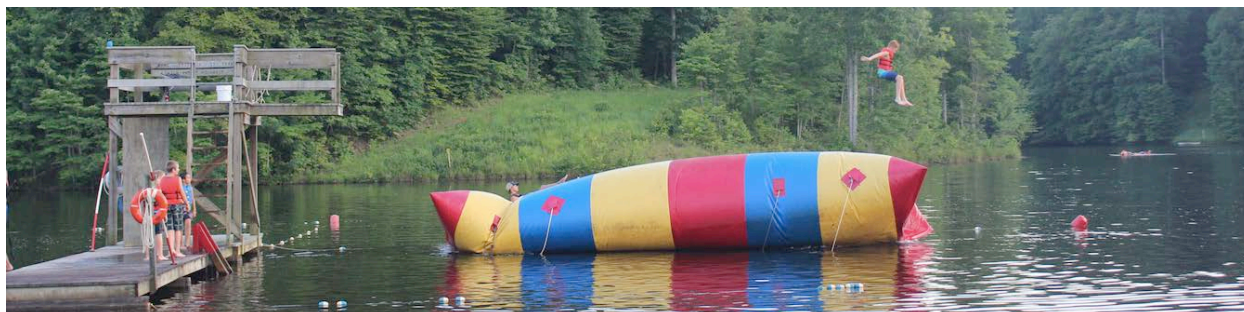
Prerequisites: Earn Lifesaving and Swimming merit badges (adults must possess these skills), obtain CPR and First Aid certification

When: Tuesday, Wednesday, and Thursday, 2:00 pm – 4:50 pm

Leaders who hold the Swim & Water Rescue certification may conduct their own pre-camp swim checks.



CAMP PROGRAM + TWILIGHT PROGRAM



To enhance the experience that campers receive at summer camp, we offer several different programs during the evenings, Sunday through Wednesday and Friday. Program areas will be open for the Scouts to enjoy during this time. Twilight is a good time to go on hikes, spend time in camp relaxing, drop by the Trading Post and Commissary, visit different program areas and enjoying the activities being offered.

- All Twilight programs follow an open schedule. COVID-19 mitigation strategies may require us to transition to a scheduled Twilight program.
- The Twilight schedule will be shared with senior patrol leaders and Scoutmasters during the Sunday evening leaders meeting.
- We ask that adult leaders accompany their Scouts to Twilight programs to assist with crowd control
- **Availability of all Twilight areas and activities are subject to weather conditions.**

Merit Badges

- **Fingerprinting:** Scouts take either Monday, Tuesday, or Wednesday evening.
- **Fishing:** Scouts must participate in the class Monday, Tuesday, and Wednesday evening.
- **Horsemanship:** Scouts must participate in the class Monday, Tuesday, and Wednesday evening. Horsemanship Merit Badge takes place off-camp at Gilead's Rest – a Caswell County horse farm.

Waterfront

- Open Monday through Wednesday and Friday
- Scouts have access to swimming, canoes, kayaks and paddle boards
- Scouts have access to The Blob and the Glacier Extreme.

Climbing Tower

- **Open Monday and Friday nights**
- Scouts must be 13-years old to participate in free climb
- Scouts will need soft-soled shoes

Rifle & Archery Ranges

- Open Monday and Tuesday nights
- Submit Shooting Sports Hold Harmless form available online - <https://www.csr.camp/forms--resources.html>.

Frontier Heritage Night

- Wednesday night
- Scouts can shoot black powder rifles, throw tomahawks, and make their own lead bullets
- Located at the Rifle and Archery Ranges and the Metalwork Shop
- Submit Shooting Sports Hold Harmless form available online - <https://www.csr.camp/forms--resources.html>.



During Frontier Heritage Night, Scouts get to throw tomahawks.

E-Sport Tournament

- **NEW for 2023**
- Tuesday night
- Tournament style play
- Each troop submits its top player
- Approximately 24 players
- Become the top player in the camp
- Scouts will play Smash Brothers or Mario Kart
-

Axe Throwing

- **NEW for 2023**
- Monday, Tuesday, and Friday night
- Instead of tomahawks, Scouts will throw axes at targets
- Earn points and be declared to top axeman in the camp
- Our axe throwing yard will follow the guidelines outlined in the BSA Shooting Sports Manual, the NCAP standards and the Guide to Safe Scouting



Our axe throwing yard may look similar to this.

Sunday Evenings

- On Sundays, in between supper and the opening campfire, a wide variety of yard and tailgate games will be available around the Trading Post and in the Activity Field

Friday Evenings

- On Fridays, Scouts are invited to participate in camper vs. staff basketball and soccer
- Karaoke will be available
- Scouts can brand their belts and boots with the CSR brand in the Trading Post front yard
- Waterfront, archery range and the climbing tower will be open. **NEW for 2023**

The Gaga ball, basketball, horseshoe, and soccer areas are always available in the evenings. Equipment is available for checkout at the Trading Post.



Scouts experience the tight spaces of spelunking crawling through the squeeze box.



Scouts play Gaga ball all day, every day. Rain or shine.



Scouts love the weekly chess tournament.



Scouts play KanJam on the Dining Hall lawn.



Scouts enjoy Karaoke before the closing campfire on Friday evenings.

CHEROKEE FUTURE LEADER (CFL) PROGRAM

- Scouts interested in working on summer camp staff are encouraged to participate in our Cherokee Future Leader (CFL) Program
- Scouts must be at least 14 years old
- Scouts must have parent/guardian permission
- Scouts must be approved by their unit leader
- [CFL Applications](https://www.csr.camp/forms--resources.html) available online - <https://www.csr.camp/forms--resources.html>.
- Cost: \$50
- Scouts must submit a completed and current BSA Health Form
- CFLs spend the week experiencing what life as a camp staff member is like
- CFLs receive mentoring and daily coaching from a veteran camp staff member
- On Sunday and Monday, CFLs participate in staff development training sessions
- On Monday, CFLs will select two program areas they would like to learn more about
- CFLs are assigned to these two program areas for the remainder of the week
- In the program areas, the CFLs assist current staff members with teaching merit badge sessions
- By Friday, each CFL independently teaches a mini-lesson in each program area they were assigned to for the week
- CFLs live in the staff area with the summer camp staff
- CFLs will need full, proper BSA uniforms



Range officers coach Scouts during Shotgun Shooting Merit Badge.

CAMP PROGRAM + ORDER OF THE ARROW ACTIVITIES

Our Order of the Arrow Lodge, Tsoiosti Tsogalii, actively supports our summer camp program.

Monday Night Cracker Barrel

- After Twilight programs end on Monday evening, the OA lodge hosts a cracker barrel for all OA members in the OA Lodge Building.
- The cracker barrel begins at 10:00 pm. Scouts will be out of campsites after taps.
- All OA members, even those from other lodges are invited to participate.
- During the Monday night cracker barrel the lodge officers and youth OA members in camp will plan the Thursday night Call-out ceremony.

Brotherhood Ceremony

- **The lodge will no longer conduct Brotherhood Ceremonies during summer camp.**
- **Remember to bring your OA sash to camp!**



Scoutmaster signals this Scout will be called-out for the OA!

Call-Out Ceremony

- The Call-out ceremony is part of the campfire during Thursday's Family Night.
- OA youth members, even those from other lodges, are invited to participate in the ceremony.
- OA youth members can volunteer to participate in the ceremony during the Monday night cracker barrel.
- We practice the call-out ceremony after lunch on Tuesday, Wednesday, and Thursday.
- If the proper paperwork is completed, we are able to call-out OA candidates from other lodges.
- The OA summer camp representative will review the Call-out ceremony procedures with adult leaders during the Thursday leaders meeting.
- The lodge hosts an informational meeting for newly called-out Scouts and their families after the Thursday night campfire.
- **Even if COVID-19 mitigation strategies require us to cancel Family Night, the OA lodge will still conduct a call-out ceremony each week of camp.**

CAMP PROGRAM + LEADER ACTIVITIES

Cherokee Scout Reservation offers a wide variety of activities for leaders. These activities include morning coffee, competitions, and training. Scoutmasters may also earn the Scoutmaster merit badge.

Scoutmasters Coffee

- Monday through Friday mornings at 6:00 am
- Located on the Commissary porch
- Coffee, tea, juice, and milk available

Scoutmaster Competitions

Homemade Ice Cream

- Monday during Twilight
- We provide the electric ice cream freezer, ice, and rock salt
- You provide the ingredients

Horseshoe Tournament

- Tuesday at 7:30 pm

Dutch Oven Cooking Competitions

- Wednesday at 2:00 pm
- Main dish and dessert categories
- You provide the Dutch oven, charcoal, and ingredients

Cornhole Tournament

- Thursday at 2:00 pm

Scoutmaster Breakfast

On Friday morning, we host a special breakfast for adult leaders to express our appreciation for bringing their unit to summer camp and for supporting Cherokee Scout Reservation.

- Breakfast is held in the Dining Hall Shelter
- Breakfast features country ham, sliced local tomatoes, and fresh cantaloupe
- Council leaders will join us for breakfast

Scoutmaster Merit Badge

- The Scoutmaster Merit Badge is a fun way for adult leaders to participate in the camp program.
- Typically, requirements include participating in adult training and competitions, assisting with merit badge program delivery, and taking daily afternoon naps.
- Requirements are reviewed during Monday's leaders meeting.

Sporting Clays Competition

- Open to adult leaders & Scouts who have earned the Shotgun Shooting merit badge
- Friday afternoons from **3:00-5:00**
- 25 bird, 5-stand clays shoot
- 5-stand shoots are a form of sporting clays offering the shooter a wide variety of shots simulating those found in hunting upland birds, waterfowl, and rabbits.
- It is an intermediate shotgun skills game.
- Our course utilizes five shooting stations on our shotgun range & six throwers to create a variety of shoot combinations but eliminates the walking around the clays course.
- Shooters shoot 5 birds from each of the 5 stations.
- Each of the stations has two traps throwing clay pigeons, to provide an exciting and challenging shot gunning experience.
- Both single and double targets are presented.
- The shotgun area is located across Boy Scout Camp Road at the camp entrance.
- An **\$25 ticket** may be purchased from the office manager at the Headquarters Building prior to noon the day of each shoot.
- Unit leaders may also pre-register for the 5-stand shoot through Black Pug.
- Shoots will be held for a minimum of 5 shooters & are limited to 20 per shoot.
- Submit Shooting Sports Hold Harmless form available online - <https://www.csr.camp/forms--resources.html>.



Scouts, staff, and unit leaders line up to judge the homemade ice cream competition.

Adult Training Opportunities

Cherokee Scout Reservation strives to offer a thorough selection of adult training opportunities. These opportunities are available so our leaders can continue to grow their knowledge and effectiveness as role models for our Scouts. We hope you will all take advantage of them! Adult leaders will enroll in adult training opportunities in Black Pug just like Scouts enroll in merit badges. Fees associated with trainings will also be collected in Black Pug.

Cherokee Institute for Leadership and Learning

Time	Monday	Tuesday		Wednesday		Thursday					
9:15 am	Leaders Meeting	Leaders Meeting	Paddle Craft Safety Part 1: 9:00 am – 11:50 am	Leaders Meeting	Paddle Craft Safety Part 2: 9:00 am – 11:50 am	Leaders Meeting	Paddle Craft Safety Part 3: 9:00 am – 11:50 am				
10:00 am	SM/ASM Specifics Part1 10:00 am -12:00 pm	SM/ASM Specifics Part 2 10:00 am - 12:00 pm		Troop Committee & Crew Committee Challenge 10:00 am-11:00 am		Venturing Advisor Specifics 10:00 am – 12:15 pm					
11:00 am				Merit Badge Counselor 11:00 am-12:00 pm							
Lunch & Free Time											
2:00 pm	YPT: Understanding & Preventing Youth-on-Youth Abuse 2:00 pm – 3:30 pm	Introduction to Outdoor Leader Skills (IOLS) Part 1: 2:00 pm – 5:00 pm	Basic Life Support & Fist Aid Part 1: 2:00 pm – 5:00 pm	Swim & Water Rescue Part1: 2:00 pm - 4:50 pm	Introduction to Outdoor Leader Skills (IOLS) Part 2: 2:00 pm – 5:00 pm	Basic Life Support & Fist Aid Part 2: 2:00 pm – 5:00 pm	Swim & Water Rescue Part 2: 2:00 pm - 4:50 pm				
3:00 pm								Introduction to Outdoor Leader Skills (IOLS) Part 3: 2:00 pm – 5:00 pm	Basic Life Support & Fist Aid Part 3: 2:00 pm – 5:00 pm	Swim & Water Rescue Part 3: 2:00 pm - 4:50 pm	Introduction to Outdoor Leader Skills (IOLS) Part 4: 2:00 pm – 5:00 pm
4:00 pm											
Climb on Safely		Offered as part of the daily leaders meeting on Tuesday at 9:00 am									
Safe Swim Defense		Offered as part of the daily leaders meeting on Monday at 9:00 am									
Safety Afloat		Offered as part of the daily leaders meeting on Monday at 9:00 am									

- Cost: All adult training classes are free with the exception for CPR for Professional Rescuer & First Aid and Introduction to Outdoor Leader Skills (IOLS). The Basic Life Support & First Aid course is \$50 per person. The Introduction to Outdoor Leader Skills (IOLS) is \$30 per person.
- Adult leaders may also take [BSA Lifeguard](#). Monday through Friday. Starts at 9:00 am and lasts through twilight.
- Most trainings take place in the Headquarters Building. IOLS takes place in the Scoutcraft Area. Aquatics Training is held at the waterfront.

FEES & PAYMENTS

Camp Fees

Camp Fee: \$470
 Early Bird Fee: \$420
 Provisional Fee: \$490
 Day Camper Fee: \$205
 Adult Leader Fee: \$200

Early Bird: Full payment of \$420 by 11:59 pm on Saturday, April 1 qualifies the Scout for a \$50 discount.

Late Fee: A \$20 late fee will be applied to unpaid accounts starting at 12:00 am on Friday, May 26.

Fees are the same for in-council and out-of-council units.

Campership Deadline: Thursday, April 27

Payment Schedule

Payment & Date	Early Bird Amount	No Early Bird
Early Bird Payment – Saturday, April 1	\$420	
Payment 1 – Thursday, March 23		\$160
Payment 2 – Thursday, April 27		\$160
Payment 3 – Thursday, May 25		\$150

Payment 1: \$160 per camper is due by Thursday, March 24. The total amount of Payment 1 for the unit must be equal to or exceed 60% of the campsite capacity.

Payment 1 deposits are non-refundable, but are transferable.

NOTE: If your unit notifies the Old North State Council prior to Thursday, March 10 that it will need less than 60% of your campsite's capacity, the unit will only be held responsible for the number of Scouts it reported at that time unless more are added. This notification allows us to open the remaining part of your campsite to other units.

Payment 2: An additional \$160 per camper (\$240 per camper total to date) due by Thursday, April 27. The total amount of Payment 2 for the unit must be equal to or exceed 60% of the campsite capacity.

Payment 3: An additional \$150 per camper (\$470 per camp total to date) due by Thursday, May 25. The total amount of Payment 3 for the unit must be equal to or exceed 60% of the campsite capacity.

All payments are due by 11:59 pm on Thursday, May 25 – including leader fees.

Final balance due will be calculated by either 60% of the campsite's capacity or the number of campers registered in the merit badge system at the time of the 12-Day-Out Meeting, whichever is greater.

Example:

Your unit reserves Shoshone which has a capacity of 20 Scouts. You have paid the \$100 campsite deposit. 60% of the campsite's capacity is 12 Scouts. On Thursday, March 23, the unit will owe a minimum payment of \$1,920. On Thursday, April 27, the unit will owe a minimum of \$1,920 for a total of \$3,840. On Thursday, May 25, the unit will owe a minimum of \$1,800 for a total of \$5,640. When the merit badge system closes, 13 Scouts are registered for programs. At this point, the final balance will be calculated as follows:

13 Scouts X \$470 camp fee = \$6,110 total youth fees
 -\$100 campsite deposit
 -\$1,920 paid March 23
 -\$1,920 paid on April 27
 -\$1,800 paid on May 25
+\$20 late fee for 1 Scout
 \$390 due at 12-Day-Out-Meeting

If only 11 Scouts are registered for programs, the fee will be calculated using the 60% capacity since that is the minimum. That would change the \$6,110 in the above example to \$5,640.

12 Scouts X \$365 camp fee = \$5,640 total youth fees
 -\$100 campsite deposit
 -\$1,920 paid March 23
 -\$1,920 paid on April 27
-\$1,800 paid on May 25
 (\$100 refund requested during 12-Day-Out-Meeting)

Payments should be submitted via [Black Pug](#) – our event management system.

12-Day-Out Meetings

The camp leadership team will conduct 12-Day-Out-Meetings with units to accomplish the following tasks:

1. Obtain Unit Aging Report (allows for us to check membership and youth protection training status of all campers and adult leaders prior to arrival in camp)
2. Reconcile fees paid / receive late payments (goal is to take no payments at CSR on Sunday)
3. Process refund requests
4. Obtain health forms
5. Obtain pre-camp swim check forms
6. Obtain Shooting Sports Hold Harmless forms
7. Obtain ATV hold harmless forms and certificates of completion of online modules
8. Confirm accommodations for Scouts with special needs
9. Make changes to camper merit badge schedules
10. Distribute pre-ordered memorabilia

Location and Time

- 12-Day-Out Meetings will occur at the Council Office in Greensboro.
- Units will schedule appointments between 4:00 pm and 7:00 pm. If needed, we will schedule beyond 7:00 pm.

12-Day-Out Meetings Schedule

Week	12-Day-Out Meeting Date
1	Tuesday, June 6
2	Tuesday, June 13
3	Tuesday, June 20
4	Tuesday, June 27
5	Wednesday, July 5
6	Tuesday, July 11

Out-of-Council Units

- We will host 12-Day-Out meetings for out-of-council units via phone or video chat
- We will make individual appointments for out-of-council units on the Wednesday or Thursday following the established 12-Day-Out meeting
- All forms should be submitted to the camp prior to the 12-Day-Out meeting.
- Ship items to Cherokee Scout Reservation, 3296 Boy Scout Camp Road, Yanceyville, NC 27379.
- Be sure to use a shipping method that allows you to track your package.
- **Only send copies. Do not send originals.**

Refunds

- Payment 1 (\$160 deposits) is nonrefundable but is transferable.
- Once the camper has paid more than \$160, the refund amounts will not exceed 50% of the funds paid at the time of the refund regardless of circumstances.
- **If we are unable to offer camp, because of COVID-19, families will receive a full reimbursement.**

Example A: The camper submits Payment 1 (\$160) and Payment 2 (\$160) for a total of \$320. The refund amount will be \$80.

Example B: The camper submits Early Bird Payment (\$420). \$160 is non-refundable. The refund amount will be \$130.

- Refunds should be requested during the unit's 12-Day-Out Meeting.
- Refunds will not be granted after the 12-Day-Out-Meeting for the unit's scheduled week at camp unless the camper becomes ill or experiences a death in the family. If the camper becomes ill, a doctor's note must accompany the refund request. Should the camper become ill or experience a death in the family, the unit leader should request a refund Sunday of the week the unit is scheduled to attend camp. Regardless of circumstances, no refunds will be granted after Sunday of the unit's scheduled week at camp.
- Refund requests are only approved by the camp director.

Campsite Information

Campsite capacities are for youth. Each campsite provides one tent for two adults.

Campsite	60% Capacity	Maximum Capacity
Apache A	7	12
Apache B	7	12
Blackfoot A	12	20
Blackfoot B	12	20
Blackfoot C	12	20
Cheyenne	12	20
Chippewa A	12	20
Chippewa B	12	20
Delaware A	12	20
Delaware B	12	20
Kiowah A	10	16
Kiowah B	10	16
Mohawk A	10	16
Mohawk B	12	20
Pawnee A	12	20
Pawnee B	14	24
Saura A	12	20
Saura B	10	16
Seneca A	7	12
Seneca B	7	12
Sioux A	12	20
Sioux B	12	20
Sioux C	12	20

- ⚡ All campsites DO have electricity.
- ⚡ The electricity provided in the campsite is to power CPAP machines and charge electronic devices.

Adult Leaders in Camp

- Each unit must have at least two adult leaders in camp at all times.
- Both adult leaders must be at least 21-years old.
- There must be a registered female adult leader 21 years of age or over in every unit serving females.
- Adult unit leaders are responsible for the unit at all times.
- Adult unit leaders are responsible for enforcing discipline within the unit.

Adult Leader Fee

- The adult leader fee is \$200.
- The adult leader fee is waived for the first two adult leaders.
- Black Pug will automatically add this discount during the check-out process.
- Each additional adult leader, who will be in camp for the entire week, must pay the \$200 fee.
- Adult leaders and visitors who will be in camp for less than a week must pay \$11.75 per meal.** This fee can be paid during registration or at the Headquarters Building during camp.

Example: Troop 222 brings four leaders. The unit will pay nothing for the first two leaders and \$400 for the two additional leaders.

Local Membership Requirements for Adults Spending the Night at an Old North State Long Term Camp (Summer Camp)

- Effective December 2019**
- In December 2019, the Old North State Council Executive Board took action to increase the safety of Scouts camping at Cherokee Scout Reservation.
- Effectively immediately, any adult who spends at least one night while accompanying a Scouting unit to a long-term camp activity, sponsored by the Old North State Council or any of its agents, must be a registered member of the Boy Scouts of America with a completed criminal background check and completed mandatory Youth Protection Training.**
- This local policy supersedes the national policy that requires adults who are staying in camp for more than 72 hours be registered members of the Boy Scouts of America with a completed criminal background check and completed mandatory Youth Protection Training.
- Notice the criminal background check must be completed by the time the unit arrives at camp.
- BSA criminal background checks cannot be expedited.
- Recommend identifying adult leaders early in the spring.
- For those who are not registered with the BSA, we recommend submitting their adult leader application to the council office no later than April 1.
- Adult leader registration and Youth Protection training status will be verified during the unit's 12-day-out meeting.
- Register these leaders as Scouter Reserve 91.**
- Scouter Reserve requires background check and youth protection training but not IOLS.**

Leader Tents

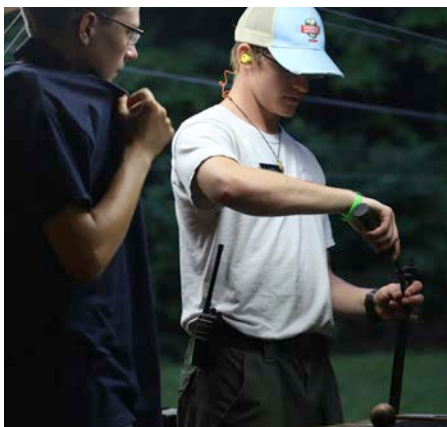
- Adult leaders should plan to share tents or adirondacks.
- Each campsite is equipped with one leader tent that sleeps 2 adults.
- If space is available in the adirondacks, following Youth Protection guidelines, adult leaders are welcomed to use the adirondacks.
- If units bring more than two adult leaders, we may ask the extra adults to provide their own tents
- During your unit's 12-Day-Out meeting, you will indicate the number of adult male and adult female leaders you will bring so we can make the necessary accommodations for separate gender sleeping spaces.

Adults with CPAP Machines

- Adults with CPAP machines are advised to bring a battery pack to power their CPAP machines.
- All campsites have electricity.
- Camp does not provide extension cords.

Leader Mugs

- As a token of our appreciation, we give each adult leader who stays a full week of camp a special leader mug.
- **Unit leaders who will not be in camp a full week may pre-order a leader mug for \$8.00**
- Pre-orders must be submitted via Black Pug.
- **Pre-orders are due to the council office by Thursday, May 11.**



Scout preparing to shoot muzzle loader rifle during Frontier Heritage twilight program.

Daily Leaders Meeting

- Daily check-ins with the camp leadership to review the logistics and needs of the day
- Sunday evening at 7:00 pm in the Dining Hall (bring your SPL)
- Monday through Thursday at 9:15 am in the Dining Hall
- Friday at 7:00 am at the Dining Hall Shelter

Internet Access

- Limited wireless internet access is available at the Headquarters Building and Trading Post.
- The quality of this access is extremely low because of availability of internet service in Caswell County.
- While leaders are welcome to come to the Headquarters Building and use the internet to conduct their own business, online gaming, video chatting, live streaming, and other bandwidth-consuming activities are not allowed.
- **At times when internet access becomes extremely limited, public access will be turned off so that camp business can continue.**
- Please disable the wireless mode on your smart phone as this takes up a lot of bandwidth even when you aren't using your phone to browse the internet.

Headquarters Building

- Adult leaders are welcome to use the Headquarters Building to conduct their personal business and access the internet
- Headquarters Building Business Hours

Sunday: 2:00 PM to 6:00 PM
7:00 PM to 10:00 PM

Monday-Friday: 8:00 AM to 12:00 PM
1:00 PM to 6:00 PM
7:00 PM to 8:45 PM

Saturday: 7:00 AM to 9:00 AM

PREPARING FOR CAMP

Online Merit Badge Registration

Cherokee Scout Reservation uses Black Pug as its online event management system.

<https://scoutingevent.com/070-summercamp>

To prepare to use Black Pug, you may want to watch these tutorial videos.

- [My Account](#)
- [Council Created Roster](#)
- [Registering for an Event](#)
- [Parent Portal](#)
- [Booking Additional Sessions by Cloning](#)

Merit Badge Registration System Launch Procedure

- For in-council units, Scoutmasters and Troop Committee Chairs will have access to the unit roster in Black Pug.
- We will populate the unit roster for you via a data upload from My.Scouting.
- This will take place in mid- to late-March once recharter season is over.
- This will populate some standard data fields such Scout's Name, BSA ID, contact information, parent names, parent contact information.
- If Scouts join your unit after we upload the data from My.Scouting to Black Pug, you will need to enter the data manually.

- These fields are required and must be populated for each Scout before the system will allow you to check out

- First Name
- Last Name
- Email Address
- Gender
- Birth Date (mm/dd/yyyy)
- Allergies
- Dietary Restrictions
- Medical Concerns
- Parent/Guardian 1 Name
- Parent Guardian 1 Phone
- Parent/Guardian 1 Email
- Parent/Guardian 2 Name
- Parent Guardian 2 Phone
- Parent/Guardian 2 Email
- Emergency Contact Name
- Emergency Contact Email

- For out-of-council units, these data will need to be entered by hand.
- The merit badge registration system will open to the units who have submitted Payment 1 for at least 60% of their campsites' capacity the first weekend in April - Saturday, April 1 at 8:00 pm.

Helpful Tips

- You Tube videos on how to register Scouts for merit badges are available at
- [My Account](#)
- [Council Created Roster](#)
- [Registering for an Event](#)
- [Parent Portal](#)
- [Booking Additional Sessions by Cloning](#)
- Use the **Unit Merit Badge Registration Form** to collect Scout's 1st, 2nd, 3rd merit badge choices.
- The **Unit Merit Badge Registration Form** available online at <https://www.csr.camp/forms--resources.html>.

Online Merit Badge Registration Deadline

- The online merit badge system will close on Sunday at 11:59 pm two weeks prior to your unit's arrival at camp.
- Scouts may be added to merit badges after this date, but you will need to request assistance from the camp office manager (campatcherokee@gmail.com) or camp director (bud.harrelson@scouting.org) to do so.
- Adjustments to merit badge schedules can be made during Sunday check-in at camp

Week	Online Merit Badge Registration Closure Date
1	Sunday, June 4
2	Sunday, June 11
3	Sunday, June 18
4	Sunday, June 25
5	Sunday, July 2
6	Sunday, July 9

Pre-Camp Swim Checks

- Units are encouraged to complete swim checks prior to arriving at camp.
- In order for a unit to participate in pre-camp swim tests, the swim test guidelines found in the “Forms and Resources” section of the camp website - online at <https://www.csr.camp/forms--resources.html>.
- The **Unit Swim Test Classification Record** and the **Swim Check Guideline Agreement Form** should be submitted during your unit’s 12-Day-Out meeting. These forms are available online at <https://www.csr.camp/forms--resources.html>.
- Unit leaders who hold Swim and Water Rescue Certification may conduct their own unit’s swim checks.
- Some council-sponsored pre-camp swim check dates are available.

Adirondack & Tent Capacity During COVID-19

- Typically, adirondacks sleep 4 Scouts.
- Under COVID-19, adirondacks will sleep 2 Scouts.
- Scouts will need to sleep head-to-toe and on opposite sides of the adirondack.
- The Scout sleeping on the left side, will sleep on the top bunk with their head towards the back wall.
- The Scout sleeping on the right side, will sleep on the bottom bunk with their head towards the front wall.
- Canvas tents (8’x10’) provided by the camp, will sleep one person.
- Units may need to bring their own tents in order to make up for the diminished capacity in adirondack beds.
- When people provide their own tents, only one person may sleep in the tent. This is a best practice, even for those who are members of the same house hold.
- Scouts are welcome to hammock camp.
- Hammocks must be at least 6 feet apart.



Scouts collect dimensions of a tent before building a model in Model Design & Building Merit Badge.



Scouts prepare leather pieces by soaking them in water before working with them.

BSA Health Forms

- All Scouts and adult leaders are required by NCAP standards to provide a completed BSA Health Form parts A, B, and C for all activities that last over 72 hours.
- Only official [BSA Health Forms](#) may be used.
- You must use the 2019 printing of the health form.
- Remember, all people attending summer camp must have a current health form at the health lodge.
- **Proof of insurance must accompany the BSA Health Form.**
- Health forms must be submitted to the health office upon your arrival at camp.
- **This health form needs to be completed annually.** A camper/leader attending less than one year after their last physical exam can use the same health form, provided their entire stay at camp falls within the same month of that exam. Ex: If you are attending camp on June 18, 2023, your physical can have a date no earlier than June 1, 2022.
- If your health form is not up-to-date at check-in, there is a healthcare provider off-site within 15 minutes of camp that is able to complete a physical and update the form for a small fee. This must be completed and reviewed by the camp Health Officer by Monday afternoon in order to stay at camp.
- When Part C of the health form is required, the recommendations on the height/weight chart and other risk factors need to be considered when planning to participate in activities at camp. Examples of strenuous activities include but are not limited to work weekends, high adventure treks, hiking, backpacking, climbing, repelling, leadership challenge, and aquatics.
- **The BSA will not waive the requirement for all people to have a current health form for Summer 2023.**
-

Pre-Camp Medical Form Review

- Submit copies of your unit's health forms during your unit's 12-Day-Out meeting. Do not submit the original copies.
- Paper copies must be submitted.

- Camp health officers will review the health forms prior to your unit arriving at camp.
- If there are questions, the camp health officers will contact the unit leaders.
- Submitting health forms for pre-camp review expedites the check-in process.
- Even if you submit health forms for pre-camp review, all Scouts and adult leaders must participate in a medical re-check upon arriving at camp.
- Copies of medical forms may be mailed to Old North State Council, 1405 Westover Terrace, Greensboro, NC 27408.
- Mailed medical forms should arrive before your 12-Day-Out meeting date.

Council-Sponsored Physical Clinic

- Cost: \$25
- Direct all questions about registration, appointments, or other clinic information to Nita Grubbs at nita.grubbs@scouting.org or 336-378-9166 with questions regarding the Council-Sponsored Physical Clinic.

- Register for the physical clinic on Black Pug.

Option 1

- **Saturday, March 26, 2022**, from 9:00 am to 12:00 pm
- **Registration deadline: Tuesday, March 22, 2022.**
- Location: Merritt Medical Plaza, 1511 Westover Terrace, Greensboro, NC.
- **Do NOT contact Merritt Medical Plaza with questions regarding the clinic.**

Option 2

- **Saturday, June 10, 2023**, from 9:00 am to 3:00 pm.
- **Registration deadline: Tuesday, June 6 at 11:59 pm.**
- Location: Cherokee Scout Reservation Health Lodge

Tour Buses

- If your unit will be traveling to camp in a charter or tour bus, please notify the camp administration at campatcherokee@gmail.com one week prior to your arrival so that preparations can be made.
- Upon arrival to camp, please go directly to the parking lot where you will need to unload. This area is one of the few places large enough to easily turn around such a large vehicle.
- Arrangements will be made to transport all your gear from the bus to the campsite.

UNIT SUMMER CAMP PLANNING CALENDAR

February 25, 2023	<ul style="list-style-type: none"> Attend Summer Camp Kick-off
February & early March 2023	<ul style="list-style-type: none"> Review camp plans; notify Scouts and families of camp dates Recruit adults to serve as unit leaders during summer camp Ensure all adults attending camp for more than 72 hours have completed Youth Protection Training and are registered with the BSA (including completion of criminal background check)
Unit Camp Promotion Night	<ul style="list-style-type: none"> Host a Unit Camp Promotion Night for your Scouts and their families Describe the camp program and troop operation plan for camp Provide information about merit badges, activities, and advancement Distribute Unit Merit Badge Registration Form Distribute and explain the BSA Health Form Review payment plan Collect deposits for each Scout Encourage Scouts who cannot attend camp with your unit or who wish to attend more than one week of camp to register as Provisional Campers Promote Day Camper opportunity Promote t-shirt and hat pre-orders
March 2023	<ul style="list-style-type: none"> Use Unit Merit Badge Registration Form to collect merit badge registration information for each Scout Begin fundraising, if necessary Schedule unit physical clinic with local physician or register Scouts to participate in council-sponsored physical clinic Schedule pre-camp swim checks If any of your adult leaders who will spend at least one night in camp and are not registered with a criminal background check and Youth Protection Training, complete these activities
March 23, 2023	<ul style="list-style-type: none"> Payment 1 due - \$160
April 1, 2023	<ul style="list-style-type: none"> Early bird payment due - \$420 Register Scouts for merit badges
April & May 2023	<ul style="list-style-type: none"> Scouts should begin to work on prerequisites Collect remaining payments Submit remaining payments to Scout Office Submit Campership applications Gather special dietary needs information Gather special physical needs of Scouts Arrange transportation to camp Collect completed BSA Health Forms Determine t-shirt and hat pre-orders Determine adult leader mug pre-order Determine the type of ice cream you will make for the Scoutmaster Ice Cream Competition Select your Scoutmaster Dutch Oven Competition recipes Collect ATV paperwork Collect Shooting Sports Hold Harmless form available online - https://www.csr.camp/forms--resources.html
April 27, 2023	<ul style="list-style-type: none"> Payment 2 due - \$160 Campership applications due Pre-order additional leader mugs
May 11, 2023	<ul style="list-style-type: none"> T-shirt, hat, mug pre-orders due
May 25, 2023	<ul style="list-style-type: none"> Payment 3 due - \$150 Adult leader fees due - \$200
12 Days Before Camp	<ul style="list-style-type: none"> Attend 12-Day-Out Meeting at Old North State Council Office Submit Camp Attendance Roster Submit photocopies of BSA Health Forms Submit pre-camp swim check information Submit Shooting Sports Hold Harmless Submit ATV paperwork Make any outstanding fee payments Make changes to merit badge schedule
One Week Before Camp	<ul style="list-style-type: none"> Prepare troop and patrol equipment to bring to camp Finalize transportation arrangements to and from camp Collect any outstanding medical forms and payments not submitted at 12-Day-Out Meeting
Departure	<ul style="list-style-type: none"> Depart for camp in time to arrive by 1:00 pm Conduct the BSA Pre-Event Medical Screening Checklist

CHECK-IN & CHECK-OUT PROCEDURES

Check-In Procedures

Check-in: 1:00-2:30 pm on Sunday

- COVID-19 mitigation strategies may change this process.
 - Units are requested to plan their arrival at camp to be as close to 1:00 as possible.
 - Scouts should arrive at camp as a unit, not individually. This makes the check-in process much smoother and faster.
 - If your unit is sharing its campsite with another unit, please attempt to coordinate your arrival time with the other unit.
 - **Scouts and leaders should be prepared with water-filled canteens during check-in as this is the hottest time of the day!**
1. Scouts should always travel in their Field Uniform. *Scouts and leaders should wear an activity or troop t-shirt under the Field Uniform so they can remove their button-up uniform shirt to prevent overheating.*
 2. When leaving your meeting place, be sure to place your unit number in the vehicles' window.
 3. All of the unit's gear should be packed in no more than two vehicles. These two vehicles will be the only vehicles allowed to enter your campsite.
 4. Vehicles will be stopped on the road as they enter camp. All vehicles carrying Scouts will be directed to the parking lot. Staff members in the parking lot will direct these vehicles to available parking spaces.
 5. Vehicles with gear or pulling trailers will be directed to the unit's campsite. It is okay for trailers to be left in the campsite for the week but vehicles must be left in the parking lot after unloading gear.
 6. Campsite hosts will meet the unit in the parking lot.
 7. The Scoutmaster or designee will be directed to the Headquarters Building to complete the unit's paperwork. This leader should have the following with him:
 - a. Receipts
 - b. Checkbook (please leave amount blank until you arrive in case amount is incorrect)
 - c. Troop Attendance Report
 - d. Campership award letters
- This leader should leave the following with his other adult leaders and the Senior Patrol Leader:
- a. Scouts' BSA Health Forms
 - b. Pre-camp Swim Check forms

NOTE: Units who participated in the 12-day-out meeting may by-pass the Headquarters Building during check-in. Units with changes after the 12-day-out meeting must stop by the Headquarters Building to settle financial accounts.

8. The campsite host will begin the camp tour which includes these stops:
 - a. Dining Hall for table assignments and overview of Dining Hall rules
 - i. Scouts will special dietary needs should introduce themselves to the Kitchen staff.
 - b. Dining Hall Shelter (If troop needs to pick up buddy tags from pre-camp swim checks)
 - c. Trading Post and Quartermaster
 - d. Unit photo at the flag pole.

NOTE: The Scoutmaster should be able to catch up to the unit quickly after completing the check-in paperwork. Adults who are driving vehicles should attempt to catch up with the unit during the tour. An adult leader must be with the Scouts at all times during check-in and the tour.

9. The unit will then go to the campsite where:
 - a. The campsite host and Scoutmaster will inspect the tents/adirondacks for damage
 - b. After inspections, store your gear
 - c. Everyone will change into swim suits if pre-camp swim checks were not completed
 - d. **Camp medical re-checks will take place in the campsite for those units who submit their health forms during the 12-Day-Out Meeting.**
10. If units need swim checks, they will continue to the waterfront.
 - a. Blank buddy tags will be issued to Scouts who need a swim test at the waterfront.
11. The campsite host will continue the camp tour if requested by the Scoutmaster.
 - a. Program areas will be pointed out to Scouts and leaders.
12. Return to the campsite, finish unpacking, and dress for dinner. Field Uniform is required for dinner all week.
13. **At 4:00 pm, all Scouts taking the Rifle Shooting or Shotgun Shooting merit badges or the Muzzle Loading Shooting activity will need to attend a mandatory safety briefing at the shotgun shelter across the road.**
14. Flag lowering is at 6:20 pm.
15. At 7:00 pm, Scouts and leaders will be invited to participate in field games.
16. The meeting for Senior Patrol Leaders, Scoutmasters, and key staff is held at 7:00 pm at the Headquarters Building.

Check-Out Procedures

1. **COVID-19 mitigation strategies may change this process.**
2. All advancement reports will be distributed at the Friday evening flag lowering.
3. Pack all personal gear the night before leaving. Double check all gear to avoid leaving things behind. Prepare the campsite for final inspection by your campsite host.
4. All adirondacks should be policed for trash and swept out. Privacy curtains should be left open.
5. Walk the area for trash and hose down the washstand and latrine.

Remember: A Scout is clean. Please leave the campsite in better condition than you found it!

6. Remove any campsite improvement projects that were made during the week on Friday after lunch.
7. Two vehicles can be brought into the campsite to pick up the unit's gear on Saturday morning. All other vehicles should remain in the parking lot waiting for Scouts.
8. Your Troop Guide will arrive and check the campsite for trash and damage to tents/adirondacks. Once the unit and Troop Guide have completed the inspection, vacate the campsite.
9. Any camp equipment that is damaged must be paid for before the unit leaves camp.
10. Return all camp equipment (shovels, lanterns, flags, etc.) to the Quartermaster.
11. Pick up your unit's health forms and medications from the Health Lodge. If leaving on Friday evening, health forms and medications can be picked up at the Health Lodge.
12. **Troops should plan to check out no later than 9:00 am on Saturday.**

CAMP SECURITY

- An important aspect of youth protection at camp is having control over who is in camp – this includes campers, adult leaders, staff members, and visitors.
- The Scout uniform is a powerful validation symbol making anyone wearing one seem to be in the right place at a Scout camp. Unfortunately, almost anyone can obtain a uniform, whether or not they are registered in the program.
- Everyone in attendance at camp must wear identification that signifies legitimate participation in the camping program.
- We will use wristbands to signify that campers, adult leaders, staff and visitors are legitimate participants in the summer camp program.
- Wristbands will be distributed to units upon arrival at camp. The importance of wearing the wristband will be addressed during check-in.
- Wristbands should be worn at all times.
- All visitors to the camp must stop at the camp office, produce positive identification, and sign in.
- Visitors will receive a wristband that signifies they are a legitimate camp visitor.
- Upon conclusion of their visit, guests will sign out so that camp administrators will know who is in camp at all times.
- Any person spotted in camp without a wristband should be escorted to the office to sign in.



Scout in Automotive Maintenance Merit Badge changes the oil in a camp vehicle.

HEALTH & SAFETY AT CAMP

Medical Services

- All first aid treatment is to be administered at the Health Lodge by the camp's Health Officer except in the case of emergencies.
- It is the duty of all leaders and Scouts to see that all injuries or illnesses, minor or serious, are reported to the camp Health Officer.
- Cases of serious injury or illness should also be reported to the Camp Director.
- It is important that all treatments take place in the Health Lodge so the camp can maintain a record of all cases for public health purposes. If a Scout or leader becomes sick (cold, flu, virus, etc.) at camp, he or she will be sent home.
- Once well, the Scout or leader may return to camp at a later time to make up his missed days at no additional charge as a participant in the Provisional Troop, if space allows.
- Units are advised that minor cuts, scratches, and blisters can be treated in the campsite using basic Scout first aid.
- A physician is on call 24 hours a day and hospitals are within a half hour of camp.
- Parents should be assured that the health and safety of each camper is a priority.
- In the case of a minor medical emergency, a Scout leader will be asked to transport the Scout to one of the local hospitals. This allows the camp Health Officer to remain in camp should he or she be needed again.

Scouts Leaving Camp Early

- Campers are not allowed to leave camp during the camp session without the approval of their parents/guardians, the unit leaders, and the camp director.
- With prior approval and completion of the **Early Release Form**, a Scout may leave camp with a responsible adult.
- **Early Release Forms** should be completed prior to the Scout's departure.
- **Early Release Forms** available online at <https://www.csr.camp/forms--resources.html>.
- The Scout must be signed out in the Headquarters Building.
- If the Scout returns to camp, he must be signed back in at the Headquarters Building.
- This process applies to Scouts who leave camp early on Friday evening but their unit plans to depart on Saturday morning.

Insurance

- The Old North State Council provides accident and sickness insurance for each person attending Scouts BSA resident camp.
- If an incident occurs at camp, it must be reported to the health officer so that an incident report can be completed.
- All questions related to BSA insurance can be directed to Kristina Edmondson at the Old North State Council office at kristina.edmondson@scouting.org or (336) 378-9166.

Medication Handling

- If possible, please have Scouts continue to take any medications taken during the school year until the end of summer camp.
- Please list only medications taken regularly and medications to be taken during camp on the health form.
- All medications should be come to camp in their original containers.
- For the safety of all at camp, ALL medications must be kept in a locked storage container.
- Medications may be turned into the health lodge during medical check-in, in which case they will be maintained and distributed through the health lodge.
- If the unit leader is handling medications in the campsite, **you must provide an appropriate, lockable container** and medications must remain under the control and supervision of an adult.
- The only exceptions to this rule are for emergency medications, such as asthma inhalers or EpiPens.
- Unit leaders who take responsibility for medications must sign a Unit Leader Medication Responsibility Form.

Buddy System

- The buddy system is always in effect at Cherokee Scout Reservation.
- This rule applies to Scouts, leaders, and staff.
- No person should be alone when walking trails, roads or in a campsite. This is especially important at night and during adverse weather.
- Remember, even adults can have accidents when alone, so please, stay with a buddy at all times.

Bullying and Fighting

- Cherokee Scout Reservation requires that all Scouts and adults adhere to the values and ethics of the Scout Oath and Scout Law.
- Any Scout or adult who engages in bullying another participant or fighting may be asked to leave camp immediately.
- This applies to all forms of bullying and harassment, including cyber-bullying.

Footwear

- All Scouts, leaders, staff, and visitors are required to wear appropriate footwear at all times at camp.
- Closed toe shoes are required at camp.
- Open toed shoes (i.e. sandals, "flip-flops" or the like) are only acceptable in the shower or at the waterfront (not on the way to or returning from these areas).
- This is for the safety of the campers to prevent injury.
- Aqua shoes are closed toe shoes and thus meet the requirement; however, they provide only limited protection and should not be used except for waterfront or shower activities.

Golf Carts

- Golf carts are only allowed for Scouts and leaders for medical purposes and must be provided by the person in need.
- Camp golf carts are for staff use only.
- Please see the Golf Cart Policy in the "Forms & Resources" section online.
- **Authorized users are not allowed to give rides to others.**

Vehicles in Camp

- Vehicles will only be allowed in camp on Sunday during check-in and Friday or Saturday during check-out for the purpose of loading and unloading gear.
- During the week, all vehicles must stay parked in the main camp parking lot.
- Vehicles that are parked along the paved surface road are left there at their own risk. Cherokee Scout Reservation cannot ensure their safety nor are they covered by any form of BSA insurance.
- **Under no circumstances are passengers allowed to ride in the back of pick-up trucks or trailers!**

Firearms/Weapons and Fireworks

- Firearms/weapons and fireworks can be dangerous and are prohibited on Old North State Council property.
- The only firearms/weapons allowed are those used in shooting sports programs and owned by the Old North State Council. The camp provides these firearms and ammunition.
- **Personal firearms/weapons and ammunition are not allowed at camp.**

Drug, Alcohol, Tobacco and Electronic Cigarette Use

- The Boy Scouts of America prohibits the use of alcoholic beverages and controlled substances at encampments or activities on property owned and/or operated by a BSA council or at any BSA sponsored activity.
- Adult leaders should support the attitude that young adults are better off without tobacco and may not allow the use of tobacco products at any BSA activity.
- If adults feel the need to use tobacco, it must be restricted to the designated and fenced-off, enclosed smoking area behind the Dining Hall.
- Any reference to tobacco includes electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems that simulate tobacco smoking.
- As outlined in the Scouter Code of Conduct, Scouting activities are not a place to possess, distribute, transport, consume, or use any of the following items prohibited by law or in violation of any Scouting rules, regulations, and policies: alcoholic beverages or controlled substances, including marijuana.
- In addition, the Code of Conduct specifies that if you are taking prescription medications with the potential of impairing any functioning or judgment, you will not engage in activities that would put Scouts at risk, including driving or operating equipment.

Liquid Fuels in Camp

- It is the policy of the Old North State Council to limit the amount of liquid fuels in camp.
- Liquid fuel lanterns are restricted to the personal use of adults only.
- Under no circumstances are liquid fuels or lanterns allowed in tents.
- Gasoline and kerosene may not be stored in the campsite.
- To refuel the latrine lantern, kerosene is supplied by the Quartermaster.
- All other liquid fuels must be checked in to the Quartermaster upon arrival on Sunday where they are stored under lock and key.
- Anyone wishing to use his/her own fuel may do so by contacting the Quartermaster during business hours.
- Using liquid fuels to start any type of fire is prohibited.

General Cleanliness and Sanitation

- A Scout is clean. Showers, toilets, and latrines are available to Scouts and adults.
- These facilities must be kept clean at all times or privileges will be revoked.
- Trash bags are provided and a regular trash pick-up will be made.
- Laundry facilities are available in the camp's central shower house.
- Machines are coin-operated.

Campsite Inspections

- Your campsite will be inspected daily to make sure everything is in order at camp.
- Your Senior Patrol Leader will be briefed on Sunday about inspections.
- If you use personal tents in camp, all must be made of fire-retardant material. Please stencil on the door of the personal tents, "NO FLAME IN TENTS".
- We have temporary signs available in the Headquarters Building that can be placed in tents.
- The "NO FLAMES IN TENTS" policy also applies to adirondacks. No open flame of any kind is allowed.
- Make sure that you have everything ready for inspection before your Scouts leave for their first merit badge class each day.

Dehydration

- Dehydration is our number one camp illness and is 100% preventable.
- Dehydration can be a very dangerous situation when at camp.
- Be sure that you and all of your Scouts are drinking lots of water and other fluids.
- When you get up in the morning, you are already slightly dehydrated, so drink a little extra first thing in the morning.
- Be sure to eat well during meal times.
- Drinking fluids and eating a balanced diet are essential to helping prevent this heat related illness.

Sun Protection

- Exposure to the effects of the sun is a given at summer camp.
- It is vital that all campers remember to use sun protection when outdoors.
- Sun protection can be in the form of hats, clothing that covers the skin, and sunglasses.
- Use sunscreen frequently and copiously.
- Sunscreen should have an SPF (sun protection factor) of 30 or higher. Use a sunscreen that protects against UV-A and UV-B rays.
- Sunscreen should be applied approximately every two hours, after swimming, and more frequently if sweating.
- Take advantage of shaded areas when available.
- Remember that sun protection should be used even on overcast days and that sun damage from the sun's rays can occur when reflecting off of water or sand.

Valuables

- Each unit should provide adequate protection for valuables.
- A foot locker with a lock is recommended.
- The Old North State Council is not responsible for lost or stolen items.

ADVANCEMENT IN CAMP

Merit Badges

- Only those merit badges authorized by the Council Advancement Committee and Scouts BSA Camping Committee will be offered at summer camp.
- Requirements are taken from the official Boy Scouts of America website – Merit Badges available at <https://www.scouting.org/programs/boy-scouts/advancement-and-awards/merit-badges/>.
- Cherokee Scout Reservation does not use blue cards for advancement.
- All advancement is recorded electronically so paper applications do NOT need to be printed before arrival at camp.
- Please make sure that the prerequisites have been completed.
- If the Scout does not complete the prerequisites before attending camp, the summer camp staff will issue a partial completion of the merit badge.
- On Friday evening, a summary of each Scouts' progress will be available in the Headquarters Building for the leaders to review and address any concerns they have.
- A list of prerequisites for all merit badge classes can be found in the "Camp Program + Merit Badges & Activities" section of this guide.
- For units whose councils require Blue Cards, Black Pug will allow you to print each Scout's Blue Cards upon your return home.
- Black Pug can also export the advancement data in an Excel file for easy upload to ScoutBook and TroopMaster.

Partially Completed Merit Badges

- Merit badge summaries will indicate if a merit badge was completed or not.
- Partially completed merit badges will have a list of requirements that were not completed.
- It is the unit leader's responsibility to see that the Scout completes the merit badge after camp with the aid of a registered Merit Badge Counselor.

Merit Badge Pamphlets

- Scouts are encouraged to purchase and review the merit badge pamphlets for the merit badges he will take at summer camp.
- These pamphlets can be purchased from the local Scout shop or online at <https://www.scoutshop.org/>
- The Trading Post at camp will not have merit badge pamphlets for sale.
- While Scouts are encouraged to review merit badge pamphlets before coming to camp, Scouts are not required to own or bring any merit badge pamphlets.



Scouts use Lego Robotics kits to build and program robots in Robotics Merit Badge.

MAKING THE MOST OF YOUR CAMP EXPERIENCE

Uniforms in Camp

- All Scouts and leaders are encouraged to wear the complete BSA Field Uniform during flag lowering and dinner.
- The Activity Uniform is encouraged for all other times.
- Closed-toe shoes and a shirt must be worn at all times other than at the waterfront.
- Excepting religious objections, all hats should be removed when seated in the Dining Hall.
- **Flip flops and open-toed sandals are not allowed per BSA Health and Safety policy.**
- *Wearing any BSA uniform should be done with respect. Camp staff and leaders should strongly encourage all Scouts to wear the Scout uniform correctly and appropriately, as defined by the BSA Guide to Awards and Insignia. While proper wear of the uniform is important in Scouting, leaders and staff should keep in mind that Cherokee Scout Reservation is a Scout camp, not a military institution.*

Special Projects

- Any unit wishing to perform a special service project while in camp should notify the camp office manager (campatcherokee@gmail.com) before the unit arrives at camp.
- Prior notification will allow the camp to gather or purchase the necessary supplies.
- The unit will need to provide tools for the project.

Troop Spirit

- The troop that comes to camp with spirit and energy makes the rest of the camp come alive!
- Bring your troop cheer to camp and show everyone that you are number one!

Patrol Organization

- Everything we do in Scouting is based on the patrol method.
- The same is true for much of what we do at summer camp.
- Have patrols already organized and elect patrol leaders.
- Work on ideas as a patrol and have patrol leaders represent the group at camp.

Role of Senior Patrol Leader in Camp Program

- The Senior Patrol Leader (SPL) is the top youth leader in the troop.
- They will be treated as such during your week at camp.
- Encourage your SPL to attend all SPL meetings and to check on the other Scouts throughout the week to make sure they are having a good time.
- SPLs will be asked to evaluate the week on Friday so encourage them to make notes throughout the week about the things they feel are important.

Home Away from Home

- Your campsite is your home for the week so work on making it comfortable with campsite improvements and decorations.

TENT DAMAGE POLICY

All Scout leaders bringing their troop to summer camp should go over with their troop, both before camp and then again at camp, the importance of taking care of all the equipment they use at camp. Any group or unit using council equipment or property is responsible for the care of such equipment or property. Each group or unit will be responsible for having an adult check the condition of the equipment with a designated camp person upon arrival at the campsite and before departure at week's end. Any damage incurred during the week should be reported to the Camp Director immediately. Each group or unit is responsible for the cost of repair or replacement should the equipment or property be damaged while it is in its care, such cost being subject to the type and extent of damage as set forth and published by the Camping Committee. The scope of the damage will be decided by the Camp Director and Camp Ranger. If such damage requires the equipment to be replaced, the group may take what property they pay for. Make all Scouts aware that they will damage a tent by spraying insect repellent in or on the tent or tarp fabric, which results in the canvas losing its water repellency.

Damage Guidelines

Damage to camp property will be classified into one of three categories:

Accidental – *Example:* Scout stumbled as he exits or enters the tent, causing the tent to fall and tearing the fabric in the process.

Accidental but due to irresponsible behavior – *Example:* Scout is in or near his tent, carving with a knife. The knife slips, resulting in a cut in the canvas. This is considered irresponsible because the Scout should not have an open knife in or around the tent. Also, boys wrestling or engaged in rough-housing will be considered in this category.

Malicious – *Example:* Scout throws knife or other object into tent, resulting in a cut to the canvas.

If the damage to the equipment is determined to be accidental, the camp will absorb the cost of repair or replacement. If the damage is repairable and is caused by either irresponsible behavior or malicious behavior, the responsible party or unit will be charged \$25.00 for each occurrence of damage, not to exceed the depreciated value of the item. If the damage is not repairable and is caused by either irresponsible behavior or malicious behavior, the responsible party or unit will be charged for the property based on its depreciated value.

Repair or replacement Policy

Tent roofs and tarps: repairable damage is defined as any cut less than 1 ½ inches in length.

Tent side walls and flaps: damage in this area will be determined to be repairable or replaceable by the Camp Director or Camp Ranger, at their discretion.

Value of Property

Tents and tarps have a life expectancy of 10 years. Each will be marked with the date of purchase and will be depreciated over the 10-year life span. Older tents and tarps that have not been marked with the date of purchase will be governed by the conditional grade assigned to it. Conditional grades will carry depreciation values of 3, 5, 7, and 8 years.

The Camp Director, at his sole discretion, can make any deviation from these depreciation values. Damage costs are due before the unit leaves camp.

ADIRONDACK DAMAGE POLICY

Cherokee Scout Reservation is proud to have added adirondacks to many of our campsites. In order to maintain these adirondacks and continue to add new ones, damage must be kept to a minimum.

The cost for the Old North State Council to replace an adirondack is approximately \$3,000. This includes materials and labor. As such, these structures must be taken care of by all who use them. Each week, the adirondacks are checked by Troop Guides as troops move in and out of the campsites. The unit using the campsite at the time any damage occurs is responsible for the costs associated with that damage.

Damage to adirondacks includes but is not limited to:

- Graffiti/writing on bunks, walls, floor, porch, etc.
- Lost or torn privacy curtain (\$150 each), curtain rings, or curtain rod (\$10 each)
- Broken or missing boards, supports
- Damaged or missing dedication plaque
- Cutting or carving in wood
- Altering the structure in any way (ie. Adding hooks, hammock supports, etc.)

Any damage to buildings (adirondacks, latrines, showers, etc.) will be assessed individually and the unit will be expected to pay, prior to leaving camp, for costs of repairs to include materials & labor.

Any graffiti or writing on the adirondacks will need to be removed by the unit using sandpaper that the Troop Guide will provide during check-out.

The Camp Director and/or Ranger, at their discretion, can make any deviation from these values. Damage costs are due before the unit leaves camp.



INFORMATION for OUT-OF-COUNCIL UNITS

Scout units from outside of the Old North State Council are warmly welcomed at Cherokee Scout Reservation! Because an out-of-council unit might be unfamiliar with Cherokee Scout Reservation and the surrounding area, we have included some information below for the benefit of those units.

Early Arrivals

Normal check-in begins each Sunday at 1:00 pm. Units from outside the Old North State Council that need to arrive Saturday evening or early Sunday morning are asked to notify the camp administration by Friday morning of the prior week. This will ensure that the camp will have someone available to check the unit in early. If requested, the camp can provide meals on Saturday evening and Sunday morning for units who check-in early. Saturday supper and Sunday brunch are available at an additional cost. The cost is \$8.50 per person per meal.

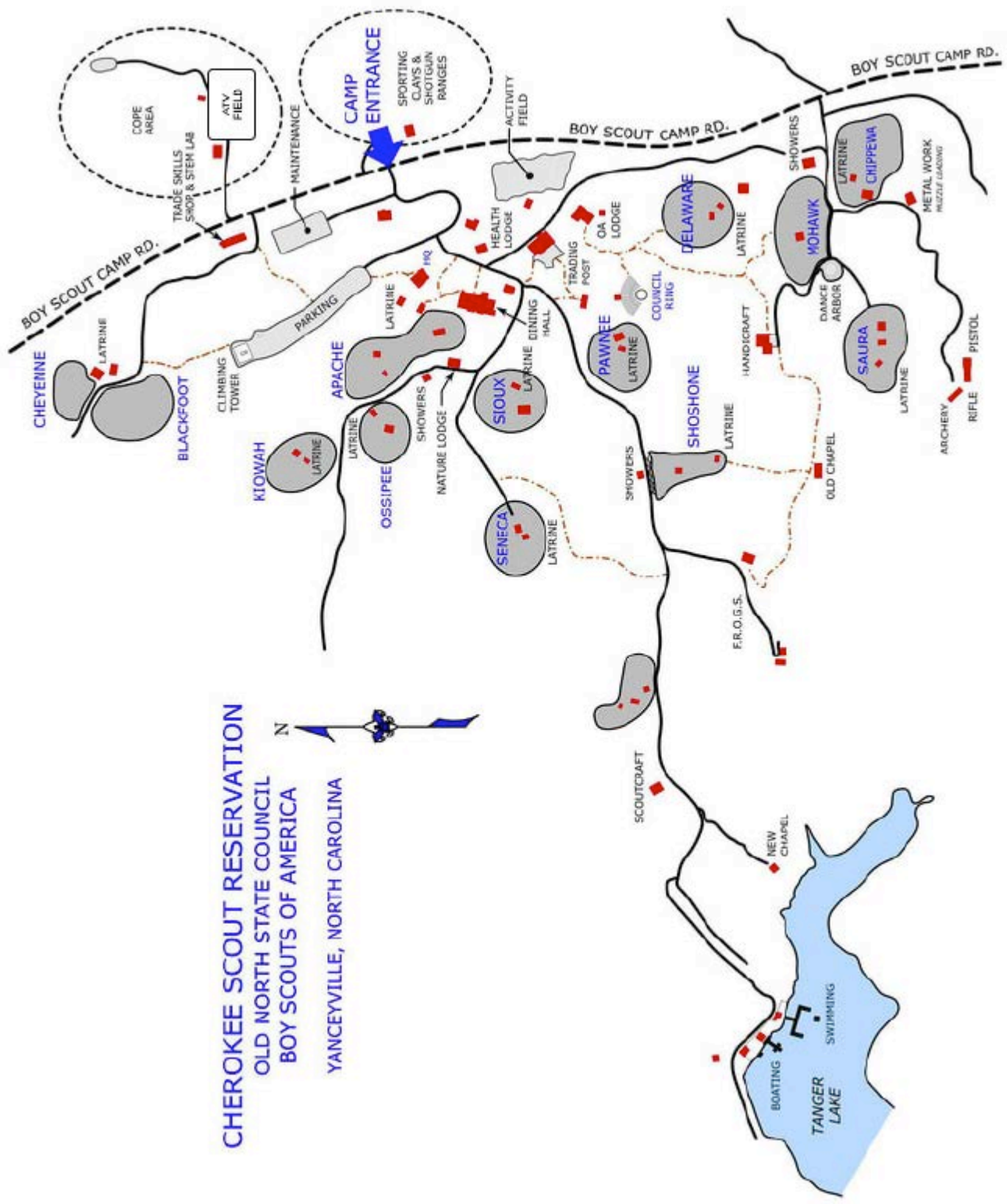
Visitor's Night

Thursday of each week is Visitor's Night. Family and friends can visit your unit at camp and enjoy the campfire program. Visitors are invited to bring dinner for the unit. Visitors are able to enter camp after 5:30 PM. Out-of-council units that will not have visitors traveling to join them for Visitor's Night have a few options for dinner. Option 1: We will provide a simple meal in the dining hall for Scouts and adult leaders at no additional charge. Inform the camp director of your plans to eat dinner in the dining hall during your 12-day-out meeting. Option 2: The unit can plan ahead to cook their own dinner in the campsite. Option 3: The unit can plan to have dinner at one of the local restaurants. There are fast food and sit-down restaurants in nearby Yanceyville (within ten minutes of camp) or the unit can travel to nearby Danville, VA (about twenty minutes) for many more dinner options.

2024 CAMPSITE RESERVATIONS

- Cherokee Scout Reservation begins accepting reservations for the following year's summer campsites during your week at camp.
- We will complete the 2024 campsite reservations through Black Pug.
- Example: Campsites for Week 1 of 2024 will be open for reservation during Week 1 of 2023, only to those troops currently in camp.
- Troops that are in camp have until Wednesday of that week to reserve their campsite for the same week the following year.
- After 5:00 pm on Wednesday, other units that are not in camp can reserve a campsite for that week in 2023 by visiting Black Pug.
- As each new week during summer camp in 2023 begins, reservations for that corresponding week in 2024 will open for troops in camp.
- There is a \$100.00 non-refundable deposit per site to reserve a campsite.
- **Note: The \$100.00 is for one campsite or one half of a campsite for those with sides A and B (\$200.00 for both A and B or \$100.00 for A).**

CAMP MAP



CHEROKEE SCOUT RESERVATION
 OLD NORTH STATE COUNCIL
 BOY SCOUTS OF AMERICA
 YANCEYVILLE, NORTH CAROLINA

NOTES

The Cherokee Scout Reservation leadership team thanks Tsoiotsi Tsogalii Lodge 70 for sponsoring the publication of this Leader Guide.



Cherokee Scout Reservation

Out Lead. Out Serve. Out Achieve.

www.csr.camp



Cherokee Scout Reservation
3296 Boy Scout Camp Road
Yanceyville, NC 27379
336-694-6440
www.csr.camp



Old North State Council, BSA
1405 Westover Terrace
Greensboro, NC 27408
336-378-9166
www.bsaonsc.org

2023 SUMMER CAMP MERIT BADGE & ACTIVITY SCHEDULE + **UPDATED MARCH 23, 2023**

	Aquatics					Ecology & Conservation			FROGS	Handicraft		Health & Safety		Leadership	Metalwork	Scoutcraft	STEM		Trade Skills ²					
Session 1 9:00 – 9:50	Canoeing Life Saving Swimming	Cherokee Catfish ⁶ Kayaking ¹		Sailing Paddle Craft Safety	BSA Lifeguard	Environmental Science	Astronomy & Space Exploration ⁴ Reptile & Amphibian Study		FROGS ^{6,8}	Pottery & Sculpture	Art Leatherwork	First Aid	Emergency Preparedness Personal Fitness		Citizenship in the World		Metalwork		Camping Wilderness Survival		Chemistry	Programming Robotics	Woodworking	
Session 2 10:00 – 10:50		Swimming	Cherokee Catfish ⁶				Mammal Study & Nature	Environmental Science			Indian Lore Basketry		Personal Fitness	Communications	Nuclear Science									
Session 3 11:00 – 11:50						Cherokee Catfish ⁶ Paddle Board ⁶	Forestry Weather			Leatherwork Model Design & Building Woodcarving	Emergency Preparedness Personal Fitness	First Aid	Citizenship in the Nation	Camping	Cooking	Crime Prevention & Fingerprinting Digital Technology								
Session 4 2:00 – 2:50	Canoeing Life Saving Swimming	Cherokee Catfish ⁶ Kayaking ¹		Swim & Water Rescue	BSA Lifeguard	FROGS ^{6,8}	Astronomy & Space Exploration ⁴ Bird Study ⁹ Reptile & Amphibian Study		Leatherwork Model Design & Building Woodcarving	Photography	First Aid	Disability Awareness Emergency Preparedness		Citizenship in the World		Metalwork		Camping Wilderness Survival		Chess	Animation Programming	Home Repair & Plumbing	Farm Mechanics	
Session 5 3:00 – 3:50		Swimming	Cherokee Catfish ⁶ Paddle Board ⁶				Forestry Mammal Study & Nature	Environmental Science	Indian Lore Basketry			Emergency Preparedness	Communications	Electronics										
Session 6 4:00 – 4:50							Cherokee Catfish ⁶ Mile Swim	Insect Study Weather		Art Leatherwork	Fire Safety	Citizenship in the Nation	Hiking	Digital Technology Electricity										
Twilight																Fishing ¹⁰		Fingerprinting ³		Horsemanship ¹⁰				

	9:00 – 10:20	10:30 – 11:50	2:00 – 3:20	3:30 – 4:50
Shooting Sports ²	Shotgun Shooting	Archery Muzzle Loading ⁶ Shotgun Shooting	Archery Muzzle Loading ⁶ Rifle Shooting	Rifle Shooting
Trade Skills ²	Welding	Welding	Welding	Advanced Welding ⁶
ATV ^{2,11}	ATV	ATV		

Bold indicates an Eagle required merit badge.

1 Kayaking merit badge.

2 ATV, Shooting Sports and some Trade Skills merit badges and activities last for 1.5 hours. All other merit badges or activities are 1, 2 or 3 hours.

3 Fingerprinting Merit Badge is offered during twilight. Scouts only need to attend one session. Scouts must pre-register. Use these registration numbers: Monday, Tuesday, or Wednesday.

4 Astronomy & Space Exploration Merit Badges meet first or fourth session. It also meets Monday, Tuesday & Wednesday evening for nighttime sky observation.

6 Advanced Metalwork, Advanced Welding, Cherokee Catfish, FROGS, Muzzle Loading are not merit badges.

8 FROGS is our first-year camper program designed to help Scouts meet the rank requirements for Scout through First Class. It is a half-day (3-hour) program.

9 Bird Study Merit Badge meets fourth session. It will also meet in the early mornings for bird identification hikes.

10 Fishing & Horsemanship are offered during twilight. Scouts must attend each night (Monday, Tuesday, Wednesday).

11 Online pre-camp work required for ATV. **Pay attention to age and weight restrictions.**