



# Boy Scout Summer Camp Program Information

2013

# Welcome to Chief Logan Reservation, the friendliest camp in the country!

Chief Logan Reservation prides itself on being a welcoming and accepting place where the Scouting outdoor program is used to teach outdoor skills, build character and help Scouts and adult leaders form bonds that last a lifetime. This guide will introduce you to the program opportunities and adventures that await you in the beautiful hills of Southeastern Ohio at CLR.

A big part of the magic of CLR is its open, flexible program. What is an open and flexible program, you ask? Basically, Chief Logan doesn't require Scouts to schedule times to work on merit badges or participate in programs (though there are a few exceptions due to facilities limitations or safety concerns). During program hours, a scout may go to any area at any time to work on any merit badge or program. No merit badge will ever be "too full" for your scout to work on, and they will never be "shut out" of a session.

This gives Scouts the flexibility to work on more merit badges if they want to, or to take a break and enjoy the outdoors. It also allows troops to create their own structure within the program for those who need it, but let mature youth and patrols take on the responsibility of deciding how they will structure their time and spend their week at camp. Here at CLR, our program fits the unit's needs and schedule; the unit does not have to fit ours.

In addition to merit badge opportunities, we also offer numerous high-quality special programs we hope you'll take advantage of: Foothills of the Frontier, the Frontiersman program, BSA Lifeguard, Polar Bear Swim, Scoutmaster Shoot (don't worry, it won't hurt), C.O.P.E, Troop Challenges, Mile Swim, Paul Bunyan Axemanship, and many more! More information about these programs follows, and more details will be provided during the Sunday camp-wide tour.

The 2013 Chief Logan Reservation Staff hopes you are as excited about coming to CLR as we are about having you here! We're looking forward to making your week in camp a memorable one for you and your unit!

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## *Merit Badge Cards*

If you did not bring those infamous blue cards with you, they can be obtained at the trading post throughout the week. Please give permission for your scouts to work on specific merit badges by signing their merit badge cards BEFORE they begin working with a counselor. Scouts should bring their blue card with them when they begin working on a merit badge.

## *Camp Program Schedule*

<b>Time</b>	<b>Sunday</b>	<b>Monday</b>	<b>Tuesday</b>	<b>Wednesday</b>	<b>Thursday</b>	<b>Friday</b>	<b>Saturday</b>
<b>7:00</b>		Reveille	Reveille	Reveille	Reveille	Reveille	Reveille
<b>7:40</b>		Waiter Call	Waiter Call	Waiter Call	Waiter Call	Waiter Call	Waiter Call
<b>7:50</b>		Friendship Circle	Friendship Circle	Friendship Circle	Friendship Circle	Friendship Circle	Friendship Circle
<b>8:00</b>		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
<b>8:45</b>		Flag Raising	Flag Raising	Flag Raising	Flag Raising	Flag Raising	Flag Raising
<b>9:00</b>		SPL Meeting Areas Open	SM Meeting  Areas Open	SPL Meeting Areas Open	Areas Open	SM Meeting  SPL Meeting Areas Open	Strike Camp
<b>12:00</b>		Areas Close	Areas Close	Areas Close	Areas Close	Areas Close	Camp Closed
<b>12:10</b>		Waiter Call	Waiter Call	Waiter Call	Waiter Call	Waiter Call	
<b>12:20</b>		Friendship Circle	Friendship Circle	Friendship Circle	Friendship Circle	Friendship Circle	
<b>12:30</b>		Lunch  Clean Shower houses	Lunch	Lunch  Clean Shower houses	Lunch	Lunch  Clean Shower houses	
<b>1:00</b>		Areas Open	Areas Open	Areas Open  Frontiersman Pioneering project	Areas Open	Areas Open	
<b>2:00</b>	Troop Arrival Med Checks Troop Pictures  Set Campsite  DH Orientation  Swim Check  First Aide  Campsite Setup						
<b>4:00</b>					Frontiersman Rendezvous		

<b>5:30</b>		Areas Close	Areas Close	Areas Close	Areas Close	Areas Close	
<b>5:40</b>		Waiter Call	Waiter Call	Waiter Call	Waiter Call	Waiter Call	
<b>5:50</b>		Friendship Circle	Friendship Circle	Friendship Circle	Friendship Circle	Friendship Circle	
<b>6:00</b>		Dinner	Dinner	Dinner	Dinner	Dinner	
<b>6:15</b>	Friendship Circle						
<b>6:30</b>	Dinner	Flag Retreat	Flag Retreat	Flag Retreat	Flag Retreat	Flag Retreat	
<b>7:00</b>	Camp Tour  SM Meeting	Areas Open  Outpost  Muzzle Shooting  Safety Afloat	Areas Open  Frontiersman Service Project  Archery Watermelon Shoot	Parents Night Activities	Areas Open  Luau/Euchre Tournament	Camp Game	
<b>8:00</b>			Areas Close				
<b>8:15</b>			Troop Night				
<b>8:30</b>				Chapel  Campfire  OA Call Out		Chapel  Campfire	
<b>8:45</b>	Chapel						
<b>9:00</b>	Campfire	Areas Close  Nature Campfire			Areas Close		
<b>10:00</b>	Taps	Taps	Taps	Taps	Taps	Taps	

- *Additional Programs are not scheduled, but will be announced during meal announcements throughout the week.*

## ***Campfires***

During the week, there are 3 camp-wide campfires:

- The Sunday night campfire, run by the staff, serves as an introduction of the staff and their programs.
- The Wednesday night campfire is a part of our parent night program, and is run by the Scouts.
- Finally, the Friday night campfire hosts our awards presentations and a special presentation for everyone.

Camp-wide campfires generally begin at around 8:30 p.m. or 8:45 p.m., and are preceded by chapel services, which generally begin at 8:15 p.m. or 8:30 p.m.

In addition to the camp-wide campfires, program areas also hold various campfires during the week. On Monday night, there is an Outpost campfire to accompany the Outpost Wilderness Survival overnight and a Nature camp-fire/get-together known as the



Chillaxithon. On Thursday night, those who do not go up on the Rendezvous can enjoy a movie in the Dining Hall (Drinks and snacks can be purchased during the movie) or a luau and Euchre Tournament hosted by Handicraft and Waterfront.

### ***Sunday night - camp-wide tour and campfire***

After dinner on Sunday evening, Scouts are taken on a camp-wide tour while adult leaders and senior patrol leaders meet with the commissioner staff and various parts of camp management for an orientation on camp programs and procedures.

Afterward, there is a chapel service and Sunday Night Opening Campfire where the staff performs skits to introduce themselves and their program areas.

### ***Tuesday night - Troop Night***

Tuesday night is Troop Night at Chief Logan Reservation. On Tuesday, most program areas close early to encourage your troop to plan an activity together. Pizzas and drinks can be pre-ordered through the trading post, and some areas will have special troop challenges and activities going on until 8:00. The Frontiersmen work on their Service Project Tuesday evening, as well, but it is planned to finish in time for frontiersmen to still participate in troop activities.

### ***Wednesday night - Family Night***

Wednesday is Family Night at Chief Logan Reservation. Family and friends are invited to visit, eat dinner, and be entertained by their scouts at the Wednesday night campfire. Please remind your guests to check in at the administration building as soon as they arrive. Inform the trading post of whether or not your unit (and guests) will be eating dinner in the dining hall, in your campsite, or if you would like to make use of a shelter house for a carry in. Please let the trading post know how many people (Scouts and guests) will be eating in the dining hall with your unit and pay for guests' meal tickets by Tuesday lunch.

#### **Family Night schedule**

- 5:50 p.m. - Friendship Circle and assembly for meal.
- 6:00 p.m. – Dinner, with flag ceremony immediately following. After flag ceremony, families are welcome to tour camp until chapel call.
- 8:15 p.m. – Chapel services begin, all are encouraged to attend.
- 8:30 p.m. (or immediately after close of chapel) – Wednesday night camp-wide campfire. The camp fire includes skits by each troop and an Order of the Arrow tap out ceremony. If you want to leave before the Order of the Arrow ceremony, make sure to let a commissioner or member of camp administration know before the camp-fire so they can help you figure out when you need to leave. The gates out of camp are locked during the O.A. ceremony to maintain solemnity, and so you'll have to leave before the gates are locked, before the end of the campfire skits.

Your adult leaders and SPL will be given more information about the Wednesday campfire and their responsibilities for it when they get to camp.

### ***Thursday - Frontiersman Rendezvous***

Every Thursday, the Frontiersmen set out at 4:00 p.m. to trek into the hills around camp and make use of outdoor skills learned in the program during the week. On the Rendezvous, frontiersmen build their own shelters, cook food over a fire, and sing songs and tell stories around the campfire.

Anyone who has either completed a frontiersman rank in the past or who has completed requirements and wants to advance is welcomed on the rendezvous. If visitors come just for the rendezvous, we ask that they stop by the trading post to pay for meals they eat while in camp or on the rendezvous, to help support the cost of the program.

### ***Friday – camp-wide Marathon Relay and closing campfire***

On Friday evening after dinner, Chief Logan Reservation holds a camp-wide troop skills competition – The CLR Marathon Relay! – then closes out the week of camp with a special Friday Night Closing Campfire.

In the Marathon Relay, each troop is given a baton and must take the baton to stations for all the areas in camp. At each station, one or two representatives of the troop are tested on the skills for that area. Points are awarded for skillful completion of each area's relay event and for finishing under the marathon's hour time limit.

Participation is limited to the youth in each unit, and each unit plans how to use its youth resources to best and most quickly complete the relay. Strategy can vary depending on group size – some large units station Scouts at the areas where they excel and let others run the baton from area to area. Some smaller troops have the person who competes at a given area run to the next. There are numerous possibilities, but we ask that you include all the youth in your troop in your marathon strategy, even if some simply stand at a certain point and cheer or offer water to runners.

Then, after the conclusion of the relay, we have a chapel service and the Friday Night Closing Campfire, where the staff present awards for the week and have a special closing presentation that ties together the week at camp.

### ***Saturday – pack up and head for home***

Friday morning after breakfast, Scouts have the chance to earn clues at every area performing Scout skills that they have learned over the course of the week. This activity runs in conjunction with areas being open and clues can be earned while finishing merit badges. At each area, Scouts can earn a different clue by showing their knowledge of area skills. These clues are then used after dinner to find an unknown staff member. The total score achieved on all the clues and the time it takes to find the mystery staff member are counted in the final score. The winners are announced and recognized at the closing campfire.

Then, after the conclusion of the Mystery Staff Search, we have a chapel service and the Friday Night Closing Campfire, where the staff person present awards for the week and have a special closing presentation that ties together the week at camp.

## ***Camp Programs***

### ***How the open, flexible program works***

Chief Logan Reservation has been using the open, flexible program for decades, and in that time, we've refined it a great deal. Below is more information on how it all works, so you can prepare to best take advantage of it.

First, the program is not meant to be absolutely, 100% unstructured. Scouts can join most merit badge classes and programs at any time they want, without needing to schedule their participation, but each area has developed ways of implementing this flexibility to complement the skills and merit badges they offer.

In an area like nature or handicraft, where most youth come to work on merit badges, for example, most merit badges are taught in their entirety many times throughout the week, and Scouts join the instruction wherever it is when they arrive, then complete earlier requirements at the beginning of the next pass through the badge. Scouts can come and go as they please, however, and our staff will help them work on requirements when they arrive, even if they want to work on something the current class has already completed.

In an area like Brown Sea Island, where Scoutcraft is taught, there tends to be one person who greets and routes people among areas where staff oversee all the people practicing different levels of skills like fire-building or wood tools safety, at the same time.

While areas differ on how they implement open program, they are consistent in allowing youth to do what they want when they want, within reason. Nature will let Scouts start Environmental Science at 4:50 p.m. on Friday if they really want to, for example, even though they might not be able to complete a single requirement.

This doesn't necessarily mean, however, that you should just let your youth run free while at camp and hope for the best. The open, flexible program works best when troops use the patrol method within it to help patrols and youth plan their week to meet their goals, and then keep checking in to assess progress and help correct if things go awry.

In the open, flexible program, youth can plan their week at camp and be given responsibility for carrying out their plan, but there is flexibility for leaders to work with staff to salvage goals if a patrol or individual falls behind or doesn't follow through on their plan. This lets Scouts get substantial experience in responsibility, but, should they run into problems, helps them to learn the lessons that result without overly harsh consequences. Learning responsibility this way does require work on the part of leaders, but it is work that is richly rewarding for both the youth who learn independence and responsibility and leaders who see their Scouts grow and mature.



We are serious about the flexible part of the open, flexible program, too. We will do anything we can to help your unit and youth meet their goals for the week of camp, including helping to figure out ways of modifying even the scheduled parts of our program if the change would help better meet your needs.

The open, flexible program can be daunting until you experience it and see how it all works. If you have questions or concerns, please talk to a staff member so we can help!

### **Foothills of the Frontier Program**

This is Chief Logan's First Year Camper program. In this program, first year scouts are given a little extra guidance in our open program, as patrols. Here, first years are taught about the patrol method by breaking up into their own patrols of 6 – 8 and will work toward completing Tenderfoot, Second, and First Class requirements in each program area of camp. The patrols will determine what area they want to go to, and what they will work on. This is overseen by the Foothills Director, but it is expected that an adult from the troop will follow their scout's progress and see that their scouts are staying to their goals. It is beneficial to have this adult decided before arriving at camp so they are familiar with the boys they will be working with all week. The foothills program is set up so the scouts are held accountable for their progress- keeping track of their pamphlet, beads, and leather medallions. We find that your Scouts will be most effective if you have an assigned each day for them to review their progress from the day and plan for the next day's goals.

### **Frontiersman Program**

#### **Grrrrrr!!!**

The Chief Logan Reservation Frontiersmen Program is our camp spirit and adventure program. The program is geared towards older scouts and adult leaders.

Scouts learn frontiersman skills, such as matchless fire building, wild edibles, and pioneering. There are 3 levels of the program; Pioneer, Trapper, and Mountain Man. Participants are encouraged to start early in the week so that they can complete the requirements by Thursday evening. Everyone who completes the requirements may go on the Rendezvous. There is no time limit to complete requirements and may be carried over from year to year.

The Frontiersman Program has five main purposes:

- To teach Outdoor Skills
- To teach respect of the outdoors
- To provide a challenging program for older scouts
- To build troops resources of scouting skills
- To build leadership, self-confidence and spirit

## **Archery**

Our Archery Range is located next to our picturesque Beaver Pond and has a range that allows 6 shooters at a time and an Action Archery course where Scouts can hone their hunting skills.

### ***Merit Badges offered:***

- Archery MB

### ***Special Programs:***

- Action Archery Course
- CAA Awards
- Shooting Competitions



Our range is open in the morning for open shoot and merit badge work is done in the afternoon. There is no scheduling for the open shoot or merit badge work. Our counselors are more than willing to work with scouts that need the extra help.

## **Brown Sea Island**

Brown Sea Island, known around camp as BSI, is the ultimate in Scoutcraft. Nearly all of the essential Scouting outdoor skills can be learned there, including lashing and knot tying, wood tools safety and skills, and camping and cooking.



### ***Merit Badges offered:***

- |           |              |
|-----------|--------------|
| • Camping | • Fishing    |
| • Cooking | • Pioneering |

### ***Special Programs:***

- |                      |                      |
|----------------------|----------------------|
| • Knot Clubs         | • Fire'm Chit        |
| • Demonstrations     | • Paul Bunyan Axeman |
| • Order of the Fork* | • Lash Master        |
| • Five-Mile Hike     | • Splicemeister      |
| • Toten' Chip        |                      |

*\*Order of the Fork is open to anyone, but does have a sign up sheet in the Foothills area.*

## **Handicraft**

Handicraft merit badges offer a good opportunity for younger scouts to start earning merit badges and get their advancement past First Class underway. Scouts can produce something to take home, something functional, or be involved in an important camp painting project. Come to the shelter to show off your artistic skills!

### ***Merit Badges offered:***

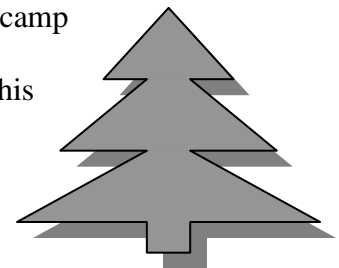
- Art
- Basketry\*
- Collections
- Indian Lore
- Leatherwork
- Metalworking (Location TBD)
- Painting
- Welding (Location TBD)
- Wood Carving

In addition to merit badges, handicraft offers wood burning and various contests.

*\*Basketry MB has a \$15 fee to cover the costs of the basket kits.*

## **Nature**

Head on down to Nature and sit on one of the two observation docks or walk the self-guided Nature Trail. Our Nature area offers the most merit badges in camp and has several special programs that occur each week, including, campfires, astronomy observations, and bird, frog, and night hikes. This area has something to offer Scouts of all ages.



### ***Merit Badges offered:***

- Astronomy
- Bird Study
- Environmental Science
- Fish and wildlife management
- Forestry
- Geology
- Insect Study
- Mammal Study
- Nature
- Reptile and Amphibian Study
- Soil and Water Conservation
- Weather

### ***Special Programs:***

- Night hikes
- Bird hikes
- Frog hikes
- Astronomy observations
- Edible plant hikes
- Edible plant preparation demonstrations
- Campfires
- Chillaxithon

## **High Adventure**

The Outdoor Adventure program has grown to become a great area for everyone, Scouts and leaders alike. There are various special programs offered to any Scout who wishes to participate. Be sure to pay special attention to the information given at the leaders meeting and Sunday camp tour.

### ***Merit Badges offered:***

- Backpacking (Partial)
- Emergency Preparedness
- First Aid
- Geocaching
- Hiking (Partial)
- Orienteering
- Wilderness Survival

### ***Special Programs***

- Bouldering Wall
- Five-Mile Hike
- Low-elements COPE course
- Off camp canoe trip (approx. 3-4 hour trip)
- Outpost campfire and overnigher
- Tomahawk Throwing



## **Rifle Range**

The Tulpe Rifle Range offers youth and adults the opportunity to practice shooting skills and become better marksmen. The rifle range offers .22 rifle shooting, shotgun shooting, and muzzleloader shooting. Shotgun and .22 rifle shooting is available simultaneously during open shoot. Muzzleloaders are shot at scheduled times. For safety reasons, merit badge work is done in the afternoon and open shoot is in the morning.

### ***Merit Badges offered:***

- Rifle Shooting
- Shotgun Shooting\*

### ***Special Programs:***

- Open shooting .22's
- Black Powder Shooting
- Scoutmaster Shoots
- NRA shooting certifications



\* \$.25 per shot for shotgun shooting. Shotgun shooting merit badge cost is \$15.00

## **Waterfront**

Waterfront is one of the most popular areas in camp, especially on hot summer days. All Scouts who wish to participate in any of the waterfront activities must take and pass a BSA swim test. No exceptions will be made. For safety reasons, waterfront merit badge work is done in the mornings, leaving the afternoons for free-swim, open boating, and activities to help beat the heat of warm summer days.

### ***Merit Badges Offered:***

- Canoeing
- Lifesaving
- Rowing
- Small Boat Sailing
- Swimming
- Kayaking

### ***Special Programs:***

- Afternoon open boating
- Iceberg
- Luau games, activities, and Euchre tournament (Thursday night)

### ***Certifications offered:***

- BSA Lifeguard (This is rigorous certification and is an all-week program)
- Mile Swim BSA (must start Monday or Tuesday)
- Paddle Craft Safety (2-day course)
- Safe Swim Defense (Monday only)
- Safety Afloat (Monday only)
- Swimming and Water Rescue (2-day course)

## **Games and Fitness**

We're happy to announce the addition of a brand new program area at CLR this year! Our new Games and Fitness area continues to embrace the Chief Logan philosophy of open and flexible programming and serves to promote both physical and mental fitness in our camp and campers. Some of the new merit badges offered here require prerequisites (such as having participated in a seasonal athletic activity) so make sure you bring any necessary homework, or signed records from coaches, scoutmasters, or parents with you to camp. As a brand new program area, some fun and exciting new special programs may be in the works as well, so keep your ears open for special announcements when you arrive at camp!

### ***Merit Badges Offered:***

- Sports (Some Prerequisites)
- Personal Fitness (Some Prerequisites)
- Athletics (Some Prerequisites)
- Golf
- Chess

## *Climbing*

### *Checkout procedures*

Checkout begins on Saturday after flag raising. It is very important that you wait for your troop guide to check you out before you leave. If you are planning on leaving camp before breakfast on Saturday, be sure to let the ad building or your troop guide know before hand.

On Friday, there will be a checkout procedures meeting with information on what you will need to complete before leaving on Saturday. Please make sure at least one adult and one scout from your troop attend this meeting.

We hope that you have a great week here at Chief Logan Reservation! If you have any questions or concerns, please let us know.

*CLR 2013 Staff*

## CLR 2013 Merit Badges

<b>Merit Badges/Programs Offered at Chief Logan Reservation</b>	<b>Location Where Offered</b>	<b>Times Offered</b>
Archery MB	Archery	Morning
Art MB	Handicraft	Open
Astronomy MB	Nature	Open
Athletics MB	Games and Fitness	Open
Auto Mechanics MB	Special	Ask
Backpacking MB	High Adventure	Open
Basketry MB	Handicraft	Open
Bird Study MB	Nature	Open
Camping MB	BSI	Open
Citizenship in the Community MB	Special	Ask
Citizenship in the Nation MB	Special	Ask
Citizenship in the World MB	Special	Ask
Chess MB	Games and Fitness	Open
Canoeing MB	Waterfront	Mornings
Collections MB	Handicraft	Open
Cooking MB	BSI	Open
Emergency Preparedness MB	High Adventure	Open
Environmental Science MB	Nature	Open
Farm Mechanics MB	Limited/Special	Ask
Fire Safety MB	Limited/Special	Ask
First Aid MB	High Adventure	Open
First-Class Emphasis Program ( <i>Foothills</i> )	Foothills Area	Open
Fish & Wildlife Management MB	Nature	Open
Fishing MB	BSI	Open
Forestry MB	Nature	Open
Geocaching MB	High Adventure	Open
Geology MB	Nature	Open
Golf MB	Games and Fitness	Open
Hiking MB	High Adventure	Open
Indian Lore MB	Handicraft	Open
Insect Study MB	Nature	Open
Kayaking MB	Waterfront	Open
Leatherwork MB	Handicraft	Open
BSA Lifeguard	Waterfront	All Day
Lifesaving MB	Waterfront	Mornings
Mammal Study MB	Nature	Open

Metal Working MB	Handicraft	Open
Mile Swim BSA	Waterfront	Open
Nature MB	Nature	Open
Orienteering MB	High Adventure	Open
Painting MB	Handicraft	Open
Sports MB	Games and Fitness	Open



Pioneering MB	BSI	Open
Reptile & Amphibian Study MB	Nature	Open
Rifle Shooting MB	Rifle Range	Afternoons
Rifle Shooting MB (Muzzle loading)	Rifle Range	Afternoons
Rowing MB	Waterfront	Mornings
Shotgun Shooting MB	Rifle Range	Afternoons
Small Boat Sailing MB	Waterfront	Mornings
Soil & Water Conservation MB	Nature	Open
Swimming Instruction	Waterfront	Afternoons
Swimming MB	Waterfront	Mornings
Weather MB	Nature	Open
Welding MB	Shop	Open
Wilderness Survival MB	High Adventure	Open
Woodcarving MB	Handicraft	Open